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version 1.2.2, October 3rd, 2004

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Trilead-ssh2 b212

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----------PLY (Python Lex-Yacc) Version 3.1

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Introduction
==========

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

PLY is very closely modeled after traditional lex/yacc.
If you know how to use these tools in C, you will find PLY
to be similar.

PLY provides very extensive error reporting and diagnostic
information to assist in parser construction. The original

implementation was developed for instructional purposes. As
a result, the system tries to identify the most common types
of errors made by novice users.

PLY provides full support for empty productions, error recovery,
precedence specifiers, and moderately ambiguous grammars.

Parsing is based on LR-parsing which is fast, memory efficient,
better suited to large grammars, and which has a number of nice
properties when dealing with syntax errors and other parsing problems.
Currently, PLY builds its parsing tables using the LALR(1)
algorithm used in yacc.

PLY uses Python introspection features to build lexers and parsers.
This greatly simplifies the task of parser construction since it reduces
the number of files and eliminates the need to run a separate lex/yacc
tool before running your program.

PLY can be used to build parsers for "real" programming languages.
Although it is not ultra-fast due to its Python implementation,
PLY can be used to parse grammars consisting of several hundred
rules (as might be found for a language like C). The lexer and LR
parser are also reasonably efficient when parsing typically
sized programs. People have used PLY to build parsers for
C, C++, ADA, and other real programming languages.

How to Use
==========

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

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

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

```
import lex
import yacc
```

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

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

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

A simple example is found at the end of this document

Requirements
==========
PLY requires the use of Python 2.2 or greater. However, you should
use the latest Python release if possible. It should work on just
about any platform. PLY has been tested with both CPython and Jython.
It also seems to work with IronPython.

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

http://www.dabeaz.com/ply

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

A Google group for PLY can be found at

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

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

The CHANGES file acknowledges those who have contributed patches.

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

Special Note for PLY-3.0
==========
PLY-3.0 the first PLY release to support Python 3. However, backwards
compatibility with Python 2.2 is still preserved. PLY provides dual
Python 2/3 compatibility by restricting its implementation to a common
subset of basic language features. You should not convert PLY using
2to3--it is not necessary and may in fact break the implementation.

Example
=======

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

```
  ------------------------------------------------------------------------------
  calc.py
  #
  A simple calculator with variables.
  ------------------------------------------------------------------------------

tokens = (
'NAME','NUMBER',
'PLUS','MINUS','TIMES','DIVIDE','EQUALS',
'LPAREN','RPAREN',
)

  Tokens

t_PLUS = r'+'
t_MINUS = r'-'
t_TIMES = r'*'
t_DIVIDE = r'/'
t_EQUALS = r'='
t_LPAREN = r'('
t_RPAREN = r')'
t_NAME = r'a-zA-Z_a-zA-Z0-9_*'

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

  Ignored characters
  t_ignore = " \t"

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

def t_error(t):
print "Illegal character '%s'" % t.value0
t.lexer.skip(1)

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

  Precedence rules for the arithmetic operators
```

```
  precedence = (
  ('left','PLUS','MINUS'),
  ('left','TIMES','DIVIDE'),
  ('right','UMINUS'),
  )

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

def p_statement_assign(p):
'statement : NAME EQUALS expression'
names[p1] = p3

def p_statement_expr(p):
'statement : expression'
print p1

def p_expression_binop(p):
'''expression : expression PLUS expression
expression MINUS expression
expression TIMES expression
expression DIVIDE expression'''
if p2 == '+' : p0 = p1 + p3
elif p2 == '-': p0 = p1 - p3
elif p2 == '*': p0 = p1 * p3
elif p2 == '/': p0 = p1 / p3

def p_expression_uminus(p):
'expression : MINUS expression %prec UMINUS'
p0 = -p2

def p_expression_group(p):
'expression : LPAREN expression RPAREN'
p0 = p2

def p_expression_number(p):
'expression : NUMBER'
p0 = p1

def p_expression_name(p):
'expression : NAME'
try:
p0 = names[p1]
except LookupError:
print "Undefined name '%s'" % p1
p0 = 0

def p_error(p):
```

```
print "Syntax error at '%s'" % p.value

import ply.yacc as yacc
yacc.yacc()

while 1:
try:
s = raw_input('calc > ')
except EOFError:
break
yacc.parse(s)
```

Bug Reports and Patches
==========
Because of the extremely specialized and advanced nature of PLY, I
rarely spend much time working on it unless I receive very specific
bug-reports and/or patches to fix problems. I also try to incorporate
submitted feature requests and enhancements into each new version. To
contact me about bugs and/or new features, please send email to
dave@dabeaz.com.

In addition there is a Google group for discussing PLY related issues at

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

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schema/trex.py

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test/domapi/ (and test/test_pyxmldom.py)

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J-Interop 2.0.8

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jarapac 0.3.8

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----------PLY (Python Lex-Yacc) Version 3.1

David M. Beazley (dave@dabeaz.com)

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Introduction
==========

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

PLY is very closely modeled after traditional lex/yacc.
If you know how to use these tools in C, you will find PLY
to be similar.

PLY provides very extensive error reporting and diagnostic
information to assist in parser construction. The original
implementation was developed for instructional purposes. As
a result, the system tries to identify the most common types
of errors made by novice users.

PLY provides full support for empty productions, error recovery, precedence specifiers, and moderately ambiguous grammars.

Parsing is based on LR-parsing which is fast, memory efficient, better suited to large grammars, and which has a number of nice properties when dealing with syntax errors and other parsing problems. Currently, PLY builds its parsing tables using the LALR(1) algorithm used in yacc.

PLY uses Python introspection features to build lexers and parsers. This greatly simplifies the task of parser construction since it reduces the number of files and eliminates the need to run a separate lex/yacc tool before running your program.

PLY can be used to build parsers for "real" programming languages. Although it is not ultra-fast due to its Python implementation, PLY can be used to parse grammars consisting of several hundred rules (as might be found for a language like C). The lexer and LR parser are also reasonably efficient when parsing typically sized programs. People have used PLY to build parsers for C, C++, ADA, and other real programming languages.

How to Use
==========

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

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

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

```
import lex
import yacc
```

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

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

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

A simple example is found at the end of this document

Requirements
==========
PLY requires the use of Python 2.2 or greater. However, you should use the latest Python release if possible. It should work on just about any platform. PLY has been tested with both CPython and Jython. It also seems to work with IronPython.

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

http://www.dabeaz.com/ply

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

A Google group for PLY can be found at

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

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

The CHANGES file acknowledges those who have contributed patches.

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

Special Note for PLY-3.0
==========
PLY-3.0 the first PLY release to support Python 3. However, backwards compatibility with Python 2.2 is still preserved. PLY provides dual Python 2/3 compatibility by restricting its implementation to a common subset of basic language features. You should not convert PLY using 2to3--it is not necessary and may in fact break the implementation.

Example
=======

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

```
  ------------------------------------------------------------------------------
  calc.py
  #
  A simple calculator with variables.
  ------------------------------------------------------------------------------

tokens = (
'NAME','NUMBER',
'PLUS','MINUS','TIMES','DIVIDE','EQUALS',
'LPAREN','RPAREN',
)

  Tokens

t_PLUS = r'+'
t_MINUS = r'-'
t_TIMES = r'*'
t_DIVIDE = r'/'
t_EQUALS = r'='
t_LPAREN = r'('
t_RPAREN = r')'
t_NAME = r'a-zA-Z_a-zA-Z0-9_*'

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

  Ignored characters
  t_ignore = " \t"

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

def t_error(t):
print "Illegal character '%s'" % t.value0
t.lexer.skip(1)

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

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

```
  ('right','UMINUS'),
  )

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

def p_statement_assign(p):
'statement : NAME EQUALS expression'
names[p1] = p3

def p_statement_expr(p):
'statement : expression'
print p1

def p_expression_binop(p):
'''expression : expression PLUS expression
expression MINUS expression
expression TIMES expression
expression DIVIDE expression'''
if p2 == '+' : p0 = p1 + p3
elif p2 == '-': p0 = p1 - p3
elif p2 == '*': p0 = p1 * p3
elif p2 == '/': p0 = p1 / p3

def p_expression_uminus(p):
'expression : MINUS expression %prec UMINUS'
p0 = -p2

def p_expression_group(p):
'expression : LPAREN expression RPAREN'
p0 = p2

def p_expression_number(p):
'expression : NUMBER'
p0 = p1

def p_expression_name(p):
'expression : NAME'
try:
p0 = names[p1]
except LookupError:
print "Undefined name '%s'" % p1
p0 = 0

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

import ply.yacc as yacc
```

```
yacc.yacc()

while 1:
try:
s = raw_input('calc > ')
except EOFError:
break
yacc.parse(s)
```

Bug Reports and Patches
==========
Because of the extremely specialized and advanced nature of PLY, I rarely spend much time working on it unless I receive very specific bug-reports and/or patches to fix problems. I also try to incorporate submitted feature requests and enhancements into each new version. To contact me about bugs and/or new features, please send email to dave@dabeaz.com.

In addition there is a Google group for discussing PLY related issues at

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

Dave----------

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test/domapi/ (and test/test_pyxmldom.py)

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Metro 2.3_THIRDPARTYLICENSEREADME.txt

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TABLE OF CONTENTS -
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I. Components

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Version: 0.10.5
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@uirouter/core@5.0.20:
Project: @uirouter/core (NodeJS module)
Version: 5.0.20
Available at:
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angular-animate@1.7.2:
Project: angular-animate (NodeJS module)
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angular-java-stack-viewer@1.0.1:
Project: angular-java-stack-viewer (NodeJS module)
Version: 1.0.1
Available at: https://github.com/tbouron/angular-java-stack-viewer
Developed by: Thomas Bouron
License name: Apache License, version 2.0

angular-multiple-transclusion@1.0.0:
Project: angular-multiple-transclusion (NodeJS module)
Version: 1.0.0
Available at: https://github.com/mcasimir/angular-multiple-transclusion
Developed by: mcasimir (https://github.com/mcasimir)
License name: MIT License

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Project: angular-resource (NodeJS module)
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Version: 1.7.2
Available at:
- http://angularjs.org
- https://github.com/angular/angular.js
Developed by: Angular Core Team (angular-core+npm@google.com)
License name: MIT License
Notice: Copyright (c) 2016 Angular

angular-ui-bootstrap@2.5.6:
Project: angular-ui-bootstrap (NodeJS module)
Version: 2.5.6
Available at:
- http://angular-ui.github.io/bootstrap/
- https://github.com/angular-ui/bootstrap
Developed by: https://github.com/angular-ui/bootstrap/graphs/contributors
License name: MIT License
Notice: Copyright (c) 2012-2017 the AngularUI Team, https://github.com/organizations/angular-ui/teams/291112

angular-ui-router@0.3.2:
Project: angular-ui-router (NodeJS module)
Version: 0.3.2

Available at:
- http://angular-ui.github.com/
- https://github.com/angular-ui/ui-router

License name: MIT License

Notice: Copyright (c) 2013-2015 The AngularUI Team, Karsten Sperling

angular-ui-router@1.0.19:

Project: angular-ui-router (NodeJS module)

Version: 1.0.19

Available at:
- https://github.com/angular-ui/ui-router
- https://ui-router.github.io

License name: MIT License

Notice: Copyright (c) 2013-2018 The AngularUI Team, Karsten Sperling

angular-xeditable@0.4.0:

Project: angular-xeditable (NodeJS module)

Version: 0.4.0

Available at:
- https://github.com/vitalets/angular-xeditable
- https://vitalets.github.io/angular-xeditable

Developed by: Vitaliy Potapov (noginsk@rambler.ru)

License name: MIT License

Notice: Copyright (c) 2015 Vitaliy Potapov

angular@1.7.2:

Project: angular (NodeJS module)

Version: 1.7.2

Available at:
- http://angularjs.org
- https://github.com/angular/angular.js

Developed by: Angular Core Team (angular-core+npm@google.com)

License name: MIT License

Notice: Copyright (c) 2016 Angular

aopalliance:1.0:

Project: AOP alliance

Version: 1.0

Available at: http://aopalliance.sourceforge.net

License name: Public Domain

argparse@1.0.10:

Project: argparse (NodeJS module)

Version: 1.0.10

Available at: https://github.com/nodeca/argparse

License name: MIT License

Notice: Copyright (C) 2012 by Vitaly Puzrin

bootstrap@3.3.7:
Project: bootstrap (NodeJS module)
Version: 3.3.7
Available at:
- http://getbootstrap.com
- https://github.com/twbs/bootstrap
Developed by: Twitter, Inc.
License name: MIT License
Notice: Copyright (c) 2011-2016 Twitter, Inc.

ch.qos.logback:1.0.7:
Project: Logback Logging Framework
Version: 1.0.7
Available at: http://logback.qos.ch
Developed by: QOS.ch (http://www.qos.ch)
License name: Eclipse Public License, version 1.0

clipboard@1.5.16:
Project: clipboard (NodeJS module)
Version: 1.5.16
Available at: https://github.com/zenorocha/clipboard.js
License name: MIT License

codemirror@5.39.2:
Project: codemirror (NodeJS module)
Version: 5.39.2
Available at:
- http://codemirror.net
- https://github.com/codemirror/CodeMirror
License name: MIT License
Notice: Copyright (C) 2017 by Marijn Haverbeke <marijnh@gmail.com> and others

com.fasterxml.jackson:2.9.7:
Project: Jackson FasterXML
Version: 2.9.7
Available at:
- http://github.com/FasterXML/jackson
- http://wiki.fasterxml.com/JacksonExtensionXmlDataBinding
- http://wiki.fasterxml.com/JacksonModuleJoda
- https://github.com/FasterXML/jackson-core
- https://github.com/FasterXML/jackson-dataformats-text
- https://github.com/FasterXML/jackson-modules-base
Developed by: FasterXML (http://fasterxml.com/)
License name: Apache License, version 2.0

com.fasterxml.woodstox.woodstox-core:5.0.3:
Project: Woodstox
Version: 5.0.3

Available at: https://github.com/FasterXML/woodstox
Developed by: FasterXML (http://fasterxml.com)
License name: Apache License, version 2.0

com.github.mifmif.generex:1.0.1:
Project: Generex
Version: 1.0.1
Available at: https://github.com/mifmif/Generex/tree/master
License name: Apache License, version 2.0

com.google.code.findbugs.annotations:2.0.3:
Project: FindBugs-Annotations
Version: 2.0.3
Available at: http://findbugs.sourceforge.net/
License name: GNU Lesser General Public License, version 3.0

com.google.code.findbugs.jsr305:2.0.1:
Project: FindBugs-jsr305
Version: 2.0.1
Available at: http://findbugs.sourceforge.net/
License name: Apache License, version 2.0

com.google.code.gson:2.5:
Project: Gson
Version: 2.5
Available at: https://github.com/google/gson
Developed by: Google, Inc. (http://www.google.com)
License name: Apache License, version 2.0

com.google.errorprone.error_prone_annotations:2.1.0:
Project: error-prone annotations
Version: 2.1.0
Available at: http://nexus.sonatype.org/oss-repository-hosting.html
License name: Apache License, version 2.0

com.google.guava:18.0:
Project: Guava: Google Core Libraries for Java
Version: 18.0
Available at: http://code.google.com/p/guava-libraries
License name: Apache License, version 2.0

com.google.inject.guice:3.0:
Project: Google Guice
Version: 3.0
Available at: http://code.google.com/p/google-guice/
Developed by: Google, Inc. (http://www.google.com)
License name: Apache License, version 2.0

com.google.inject:3.0:
Project: Google Guice
Version: 3.0
Available at: http://code.google.com/p/google-guice/
Developed by: Google, Inc. (http://www.google.com)
License name: Apache License, version 2.0

com.hierynomus.sshj:0.20.0:
Project: sshj
Version: 0.20.0
Available at: https://github.com/hierynomus/sshj
License name: Apache License, version 2.0

com.jamesmurty.utils.java-xmlbuilder:1.1:
Project: java-xmlbuilder
Version: 1.1
Available at: https://github.com/jmurty/java-xmlbuilder
License name: Apache License, version 2.0

com.jayway.jsonpath.json-path:2.4.0:
Project: project ':json-path'
Version: 2.4.0
Available at: https://github.com/jayway/JsonPath
License name: Apache License, version 2.0

com.jcraft.jzlib:1.1.3:
Project: JZlib
Version: 1.1.3
Available at: http://www.jcraft.com/jzlib/
Developed by: jcraft (http://www.jcraft.com/)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright (c) 2000-2011 ymnk, JCraft,Inc. All rights reserved.

com.jcraft:0.0.9:
Project: JCraft jsch ssh library
Version: 0.0.9
Available at: http://www.jcraft.com/jsch-agent-proxy/
Developed by: JCraft,Inc. (http://www.jcraft.com/)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright (c) 2011-2012 Atsuhiko Yamanaka, JCraft,Inc.

com.maxmind.db.maxmind-db:1.2.1:
Project: MaxMind DB Reader
Version: 1.2.1
Available at: http://dev.maxmind.com/
Developed by: MaxMind, Inc. (http://www.maxmind.com/)
License name: Apache License, version 2.0

com.maxmind.geoip2:2.8.0-rc1:
Project: MaxMind GeoIP2 API
Version: 2.8.0-rc1
Available at: http://dev.maxmind.com/geoip/geoip2/web-services
Developed by: MaxMind, Inc. (http://www.maxmind.com/)
License name: Apache License, version 2.0

com.squareup.okhttp3:3.4.1:
Project:
- OkHttp
- OkHttp Logging Interceptor
- OkHttp Web Sockets
Version: 3.4.1
Available at: https://github.com/square/okhttp
License name: Apache License, version 2.0

com.squareup.okhttp:2.2.0:
Project: OkHttp
Version: 2.2.0
Available at: https://github.com/square/okhttp
License name: Apache License, version 2.0
Notice: Copyright (c) Square, Inc.

com.squareup.okio:1.2.0:
Project: Okio
Version: 1.2.0
Available at: https://github.com/square/okio
License name: Apache License, version 2.0
Notice: Copyright (c) Square, Inc.

com.thoughtworks.xstream:1.4.8:
Project: XStream Core
Version: 1.4.8
Available at: http://x-stream.github.io/
Developed by: XStream (http://xstream.codehaus.org)
License name: BSD 3-Clause (New BSD) License

commander@2.16.0:
Project: commander (NodeJS module)
Version: 2.16.0
Available at: https://github.com/tj/commander.js
Developed by: TJ Holowaychuk (tj@vision-media.ca)
License name: MIT License
Notice: Copyright (c) 2011 TJ Holowaychuk <tj@vision-media.ca>

commons-beanutils:1.9.3:
Project: Apache Commons BeanUtils
Version: 1.9.3

Available at: https://commons.apache.org/proper/commons-beanutils/
Developed by: The Apache Software Foundation (https://www.apache.org/)
License name: Apache License, version 2.0

commons-codec:1.10:
Project: Apache Commons Codec
Version: 1.10
Available at: http://commons.apache.org/proper/commons-codec/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

commons-collections:3.2.2:
Project: Apache Commons Collections
Version: 3.2.2
Available at: http://commons.apache.org/collections/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

commons-io:2.4:
Project: Commons IO
Version: 2.4
Available at: http://commons.apache.org/io/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

commons-lang:2.4:
Project: Commons Lang
Version: 2.4
Available at: http://commons.apache.org/lang/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

commons-logging:1.2:
Project: Apache Commons Logging
Version: 1.2
Available at: http://commons.apache.org/proper/commons-logging/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

d3-array@1.2.0:
Project: d3-array (NodeJS module)
Version: 1.2.0
Available at:
- https://d3js.org/d3-array/
- https://github.com/d3/d3-array
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-axis@1.0.8:
Project: d3-axis (NodeJS module)
Version: 1.0.8
Available at:
- https://d3js.org/d3-axis/
- https://github.com/d3/d3-axis
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-brush@1.0.4:
Project: d3-brush (NodeJS module)
Version: 1.0.4
Available at:
- https://d3js.org/d3-brush/
- https://github.com/d3/d3-brush
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-chord@1.0.4:
Project: d3-chord (NodeJS module)
Version: 1.0.4
Available at:
- https://d3js.org/d3-chord/
- https://github.com/d3/d3-chord
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-collection@1.0.4:
Project: d3-collection (NodeJS module)
Version: 1.0.4
Available at:
- https://d3js.org/d3-collection/
- https://github.com/d3/d3-collection
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016, Mike Bostock. All rights reserved.

d3-color@1.0.3:
Project: d3-color (NodeJS module)
Version: 1.0.3
Available at:
- https://d3js.org/d3-color/
- https://github.com/d3/d3-color
Developed by: Mike Bostock (http://bost.ocks.org/mike)

License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-dispatch@1.0.3:
Project: d3-dispatch (NodeJS module)
Version: 1.0.3
Available at:
- https://d3js.org/d3-dispatch/
- https://github.com/d3/d3-dispatch
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-drag@1.1.1:
Project: d3-drag (NodeJS module)
Version: 1.1.1
Available at:
- https://d3js.org/d3-drag/
- https://github.com/d3/d3-drag
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-dsv@1.0.5:
Project: d3-dsv (NodeJS module)
Version: 1.0.5
Available at:
- https://d3js.org/d3-dsv/
- https://github.com/d3/d3-dsv
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2013-2016 Mike Bostock. All rights reserved.

d3-ease@1.0.3:
Project: d3-ease (NodeJS module)
Version: 1.0.3
Available at:
- https://d3js.org/d3-ease/
- https://github.com/d3/d3-ease
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. Copyright 2001 Robert Penner. All rights reserved.

d3-force@1.0.6:
Project: d3-force (NodeJS module)
Version: 1.0.6
Available at:
- https://d3js.org/d3-force/

- https://github.com/d3/d3-force
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-format@1.2.0:
Project: d3-format (NodeJS module)
Version: 1.2.0
Available at:
- https://d3js.org/d3-format/
- https://github.com/d3/d3-format
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2015 Mike Bostock. All rights reserved.

d3-geo@1.6.4:
Project: d3-geo (NodeJS module)
Version: 1.6.4
Available at:
- https://d3js.org/d3-geo/
- https://github.com/d3/d3-geo
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.*

d3-hierarchy@1.1.5:
Project: d3-hierarchy (NodeJS module)
Version: 1.1.5
Available at:
- https://d3js.org/d3-hierarchy/
- https://github.com/d3/d3-hierarchy
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-interpolate@1.1.5:
Project: d3-interpolate (NodeJS module)
Version: 1.1.5
Available at:
- https://d3js.org/d3-interpolate/
- https://github.com/d3/d3-interpolate
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-path@1.0.5:
Project: d3-path (NodeJS module)
Version: 1.0.5

Available at:
- https://d3js.org/d3-path/
- https://github.com/d3/d3-path
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2015-2016 Mike Bostock. All rights reserved.

d3-polygon@1.0.3:
Project: d3-polygon (NodeJS module)
Version: 1.0.3
Available at:
- https://d3js.org/d3-polygon/
- https://github.com/d3/d3-polygon
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-quadtree@1.0.3:
Project: d3-quadtree (NodeJS module)
Version: 1.0.3
Available at:
- https://d3js.org/d3-quadtree/
- https://github.com/d3/d3-quadtree
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-queue@3.0.7:
Project: d3-queue (NodeJS module)
Version: 3.0.7
Available at:
- https://d3js.org/d3-queue/
- https://github.com/d3/d3-queue
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright (c) 2012-2016, Michael Bostock. All rights reserved.

d3-random@1.1.0:
Project: d3-random (NodeJS module)
Version: 1.1.0
Available at:
- https://d3js.org/d3-random/
- https://github.com/d3/d3-random
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-request@1.0.5:

Project: d3-request (NodeJS module)
Version: 1.0.5
Available at:
- https://d3js.org/d3-request/
- https://github.com/d3/d3-request
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-scale@1.0.6:
Project: d3-scale (NodeJS module)
Version: 1.0.6
Available at:
- https://d3js.org/d3-scale/
- https://github.com/d3/d3-scale
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2015 Mike Bostock. All rights reserved.

d3-selection@1.1.0:
Project: d3-selection (NodeJS module)
Version: 1.1.0
Available at:
- https://d3js.org/d3-selection/
- https://github.com/d3/d3-selection
Developed by: Mike Bostock (https://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright (c) 2010-2016, Michael Bostock. All rights reserved.

d3-shape@1.2.0:
Project: d3-shape (NodeJS module)
Version: 1.2.0
Available at:
- https://d3js.org/d3-shape/
- https://github.com/d3/d3-shape
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2015 Mike Bostock. All rights reserved.

d3-time-format@2.0.5:
Project: d3-time-format (NodeJS module)
Version: 2.0.5
Available at:
- https://d3js.org/d3-time-format/
- https://github.com/d3/d3-time-format
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-time@1.0.7:
Project: d3-time (NodeJS module)
Version: 1.0.7
Available at:
- https://d3js.org/d3-time/
- https://github.com/d3/d3-time
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-timer@1.0.6:
Project: d3-timer (NodeJS module)
Version: 1.0.6
Available at:
- https://d3js.org/d3-timer/
- https://github.com/d3/d3-timer
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3-transition@1.1.0:
Project: d3-transition (NodeJS module)
Version: 1.1.0
Available at:
- https://d3js.org/d3-transition/
- https://github.com/d3/d3-transition
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright (c) 2010-2015, Michael Bostock. All rights reserved.*

d3-voronoi@1.1.2:
Project: d3-voronoi (NodeJS module)
Version: 1.1.2
Available at:
- https://d3js.org/d3-voronoi/
- https://github.com/d3/d3-voronoi
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.*

d3-zoom@1.5.0:
Project: d3-zoom (NodeJS module)
Version: 1.5.0
Available at:
- https://d3js.org/d3-zoom/
- https://github.com/d3/d3-zoom
Developed by: Mike Bostock (http://bost.ocks.org/mike)

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Notice: Copyright 2010-2016 Mike Bostock. All rights reserved.

d3@4.10.0:
Project: d3 (NodeJS module)
Version: 4.10.0
Available at:
- https://d3js.org
- https://github.com/d3/d3
Developed by: Mike Bostock (https://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright 2010-2017 Mike Bostock. All rights reserved.

delegate@3.2.0:
Project: delegate (NodeJS module)
Version: 3.2.0
Available at: https://github.com/zenorocha/delegate
License name: MIT License

dk.brics.automaton:1.11-8:
Project: Automaton
Version: 1.11-8
Available at: http://www.brics.dk/automaton/
License name: BSD 2-Clause (Simplified or FreeBSD) License

encoding@0.1.12:
Project: encoding (NodeJS module)
Version: 0.1.12
Available at: https://github.com/andris9/encoding
Developed by: Andris Reinman
License name: MIT License
Notice: Copyright (c) 2012-2014 Andris Reinman

es6-promise@4.2.4:
Project: es6-promise (NodeJS module)
Version: 4.2.4
Available at: https://github.com/stefanpenner/es6-promise
Developed by: Yehuda Katz, Tom Dale, Stefan Penner and contributors (Conversion to ES6 API by Jake Archibald)
License name: MIT License
Notice: Copyright (c) 2014 Yehuda Katz, Tom Dale, Stefan Penner and contributors

esprima@4.0.1:
Project: esprima (NodeJS module)
Version: 4.0.1
Available at:
- http://esprima.org
- https://github.com/jquery/esprima

Developed by: Ariya Hidayat (ariya.hidayat@gmail.com)
License name: BSD 2-Clause (Simplified or FreeBSD) License
Notice: Copyright JS Foundation and other contributors, https://js.foundation/

file-saver@1.3.8:
Project: file-saver (NodeJS module)
Version: 1.3.8
Available at: https://github.com/eligrey/FileSaver.js
Developed by: Eli Grey (me@eligrey.com)
License name: MIT License
Notice: Copyright 2016 [Eli Grey][1].

font-awesome@4.7.0:
Project: font-awesome (NodeJS module)
Version: 4.7.0
Available at:
- http://fontawesome.io/
- https://github.com/FortAwesome/Font-Awesome
Developed by: Dave Gandy (http://twitter.com/davegandy)
License name: Font Awesome License

good-listener@1.2.2:
Project: good-listener (NodeJS module)
Version: 1.2.2
Available at: https://github.com/zenorocha/good-listener
License name: MIT License

iconv-lite@0.4.23:
Project: iconv-lite (NodeJS module)
Version: 0.4.23
Available at: https://github.com/ashtuchkin/iconv-lite
Developed by: Alexander Shtuchkin (ashtuchkin@gmail.com)
License name: MIT License
Notice: Copyright (c) 2011 Alexander Shtuchkin

identicon.js@1.3.0:
Project: identicon.js (NodeJS module)
Version: 1.3.0
Available at: https://github.com/stewartlord/identicon.js
Developed by: stewardlord
License name: BSD 2-Clause (Simplified or FreeBSD) License
Notice: Copyright (c) 2013, Stewart Lord. All rights reserved.

io.airlift.airline:0.7:
Project: airline
Version: 0.7
Available at: https://github.com/airlift/airline
License name: Apache License, version 2.0

io.cloudsoft.windows:0.6.1:
  Project:
    - Java WinRM library
    - WinRM Client
  Version: 0.6.1
  Available at: http://github.com/cloudsoft/winrm4j
  License name: Apache License, version 2.0

io.fabric8.kubernetes-model:1.0.64:
  Project: Fabric8 :: Kubernetes Model
  Version: 1.0.64
  Available at: http://fabric8.io/
  Developed by: Red Hat (http://redhat.com)
  License name: Apache License, version 2.0

io.fabric8.zjsonpatch:0.2.3:
  Project: zjsonpatch
  Version: 0.2.3
  Available at: https://github.com/fabric8io/zjsonpatch/
  License name: Apache License, version 2.0

io.fabric8:1.4.27:
  Project:
    - Fabric8 :: Kubernetes :: Java Client
    - Fabric8 :: Openshift :: Java Client
  Version: 1.4.27
  Available at: http://fabric8.io/
  Developed by: Red Hat (http://redhat.com)
  License name: Apache License, version 2.0

io.swagger:1.5.6:
  Project:
    - swagger-annotations
    - swagger-core
    - swagger-jaxrs
    - swagger-models
  Version: 1.5.6
  Available at: https://github.com/swagger-api/swagger-core
  License name: Apache License, version 2.0

is-stream@1.1.0:
  Project: is-stream (NodeJS module)
  Version: 1.1.0
  Available at: https://github.com/sindresorhus/is-stream
  Developed by: Sindre Sorhus (sindresorhus.com)
  License name: MIT License
  Notice: Copyright (c) Sindre Sorhus <sindresorhus@gmail.com> (sindresorhus.com)

isomorphic-fetch@2.2.1:
Project: isomorphic-fetch (NodeJS module)
Version: 2.2.1
Available at:
- https://github.com/matthew-andrews/isomorphic-fetch
- https://github.com/matthew-andrews/isomorphic-fetch/issues
Developed by: Matt Andrews (matt@mattandre.ws)
License name: MIT License
Notice: Copyright (c) 2015 Matt Andrews

java-stack-parser@1.0.0:
Project: java-stack-parser (NodeJS module)
Version: 1.0.0
Available at: https://github.com/tbouron/java-stack-parser
Developed by: Thomas Bouron
License name: Apache License, version 2.0

javax.activation:1.1.1:
Project: JavaBeans(TM) Activation Framework
Version: 1.1.1
Available at: http://java.sun.com/javase/technologies/desktop/javabeans/jaf/index.jsp
License name: Common Development and Distribution License, version 1.0

javax.annotation.javax.annotation-api:1.3:
Project: javax.annotation API
Version: 1.3
Available at: http://jcp.org/en/jsr/detail?id=250
Developed by: GlassFish Community (https://glassfish.java.net)
License name: Common Development and Distribution License, version 1.1

javax.annotation.jsr250-api:1.0:
Project: JSR-250 Common Annotations for the JavaTM Platform
Version: 1.0
Available at: https://jcp.org/en/jsr/detail?id=250
License name: Common Development and Distribution License, version 1.0

javax.inject:1:
Project: javax.inject
Version: 1
Available at: http://code.google.com/p/atinject/
License name: Apache License, version 2.0

javax.servlet.javax.servlet-api:3.1.0:
Project: Java Servlet API
Version: 3.1.0
Available at: http://servlet-spec.java.net
Developed by: GlassFish Community (https://glassfish.dev.java.net)

License name: Common Development and Distribution License, version 1.1

javax.validation.validation-api:1.1.0.Final:
Project: Bean Validation API
Version: 1.1.0.Final
Available at: http://beanvalidation.org/
License name: Apache License, version 2.0

javax.ws.rs.javax.ws.rs-api:2.1.1:
Project: javax.ws.rs-api
Version: 2.1.1
Available at: https://github.com/eclipse-ee4j/jaxrs-api
Developed by: Eclipse Foundation (https://www.eclipse.org/org/foundation/)
License name: Common Development and Distribution License, version 1.1

javax.xml.bind.jaxb-api:2.2.11:
Project: Java Architecture for XML Binding
Version: 2.2.11
Available at: http://jaxb.java.net/
Developed by: Oracle Corporation (http://www.oracle.com/)
License name: Common Development and Distribution License, version 1.1

joda-time:2.7:
Project: Joda-Time
Version: 2.7
Available at: http://www.joda.org/joda-time/
Developed by: Joda.org (http://www.joda.org)
License name: Apache License, version 2.0

jquery@1.12.4:
Project: jquery (NodeJS module)
Version: 1.12.4
Available at:
- http://jquery.com
- https://github.com/jquery/jquery
Developed by: jQuery Foundation and other contributors (https://github.com/jquery/jquery/blob/1.12-stable/AUTHORS.txt)
License name: MIT License
Notice: Copyright jQuery Foundation and other contributors, https://jquery.org/

js-yaml@3.12.0:
Project: js-yaml (NodeJS module)
Version: 3.12.0
Available at: https://github.com/nodeca/js-yaml
Developed by: Vladimir Zapparov (dervus.grim@gmail.com)
License name: MIT License
Notice: Copyright (C) 2011-2015 by Vitaly Puzrin

jsonschema@1.2.4:
Project: jsonschema (NodeJS module)
Version: 1.2.4
Available at: https://github.com/tdegrunt/jsonschema
Developed by: Tom de Grunt (tom@degrunt.nl)
License name: MIT License
Notice: Copyright (C) 2012-2015 Tom de Grunt <tom@degrunt.nl>

jssha@2.3.1:
Project: jssha (NodeJS module)
Version: 2.3.1
Available at: https://github.com/Caligatio/jsSHA
Developed by: Brian Turek (brian.turek@gmail.com)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright (c) 2008-2017, Brian Turek. All rights reserved.*

lodash@4.17.10:
Project: lodash (NodeJS module)
Version: 4.17.10
Available at:
- https://github.com/lodash/lodash
- https://lodash.com/
Developed by: John-David Dalton (http://allyoucanleet.com/)
License name: MIT License
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moment@2.22.2:
Project: moment (NodeJS module)
Version: 2.22.2
Available at:
- http://momentjs.com
- https://github.com/moment/moment
Developed by: Iskren Ivov Chernev (https://github.com/ichernev)
License name: MIT License
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net.i2p.crypto.eddsa:0.1.0:
Project: ed25519-java
Version: 0.1.0
Available at: https://github.com/str4d/ed25519-java
License name: Public Domain

net.iharder.base64:2.3.8:
Project: base64
Version: 2.3.8
Available at: http://iharder.net/base64/
License name: Public Domain

net.java.dev.jna:4.1.0:
Project:
- Java Native Access
- Java Native Access Platform
Version: 4.1.0
Available at: https://github.com/twall/jna
License name: GNU Lesser General Public License, version 2.1

net.minidev.accessors-smart:1.2:
Project: ASM based accessors helper used by json-smart
Version: 1.2
Available at: http://www.minidev.net/
Developed by: Chemouni Uriel (http://www.minidev.net/)
License name: Apache License, version 2.0

net.minidev.json-smart:2.3:
Project: JSON Small and Fast Parser
Version: 2.3
Available at: http://www.minidev.net/
Developed by: Chemouni Uriel (http://www.minidev.net/)
License name: Apache License, version 2.0

ngclipboard@1.1.2:
Project: ngclipboard (NodeJS module)
Version: 1.1.2
Available at: https://github.com/sachinchoolur/ngclipboard
Developed by: Sachin (https://github.com/sachinchoolur)
License name: MIT License
Notice: Copyright (c) 2015 Sachin N

node-fetch@1.7.3:
Project: node-fetch (NodeJS module)
Version: 1.7.3
Available at: https://github.com/bitinn/node-fetch
Developed by: David Frank
License name: MIT License
Notice: Copyright (c) 2016 David Frank

normalizr@2.3.1:
Project: normalizr (NodeJS module)
Version: 2.3.1
Available at: https://github.com/paularmstrong/normalizr
Developed by: Dan Abramov
License name: MIT License
Notice: Copyright (c) 2014 Dan Abramov

org.apache.commons.commons-compress:1.4:
Project: Commons Compress

Version: 1.4
Available at: http://commons.apache.org/compress/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.commons.commons-lang3:3.3.2:
Project: Apache Commons Lang
Version: 3.3.2
Available at: http://commons.apache.org/proper/commons-lang/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.cxf:3.2.7:
Project: Apache CXF
Version: 3.2.7
Available at: http://cxf.apache.org
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.felix.org.apache.felix.framework:5.6.10:
Project: Apache Felix Framework
Version: 5.6.10
Available at: http://felix.apache.org/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.geronimo.specs.geronimo-ws-metadata_2.0_spec:1.1.3:
Project: Web Services Metadata 2.0
Version: 1.1.3
Available at: http://geronimo.apache.org/maven/specs/geronimo-ws-metadata_2.0_spec/1.1.3
Developed by: The Apache Software Foundation (http://www.apache.org)
License name: Apache License, version 2.0

org.apache.httpcomponents.httpasyncclient:4.1.2:
Project: Apache HttpAsyncClient
Version: 4.1.2
Available at: http://hc.apache.org/httpcomponents-asyncclient
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.httpcomponents.httpclient:4.5.6:
Project: Apache HttpClient
Version: 4.5.6
Available at: http://hc.apache.org/httpcomponents-client-ga
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.httpcomponents.httpcore-nio:4.4.4:

Project: Apache HttpCore NIO
Version: 4.4.4
Available at: http://hc.apache.org/httpcomponents-core-ga
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.httpcomponents.httpcore:4.4.9:
Project: Apache HttpCore
Version: 4.4.9
Available at: http://hc.apache.org/httpcomponents-core-ga
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.jclouds:2.1.0:
Project: Apache jclouds
Version: 2.1.0
Available at: http://jclouds.apache.org/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.neethi:3.1.1:
Project: Apache Neethi
Version: 3.1.1
Available at: http://ws.apache.org/neethi/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.apache.ws.xmlschema.xmlschema-core:2.2.3:
Project: XmlSchema Core
Version: 2.2.3
Available at: http://ws.apache.org/commons/xmlschema20/
Developed by: The Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

org.bouncycastle:1.51:
Project:
- Bouncy Castle PKIX, CMS, EAC, TSP, PKCS, OCSP, CMP, and CRMF APIs
- Bouncy Castle Provider
Version: 1.51
Available at: http://www.bouncycastle.org/java.html
License name: MIT License
Notice: Copyright (c) The Legion of the Bouncy Castle Inc. (http://www.bouncycastle.org)

org.codehaus.groovy.groovy-all:2.4.15:
Project: Apache Groovy
Version: 2.4.15
Available at: http://groovy-lang.org
Developed by: Apache Software Foundation (http://groovy-lang.org)

License name: Apache License, version 2.0

org.codehaus.woodstox.stax2-api:3.1.4:
Project: Stax2 API
Version: 3.1.4
Available at: http://wiki.fasterxml.com/WoodstoxStax2
Developed by: fasterxml.com (http://fasterxml.com)
License name: BSD 2-Clause (Simplified or FreeBSD) License

org.eclipse.jetty.toolchain.jetty-schemas:3.1.M0:
Project: Jetty :: Schemas
Version: 3.1.M0
Available at: http://www.eclipse.org/jetty
Developed by: Mort Bay Consulting (http://www.mortbay.com)
License name: Apache License, version 2.0

org.eclipse.jetty:9.4.12.v20180830:
Project:
- Jetty :: Http Utility
- Jetty :: IO Utility
- Jetty :: JAAS
- Jetty :: Security
- Jetty :: Server Core
- Jetty :: Servlet Handling
- Jetty :: Utilities
- Jetty :: Webapp Application Support
- Jetty :: XML utilities
Version: 9.4.12.v20180830
Available at:
- http://www.eclipse.org/jetty
- https://eclipse.org/jetty
Developed by: Webtide (https://webtide.com)
License name: Apache License, version 2.0

org.freemarker:2.3.25-incubating:
Project: Apache FreeMarker
Version: 2.3.25-incubating
Available at: http://freemarker.org/
Developed by: Apache Software Foundation (http://apache.org)
License name: Apache License, version 2.0

org.glassfish.external.opendmk_jmxremote_optional_jar:1.0-b01-ea:
Project: opendmk_jmxremote_optional_jar
Version: 1.0-b01-ea
Available at: https://opendmk.java.net/
License name: Common Development and Distribution License, version 1.1

org.hamcrest.hamcrest-core:1.3:

Project: Hamcrest Core
Version: 1.3
Available at: https://github.com/hamcrest/JavaHamcrest
License name: BSD 3-Clause (New BSD) License

org.hibernate.jtidy:r8-20060801:
Project: JTidy
Version: r8-20060801
Available at: http://jtidy.sourceforge.net
License name: Java HTML Tidy License

org.javassist:3.19.0-GA:
Project: Javassist
Version: 3.19.0-GA
Available at: http://www.javassist.org/
License name: Apache License, version 2.0
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org.mongodb.mongo-java-driver:3.0.3:
Project: MongoDB Java Driver
Version: 3.0.3
Available at: http://www.mongodb.org
License name: Apache License, version 2.0
Notice: Copyright (c) MongoDB, Inc

org.osgi.org.osgi.core:6.0.0:
Project: org.osgi.core
Version: 6.0.0
Available at: http://www.osgi.org
Developed by: OSGi Alliance (http://www.osgi.org)
License name: Apache License, version 2.0

org.ow2.asm:5.2:
Project: ASM Core
Version: 5.2
Available at: http://asm.objectweb.org/
Developed by: ObjectWeb (http://www.objectweb.org/)
License name: BSD 3-Clause (New BSD) License
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org.reflections:0.9.10:
Project: Reflections
Version: 0.9.10
Available at: http://github.com/ronmamo/reflections
License name: BSD 3-Clause (New BSD) License

org.slf4j:1.7.25:
Project: Simple Logging Framework for Java

Version: 1.7.25
Available at: http://www.slf4j.org
Developed by: QOS.ch (http://www.qos.ch)
License name: MIT License

org.tukaani.xz:1.0:
Project: XZ for Java
Version: 1.0
Available at: http://tukaani.org/xz/java.html
License name: Public Domain

org.xmlunit:2.3.0:
Project:
- org.xmlunit:xmlunit-core
- org.xmlunit:xmlunit-matchers
Version: 2.3.0
Available at: http://www.xmlunit.org/
Developed by: XMLUnit (http://www.xmlunit.org/)
License name: Apache License, version 2.0

org.yaml.snakeyaml:1.23:
Project: SnakeYAML
Version: 1.23
Available at: http://www.snakeyaml.org
License name: Apache License, version 2.0

rw@1.3.3:
Project: rw (NodeJS module)
Version: 1.3.3
Available at: https://github.com/mbostock/rw
Developed by: Mike Bostock (http://bost.ocks.org/mike)
License name: BSD 3-Clause (New BSD) License
Notice: Copyright (c) 2014-2016, Michael Bostock. All rights reserved.

rxjs@5.5.11:
Project: rxjs (NodeJS module)
Version: 5.5.11
Available at: https://github.com/ReactiveX/RxJS
Developed by: Ben Lesh (ben@benlesh.com)
License name: Apache License, version 2.0

safer-buffer@2.1.2:
Project: safer-buffer (NodeJS module)
Version: 2.1.2
Available at: https://github.com/ChALkeR/safer-buffer
Developed by: Nikita Skovoroda (https://github.com/ChALkeR)
License name: MIT License
Notice: Copyright (c) 2018 Nikita Skovoroda <chalkerx@gmail.com>

select@1.1.2:
Project: select (NodeJS module)
Version: 1.1.2
Available at: https://github.com/zenorocha/select
License name: MIT License

sprintf-js@1.0.3:
Project: sprintf-js (NodeJS module)
Version: 1.0.3
Available at: https://github.com/alexei/sprintf.js
Developed by: Alexandru Marasteanu (http://alexei.ro/)
License name: BSD 3-Clause (New BSD) License
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symbol-observable@1.0.1:
Project: symbol-observable (NodeJS module)
Version: 1.0.1
Available at: https://github.com/blesh/symbol-observable
Developed by: Ben Lesh (ben@benlesh.com)
License name: MIT License
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tiny-emitter@1.2.0:
Project: tiny-emitter (NodeJS module)
Version: 1.2.0
Available at: https://github.com/scottcorgan/tiny-emitter
Developed by: Scott Corgan
License name: MIT License
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underscore@1.9.1:
Project: underscore (NodeJS module)
Version: 1.9.1
Available at:
- http://underscorejs.org
- https://github.com/jashkenas/underscore
Developed by: Jeremy Ashkenas (jeremy@documentcloud.org)
License name: MIT License
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whatwg-fetch@2.0.4:
Project: whatwg-fetch (NodeJS module)
Version: 2.0.4
Available at: https://github.com/github/fetch
License name: MIT License
Notice: Copyright (c) 2014-2016 GitHub, Inc.

wsdl4j:1.6.3:
Project: WSDL4J
Version: 1.6.3
Available at: http://sf.net/projects/wsdl4j
License name: Common Public License, version 1.0

xml-resolver:1.2:
Project: XML Commons Resolver Component
Version: 1.2
Available at: http://xml.apache.org/commons/components/resolver/
Developed by: Apache Software Foundation (http://www.apache.org/)
License name: Apache License, version 2.0

xmlhttprequest@1.8.0:
Project: xmlhttprequest (NodeJS module)
Version: 1.8.0
Available at: https://github.com/driverdan/node-XMLHttpRequest
Developed by: Dan DeFelippi (http://driverdan.com)
License name: MIT License

xmlpull:1.1.3.1:
Project: XML Pull Parsing API
Version: 1.1.3.1
Available at: http://www.xmlpull.org
License name: Public Domain

xpp3.xpp3_min:1.1.4c:
Project: MXP1: Xml Pull Parser 3rd Edition (XPP3)
Version: 1.1.4c
Available at: http://www.extreme.indiana.edu/xgws/xsoap/xpp/mxp1/
Developed by: Extreme! Lab, Indiana University (http://www.extreme.indiana.edu/)
License name: Indiana University Extreme! Lab Software License, vesion 1.1.1
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1.9 stencil-core 0.14.0-0

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/*! ../node_modules/_css-loader@1.0.1@css-loader/lib/css-base.js */

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/*!******************!*\
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    \******************/

/*!************************!*\
    !*** ./src/index.tsx ***!
    \************************/

/*!*************************!*\
    !*** ./src/index.scss ***!
    \*************************/

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/*!*****************************************************************************************************************************************************!*\
    !*** ./node_modules/_css-loader@1.0.1@css-loader!./node_modules/_resolve-url-loader@3.1.1@resolve-url-loader!./node_modules/_sass-loader@7.3.1@sass-loader/dist/cjs.js??ref--4-3!./src/index.scss ***!
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1.12 ngx-material-drawer 2.0.2

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* ***** END LICENSE BLOCK ***** */
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* Natural Sort algorithm for Javascript - Version 0.7 - Released under MIT license
* Author: Jim Palmer (based on chunking idea from Dave Koelle)
*/
/*!
* Selectr 2.4.0
```

* https://github.com/Mobius1/Selectr
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*** */
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* vanilla-picker v2.4.2
* https://vanilla-picker.js.org
*

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Found in path(s):
* /opt/cola/permits/1329885207_1652907858.2800329/0/ngx-material-drawer-2-0-2-zip/ngx-material-drawer-2.0.2/dist/AngularMaterialDrawer/vendor.js
No license file was found, but licenses were detected in source scan.

module.exports = "div.jsoneditor .jsoneditor-search input{height:auto;border:inherit}div.jsoneditor .jsoneditor-search input:focus{border:none!important;box-shadow:none!important}div.jsoneditor table{border-collapse:collapse;width:auto}div.jsoneditor td,div.jsoneditor th{padding:0;display:table-cell;text-align:left;vertical-align:inherit;border-radius:inherit}div.jsoneditor-field,div.jsoneditor-readonly,div.jsoneditor-value{border:1px solid transparent;min-height:16px;min-width:32px;padding:2px;margin:1px;word-wrap:break-word;float:left}div.jsoneditor-field p,div.jsoneditor-value p{margin:0}div.jsoneditor-value{word-break:break-word}div.jsoneditor-readonly{min-width:16px;color:grey}div.jsoneditor-empty{border-color:#d3d3d3;border-style:dashed;border-radius:2px}div.jsoneditor-field.jsoneditor-empty::after,div.jsoneditor-value.jsoneditor-empty::after{pointer-events:none;color:#d3d3d3;font-size:8pt}div.jsoneditor-field.jsoneditor-empty::after{content:\"field\"}div.jsoneditor-value.jsoneditor-empty::after{content:\"value\"}a.jsoneditor-value.jsoneditor-url,div.jsoneditor-value.jsoneditor-url{color:green;text-decoration:underline}a.jsoneditor-value.jsoneditor-url{display:inline-block;padding:2px;margin:2px}a.jsoneditor-value.jsoneditor-url:focus,a.jsoneditor-value.jsoneditor-url:hover{color:#ee422e}div.jsoneditor td.jsoneditor-separator{padding:3px 0;vertical-align:top;color:grey}div.jsoneditor-field.jsoneditor-highlight,div.jsoneditor-field[contenteditable=true]:focus,div.jsoneditor-field[contenteditable=true]:hover,div.jsoneditor-value.jsoneditor-highlight,div.jsoneditor-value[contenteditable=true]:focus,div.jsoneditor-value[contenteditable=true]:hover{background-color:#ffffab;border:1px solid #ff0;border-radius:2px}div.jsoneditor-field.jsoneditor-highlight-active,div.jsoneditor-field.jsoneditor-highlight-active:focus,div.jsoneditor-field.jsoneditor-highlight-active:hover,div.jsoneditor-value.jsoneditor-highlight-active,div.jsoneditor-value.jsoneditor-highlight-active:focus,div.jsoneditor-value.jsoneditor-highlight-active:hover{background-color:#fe0;border:1px solid #ffc700;border-radius:2px}div.jsoneditor-value.jsoneditor-string{color:green}div.jsoneditor-value.jsoneditor-array,div.jsoneditor-value.jsoneditor-object{min-width:16px;color:grey}div.jsoneditor-value.jsoneditor-number{color:#ee422e}div.jsoneditor-value.jsoneditor-boolean{color:#ff8c00}div.jsoneditor-value.jsoneditor-null{color:#004ed0}div.jsoneditor-value.jsoneditor-invalid{color:#000}div.jsoneditor-tree button.jsoneditor-button{width:24px;height:24px;padding:0;margin:0;border:none;cursor:pointer;background:transparent url('jsoneditor-icons.svg')}div.jsoneditor-mode-form tr.jsoneditor-expandable td.jsoneditor-tree,div.jsoneditor-mode-view tr.jsoneditor-expandable td.jsoneditor-tree{cursor:pointer}div.jsoneditor-tree button.jsoneditor-collapsed{background-position:0 -48px}div.jsoneditor-tree button.jsoneditor-expanded{background-position:0 -72px}div.jsoneditor-tree button.jsoneditor-contextmenu{background-position:-48px -72px}div.jsoneditor-tree button.jsoneditor-contextmenu.jsoneditor-selected,div.jsoneditor-tree button.jsoneditor-contextmenu:focus,div.jsoneditor-tree button.jsoneditor-contextmenu:hover,tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-contextmenu{background-position:-48px -48px}div.jsoneditor-tree :focus{outline:0}div.jsoneditor-tree button.jsoneditor-button:focus{background-color:#f5f5f5;outline:#e5e5e5 solid 1px}div.jsoneditor-tree button.jsoneditor-invisible{visibility:hidden;background:0 0}div.jsoneditor-tree div.jsoneditor-show-more{display:inline-block;padding:3px 4px;margin:2px 0;background-color:#e5e5e5;border-radius:3px;color:grey;font-family:arial,sans-serif;font-size:10pt}div.jsoneditor-tree div.jsoneditor-show-more a{display:inline-block;color:grey}div.jsoneditor-tree div.jsoneditor-show-more a:focus,div.jsoneditor-tree

div.jsoneditor-show-more a:hover{color:#ee422e}div.jsoneditor-tree div.jsoneditor-color{display:inline-block;width:12px;height:12px;margin:4px;border:1px solid grey;cursor:pointer}div.jsoneditor div.jsoneditor-anchor .picker_wrapper.popup.popup_bottom{top:28px;left:-10px}div.jsoneditor-tree div.jsoneditor-date{background:#a1a1a1;color:#fff;font-family:arial,sans-serif;border-radius:3px;display:inline-block;padding:3px;margin:0 3px}div.jsoneditor{color:#1a1a1a;border:thin solid #3883fa;box-sizing:border-box;width:100%;height:100%;position:relative;padding:0;line-height:100%}div.jsoneditor-tree table.jsoneditor-tree{border-collapse:collapse;border-spacing:0;width:100%}div.jsoneditor-tree div.jsoneditor-tree-inner{padding-bottom:300px}div.jsoneditor-outer{position:static;width:100%;height:100%;margin:0;padding:0;box-sizing:border-box}div.jsoneditor-outer.has-nav-bar{margin-top:-26px;padding-top:26px}div.jsoneditor-outer.has-status-bar{margin-bottom:-26px;padding-bottom:26px}div.jsoneditor-outer.has-main-menu-bar{margin-top:-35px;padding-top:35px}div.jsoneditor-outer.has-nav-bar.has-main-menu-bar{margin-top:-61px;padding-top:61px}.ace-jsoneditor,textarea.jsoneditor-text{min-height:150px}div.jsoneditor-tree{width:100%;height:100%;position:relative;overflow:auto}textarea.jsoneditor-text{width:100%;height:100%;margin:0;box-sizing:border-box;outline-width:0;border:none;background-color:#fff;resize:none}tr.jsoneditor-highlight,tr.jsoneditor-selected{background-color:#d3d3d3}tr.jsoneditor-selected button.jsoneditor-contextmenu,tr.jsoneditor-selected button.jsoneditor-dragarea{visibility:hidden}tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-contextmenu,tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-dragarea{visibility:visible}div.jsoneditor-tree button.jsoneditor-dragarea{background:url('jsoneditor-icons.svg') -72px -72px;cursor:move}div.jsoneditor-tree button.jsoneditor-dragarea:focus,div.jsoneditor-tree button.jsoneditor-dragarea:hover,tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-dragarea{background-position:-72px -48px}div.jsoneditor td,div.jsoneditor th,div.jsoneditor tr{padding:0;margin:0}div.jsoneditor td{vertical-align:top}div.jsoneditor td.jsoneditor-tree{vertical-align:top}.jsoneditor-schema-error,div.jsoneditor td,div.jsoneditor textarea,div.jsoneditor th,div.jsoneditor-field,div.jsoneditor-value{font-family:\"dejavu sans mono\",\"droid sans mono\",consolas,monaco,\"lucida console\",\"courier new\",courier,monospace,sans-serif;font-size:10pt;color:#1a1a1a}.jsoneditor-schema-error{cursor:default;display:inline-block;height:24px;line-height:24px;position:relative;text-align:center;width:24px}div.jsoneditor-tree .jsoneditor-button.jsoneditor-schema-error{width:24px;height:24px;padding:0;margin:0 4px 0 0;background:url('jsoneditor-icons.svg') -168px -48px}.jsoneditor-text-errors tr.jump-to-line:hover{text-decoration:underline;cursor:pointer}.jsoneditor-schema-error .jsoneditor-popover{background-color:#4c4c4c;border-radius:3px;box-shadow:0 0 5px rgba(0,0,0,.4);color:#fff;display:none;padding:7px 10px;position:absolute;width:200px;z-index:4}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-above{bottom:32px;left:-98px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-below{top:32px;left:-98px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-left{top:-7px;right:32px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-right{top:-7px;left:32px}.jsoneditor-schema-error .jsoneditor-popover:before{border-right:7px solid transparent;border-left:7px solid transparent;content:";display:block;left:50%;margin-left:-7px;position:absolute}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-above:before{border-top:7px solid #4c4c4c;bottom:-7px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-below:before{border-bottom:7px solid #4c4c4c;top:-7px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-left:before{border-left:7px solid #4c4c4c;border-top:7px solid transparent;border-bottom:7px solid transparent;content:";top:19px;right:-14px;left:inherit;margin-left:inherit;margin-top:-7px;position:absolute}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-right:before{border-right:7px solid #4c4c4c;border-top:7px solid transparent;border-bottom:7px solid transparent;content:";top:19px;left:-14px;margin-left:inherit;margin-top:-7px;position:absolute}.jsoneditor-schema-error:focus .jsoneditor-popover,.jsoneditor-schema-error:hover .jsoneditor-popover{display:block;-webkit-animation:fade-in .3s linear 1,move-up .3s linear 1;-moz-animation:fade-in .3s linear 1,move-up .3s linear 1;-ms-animation:fade-in .3s linear 1,move-up .3s linear 1}@-webkit-keyframes fade-in{from{opacity:0}to{opacity:1}}.jsoneditor .jsoneditor-validation-errors-container{max-height:130px;overflow-y:auto}.jsoneditor .jsoneditor-additional-errors{position:absolute;margin:auto;bottom:31px;left:calc(50% - 92px);color:grey;background-

color:#ebebeb;padding:7px 15px;border-radius:8px}.jsoneditor .jsoneditor-additional-errors.visible{visibility:visible;opacity:1;transition:opacity 2s linear}.jsoneditor .jsoneditor-additional-errors.hidden{visibility:hidden;opacity:0;transition:visibility 0s 2s,opacity 2s linear}.jsoneditor .jsoneditor-text-errors{width:100%;border-collapse:collapse;border-top:1px solid gold}.jsoneditor .jsoneditor-text-errors td{padding:3px 6px;vertical-align:middle}.jsoneditor .jsoneditor-text-errors tr{background-color:#ffef8b}.jsoneditor .jsoneditor-text-errors tr.parse-error{background-color:#ee2e2e70}.jsoneditor-text-errors .jsoneditor-schema-error{border:none;width:24px;height:24px;padding:0;margin:0 4px 0 0;cursor:pointer}.jsoneditor-text-errors tr .jsoneditor-schema-error{background:url('jsoneditor-icons.svg') -168px -48px}.jsoneditor-text-errors tr.parse-error .jsoneditor-schema-error{background:url('jsoneditor-icons.svg') -25px 0}.fadein{-webkit-animation:fadein .3s;animation:fadein .3s;-moz-animation:fadein .3s;-o-animation:fadein .3s}@-webkit-keyframes fadein{0%{opacity:0}100%{opacity:1}}@keyframes fadein{0%{opacity:0}100%{opacity:1}}div.jsoneditor-contextmenu-root{position:relative;width:0;height:0}div.jsoneditor-contextmenu{position:absolute;box-sizing:content-box;z-index:99999}div.jsoneditor-contextmenu li,div.jsoneditor-contextmenu ul{box-sizing:content-box;position:relative}div.jsoneditor-contextmenu ul{position:relative;left:0;top:0;width:128px;background:#fff;border:1px solid #d3d3d3;box-shadow:2px 2px 12px rgba(128,128,128,.3);list-style:none;margin:0;padding:0}div.jsoneditor-contextmenu ul li button{position:relative;padding:0 4px 0 0;margin:0;width:128px;height:auto;border:none;cursor:pointer;color:#4d4d4d;background:0 0;font-size:10pt;font-family:arial,sans-serif;box-sizing:border-box;text-align:left}div.jsoneditor-contextmenu ul li button::-moz-focus-inner{padding:0;border:0}div.jsoneditor-contextmenu ul li button:focus,div.jsoneditor-contextmenu ul li button:hover{color:#1a1a1a;background-color:#f5f5f5;outline:0}div.jsoneditor-contextmenu ul li button.jsoneditor-default{width:96px}div.jsoneditor-contextmenu ul li button.jsoneditor-expand{float:right;width:32px;height:24px;border-left:1px solid #e5e5e5}div.jsoneditor-contextmenu div.jsoneditor-icon{position:absolute;top:0;left:0;width:24px;height:24px;border:none;padding:0;margin:0;background-image:url('jsoneditor-icons.svg')}div.jsoneditor-contextmenu ul li ul div.jsoneditor-icon{margin-left:24px}div.jsoneditor-contextmenu div.jsoneditor-text{padding:4px 0 4px 24px;word-wrap:break-word}div.jsoneditor-contextmenu div.jsoneditor-text.jsoneditor-right-margin{padding-right:24px}div.jsoneditor-contextmenu ul li button div.jsoneditor-expand{position:absolute;top:0;right:0;width:24px;height:24px;padding:0;margin:0 4px 0 0;background:url('jsoneditor-icons.svg') 0 -72px}div.jsoneditor-contextmenu div.jsoneditor-separator{height:0;border-top:1px solid #e5e5e5;padding-top:5px;margin-top:5px}div.jsoneditor-contextmenu button.jsoneditor-remove>div.jsoneditor-icon{background-position:-24px 0}div.jsoneditor-contextmenu button.jsoneditor-append>div.jsoneditor-icon{background-position:0 0}div.jsoneditor-contextmenu button.jsoneditor-insert>div.jsoneditor-icon{background-position:0 0}div.jsoneditor-contextmenu button.jsoneditor-duplicate>div.jsoneditor-icon{background-position:-48px 0}div.jsoneditor-contextmenu button.jsoneditor-sort-asc>div.jsoneditor-icon{background-position:-168px 0}div.jsoneditor-contextmenu button.jsoneditor-sort-desc>div.jsoneditor-icon{background-position:-192px 0}div.jsoneditor-contextmenu button.jsoneditor-transform>div.jsoneditor-icon{background-position:-216px 0}div.jsoneditor-contextmenu ul li button.jsoneditor-selected,div.jsoneditor-contextmenu ul li button.jsoneditor-selected:focus,div.jsoneditor-contextmenu ul li button.jsoneditor-selected:hover{color:#fff;background-color:#ee422e}div.jsoneditor-contextmenu ul li{overflow:hidden}div.jsoneditor-contextmenu ul li ul{display:none;position:relative;left:-10px;top:0;border:none;box-shadow:inset 0 0 10px rgba(128,128,128,.5);padding:0 10px;transition:all .3s ease-out}div.jsoneditor-contextmenu ul li ul li button{padding-left:24px;-webkit-animation:all ease-in-out 1s;animation:all ease-in-out 1s}div.jsoneditor-contextmenu ul li ul li button:focus,div.jsoneditor-contextmenu ul li ul li button:hover{background-color:#f5f5f5}div.jsoneditor-contextmenu button.jsoneditor-type-string>div.jsoneditor-icon{background-position:-144px 0}div.jsoneditor-contextmenu button.jsoneditor-type-

auto>div.jsoneditor-icon{background-position:-120px 0}div.jsoneditor-contextmenu button.jsoneditor-type-object>div.jsoneditor-icon{background-position:-72px 0}div.jsoneditor-contextmenu button.jsoneditor-type-array>div.jsoneditor-icon{background-position:-96px 0}div.jsoneditor-contextmenu button.jsoneditor-type-modes>div.jsoneditor-icon{background-image:none;width:6px}.jsoneditor-modal-overlay{position:absolute!important;background:#010101!important;opacity:.3!important}.jsoneditor-modal{position:absolute!important;max-width:95%!important;width:auto!important;border-radius:2px!important;padding:45px 15px 15px 15px!important;box-shadow:2px 2px 12px rgba(128,128,128,.3)!important;color:#4d4d4d;line-height:1.3em}.jsoneditor-modal.jsoneditor-modal-transform{width:600px!important}.jsoneditor-modal .pico-modal-header{position:absolute;box-sizing:border-box;top:0;left:0;width:100%;padding:0 10px;height:30px;line-height:30px;font-family:arial,sans-serif;font-size:11pt;background:#3883fa;color:#fff}.jsoneditor-modal table{width:100%}.jsoneditor-modal table td,.jsoneditor-modal table th{padding:5px 20px 5px 0;text-align:left;vertical-align:top;font-weight:400;color:#4d4d4d;line-height:32px}.jsoneditor-modal p:first-child{margin-top:0}.jsoneditor-modal a{color:#3883fa}.jsoneditor-modal table td.jsoneditor-modal-input{text-align:right;padding-right:0;white-space:nowrap}.jsoneditor-modal table td.jsoneditor-modal-actions{padding-top:15px}.jsoneditor-modal .pico-close{background:0 0!important;font-size:24px!important;top:7px!important;right:7px!important;color:#fff}.jsoneditor-modal #query,.jsoneditor-modal input,.jsoneditor-modal select,.jsoneditor-modal textarea{background:#fff;border:1px solid #d3d3d3;color:#4d4d4d;border-radius:3px;padding:4px}.jsoneditor-modal,.jsoneditor-modal #query,.jsoneditor-modal input,.jsoneditor-modal option,.jsoneditor-modal select,.jsoneditor-modal table td,.jsoneditor-modal table th,.jsoneditor-modal textarea{font-size:10.5pt;font-family:arial,sans-serif}.jsoneditor-modal #query,.jsoneditor-modal .jsoneditor-transform-preview{font-family:\"dejavu sans mono\",\"droid sans mono\",consolas,monaco,\"lucida console\",\"courier new\",courier,monospace,sans-serif;font-size:10pt}.jsoneditor-modal input[type=button],.jsoneditor-modal input[type=submit]{background:#f5f5f5;padding:4px 20px}.jsoneditor-modal input,.jsoneditor-modal select{cursor:pointer}.jsoneditor-modal input{padding:4px}.jsoneditor-modal input[type=text]{cursor:inherit}.jsoneditor-modal input[disabled]{background:#d3d3d3;color:grey}.jsoneditor-modal .jsoneditor-select-wrapper{position:relative;display:inline-block}.jsoneditor-modal .jsoneditor-select-wrapper:after{content:\"\";width:0;height:0;border-left:5px solid transparent;border-right:5px solid transparent;border-top:6px solid #666;position:absolute;right:8px;top:14px;pointer-events:none}.jsoneditor-modal select{padding:3px 24px 3px 10px;min-width:180px;max-width:350px;-webkit-appearance:none;-moz-appearance:none;appearance:none;text-indent:0;text-overflow:\"\";font-size:10pt;line-height:1.5em}.jsoneditor-modal select::-ms-expand{display:none}.jsoneditor-modal .jsoneditor-button-group input{padding:4px 10px;margin:0;border-radius:0;border-left-style:none}.jsoneditor-modal .jsoneditor-button-group input.jsoneditor-button-first{border-top-left-radius:3px;border-bottom-left-radius:3px;border-left-style:solid}.jsoneditor-modal .jsoneditor-button-group input.jsoneditor-button-last{border-top-right-radius:3px;border-bottom-right-radius:3px}.jsoneditor-modal .jsoneditor-button-group.jsoneditor-button-group-value-asc input.jsoneditor-button-asc,.jsoneditor-modal .jsoneditor-button-group.jsoneditor-button-group-value-desc input.jsoneditor-button-desc{background:#3883fa;border-color:#3883fa;color:#fff}.jsoneditor-modal #query,.jsoneditor-modal .jsoneditor-transform-preview{width:100%;box-sizing:border-box}.jsoneditor-modal .jsoneditor-transform-preview{background:#f5f5f5;height:200px}.jsoneditor-modal .jsoneditor-transform-preview.jsoneditor-error{color:#ee422e}.jsoneditor-modal .jsoneditor-jmespath-wizard{line-height:1.2em;width:100%;background:#ffffe0;border:1px solid #ffe99a;padding:0 10px 10px;border-radius:3px}.jsoneditor-modal .jsoneditor-jmespath-wizard-label{font-style:italic;margin:4px 0 2px 0}.jsoneditor-modal .jsoneditor-inline{position:relative;display:inline-block;width:100%;padding:2px}.jsoneditor-modal .jsoneditor-jmespath-filter{display:flex;flex-wrap:wrap}.jsoneditor-modal .jsoneditor-jmespath-filter-field{width:170px}.jsoneditor-modal .jsoneditor-jmespath-filter-relation{width:100px}.jsoneditor-modal .jsoneditor-jmespath-filter-value{min-width:100px;flex:1}.jsoneditor-modal .jsoneditor-jmespath-sort-field{width:170px}.jsoneditor-modal .jsoneditor-jmespath-sort-order{width:150px}.jsoneditor-modal .jsoneditor-

jmespath-select-fields{width:100%}.jsoneditor-modal .selectr-selected{border-color:#d3d3d3;padding:4px 28px 4px 8px}.jsoneditor-modal .selectr-selected .selectr-tag{background-color:#3883fa;border-radius:5px}div.jsoneditor-menu{width:100%;height:35px;padding:2px;margin:0;box-sizing:border-box;color:#fff;background-color:#3883fa;border-bottom:1px solid #3883fa}div.jsoneditor-menu>button,div.jsoneditor-menu>div.jsoneditor-modes>button{width:26px;height:26px;margin:2px;padding:0;border-radius:2px;border:1px solid transparent;background:transparent url('jsoneditor-icons.svg');color:#fff;opacity:.8;font-family:arial,sans-serif;font-size:10pt;float:left}div.jsoneditor-menu>button:hover,div.jsoneditor-menu>div.jsoneditor-modes>button:hover{background-color:rgba(255,255,255,.2);border:1px solid rgba(255,255,255,.4)}div.jsoneditor-menu>button:active,div.jsoneditor-menu>button:focus,div.jsoneditor-menu>div.jsoneditor-modes>button:active,div.jsoneditor-menu>div.jsoneditor-modes>button:focus{background-color:rgba(255,255,255,.3)}div.jsoneditor-menu>button:disabled,div.jsoneditor-menu>div.jsoneditor-modes>button:disabled{opacity:.5}div.jsoneditor-menu>button.jsoneditor-collapse-all{background-position:0 -96px}div.jsoneditor-menu>button.jsoneditor-expand-all{background-position:0 -120px}div.jsoneditor-menu>button.jsoneditor-sort{background-position:-120px -96px}div.jsoneditor-menu>button.jsoneditor-transform{background-position:-144px -96px}div.jsoneditor.jsoneditor-mode-form>div.jsoneditor-menu>button.jsoneditor-sort,div.jsoneditor.jsoneditor-mode-form>div.jsoneditor-menu>button.jsoneditor-transform,div.jsoneditor.jsoneditor-mode-view>div.jsoneditor-menu>button.jsoneditor-sort,div.jsoneditor.jsoneditor-mode-view>div.jsoneditor-menu>button.jsoneditor-transform{display:none}div.jsoneditor-menu>button.jsoneditor-undo{background-position:-24px -96px}div.jsoneditor-menu>button.jsoneditor-undo:disabled{background-position:-24px -120px}div.jsoneditor-menu>button.jsoneditor-redo{background-position:-48px -96px}div.jsoneditor-menu>button.jsoneditor-redo:disabled{background-position:-48px -120px}div.jsoneditor-menu>button.jsoneditor-compact{background-position:-72px -96px}div.jsoneditor-menu>button.jsoneditor-format{background-position:-72px -120px}div.jsoneditor-menu>button.jsoneditor-repair{background-position:-96px -96px}div.jsoneditor-menu>div.jsoneditor-modes{display:inline-block;float:left}div.jsoneditor-menu>div.jsoneditor-modes>button{background-image:none;width:auto;padding-left:6px;padding-right:6px}div.jsoneditor-menu>button.jsoneditor-separator,div.jsoneditor-menu>div.jsoneditor-modes>button.jsoneditor-separator{margin-left:10px}div.jsoneditor-menu a{font-family:arial,sans-serif;font-size:10pt;color:#fff;opacity:.8;vertical-align:middle}div.jsoneditor-menu a:hover{opacity:1}div.jsoneditor-menu a.jsoneditor-poweredBy{font-size:8pt;position:absolute;right:0;top:0;padding:10px}table.jsoneditor-search div.jsoneditor-results,table.jsoneditor-search input{font-family:arial,sans-serif;font-size:10pt;color:#1a1a1a;background:0 0}table.jsoneditor-search div.jsoneditor-results{color:#fff;padding-right:5px;line-height:24px;padding-top:2px}table.jsoneditor-search{position:absolute;right:4px;top:4px;border-collapse:collapse;border-spacing:0}table.jsoneditor-search div.jsoneditor-frame{border:1px solid transparent;background-color:#fff;padding:0 2px;margin:0}table.jsoneditor-search div.jsoneditor-frame table{border-collapse:collapse}table.jsoneditor-search input{width:120px;border:none;outline:0;margin:1px;line-height:20px}table.jsoneditor-search button{width:16px;height:24px;padding:0;margin:0;border:none;background:url('jsoneditor-icons.svg');vertical-align:top}table.jsoneditor-search button:hover{background-color:transparent}table.jsoneditor-search button.jsoneditor-refresh{width:18px;background-position:-99px -73px}table.jsoneditor-search button.jsoneditor-next{cursor:pointer;background-position:-124px -73px}table.jsoneditor-search button.jsoneditor-next:hover{background-position:-124px -49px}table.jsoneditor-search button.jsoneditor-previous{cursor:pointer;background-position:-148px -73px;margin-right:2px}table.jsoneditor-search button.jsoneditor-previous:hover{background-position:-148px -49px}div.jsoneditor div.autocomplete.dropdown{position:absolute;background:#fff;box-shadow:2px 2px 12px rgba(128,128,128,.3);border:1px solid #d3d3d3;z-index:100;overflow-x:hidden;overflow-y:auto;cursor:default;margin:0;padding-left:2pt;padding-right:5pt;text-align:left;outline:0;font-family:\"dejavu sans mono\",\"droid sans mono\",consolas,monaco,\"lucida console\",\"courier new\",courier,monospace,sans-serif;font-

size:10pt}div.jsoneditor div.autocomplete.dropdown .item{color:#333}div.jsoneditor div.autocomplete.dropdown .item.hover{background-color:#ddd}div.jsoneditor div.autocomplete.hint{color:#aaa;top:4px;left:4px}div.jsoneditor-treepath{padding:0 5px;overflow:hidden;white-space:nowrap;outline:0}div.jsoneditor-treepath.show-all{word-wrap:break-word;white-space:normal;position:absolute;background-color:#ebebeb;z-index:999;box-shadow:2px 2px 12px rgba(128,128,128,.3)}div.jsoneditor-treepath div.jsoneditor-contextmenu-root{position:absolute;left:0}div.jsoneditor-treepath span.jsoneditor-treepath-show-all-btn{position:absolute;background-color:#ebebeb;left:0;height:20px;padding:0 3px;cursor:pointer}div.jsoneditor-treepath.show-all span.jsoneditor-treepath-show-all-btn{display:none}div.jsoneditor-treepath span.jsoneditor-treepath-element{margin:1px;font-family:arial,sans-serif;font-size:10pt}div.jsoneditor-treepath span.jsoneditor-treepath-seperator{margin:2px;font-size:9pt;font-family:arial,sans-serif}div.jsoneditor-treepath span.jsoneditor-treepath-element:hover,div.jsoneditor-treepath span.jsoneditor-treepath-seperator:hover{cursor:pointer;text-decoration:underline}div.jsoneditor-statusbar{line-height:26px;height:26px;margin-top:-1px;color:grey;background-color:#ebebeb;border-top:1px solid #d3d3d3;box-sizing:border-box;font-size:10pt}div.jsoneditor-statusbar>.jsoneditor-curserinfo-label{margin:0 2px 0 4px}div.jsoneditor-statusbar>.jsoneditor-curserinfo-val{margin-right:12px}div.jsoneditor-statusbar>.jsoneditor-curserinfo-count{margin-left:4px}div.jsoneditor-statusbar>.jsoneditor-validation-error-icon{float:right;width:24px;height:24px;padding:0;margin-top:1px;background:url('jsoneditor-icons.svg') -168px -48px;cursor:pointer}div.jsoneditor-statusbar>.jsoneditor-validation-error-count{float:right;margin:0 4px 0 0;cursor:pointer}div.jsoneditor-statusbar>.jsoneditor-parse-error-icon{float:right;width:24px;height:24px;padding:0;margin:1px;background:url('jsoneditor-icons.svg') -25px 0}div.jsoneditor-navigation-bar{width:100%;height:26px;line-height:26px;padding:0;margin:0;border-bottom:1px solid #d3d3d3;box-sizing:border-box;color:grey;background-color:#ebebeb;overflow:hidden;font-family:arial,sans-serif;font-size:10pt}/*!\n * Selectr 2.4.0\n * https://github.com/Mobius1/Selectr\n *\n * Released under the MIT license\n */.selectr-container{position:relative}.selectr-container li{list-style:none}.selectr-hidden{position:absolute;overflow:hidden;clip:rect(0,0,0,0);width:1px;height:1px;margin:-1px;padding:0;border:0 none}.selectr-visible{position:absolute;left:0;top:0;width:100%;height:100%;opacity:0;z-index:11}.selectr-desktop.multiple .selectr-visible{display:none}.selectr-desktop.multiple.native-open .selectr-visible{top:100%;min-height:200px!important;height:auto;opacity:1;display:block}.selectr-container.multiple.selectr-mobile .selectr-selected{z-index:0}.selectr-selected{position:relative;z-index:1;box-sizing:border-box;width:100%;padding:7px 28px 7px 14px;cursor:pointer;border:1px solid #999;border-radius:3px;background-color:#fff}.selectr-selected::before{position:absolute;top:50%;right:10px;width:0;height:0;content:";-webkit-transform:rotate(0) translate3d(0,-50%,0);transform:rotate(0) translate3d(0,-50%,0);border-width:4px 4px 0 4px;border-style:solid;border-color:#6c7a86 transparent transparent}.selectr-container.native-open .selectr-selected::before,.selectr-container.open .selectr-selected::before{border-width:0 4px 4px 4px;border-style:solid;border-color:transparent transparent #6c7a86}.selectr-label{display:none;overflow:hidden;width:100%;white-space:nowrap;text-overflow:ellipsis}.selectr-placeholder{color:#6c7a86}.selectr-tags{margin:0;padding:0;white-space:normal}.has-selected .selectr-tags{margin:0 0 -2px}.selectr-tag{list-style:none;position:relative;float:left;padding:2px 25px 2px 8px;margin:0 2px 2px 0;cursor:default;color:#fff;border:medium none;border-radius:10px;background:#acb7bf none repeat scroll 0 0}.selectr-container.multiple.has-selected .selectr-selected{padding:5px 28px 5px 5px}.selectr-options-container{position:absolute;z-index:10000;top:calc(100% - 1px);left:0;display:none;box-sizing:border-box;width:100%;border-width:0 1px 1px;border-style:solid;border-color:transparent #999 #999;border-radius:0 0 3px 3px;background-color:#fff}.selectr-container.open .selectr-options-container{display:block}.selectr-input-container{position:relative;display:none}.selectr-clear,.selectr-input-clear,.selectr-tag-remove{position:absolute;top:50%;right:22px;width:20px;height:20px;padding:0;cursor:pointer;-webkit-transform:translate3d(0,-50%,0);transform:translate3d(0,-50%,0);border:medium none;background-color:transparent;z-index:11}.selectr-clear,.selectr-input-clear{display:none}.selectr-container.has-selected .selectr-

clear,.selectr-input-container.active .selectr-input-clear{display:block}.selectr-selected .selectr-tag-remove{right:2px}.selectr-clear::after,.selectr-clear::before,.selectr-input-clear::after,.selectr-input-clear::before,.selectr-tag-remove::after,.selectr-tag-remove::before{position:absolute;top:5px;left:9px;width:2px;height:10px;content:' ';background-color:#6c7a86}.selectr-tag-remove::after,.selectr-tag-remove::before{top:4px;width:3px;height:12px;background-color:#fff}.selectr-clear:before,.selectr-input-clear::before,.selectr-tag-remove::before{-webkit-transform:rotate(45deg);transform:rotate(45deg)}.selectr-clear:after,.selectr-input-clear::after,.selectr-tag-remove::after{-webkit-transform:rotate(-45deg);transform:rotate(-45deg)}.selectr-input-container.active,.selectr-input-container.active .selectr-clear{display:block}.selectr-input{top:5px;left:5px;box-sizing:border-box;width:calc(100% - 30px);margin:10px 15px;padding:7px 30px 7px 9px;border:1px solid #999;border-radius:3px}.selectr-notice{display:none;box-sizing:border-box;width:100%;padding:8px 16px;border-top:1px solid #999;border-radius:0 0 3px 3px;background-color:#fff}.selectr-container.notice .selectr-notice{display:block}.selectr-container.notice .selectr-selected{border-radius:3px 3px 0 0}.selectr-options{position:relative;top:calc(100% + 2px);display:none;overflow-x:auto;overflow-y:scroll;max-height:200px;margin:0;padding:0}.selectr-container.notice .selectr-options-container,.selectr-container.open .selectr-input-container,.selectr-container.open .selectr-options{display:block}.selectr-option{position:relative;display:block;padding:5px 20px;list-style:outside none none;cursor:pointer;font-weight:400}.selectr-options.optgroups>.selectr-option{padding-left:25px}.selectr-optgroup{font-weight:700;padding:0}.selectr-optgroup--label{font-weight:700;margin-top:10px;padding:5px 15px}.selectr-match{text-decoration:underline}.selectr-option.selected{background-color:#ddd}.selectr-option.active{color:#fff;background-color:#5897fb}.selectr-option.disabled{opacity:.4}.selectr-option.excluded{display:none}.selectr-container.open .selectr-selected{border-color:#999 #999 transparent #999;border-radius:3px 3px 0 0}.selectr-container.open .selectr-selected::after{-webkit-transform:rotate(180deg) translate3d(0,50%,0);transform:rotate(180deg) translate3d(0,50%,0)}.selectr-disabled{opacity:.6}.has-selected .selectr-placeholder,.selectr-empty{display:none}.has-selected .selectr-label{display:block}.taggable .selectr-selected{padding:4px 28px 4px 4px}.taggable .selectr-selected::after{display:table;content:\" \";clear:both}.taggable .selectr-label{width:auto}.taggable .selectr-tags{float:left;display:block}.taggable .selectr-placeholder{display:none}.input-tag{float:left;min-width:90px;width:auto}.selectr-tag-input{border:medium none;padding:3px 10px;width:100%;font-family:inherit;font-weight:inherit;font-size:inherit}.selectr-input-container.loading::after{position:absolute;top:50%;right:20px;width:20px;height:20px;content:";-webkit-transform:translate3d(0,-50%,0);transform:translate3d(0,-50%,0);-webkit-transform-origin:50% 0 0;transform-origin:50% 0 0;-webkit-animation:.5s linear 0s normal forwards infinite running spin;animation:.5s linear 0s normal forwards infinite running spin;border-width:3px;border-style:solid;border-color:#aaa #ddd #ddd;border-radius:50%}@-webkit-keyframes spin{0%{-webkit-transform:rotate(0) translate3d(0,-50%,0);transform:rotate(0) translate3d(0,-50%,0)}100%{-webkit-transform:rotate(360deg) translate3d(0,-50%,0);transform:rotate(360deg) translate3d(0,-50%,0)}}@keyframes spin{0%{-webkit-transform:rotate(0) translate3d(0,-50%,0);transform:rotate(0) translate3d(0,-50%,0)}100%{-webkit-transform:rotate(360deg) translate3d(0,-50%,0);transform:rotate(360deg) translate3d(0,-50%,0)}}.selectr-container.open.inverted .selectr-selected{border-color:transparent #999 #999;border-radius:0 0 3px 3px}.selectr-container.inverted .selectr-options-container{border-width:1px 1px 0;border-color:#999 #999 transparent;border-radius:3px 3px 0 0;background-color:#fff}.selectr-container.inverted .selectr-options-container{top:auto;bottom:calc(100% - 1px)}.selectr-container ::-webkit-input-placeholder{color:#6c7a86;opacity:1}.selectr-container ::-ms-input-placeholder{color:#6c7a86;opacity:1}.selectr-container ::placeholder{color:#6c7a86;opacity:1}.container {\n padding: 8px 24px 108px 24px; }/deep/ div.jsoneditor {\n height: 600px !important; }\n\n/*#
sourceMappingURL=data:application/jsonbase64,eyJ2ZXJzaW9uIjozLCJzb3VyY2VzIjpbIm5vZGVfbW9kdWxlcy9qc29uZWRpdG9yL2Rpc3QvanNvbmVkaXRvci5taW4uY3NzIiwic3JjL2FwcC9maXJzdC9EOlxcUE9DXFxBbmd1bGFyTWF0ZXJpYWxEcmF3ZXJcXG5neC1tYXRlcmlhbC1kcmF3ZXIvc3JjXFxhcHBcXGZpcnN0XFxmaXJzdC5jb21wb25lbnQuc2NzcyJdLCJuYW1lcyI6W10sIm1hcHBpbmdzIjoiQUFBQSx3Q0FBd0MsV0FBVyxDQUFDL

GNBQWMsQ0FBQyw4Q0FBOEMscUJBQXFCLENBQUMseUJBQXlCLENBQUMscUJBQXFCLHdCQUF3Qix
DQUFDLFVBQVUsQ0FBQyxvQ0FBb0MsU0FBUyxDQUFDLGtCQUFrQixDQUFDLGVBQWUsQ0FBQyxzQk
FBc0IsQ0FBQyxxQkFBcUIsQ0FBQyxrRUFBa0UsNEJBQTRCLENBQUMsZUFBZSxDQUFDLGNBQWMsQ0F
BQyxXQUFXLENBQUMsVUFBVSxDQUFDLG9CQUFvQixDQUFDLFVBQVUsQ0FBQyw4Q0FBOEMsUUFB
USxDQUFDLHFCQUFxQixxQkFBcUIsQ0FBQyx3QkFBd0IsY0FBYyxDQUFDLFVBQVUsQ0FBQyxxQkFBcUI
sb0JBQW9CLENBQUMsbUJBQW1CLENBQUMsaUJBQWlCLENBQUMsMEZBQTBGLG1CQUFtQixDQUFD
LGFBQWEsQ0FBQyxhQUFhLENBQUMsNkNBQTZDLGVBQWUsQ0FBQyw2Q0FBNkMsZUFBZSxDQUFDL
HNFQUFzRSxXQUFXLENBQUMseUJBQXlCLENBQUMsa0NBQWtDLG9CQUFvCLFdBQVcsQ0F
BQyxVQUFVLENBQUMsZ0ZBQWdGLGFBQWEsQ0FBQyx1Q0FBdUMsYUFBYSxDQUFDLGtCQUFrQixDQ
UFDLFVBQVUsQ0FBQyx3UkFBd1Isd0JBQXdCLENBQUMscUJBQXFCLENBQUMsaUJBQWlCLENBQUMs
OFRBQThULHFCQUFxQixDQUFDLHdCQUF3QixDQUFDLGlCQUFpQixDQUFDLHVDQUF1QyxXQUFXLE
NBQUMsNkVBQTZFLGNBQWMsQ0FBQyxVQUFVLENBQUMsdUNBQXVDLGFBQWEsQ0FBQyx3Q0FBd0
MsYUFBYSxDQUFDLHFDQUFxQyxhQUFhLENBQUMsd0NBQXdDLFVBQVUsQ0FBQyw2Q0FBNkMsVUF
BVSxDQUFDLFdBQVcsQ0FBQyxTQUFTLENBQUMsUUFBUSxDQUFDLFdBQVcsQ0FBQyxjQUFjLENBQU
Msa0RBQW9ELENBQUMsMElBQTBJLGNBQWMsQ0FBQyxnREFBZ0QsMkJBQTJCLENBQUMsK0NBQStD
LDJCQUEyQixDQUFDLGtEQUFrRCwrQkFBK0IsQ0FBQyw0UEFBNFAsK0JBQStCLENBQUMsMkJBQTJCL
FNBQVMsQ0FBQyxtREFBbUQsd0JBQXdCLENBQUMseUJBQXlCLENBQUMsZ0RBQWdELGlCQUFppxD
QUFDLGNBQWMsQ0FBQyw2Q0FBNkMsb0JBQW9CLENBQUMsZUFBZSxDQUFDLFlBQVVksQ0FBQyx3Qk
FBd0IsQ0FBQyxppQkFBaUIsQ0FBQyxVQUFVLENBQUMsNEJBQTRCLENBQUMsY0FBYyxDQUFDLCtDQU
ErQyxvQkFBb0IsQ0FBQyxVQUFVLENBQUMsMEdBQTBHLGFBQWEsQ0FBQyx5Q0FBeUMsb0JBQW9CLCLE
NBQUMsVUFBVSxDQUFDLFdBQVcsQ0FBQyxVQUFVLENBQUMscUJBQXFCLENBQUMsY0FBYyxDQUUF
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MsNEJBQTRCLENBQUMsaUJBQWlCLENBQUMsb0JBQW9CLENBQUMsV0FBVyxDQUFDLFlFlBQVksQ0FB
QyxlQUFlLGFBQWEsQ0FBQyx5QkFBeUIsQ0FBMEQscCUJBQXFCLENBQUMsVUFBVSxDQUFDLFdBQVcs
Q0FBQyxpQkFBaUIsQ0FBQyxTQUFTLENBQUMsZ0JBQWdCLENBQUMsMENBQTBDLHdCQUF3QixQU
FDLGdCQUFnQixDQUFDLFVBQVUsQ0FBQyw4Q0FBOEMsb0JBQW9CLCLGVBQWU
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CLENBQUMsdUNBQXVDLGdCQUFnQixDQUFDLGdCQUFnQixDQUFDLG1EQUFtRCxnQkFBZ0IsQ0FBQy
xnQkFBZ0IsQ0FBQyx5Q0FBeUMsZ0JBQWdCLCLFVBQVUsQ0FBQyxXQUFXLENBBQ
UMsaUJBQWlCLENBQUMsYUFBYSxDQUFDLHlCQUF5QixVQUFVLENBQUMsV0FBVyxDQUFDLFFFBQV
EsQ0FBMEQscCUJBQXFCLENBQUMsZUFBZSxDQUFDLFdBQVcsQ0FBQyxxxQkFBcUIsQ0FBQyxXQUFXLE
NBQUMsK0NBQStDLHdCQUF3QixDQUFDLHVHQUF1RyxppQkFBaUIsQ0FBQyx5SUFBeUksa0JBQWtCLEN
BQUMsK0NBQStDLGtEQUFvRCxDQUFDLFdBQVcsQ0FBQyw2S0FBNkssK0JBQStCLENBQUMsc0RBQXN
ELFNBQVMsQ0FBQyxRQUFRLENBQUMsa0JBQWtCLGtCQUFrCLGtDQUFrCyxrQkFBa0IsQ0FB
QywrSEFBK0gsNEhBQTRILENBQUMsY0FBYyxDQUFDLGFBQWEsQ0FBQyx5QkFBeUIsY0FBYyxDQUFD
LG9CQUFvCQUFDLFdBQVcsQ0FBQyxnQkFBZ0IsQ0FBQyxppQkFBaUIsQ0FBQyxppQkFBaUIsQ0FBQyxV
QUFVLENBQUMsK0RBQStELFVBQVUsQ0FBQyxXQUFXLENBQUMsU0FBUyxDQUFDLGdCQUFnCQUFnQixDQ
UFDLG1EQUFxRCxDQUFDLDhDQUE4Qyx5QkFeUIsQ0FBQyxjQUFjLENBQUMsNkNBQTZCQUFjLENBQU
QiXDQUFDLGlCQUFpCQUFpQiXDQUFpQyxDQUFDLFVBQVUsQ0FBQyxZQUFZLENBQUMsZ0JBQW
dCLENBQUMsaUJBQWlCLENBQUMsV0FBVyxDQUFDLFNBQVMsQ0FBQyw4REFBOEQsV0FBVyxDQUF
DLFVBQVUsQ0FBQyw4REFBOEQsUUFBUSxDQUFDLFVBQVUsQ0FBQyw2REFBNkQsUUFBUSxDQUFD
LFVBQVUsQ0FBQyw4REFBOEQsUUFBUSxDQUFDLFNBQVMsQ0FBQyxxvREFBb0Qsa0NBQWtDLENBQU
MsaUNBQWlDLENBQUMsVUFBVSxDQUFDLGFBQWEsQ0FBQyxRQUFRLENBQUMsZ0JBQWdCLENBQ
UMsaUJBQWlCLENBQUMscUVBQXFFLDRCQUE0QixdQUFdBQVcsQ0FBQyxxxRUFBcUUsK0JBQStCL
ENBQUMsUUFBUSxDQUFDLG9FQUFvRSw2QkFBNkIsQ0FBQyxxnQ0FBZ0MsQ0FBQyxqtQ0FBbUMsQ0FBQ
yxVQUFVLENBQUMsUUFBUSxDQUFDLFdBQVcsQ0FBQyxZQUFZLENBQUMsbUJBQW1CLCLENBQUMsZU
FBZSxDQUFDLGlCQUFpQixDQUFDLHFFFQUFxRSw4QkFBOEIsQ0FBQyxxnQ0FBZ0MsQ0FBQyxqtQ0FBbUM

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MsaUJBQWlCLENBQUMsc0dBQXNHLGFBQWEsQ0FBQywyREFBMkQsQ0FBQyx3REFBd0QsQ0FBQyx1RE
FBdUQsQ0FBQywyQkFBMkIsS0FBSyxTQUFTLENBQUMsR0FBRyxTQUFTLENBQUMsQ0FBMEcsb0RBQW
9ELGdCQUFnQixDQUFDLGVBQWUsQ0FBQywwQ0FBMEMsaUJBQWlCLENBQUMsV0FBVyxDQUFDLFd
BQVcsQ0FBQyxxQkFBcUIsQ0FBQyxVQUFVLENBQUMsd0JBQXdCLENBQUMsZ0JBQWdCLENBQUMsaUJ
BQWlCLENBQUMsa0RBQWtELGtCQUFrQixDQUFDLFNBQVMsQ0FBQyw0QkFBNEIsQ0FBQyxpREFBaUQ
saUJBQWlCLENBQUMsU0FBUyxDQUFDLDZDQUE2QyxDQUFDLG9DQUFvQyxVQUFVLENBQUMsd0JB
QXdCLENBQUMseUJBQXlCLENBQUMsdUNBQXVDLGVBQWUsQ0FBQyxxQkFBcUIsQ0FBQyx1Q0FBdU
Msd0JBQXdCLENBQUMsbURBQW1ELDBCQUEwQixDQUFDLGlEQUFpRCxXQUFXLENBQUMsVUFBVSx
DQUFDLFdBQVcsQ0FBQyxTQUFTLENBQUMsZ0JBQWdCLENBQUMsY0FBYyxDQUFDLG9EQUFvRCxtR
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No license file was found, but licenses were detected in source scan.

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/*
 MIT License http://www.opensource.org/licenses/mit-license.php
 Author Tobias Koppers @sokra
*/
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EAAE,MAAM,CAAC,CAAC,CAAC,wBAAwB;QACrF,IAAI,CAAC,aAAa,CAAC,IAAI,GAAG,MAAM,CAAC,
CAAC,mBAAAmB;QACrD,IAAI,CAAC,sBAAAsB,CAAC,YAAY,CAAC,SAAS,CAAC,aAAG;YACpD,KAAI,CAA
C,OAAO,GAAG,GAAG,CAAC;QACrB,CAAC,CAAC;IAEJ,CAAC;IACD,iCAAQ,GAAR;QACE,6CAA6C;IAE/
C,CAAC;IACD,gCAAO,GAAP,UAAQ,MAAM;QACZ,OAAO,CAAC,GAAG,CAAC,MAAM,CAAC;QACnB,IA
AI,CAAC,sBAAAsB,CAAC,UAAU,CAAC,MAAM,CAAC,CAAC;IACjD,CAAC;IAlB+B;QAA/B,+DAAS,CAAC,
kEAAmB,CAAC;kCAAS,kEAAmB;kDAAC;IALjD,cAAc;QAL1B,+DAAS,CAAC;YACT,QAAQ,EAAE,WAAW
;YACrB,mGAAqC;;SAEtC,CAAC;yCAQ2C,yGAA6B;OAP7D,cAAc,CAwB1B;IAAD,qBAAC;CAAA;AAxB0B;;
;;;;;;;;;;;;;;;;;;;;;;;;;;;;ACT+B;AACqB;AACtC;AACM;AACmB;AACnB;AACS;AACC;AACL;AAEkC;AAoBtF;IA
AA;IAAyB,CAAC;IAAb,SAAS;QAjBrB,8DAAQ,CAAC;YACR,OAAO,EAAE;gBACP,uEAAa;gBACb,4DAAY;
gBACZ,0DAAW;gBACX,kEAAmB;gBACnB,4FAAuB;gBACvB,qEAAgB;gBAChB,iEAAkB;gBAClB,mGAAuB
;aACxB;YACD,YAAY,EAAE;gBACZ,2DAAY;gBACZ,qEAAc;aACf;YACD,SAAS,EAAE,CAAC,2DAAY,CAA
C;SAC1B,CAAC;OACW,SAAS,CAAI;IAAD,gBAAC;CAAA;AAAJ;;;;;;;;;;;;;;;;;;;;;;;;AC9BtB;AAAA;AAAA,gFA
AgF;AAChF,0EAA0E;AAC1E,gEAAgE;AAEzD,IAAM,WAAW,GAAG;IACzB,UAAU,EAAE,KAAK;CAClB,C
AAC;AAEF;;;;;;GAMG;AACH,mEAAmE;;;;;;;;;;;;ACfnE;AAAA;AAAA;AAAA;AAAA;AAA+C;AAC4B;AAGn
B;AACC;AAEzD,IAAI,qEAAW,CAAC,UAAU,EAAE;IAC1B,oEAAc,EAAE,CAAC;CAClB;AAED,gGAAsB,EA
AE,CAAC,eAAe,CAAC,oEAAS,CAAC;KAChD,KAAK,CAAC,aAAG,IAAI,cAAO,CAAC,KAAK,CAAC,GAAG,
CAAC,EAAlB,CAAkB,CAAC,CAAC","file":"main.js","sourcesContent":["module.exports = \"<app-top-nav\\r\\n
[config]=\\\"navData\\\"\\r\\n class=\\\"fixed-topnav\\\"\\r\\n></app-top-nav>\\r\\n<!-- <app-top-nav
[config]=\\\"navData?\\\" class=\\\"fixed-topnav\\\"></app-top-nav> -->\\r\\n<mat-sidenav-container\\r\\n
[hasBackdrop]=\\\"navData?.hasBackdrop\\\"\\r\\n autosize\\r\\n>\\r\\n <mat-sidenav\\r\\n
[ngClass]=\\\"navData?.miniVarient && !navService?.isOpened? 'mini-drawer': ''\\\"\\r\\n
[ngStyle]=\\\"navData?.navItems?.style? navData?.navItems.style : ''\\\"\\r\\n
[position]=\\\"navData?.position\\\"\\r\\n #appDrawer\\r\\n [mode]=\\\"navData?.mode\\\"\\r\\n
[opened]=\\\"navData?.miniVarient ? 'open' : navData?.opened\\\"\\r\\n >\\r\\n <mat-nav-list
*ngIf=\\\"!navData?.miniVarient || navData?.miniVarient && navService?.isOpened\\\">\\r\\n <app-nav-list-
item\\r\\n *ngFor=\\\"let item of navData?.navItems?.data\\\"\\r\\n [item]=\\\"item\\\"\\r\\n
></app-nav-list-item>\\r\\n </mat-nav-list>\\r\\n <mat-nav-list *ngIf=\\\"navData?.miniVarient &&
!navService?.isOpened\\\">\\r\\n <app-nav-list-item-mini\\r\\n *ngFor=\\\"let item of
navData?.navItems?.data\\\"\\r\\n [item]=\\\"item\\\" \\r\\n ></app-nav-list-item-mini>\\r\\n
</mat-nav-list>\\r\\n </mat-sidenav>\\r\\n <div [ngClass]=\\\"navData?.miniVarient ? 'main-container-on-mini-
variant' :''\\\">\\r\\n <ng-content></ng-content>\\r\\n </div>\\r\\n</mat-sidenav-
container>\\r\\n\"","module.exports = \"\\n@import
url(\\\"https://fonts.googleapis.com/css?family=Roboto:400,700|Material+Icons\\\");\\n/* You can add global styles
to this file, and also import other style files
*/\\n/***Theme*****
***/\\n/**\\n * Applies styles for
users in high contrast mode. Note that this only applies\\n * to Microsoft browsers. Chrome can be included by
checking for the `html[hc]`\\n * attribute, however Chrome handles high contrast differently.\\n * @param target
Which kind of high contrast setting to target. Defaults to `active`, can be\\n * `white-on-black` or `black-on-
white`.\\n */\\n/* Theme for the ripple elements.*/\\n/* stylelint-disable material/no-prefixes */\\n/* stylelint-enable
*/\\n/***Theme*****
/\\n/*******************
**break
Points***/\\n/* app drawer
breakpoint
*/\\n/***Break
Points***/\\n/************

**********Main CSS**********/\\n.mat-badge-content {\\n font-weight: 600;\\n font-size: 12px;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-badge-small .mat-badge-content {\\n font-size: 6px; }\\n.mat-badge-large .mat-badge-content {\\n font-size: 24px; }\\n.mat-h1, .mat-headline, .mat-typography h1 {\\n font: 400 24px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h2, .mat-title, .mat-typography h2 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h3, .mat-subheading-2, .mat-typography h3 {\\n font: 400 16px/28px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h4, .mat-subheading-1, .mat-typography h4 {\\n font: 400 15px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h5, .mat-typography h5 {\\n font: 400 11.62px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-h6, .mat-typography h6 {\\n font: 400 9.38px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-body-strong, .mat-body-2 {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body, .mat-body-1, .mat-typography {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body p, .mat-body-1 p, .mat-typography p {\\n   margin: 0 0 12px; }\\n.mat-small, .mat-caption {\\n font: 400 12px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-display-4, .mat-typography .mat-display-4 {\\n font: 300 112px/112px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 56px;\\n letter-spacing: -0.05em; }\\n.mat-display-3, .mat-typography .mat-display-3 {\\n font: 400 56px/56px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.02em; }\\n.mat-display-2, .mat-typography .mat-display-2 {\\n font: 400 45px/48px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.005em; }\\n.mat-display-1, .mat-typography .mat-display-1 {\\n font: 400 34px/40px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px; }\\n.mat-bottom-sheet-container {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-button, .mat-raised-button, .mat-icon-button, .mat-stroked-button,\\n.mat-flat-button, .mat-fab, .mat-mini-fab {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-button-toggle {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card-title {\\n font-size: 24px;\\n font-weight: 500; }\\n.mat-card-header .mat-card-title {\\n font-size: 20px; }\\n.mat-card-subtitle,\\n.mat-card-content {\\n font-size: 14px; }\\n.mat-checkbox {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-checkbox-layout .mat-checkbox-label {\\n line-height: 24px; }\\n.mat-chip {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-chip .mat-chip-trailing-icon.mat-icon,\\n .mat-chip .mat-chip-remove.mat-icon {\\n   font-size: 18px; }\\n.mat-table {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-header-cell {\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-cell, .mat-footer-cell {\\n font-size: 14px; }\\n.mat-calendar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-calendar-body {\\n font-size: 13px; }\\n.mat-calendar-body-label,\\n.mat-calendar-period-button {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-calendar-table-header th {\\n font-size: 11px;\\n font-weight: 400; }\\n.mat-dialog-title {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-expansion-panel-header {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 15px;\\n font-weight: 400; }\\n.mat-expansion-panel-content {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field {\\n font-size: inherit;\\n font-weight: 400;\\n line-height: 1.125;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field-wrapper {\\n padding-bottom: 1.34375em; }\\n.mat-form-field-prefix .mat-icon,\\n.mat-form-field-suffix .mat-icon {\\n font-size: 150%;\\n line-height: 1.125; }\\n.mat-form-field-prefix .mat-icon-button,\\n.mat-form-field-suffix .mat-icon-button {\\n height: 1.5em;\\n width: 1.5em; }\\n.mat-form-field-prefix .mat-icon-button .mat-icon,\\n .mat-form-field-suffix .mat-icon-button .mat-icon {\\n   height: 1.125em;\\n   line-height: 1.125; }\\n.mat-form-field-infix {\\n padding: 0.5em 0;\\n border-top: 0.84375em solid transparent; }\\n.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.34375em) scale(0.75);\\n   transform: translateY(-1.34375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.34374em) scale(0.75);\\n   transform: translateY(-1.34374em) scale(0.75);\\n width:

133.33334333%; }\\n.mat-form-field-label-wrapper {\\n top: -0.84375em;\\n padding-top: 0.84375em; }\\n.mat-form-field-label {\\n top: 1.34375em; }\\n.mat-form-field-underline {\\n bottom: 1.34375em; }\\n.mat-form-field-subscript-wrapper {\\n font-size: 75%;\\n margin-top: 0.66666667em;\\n top: calc(100% - 1.79166667em); }\\n.mat-form-field-appearance-legacy .mat-form-field-wrapper {\\n padding-bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-infix {\\n padding: 0.4375em 0; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n -ms-transform: translateY(-1.28125em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n -ms-transform: translateY(-1.28124em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n -ms-transform: translateY(-1.28123em) scale(0.75);\\n width: 133.33335333%; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n top: 1.28125em; }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-subscript-wrapper {\\n margin-top: 0.54166667em;\\n top: calc(100% - 1.66666667em); }\\n@media print {\\n .mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28122em) scale(0.75);\\n transform: translateY(-1.28122em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28121em) scale(0.75);\\n transform: translateY(-1.28121em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.2812em) scale(0.75);\\n transform: translateY(-1.2812em) scale(0.75); } }\\n.mat-form-field-appearance-fill .mat-form-field-infix {\\n padding: 0.25em 0 0.75em 0; }\\n.mat-form-field-appearance-fill .mat-form-field-label {\\n top: 1.09375em;\\n margin-top: -0.5em; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-0.59375em) scale(0.75);\\n transform: translateY(-0.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-0.59374em) scale(0.75);\\n transform: translateY(-0.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-outline .mat-form-field-infix {\\n padding: 1em 0 1em 0; }\\n.mat-form-field-appearance-outline .mat-form-field-label {\\n top: 1.84375em;\\n margin-top: -0.25em; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.59375em) scale(0.75);\\n transform: translateY(-1.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.59374em) scale(0.75);\\n transform: translateY(-1.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-grid-tile-header,\\n.mat-grid-tile-footer {\\n font-size: 14px; }\\n.mat-grid-tile-header .mat-line,\\n .mat-grid-tile-footer .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-grid-tile-header .mat-

line:nth-child(n+2),\\n .mat-grid-tile-footer .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\ninput.mat-input-element {\\n margin-top: -0.0625em; }\\n.mat-menu-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px; }\\n.mat-radio-button {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select-trigger {\\n height: 1.125em; }\\n.mat-slide-toggle-content {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-slider-thumb-label-text {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-stepper-vertical, .mat-stepper-horizontal {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-step-label {\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-step-sub-label-error {\\n font-weight: normal; }\\n.mat-step-label-error {\\n font-size: 14px; }\\n.mat-step-label-selected {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-tab-group {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tab-label, .mat-tab-link {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-toolbar,\\n.mat-toolbar h1,\\n.mat-toolbar h2,\\n.mat-toolbar h3,\\n.mat-toolbar h4,\\n.mat-toolbar h5,\\n.mat-toolbar h6 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0; }\\n.mat-tooltip {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 10px;\\n padding-top: 6px;\\n padding-bottom: 6px; }\\n.mat-tooltip-handset {\\n font-size: 14px;\\n padding-top: 8px;\\n padding-bottom: 8px; }\\n.mat-list-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-base .mat-list-item {\\n font-size: 16px; }\\n.mat-list-base .mat-list-item .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base .mat-list-item .mat-line:nth-child(n+2) {\\n font-size: 14px; }\\n.mat-list-base .mat-list-option {\\n font-size: 16px; }\\n.mat-list-base .mat-list-option .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base .mat-list-option .mat-line:nth-child(n+2) {\\n font-size: 14px; }\\n.mat-list-base .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-list-base[dense] .mat-list-item {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-item .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-item .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-option .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 16px; }\\n.mat-optgroup-label {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-simple-snackbar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px; }\\n.mat-simple-snackbar-action {\\n line-height: 1;\\n font-family: inherit;\\n font-size: inherit;\\n font-weight: 500; }\\n.mat-tree {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n font-weight: 400;\\n font-size: 14px; }\\n.mat-ripple {\\n overflow: hidden;\\n position: relative; }\\n.mat-ripple.mat-ripple-unbounded {\\n overflow: visible; }\\n.mat-ripple-element {\\n position: absolute;\\n border-radius: 50%;\\n pointer-events: none;\\n transition: opacity, -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1), -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n -webkit-transform: scale(0);\\n transform: scale(0); }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-ripple-element {\\n display: none; } }\\n.cdk-visually-hidden {\\n border: 0;\\n clip: rect(0 0 0 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px;\\n outline: 0;\\n -webkit-appearance: none;\\n -moz-appearance: none; }\\n.cdk-overlay-container, .cdk-global-overlay-wrapper {\\n pointer-events: none;\\n top: 0;\\n left: 0;\\n height: 100%;\\n width: 100%; }\\n.cdk-overlay-container {\\n position: fixed;\\n z-index: 1000; }\\n.cdk-overlay-container:empty {\\n display: none; }\\n.cdk-global-overlay-wrapper {\\n display: flex;\\n position: absolute;\\n z-index: 1000; }\\n.cdk-overlay-pane {\\n position: absolute;\\n

pointer-events: auto;\\n box-sizing: border-box;\\n z-index: 1000;\\n display: flex;\\n max-width: 100%;\\n max-height: 100%; }\\n.cdk-overlay-backdrop {\\n position: absolute;\\n top: 0;\\n bottom: 0;\\n left: 0;\\n right: 0;\\n z-index: 1000;\\n pointer-events: auto;\\n -webkit-tap-highlight-color: transparent;\\n transition: opacity 400ms cubic-bezier(0.25, 0.8, 0.25, 1);\\n opacity: 0; }\\n.cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 1; }\\n@media screen and (-ms-high-contrast: active) {\\n .cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0.6; } }\\n.cdk-overlay-dark-backdrop {\\n background: rgba(0, 0, 0, 0.32); }\\n.cdk-overlay-transparent-backdrop, .cdk-overlay-transparent-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0; }\\n.cdk-overlay-connected-position-bounding-box {\\n position: absolute;\\n z-index: 1000;\\n display: flex;\\n flex-direction: column;\\n min-width: 1px;\\n min-height: 1px; }\\n.cdk-global-scrollblock {\\n position: fixed;\\n width: 100%;\\n overflow-y: scroll; }\\n@-webkit-keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@-webkit-keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n.cdk-text-field-autofill-monitored:-webkit-autofill {\\n -webkit-animation-name: cdk-text-field-autofill-start;\\n animation-name: cdk-text-field-autofill-start; }\\n.cdk-text-field-autofill-monitored:not(:-webkit-autofill) {\\n -webkit-animation-name: cdk-text-field-autofill-end;\\n animation-name: cdk-text-field-autofill-end; }\\ntextarea.cdk-textarea-autosize {\\n resize: none; }\\ntextarea.cdk-textarea-autosize-measuring {\\n height: auto !important;\\n overflow: hidden !important;\\n padding: 2px 0 !important;\\n box-sizing: content-box !important; }\\n.mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option:hover:not(.mat-option-disabled), .mat-option:focus:not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-selected:not(.mat-option-multiple):not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-active {\\n background: rgba(0, 0, 0, 0.04);\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option.mat-option-disabled {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-primary .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #3f51b5; }\\n.mat-accent .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #4caf50; }\\n.mat-warn .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #f44336; }\\n.mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-optgroup-disabled .mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-pseudo-checkbox {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-pseudo-checkbox::after {\\n color: #fafafa; }\\n.mat-pseudo-checkbox-checked,\\n.mat-pseudo-checkbox-indeterminate,\\n.mat-accent .mat-pseudo-checkbox-checked,\\n.mat-accent .mat-pseudo-checkbox-indeterminate {\\n background: #4caf50; }\\n.mat-primary .mat-pseudo-checkbox-checked,\\n.mat-primary .mat-pseudo-checkbox-indeterminate {\\n background: #3f51b5; }\\n.mat-warn .mat-pseudo-checkbox-checked,\\n.mat-warn .mat-pseudo-checkbox-indeterminate {\\n background: #f44336; }\\n.mat-pseudo-checkbox-checked.mat-pseudo-checkbox-disabled {\\n background: #b0b0b0; }\\n.mat-elevation-z0 {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z1 {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z2 {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z3 {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z4 {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z5 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 5px 8px 0px rgba(0, 0, 0, 0.14), 0px 1px 14px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z6 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z7 {\\n box-shadow: 0px 4px 5px -2px rgba(0, 0, 0, 0.2), 0px 7px 10px 1px rgba(0, 0, 0, 0.14), 0px 2px 16px 1px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z8 {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z9 {\\n box-shadow: 0px 5px 6px -3px rgba(0, 0, 0, 0.2), 0px 9px 12px 1px rgba(0, 0, 0, 0.14), 0px 3px 16px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z10 {\\n box-shadow: 0px 6px 6px -3px rgba(0, 0, 0, 0.2), 0px 10px 14px 1px rgba(0, 0, 0, 0.14), 0px 4px 18px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z11 {\\n box-shadow: 0px 6px 7px -4px rgba(0, 0, 0, 0.2), 0px 11px 15px 1px rgba(0, 0, 0, 0.14), 0px 4px 20px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z12 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0,

0.12); }\\n.mat-elevation-z13 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 13px 19px 2px rgba(0, 0, 0, 0.14), 0px 5px 24px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z14 {\\n box-shadow: 0px 7px 9px -4px rgba(0, 0, 0, 0.2), 0px 14px 21px 2px rgba(0, 0, 0, 0.14), 0px 5px 26px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z15 {\\n box-shadow: 0px 8px 9px -5px rgba(0, 0, 0, 0.2), 0px 15px 22px 2px rgba(0, 0, 0, 0.14), 0px 6px 28px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z16 {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z17 {\\n box-shadow: 0px 8px 11px -5px rgba(0, 0, 0, 0.2), 0px 17px 26px 2px rgba(0, 0, 0, 0.14), 0px 6px 32px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z18 {\\n box-shadow: 0px 9px 11px -5px rgba(0, 0, 0, 0.2), 0px 18px 28px 2px rgba(0, 0, 0, 0.14), 0px 7px 34px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z19 {\\n box-shadow: 0px 9px 12px -6px rgba(0, 0, 0, 0.2), 0px 19px 29px 2px rgba(0, 0, 0, 0.14), 0px 7px 36px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z20 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 20px 31px 3px rgba(0, 0, 0, 0.14), 0px 8px 38px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z21 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 21px 33px 3px rgba(0, 0, 0, 0.14), 0px 8px 40px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z22 {\\n box-shadow: 0px 10px 14px -6px rgba(0, 0, 0, 0.2), 0px 22px 35px 3px rgba(0, 0, 0, 0.14), 0px 8px 42px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z23 {\\n box-shadow: 0px 11px 14px -7px rgba(0, 0, 0, 0.2), 0px 23px 36px 3px rgba(0, 0, 0, 0.14), 0px 9px 44px 8px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z24 {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12); }\\n.mat-app-background {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-theme-loaded-marker {\\n display: none; }\\n.mat-autocomplete-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-autocomplete-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover) {\\n background: white; }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover):not(.mat-option-disabled) {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-content {\\n color: white;\\n background: #3f51b5; }\\n.mat-badge-accent .mat-badge-content {\\n background: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-warn .mat-badge-content {\\n color: white;\\n background: #f44336; }\\n.mat-badge {\\n position: relative; }\\n.mat-badge-hidden .mat-badge-content {\\n display: none; }\\n.mat-badge-disabled .mat-badge-content {\\n background: #b9b9b9;\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-badge-content {\\n position: absolute;\\n text-align: center;\\n display: inline-block;\\n border-radius: 50%;\\n transition: -webkit-transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out, -webkit-transform 200ms ease-in-out;\\n -webkit-transform: scale(0.6);\\n transform: scale(0.6);\\n overflow: hidden;\\n white-space: nowrap;\\n text-overflow: ellipsis;\\n pointer-events: none; }\\n.mat-badge-content.mat-badge-active {\\n -webkit-transform: none;\\n transform: none; }\\n.mat-badge-small .mat-badge-content {\\n width: 16px;\\n height: 16px;\\n line-height: 16px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-small .mat-badge-content {\\n outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-small.mat-badge-above .mat-badge-content {\\n top: -8px; }\\n.mat-badge-small.mat-badge-below .mat-badge-content {\\n bottom: -8px; }\\n.mat-badge-small.mat-badge-before .mat-badge-content {\\n left: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -16px; }\\n.mat-badge-small.mat-badge-after .mat-badge-content {\\n right: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -16px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -8px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -8px; }\\n.mat-badge-medium .mat-badge-content {\\n width: 22px;\\n height: 22px;\\n line-height: 22px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-medium .mat-badge-content {\\n outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-medium.mat-badge-above .mat-badge-content {\\n top: -11px; }\\n.mat-badge-medium.mat-badge-below .mat-badge-content {\\n bottom: -11px; }\\n.mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -22px; }\\n.mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-

after .mat-badge-content {\\n right: auto;\\n left: -22px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -11px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -11px; }\\n.mat-badge-large .mat-badge-content {\\n width: 28px;\\n height: 28px;\\n line-height: 28px; }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-badge-large .mat-badge-content {\\n   outline: solid 1px;\\n   border-radius: 0; } }\\n.mat-badge-large.mat-badge-above .mat-badge-content {\\n top: -14px; }\\n.mat-badge-large.mat-badge-below .mat-badge-content {\\n bottom: -14px; }\\n.mat-badge-large.mat-badge-before .mat-badge-content {\\n left: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -28px; }\\n.mat-badge-large.mat-badge-after .mat-badge-content {\\n right: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -28px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -14px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -14px; }\\n.mat-bottom-sheet-container {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button, .mat-icon-button, .mat-stroked-button {\\n color: inherit;\\n background: transparent; }\\n.mat-button.mat-primary, .mat-icon-button.mat-primary, .mat-stroked-button.mat-primary {\\n   color: #3f51b5; }\\n.mat-button.mat-accent, .mat-icon-button.mat-accent, .mat-stroked-button.mat-accent {\\n   color: #4caf50; }\\n.mat-button.mat-warn, .mat-icon-button.mat-warn, .mat-stroked-button.mat-warn {\\n   color: #f44336; }\\n.mat-button.mat-primary[disabled], .mat-button.mat-accent[disabled], .mat-button.mat-warn[disabled], .mat-button[disabled][disabled], .mat-icon-button.mat-primary[disabled], .mat-icon-button.mat-accent[disabled], .mat-icon-button.mat-warn[disabled], .mat-icon-button[disabled][disabled], .mat-stroked-button.mat-primary[disabled], .mat-stroked-button.mat-accent[disabled], .mat-stroked-button.mat-warn[disabled], .mat-stroked-button[disabled][disabled] {\\n   color: rgba(0, 0, 0, 0.26); }\\n.mat-button.mat-primary .mat-button-focus-overlay, .mat-icon-button.mat-primary .mat-button-focus-overlay, .mat-stroked-button.mat-primary .mat-button-focus-overlay {\\n   background-color: #3f51b5; }\\n.mat-button.mat-accent .mat-button-focus-overlay, .mat-icon-button.mat-accent .mat-button-focus-overlay, .mat-stroked-button.mat-accent .mat-button-focus-overlay {\\n   background-color: #4caf50; }\\n.mat-button.mat-warn .mat-button-focus-overlay, .mat-icon-button.mat-warn .mat-button-focus-overlay, .mat-stroked-button.mat-warn .mat-button-focus-overlay {\\n   background-color: #f44336; }\\n.mat-button[disabled] .mat-button-focus-overlay, .mat-icon-button[disabled] .mat-button-focus-overlay, .mat-stroked-button[disabled] .mat-button-focus-overlay {\\n   background-color: transparent; }\\n.mat-button .mat-ripple-element, .mat-icon-button .mat-ripple-element, .mat-stroked-button .mat-ripple-element {\\n   opacity: 0.1;\\n   background-color: currentColor; }\\n.mat-button-focus-overlay {\\n background: black; }\\n.mat-stroked-button:not([disabled]) {\\n border-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button, .mat-raised-button, .mat-fab, .mat-mini-fab {\\n color: rgba(0, 0, 0, 0.87);\\n background-color: white; }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n   color: white; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n   color: white; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n   color: rgba(0, 0, 0, 0.26); }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n   background-color: #3f51b5; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-

fab.mat-accent {\\n background-color: #4caf50; }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n background-color: #f44336; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button.mat-primary .mat-ripple-element, .mat-raised-button.mat-primary .mat-ripple-element, .mat-fab.mat-primary .mat-ripple-element, .mat-mini-fab.mat-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-flat-button.mat-accent .mat-ripple-element, .mat-raised-button.mat-accent .mat-ripple-element, .mat-fab.mat-accent .mat-ripple-element, .mat-mini-fab.mat-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-flat-button.mat-warn .mat-ripple-element, .mat-raised-button.mat-warn .mat-ripple-element, .mat-fab.mat-warn .mat-ripple-element, .mat-mini-fab.mat-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-stroked-button:not([class*='mat-elevation-z']), .mat-flat-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([class*='mat-elevation-z']), .mat-mini-fab:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([disabled]):active:not([class*='mat-elevation-z']), .mat-mini-fab:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-fab[disabled]:not([class*='mat-elevation-z']), .mat-mini-fab[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone,\\n.mat-button-toggle-group {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n box-shadow: none; }\\n.mat-button-toggle {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-button-toggle .mat-button-toggle-focus-overlay {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87);\\n background: white; }\\n.mat-button-toggle-appearance-standard .mat-button-toggle-focus-overlay {\\n background-color: black; }\\n.mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: solid 1px rgba(0, 0, 0, 0.12); }\\n[dir='rtl'] .mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-group-appearance-standard.mat-button-toggle-vertical .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: none;\\n border-top: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-checked {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-button-toggle-checked.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button-toggle-disabled {\\n color: rgba(0, 0, 0, 0.26);\\n background-color: #eeeeee; }\\n.mat-button-toggle-disabled.mat-button-toggle-appearance-standard {\\n background: white; }\\n.mat-button-toggle-disabled.mat-button-toggle-checked {\\n background-color: #bdbdbd; }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n border: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-card {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-card:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card.mat-card-flat:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0,

0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card-subtitle {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-frame {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-checkmark {\\n fill: #fafafa; }\\n.mat-checkbox-checkmark-path {\\n stroke: #fafafa !important; }\\n@media screen and (-ms-high-contrast: black-on-white) {\\n   .mat-checkbox-checkmark-path {\\n   stroke: #000 !important; } }\\n.mat-checkbox-mixedmark {\\n background-color: #fafafa; }\\n.mat-checkbox-indeterminate.mat-primary .mat-checkbox-background, .mat-checkbox-checked.mat-primary .mat-checkbox-background {\\n background-color: #3f51b5; }\\n.mat-checkbox-indeterminate.mat-accent .mat-checkbox-background, .mat-checkbox-checked.mat-accent .mat-checkbox-background {\\n background-color: #4caf50; }\\n.mat-checkbox-indeterminate.mat-warn .mat-checkbox-background, .mat-checkbox-checked.mat-warn .mat-checkbox-background {\\n background-color: #f44336; }\\n.mat-checkbox-disabled.mat-checkbox-checked:not(.mat-checkbox-indeterminate) .mat-checkbox-background {\\n background-color: #b0b0b0; }\\n.mat-checkbox-disabled:not(.mat-checkbox-checked) .mat-checkbox-frame {\\n border-color: #b0b0b0; }\\n.mat-checkbox-disabled .mat-checkbox-label {\\n color: rgba(0, 0, 0, 0.54); }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-disabled {\\n   opacity: 0.5; } }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-background {\\n   background: none; } }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-primary .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-accent .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-warn .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-chip.mat-standard-chip {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip .mat-chip-remove {\\n color: rgba(0, 0, 0, 0.87);\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled):active {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled) .mat-chip-remove:hover {\\n   opacity: 0.54; }\\n.mat-chip.mat-standard-chip.mat-chip-disabled {\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip::after {\\n background: black; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-chip-remove {\\n color: white;\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-ripple-element {\\n   background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn {\\n background-color: #f44336;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-chip-remove {\\n   color: white;\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-ripple-element {\\n   background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent {\\n background-color: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-chip-remove {\\n   color: rgba(0, 0, 0, 0.87);\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-ripple-element {\\n   background: rgba(0, 0, 0, 0.1); }\\n.mat-table {\\n background: white; }\\n.mat-table thead, .mat-table tbody, .mat-table tfoot,\\nmat-header-row, mat-row, mat-footer-row,\\n[mat-header-row], [mat-row], [mat-footer-row],\\n.mat-table-sticky {\\n background: inherit; }\\nmat-row, mat-header-row, mat-footer-row,\\nth.mat-header-cell, td.mat-cell, td.mat-footer-cell {\\n border-bottom-color: rgba(0, 0, 0, 0.12); }\\n.mat-header-cell {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-cell, .mat-footer-cell {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-calendar-arrow {\\n border-top-color: rgba(0, 0, 0, 0.54); }\\n.mat-datepicker-toggle,\\n.mat-datepicker-content .mat-calendar-next-button,\\n.mat-datepicker-content .mat-calendar-previous-button {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-table-header {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-table-header-divider::after {\\n background: rgba(0, 0, 0, 0.12); }\\n.mat-calendar-body-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-body-cell-content {\\n color: rgba(0, 0, 0, 0.87);\\n border-color: transparent; }\\n.mat-calendar-body-disabled > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-cell:not(.mat-calendar-body-disabled):hover > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-keyboard-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-program-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.38);

}\\n.mat-calendar-body-disabled > .mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.18); }\\n.mat-calendar-body-selected {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-calendar-body-disabled > .mat-calendar-body-selected {\\n background-color: rgba(63, 81, 181, 0.4); }\\n.mat-calendar-body-today.mat-calendar-body-selected {\\n box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12);\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-selected {\\n   background-color: #4caf50;\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n   background-color: rgba(76, 175, 80, 0.4); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-selected {\\n   background-color: #f44336;\\n   color: white; }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n   background-color: rgba(244, 67, 54, 0.4); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content-touch {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-datepicker-toggle-active {\\n color: #3f51b5; }\\n.mat-datepicker-toggle-active.mat-accent {\\n   color: #4caf50; }\\n.mat-datepicker-toggle-active.mat-warn {\\n color: #f44336; }\\n.mat-dialog-container {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-divider {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-divider-vertical {\\n border-right-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-action-row {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-keyboard-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-program-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']):hover {\\n background: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-expansion-panel:not(.mat-expanded):not([aria-disabled='true'])\\n.mat-expansion-panel-header:hover {\\n background: white; } }\\n.mat-expansion-panel-header-title {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel-header-description,\\n.mat-expansion-indicator::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-expansion-panel-header[aria-disabled='true'] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-title,\\n .mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-description {\\n   color: inherit; }\\n.mat-form-field-label {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-hint {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-form-field.mat-focused .mat-form-field-label {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-accent {\\n   color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-warn {\\n   color: #f44336; }\\n.mat-focused .mat-form-field-required-marker {\\n color: #4caf50; }\\n.mat-form-field-ripple {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field.mat-focused .mat-form-field-ripple {\\n background-color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-accent {\\n   background-color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-warn {\\n background-color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label {\\n color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label.mat-accent,\\n .mat-form-field.mat-form-field-invalid .mat-form-field-label .mat-form-field-required-marker {\\n   color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple,\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple.mat-accent {\\n background-color: #f44336; }\\n.mat-error {\\n color: #f44336; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-hint {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-legacy.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-standard .mat-form-field-underline {\\n

background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-standard.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-fill .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.02); }\\n.mat-form-field-appearance-fill .mat-form-field-underline::before {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-underline::before {\\n background-color: transparent; }\\n.mat-form-field-appearance-outline .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.12); }\\n.mat-form-field-appearance-outline .mat-form-field-outline-thick {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field-appearance-outline.mat-focused .mat-form-field-outline-thick {\\n color: #3f51b5; }\\n.mat-form-field-appearance-outline.mat-focused.mat-accent .mat-form-field-outline-thick {\\n color: #4caf50; }\\n.mat-form-field-appearance-outline.mat-focused.mat-warn .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-invalid.mat-form-field-invalid .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.06); }\\n.mat-icon.mat-primary {\\n color: #3f51b5; }\\n.mat-icon.mat-accent {\\n color: #4caf50; }\\n.mat-icon.mat-warn {\\n color: #f44336; }\\n.mat-form-field-type-mat-native-select .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-input-element:disabled,\\n.mat-form-field-type-mat-native-select.mat-form-field-disabled .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-input-element {\\n caret-color: #3f51b5; }\\n.mat-input-element::-webkit-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-moz-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-webkit-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-accent .mat-input-element {\\n caret-color: #4caf50; }\\n.mat-warn .mat-input-element,\\n.mat-form-field-invalid .mat-input-element {\\n caret-color: #f44336; }\\n.mat-form-field-type-mat-native-select.mat-form-field-invalid .mat-form-field-infix::after {\\n color: #f44336; }\\n.mat-list-base .mat-list-item {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-list-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-subheader {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-list-item-disabled {\\n background-color: #eeeeee; }\\n.mat-list-option:hover, .mat-list-option:focus,\\n.mat-nav-list .mat-list-item:hover,\\n.mat-nav-list .mat-list-item:focus {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-menu-panel {\\n background: white; }\\n.mat-menu-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-menu-item {\\n background: transparent;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-menu-item[disabled], .mat-menu-item[disabled]::after {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-menu-item .mat-icon-no-color,\\n.mat-menu-item-submenu-trigger::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-menu-item:hover:not([disabled]),\\n.mat-menu-item.cdk-program-focused:not([disabled]),\\n.mat-menu-item.cdk-keyboard-focused:not([disabled]),\\n.mat-menu-item-highlighted:not([disabled]) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-paginator {\\n background: white; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-paginator-decrement,\\n.mat-paginator-increment {\\n border-top: 2px solid rgba(0, 0, 0, 0.54);\\n border-right: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-paginator-first,\\n.mat-paginator-last {\\n border-top: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-icon-button[disabled] .mat-paginator-decrement,\\n.mat-icon-button[disabled] .mat-paginator-increment,\\n.mat-icon-button[disabled] .mat-paginator-first,\\n.mat-icon-button[disabled] .mat-paginator-last {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-progress-bar-background {\\n fill: #c5cae9; }\\n.mat-progress-bar-buffer {\\n background-color: #c5cae9; }\\n.mat-progress-bar-fill::after {\\n background-color: #3f51b5; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-background {\\n fill: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-buffer {\\n background-color: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-fill::after {\\n background-color: #4caf50; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-background {\\n fill: #ffcdd2;

}\\n.mat-progress-bar.mat-warn .mat-progress-bar-buffer {\\n background-color: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-fill::after {\\n background-color: #f44336; }\\n.mat-progress-spinner circle, .mat-spinner circle {\\n stroke: #3f51b5; }\\n.mat-progress-spinner.mat-accent circle, .mat-spinner.mat-accent circle {\\n stroke: #4caf50; }\\n.mat-progress-spinner.mat-warn circle, .mat-spinner.mat-warn circle {\\n stroke: #f44336; }\\n.mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #3f51b5; }\\n.mat-radio-button.mat-primary .mat-radio-inner-circle,\\n.mat-radio-button.mat-primary .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-primary:active .mat-radio-persistent-ripple {\\n background-color: #3f51b5; }\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #4caf50; }\\n.mat-radio-button.mat-accent .mat-radio-inner-circle,\\n.mat-radio-button.mat-accent .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-accent:active .mat-radio-persistent-ripple {\\n background-color: #4caf50; }\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #f44336; }\\n.mat-radio-button.mat-warn .mat-radio-inner-circle,\\n.mat-radio-button.mat-warn .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-warn:active .mat-radio-persistent-ripple {\\n background-color: #f44336; }\\n.mat-radio-button.mat-radio-disabled.mat-radio-checked .mat-radio-outer-circle,\\n.mat-radio-button.mat-radio-disabled .mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-ripple .mat-ripple-element,\\n.mat-radio-button.mat-radio-disabled .mat-radio-inner-circle {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-label-content {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button .mat-ripple-element {\\n background-color: black; }\\n.mat-select-value {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-select-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-select-disabled .mat-select-value {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-select-arrow {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-select-panel {\\n background: white; }\\n.mat-select-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-select-panel .mat-option.mat-selected:not(.mat-option-multiple) {\\n background: rgba(0, 0, 0, 0.12); }\\n.mat-form-field.mat-focused.mat-primary .mat-select-arrow {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused.mat-accent .mat-select-arrow {\\n color: #4caf50; }\\n.mat-form-field.mat-focused.mat-warn .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-invalid .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-disabled .mat-select-arrow {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-drawer-container {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer {\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer.mat-drawer-push {\\n background-color: white; }\\n.mat-drawer:not(.mat-drawer-side) {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side {\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side.mat-drawer-end {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n border-right: none; }\\n[dir='rtl'] .mat-drawer-side {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n border-right: none; }\\n[dir='rtl'] .mat-drawer-side.mat-drawer-end {\\n border-left: none;\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-backdrop.mat-drawer-shown {\\n background-color: rgba(0, 0, 0, 0.6); }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-thumb {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(76, 175, 80, 0.54); }\\n.mat-slide-toggle.mat-checked .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-thumb {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(63, 81, 181, 0.54); }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-thumb {\\n background-color: #f44336; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(244, 67, 54, 0.54); }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-slide-toggle:not(.mat-checked) .mat-ripple-element {\\n background-color: black; }\\n.mat-slide-toggle-thumb {\\n box-shadow: 0px 2px 1px -1px

rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12);\\n background-color: #fafafa; }\\n.mat-slide-toggle-bar {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-primary .mat-slider-track-fill,\\n.mat-primary .mat-slider-thumb,\\n.mat-primary .mat-slider-thumb-label {\\n background-color: #3f51b5; }\\n.mat-primary .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-accent .mat-slider-track-fill,\\n.mat-accent .mat-slider-thumb,\\n.mat-accent .mat-slider-thumb-label {\\n background-color: #4caf50; }\\n.mat-accent .mat-slider-thumb-label-text {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-warn .mat-slider-track-fill,\\n.mat-warn .mat-slider-thumb,\\n.mat-warn .mat-slider-thumb-label {\\n background-color: #f44336; }\\n.mat-warn .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-slider-focus-ring {\\n background-color: rgba(76, 175, 80, 0.2); }\\n.mat-slider:hover .mat-slider-track-background,\\n.cdk-focused .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-disabled .mat-slider-track-background,\\n.mat-slider-disabled .mat-slider-track-fill,\\n.mat-slider-disabled .mat-slider-thumb {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-disabled:hover .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value .mat-slider-focus-ring {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing) .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26);\\n background-color: transparent; }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover.mat-slider-disabled .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused.mat-slider-disabled .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-has-ticks .mat-slider-wrapper::after {\\n border-color: rgba(0, 0, 0, 0.7); }\\n.mat-slider-horizontal .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to right, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent);\\n background-image: -moz-repeating-linear-gradient(0.0001deg, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-slider-vertical .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to bottom, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-step-header.cdk-keyboard-focused, .mat-step-header.cdk-program-focused, .mat-step-header:hover {\\n background-color: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-step-header:hover {\\n   background: none; } }\\n.mat-step-header .mat-step-label,\\n.mat-step-header .mat-step-optional {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-step-header .mat-step-icon {\\n background-color: rgba(0, 0, 0, 0.54);\\n color: white; }\\n.mat-step-header .mat-step-icon-selected,\\n.mat-step-header .mat-step-icon-state-done,\\n.mat-step-header .mat-step-icon-state-edit {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-step-header .mat-step-icon-state-error {\\n background-color: transparent;\\n color: #f44336; }\\n.mat-step-header .mat-step-label.mat-step-label-active {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-step-header .mat-step-label.mat-step-label-error {\\n color: #f44336; }\\n.mat-stepper-horizontal, .mat-stepper-vertical {\\n background-color: white; }\\n.mat-stepper-vertical-line::before {\\n border-left-color: rgba(0, 0, 0, 0.12); }\\n.mat-horizontal-stepper-header::before,\\n.mat-horizontal-stepper-header::after,\\n.mat-stepper-horizontal-line {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-sort-header-arrow {\\n color: #757575; }\\n.mat-tab-nav-bar,\\n.mat-tab-header {\\n border-bottom: 1px solid rgba(0, 0, 0, 0.12); }\\n.mat-tab-group-inverted-header .mat-tab-nav-bar,\\n.mat-tab-group-inverted-header .mat-tab-header {\\n border-top: 1px solid rgba(0, 0, 0, 0.12);\\n border-bottom: none; }\\n.mat-tab-label, .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-label.mat-tab-disabled, .mat-tab-link.mat-tab-disabled {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-group[class*='mat-background-'] .mat-tab-header,\\n.mat-tab-nav-bar[class*='mat-background-'] {\\n border-bottom: none;\\n border-top: none; }\\n.mat-tab-group.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-

link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary .mat-ink-bar {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-primary.mat-background-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary.mat-background-primary .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent .mat-ink-bar {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-accent.mat-background-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent.mat-background-accent .mat-ink-bar {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn .mat-ink-bar {\\n background-color: #f44336; }\\n.mat-tab-group.mat-warn.mat-background-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn.mat-background-warn .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-background-primary .mat-tab-header, .mat-tab-group.mat-background-primary .mat-tab-links, .mat-tab-nav-bar.mat-background-primary .mat-tab-header, .mat-tab-nav-bar.mat-background-primary .mat-tab-links {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-background-primary .mat-tab-label, .mat-tab-group.mat-background-primary .mat-tab-link, .mat-tab-nav-bar.mat-background-primary .mat-tab-label, .mat-tab-nav-bar.mat-background-primary .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-primary .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-link.mat-tab-disabled {\\n color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-ripple-element, .mat-tab-nav-bar.mat-background-primary .mat-ripple-element {\\n background-color:

rgba(255, 255, 255, 0.12); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-background-accent .mat-tab-header, .mat-tab-group.mat-background-accent .mat-tab-links, .mat-tab-nav-bar.mat-background-accent .mat-tab-header, .mat-tab-nav-bar.mat-background-accent .mat-tab-links {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-background-accent .mat-tab-label, .mat-tab-group.mat-background-accent .mat-tab-link, .mat-tab-nav-bar.mat-background-accent .mat-tab-label, .mat-tab-nav-bar.mat-background-accent .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-accent .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-link.mat-tab-disabled {\\n color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-ripple-element, .mat-tab-nav-bar.mat-background-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-tab-group.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-background-warn .mat-tab-header, .mat-tab-group.mat-background-warn .mat-tab-links, .mat-tab-nav-bar.mat-background-warn .mat-tab-header, .mat-tab-nav-bar.mat-background-warn .mat-tab-links {\\n background-color: #f44336; }\\n.mat-tab-group.mat-background-warn .mat-tab-label, .mat-tab-group.mat-background-warn .mat-tab-link, .mat-tab-nav-bar.mat-background-warn .mat-tab-label, .mat-tab-nav-bar.mat-background-warn .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-warn .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-link.mat-tab-disabled {\\n color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-ripple-element, .mat-tab-nav-bar.mat-background-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-toolbar {\\n background: whitesmoke;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-primary {\\n background: #3f51b5;\\n color: white; }\\n.mat-toolbar.mat-accent {\\n background: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-warn {\\n background: #f44336;\\n color: white; }\\n.mat-toolbar .mat-form-field-underline,\\n .mat-toolbar .mat-form-field-ripple,\\n .mat-toolbar .mat-focused .mat-form-field-ripple {\\n background-color: currentColor; }\\n.mat-toolbar .mat-form-field-label,\\n .mat-toolbar .mat-focused .mat-form-field-label,\\n .mat-

toolbar .mat-select-value,\\n .mat-toolbar .mat-select-arrow,\\n .mat-toolbar .mat-form-field.mat-focused .mat-select-arrow {\\n   color: inherit; }\\n.mat-toolbar .mat-input-element {\\n   caret-color: currentColor; }\\n.mat-tooltip {\\n background: rgba(97, 97, 97, 0.9); }\\n.mat-tree {\\n background: white; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-snack-bar-container {\\n color: rgba(255, 255, 255, 0.7);\\n background: #323232;\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-simple-snackbar-action {\\n color: #4caf50; }\\nbody {\\n margin: 0;\\n height: 100vh;\\n font-family: Roboto, Arial, sans-serif;\\n font-size: 16px;\\n color: #292a1d; }\\na {\\n -webkit-text-decoration-color: #3f51b5;\\n text-decoration-color: #3f51b5;\\n color: #3f51b5; }\\n/**********Global CSS**********/\\n.mat-sidenav-container {\\n background-color: white !important;\\n height: 100vh; }\\n.sidenav-toolbar {\\n height: 64px;\\n background-color: #3f51b5;\\n display: flex;\\n flex-direction: row; }\\n@media (max-width: 600px) {\\n .sidenav-toolbar {\\n   height: 56px; } }\\n.mat-nav-list {\\n padding-top: 0; }\\n.fixed-topnav {\\n position: fixed;\\n top: 0;\\n left: 0;\\n z-index: 2;\\n width: 100% !important; }\\n.mat-drawer-container,\\n.mat-drawer {\\n padding-top: 64px; }\\n@media (max-width: 600px) {\\n .mat-drawer-container,\\n .mat-drawer {\\n   padding-top: 56px; } }\\n.menu-list-item.mat-list-item .mat-list-item-content {\\n flex: 1 1 100%; }\\n.mini-drawer {\\n width: 60px;\\n transition: 300ms;\\n -webkit-transform: translate3d(-100%, 0, 0);\\n transform: translate3d(-100%, 0, 0); }\\n.mini-drawer /deep/ .mat-drawer-inner-container {\\n overflow: hidden; }\\n.main-container-on-mini-variant {\\n width: calc(100% - 60px); }\\n\\n/*#
sourceMappingURL=data:application/jsonbase64,eyJ2ZXJzaW9uIjozLCJzb3VyY2VzIjpbInByb2plY3RzL25neC1
tYXRlcmlhbC1kcmF3ZXIvc3JjL2xpYi9hcHAvbWF0ZXJpYWwtZHJhd2VyL0Q6XFxQT0NcXEFuZ3VsYXJNY
XRlcmlhbERyYXdlclxcbmd4LW1hdGVyaWFsLWRyYXdlci9wcm9qZWN0c1xcbmd4LW1hdGVyaWFsLWRyY
Xdlclxcc3JjXFxsaWJcXGFwcFxcc2Nzc1xcc3R5bGVzLnNjc3MiLCJwcm9qZWN0cy9uZ3gtbWF0ZXJpYWwtZH
Jhd2VyL3NyYy9saWIvYXBwL21hdGVyaWFsLWRyYXdlci9EOlxcUE9DXFxBbmd1bGFyTWF0ZXJpYWxEcm
F3ZXJcXG5neC1tYXRlcmlhbC1kcmF3ZXIvbm9kZV9tb2R1bGVzXFxAYW5ndWxhclxcbWF0ZXJpYWxcXF90
aGVtaW5nLnNjc3MiLCJwcm9qZWN0cy9uZ3gtbWF0ZXJpYWwtZHJhd2VyL3NyYy9saWIvYXBwL21hdGVya
WFsLWRyYXdlci9tYXRlcmlhbC1kcmF3ZXIuY29tcG9uZW50LnNjc3MiLCJwcm9qZWN0cy9uZ3gtbWF0ZXJp
YWwtZHJhd2VyL3NyYy9saWIvYXBwL21hdGVyaWFsLWRyYXdlci9EOlxcUE9DXFxBbmd1bGFyTWF0ZXJp
YWxEcmF3ZXJcXG5neC1tYXRlcmlhbC1kcmF3ZXIvcHJvamVjdHNcXG5neC1tYXRlcmlhbC1kcmF3ZXJcXHN
yY1xcbGliXFxhcHBcXG1hdGVyaWFsLWRyYXdlclxcbWF0ZXJpYWwtZHJhd2VyLmNvbXBvbmVudC5zY3Nz
Il0sIm5hbWVzIjpbXSwibWFwcGluZ3MiOiI7QUF5RUEsb0ZBQVk7QUF6RVosOEVBQUE7QUFJQSw2SkFBQ
TtBQ2lLQTs7Ozs7O0VDN0pFO0FEczBDRixrQ0FBQTtBQXkrQ0EsMkNBQUE7QUF3Q0EscUJBQUE7QUQv
MEZBLDZKQUFBO0FBR0Esb0tBQUE7QUFJZ0IsMEJBQUE7QUF1QmhCLG9LQUFBO0FBTUEsZ0tBQUE7
QUMyMURFO0VBQ0UsZ0JBeEt1QjtFQXlLdkIsZUExS3NCO0VBMkt0QixpREF2aEJrRSxFQUFBO0FBMGhC
cEU7RUFDRSxjQUFtQyxFQUFBO0FBR3JDO0VBQ0UsZUFBbUMsRUFBQTtBQWhUckM7RUFyTkUsd0RB
MUJrRTtFQWlQbEUsZ0JBQWdCLEVBQUE7QUFHbEI7RUExTkUsd0RBMUJrRTtFQXNQbEUsZ0JBQWdCL
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BMUJrRTtFQWdRbEUsZ0JBQWdCLEVBQUE7QUFNbEI7RUE1T0UsMkRBMUJrRTtFQThRbEUsZ0JBQWdC
LEVBQUE7QUFHbEI7RUF2UEUsMERBMUJrRTtFQXlSbEUsZ0JBQWdCLEVBQUE7QUFHbEI7RUFsUUUsd
0RBMUJrRSxFQUFBO0FBZ1NwRTtFQXRRRSx3REExQmtFLEVBQUE7QUFnU3BFO0lBSUksZ0JBQWdCLE
VBQUE7QUFJcEI7RUE5UUUsd0RBMUJrRSxFQUFBO0FBOFNwRTtFQXBSRSwwREExQmtFO0VBZ1RsRSx
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0VBQ2hCLHVCQUF1QixxFQUFBO0FBR0Ed0IsRUFBQTtBQUcxQjtFQXRTRSx3REExQmtFO0VBa1VsRSxnQkFBd0IsRUFBQTtBQWlQbEI7RUF
6aEJFLHdEQTFCa0UsRUFBQTtBQThzQnBFOztFQUdJLGlEQWp0QmdFO0VBa3RCaEUsZUF4Z0JxQztFQXln
QnJDLGdCQXpnQmdELEVBQUE7QUFpbUJwRDtFQUNFLGlEQTV5QmtFLEVBQUE7QUEyMEJwRTtFQUN
FLGlEQTUwQmtFLEVBQUE7QUErMEJwRTtFQUVJLGVBOW9CcUM7RUErb0JyQyxnQkE5b0JnRCxFQUFB
O0FBa3BCcEQ7RUFDRSxlQW5wQnVDLEVBQUE7QUFzcEJ6Qzs7RUFFRSxlQXBwQnVDLEVBQUE7QUFx

d0J6QztFQUNFLGlEQTk4QmtFLEVBQUE7QUFrOUJwRTtFQUNFLGlCQTV3QjZDLEVBQUE7QUEwMUIvQ
ztFQUNFLGVBMzFCdUM7RUE0MUJ2QyxnQkE1MUJrRCxFQUFBO0FBMDFCcEQ7O0lBTUksZUEzRTBCL
EVBQUE7QUFrSDlCO0VBQ0UsaURBL2tDa0UsRUFBQTtBQWtsQ3BFO0VBQ0UsZUExNEJ1QztFQTI0QnZD
LGdCQTc0QmtELEVBQUE7QUFnNUJwRDtFQUNFLGVBaDVCdUMsRUFBQTtBQXlnQ3pDO0VBQ0UsaUR
BbHRDa0UsRUFBQTtBQXF0Q3BFO0VBQ0UsZUFqSDhCLEVBQUE7QUFvSGhDOztFQUdJLGVBbGhDcUM
7RUFtaENyQyxnQkFuaENnRCxFQUFBO0FBdWhDcEQ7RUFFSSxlQTdIcUM7RUE4SHJDLGdCQTVoQ2dEL
EVBQUE7QUFtakNwRDtFQWp1Q0Usd0RBMUJrRSxFQUFBO0FBMHpDcEU7RUFFSSxpREE1ekNnRTtFQT
Z6Q2hFLGVBdm5DcUM7RUF3bkNyQyxnQkF4bkNnRCxFQUFBO0FBNG5DcEQ7RUF4eUNFLHdEQTFCa0U
sRUFBQTtBQTZyR3BFO0VBNXFHRSxrQkEyTDBDO0VBMUwxQyxnQkEwTHNEO0VBekx0RCxrQkF5TGlE
O0VBeExqRCxpREFwQmtFLEVBQUE7QUFpc0dwRTtFQUNFLHlCQVBxRixFQUFBO0FBVXZGOztFQUlJLG
VBdkJnRTtFQXdCaEUsa0JBOS9GK0MsRUFBQTtBQXkvRm5EOztFQVVJLGFBQTRDO0VBQzVDLFlBQTJD
LEVBQUE7QUFYL0M7O0lBY00sZUFBMEI7SUFDMUIsa0JBeGdHNkMsRUFBQTtBQTZnR25ELG9GK0JBeG
QXlCO0VBRXpCLHVDQUErQ0EsNEZBQ21EO1VBRG5ELG9GQUNtRD
tFQUduRCxpREFDa0M7RUFFbEMsb0JBQXlELEVBQUE7QUF3Q3pEOztFQS9DQSw4RkFDbUQ7VUFEbkQs
c0ZBQ21EO0VBR25ELGlEQUNrQztFQUVsQyxvQkFBeUQsRUFBQTtBQXdDekQ0FDNNLDhGQUNtR
DtVQURuRCxzRkFDbUQ7RUFHbkQsaURBQ2tDO0VBRWxDLG9RCxFQUFBO0FBOlDS
SxjQUF1QyxFQUFBO0FBakMzQztFQXVDSSxjQXpDbUYsRUFBQTtBQUV2RjtFQTJDSSx3QkFqRHNFO0VB
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UE7RUFvRmhDOztJQXJGRixxREFDa0M7WUFEbEMsNkNBQ2tDLEVBQUE7RUFvRmhDOztJQXJGRixvREF
Da0M7WUFEbEMsNENBQ2tDLEVBQUEsRUF5RzNCO0FBdE1QO0VBRUksMEJBQXFELEVBQUE7QUFGGe
kQ7RUFNSSxjQUEyQztFQUMzQyxrQkFUaUMsRUFBQTtBQUVyQzs7RUFyQkEscURBMzdCLD
ZDQUM2QjtFQUM3QixvQkFBdUQsRUFBQTtBQW1CdkQ7O0VBckJBLHFEQUM2QjtVQUQ3Qiw2Q0FDNkI
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FxNkN6QztFQVlJLGlEQTFuRGdFO0VBMm5EaEVsR0RtTG5ELEVBQUE7QUF0c0NyQztTdWpGQUEyQ0xHQUE7QU
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*/\"","import { Component, ViewChild, ElementRef, AfterViewInit, EventEmitter, Input, Output, OnInit } from
'@angular/core';\r\nimport { VERSION } from '@angular/material';\r\nimport { NgxNavService } from
'../utils/nav.service';\r\nimport { NgxMaterialDrawerEventEmitter } from '../utils/mat-event-
emitter.service';\r\n@Component({\r\n selector: 'ngx-material-drawer',\r\n templateUrl: './material-
drawer.component.html',\r\n styleUrls: ['./material-drawer.component.scss']\r\n})\r\nexport class
NgxMaterialDrawerComponent implements AfterViewInit, OnInit {\r\n @ViewChild('appDrawer') appDrawer:
ElementRef;\r\n\r\n\r\n @Input('data') navData: any;\r\n\r\n @Output() public onMatDrawerInit: any = new
EventEmitter();\r\n @Output() public onMatDrawerAfterViewInit: any = new EventEmitter();\r\n @Output()
public onNavStateChange: any = new EventEmitter();\r\n @Output() public onDataChange: any = new
EventEmitter();\r\n @Output() public onSideNavOpen: any = new EventEmitter();\r\n @Output() public
onSideNavClosed: any = new EventEmitter();\r\n @Output() public onMinVarientChange: any = new
EventEmitter();\r\n @Output() public onSideNavItemClick: any = new EventEmitter();\r\n @Output() public
onSideNavItemExpanded: any = new EventEmitter();\r\n @Output() public onSideNavItemCollapsed: any = new
EventEmitter();\r\n @Output() public onMenuItemClick: any = new EventEmitter();\r\n @Output() public
onSerachValueChange: any = new EventEmitter();\r\n\r\n\r\n //Material drawer version\r\n public version =
VERSION;\r\n\r\n constructor(public navService: NgxNavService,\r\n   public matEventEmitterService:
NgxMaterialDrawerEventEmitter) {\r\n   this.subscribeToEventEmitter();\r\n }\r\n\r\n public ngOnInit() {\r\n
this.matEventEmitterService.dataChange(this.navData);\r\n
this.matEventEmitterService.onDataChange.subscribe(res => {\r\n   this.navData = res;\r\n
this.navService.isMiniVarient = this.navData['miniVarient'];\r\n   this.navService.isOpened =
this.navData['opened'];\r\n   })\r\n   this.matEventEmitterService.matDrawerInit(this.navData);\r\n }\r\n\r\n public
ngAfterViewInit() {\r\n   this.navService.appDrawer = this.appDrawer;\r\n
this.matEventEmitterService.matDrawerAfterViewInit(this.navData);\r\n }\r\n private subscribeToEventEmitter()
{\r\n   this.matEventEmitterService.onMatDrawerInit.subscribe((event) => {\r\n
this.onMatDrawerInit.emit(event);\r\n   })\r\n
this.matEventEmitterService.onMatDrawerAfterViewInit.subscribe((event) => {\r\n
this.onMatDrawerAfterViewInit.emit(event);\r\n   })\r\n
this.matEventEmitterService.onNavStateChange.subscribe((event) => {\r\n
this.onNavStateChange.emit(event);\r\n   })\r\n   this.matEventEmitterService.onDataChange.subscribe((event) =>
{\r\n   this.onDataChange.emit(event);\r\n   })\r\n
this.matEventEmitterService.onSideNavOpen.subscribe((event) => {\r\n   this.onSideNavOpen.emit(event);\r\n

})\r\n this.matEventEmitterService.onSideNavClosed.subscribe((event) => {\r\n
this.onSideNavClosed.emit(event);\r\n })\r\n
this.matEventEmitterService.onMinVarientChange.subscribe((event) => {\r\n
this.onMinVarientChange.emit(event);\r\n })\r\n
this.matEventEmitterService.onSideNavItemClick.subscribe((event) => {\r\n
this.onSideNavItemClick.emit(event);\r\n })\r\n
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this.onSideNavItemCollapsed.emit(event);\r\n })\r\n
this.matEventEmitterService.onMenuItemClick.subscribe((event) => {\r\n
this.onMenuItemClick.emit(event);\r\n })\r\n
this.matEventEmitterService.onSearchValueChange.subscribe((event) => {\r\n
this.onSerachValueChange.emit(event);\r\n })\r\n }\r\n\r\n}\r\n","import { NgModule } from
'@angular/core';\r\nimport {\r\n MatButtonModule,\r\n MatIconModule,\r\n MatListModule,\r\n
MatMenuModule,\r\n MatRippleModule,\r\n MatSidenavModule,\r\n MatToolbarModule,\r\n} from
'@angular/material';\r\n\r\n/**\r\n * NgModule that includes all Material modules that are required.\r\n
*/\r\n@NgModule({\r\n exports: [\r\n MatButtonModule,\r\n MatIconModule,\r\n MatListModule,\r\n
MatMenuModule,\r\n MatRippleModule,\r\n MatSidenavModule,\r\n MatToolbarModule,\r\n],\r\n
declarations: []\r\n })\r\n export class MaterialModule { }","import { BrowserModule } from '@angular/platform-
browser';\r\nimport { BrowserAnimationsModule } from '@angular/platform-browser/animations';\r\nimport {
NgModule } from '@angular/core';\r\nimport { CommonModule } from '@angular/common';\r\nimport {
FlexLayoutModule } from '@angular/flex-layout';\r\nimport { NgxNavListItemComponent as
NgxNavListItemComponent } from './nav-list-item/nav-list-item.component';\r\nimport { NgxNavService } from
'./utils/nav.service';\r\nimport { NgxTopNavComponent } from './top-nav/top-nav.component';\r\nimport {
NgxMenuListItemComponent } from './menu-list-item/menu-list-item.component';\r\nimport {
NgxMaterialDrawerComponent } from './material-drawer/material-drawer.component';\r\nimport {
NgxNavListItemMiniComponent } from './nav-list-item-mini/nav-list-item-mini.component';\r\nimport {
MaterialModule } from './material.module';\r\nimport { FormsModule } from
'@angular/forms';\r\n\r\n\r\n@NgModule({\r\n imports: [\r\n BrowserModule,\r\n CommonModule,\r\n
MaterialModule,\r\n BrowserAnimationsModule,\r\n FlexLayoutModule,\r\n FormsModule\r\n],\r\n
declarations: [\r\n NgxNavListItemComponent,\r\n NgxMenuListItemComponent,\r\n
NgxMaterialDrawerComponent,\r\n NgxTopNavComponent,\r\n NgxNavListItemMiniComponent\r\n],\r\n
bootstrap: [NgxMaterialDrawerComponent],\r\n providers: [NgxNavService],\r\n
exports:[NgxMaterialDrawerComponent]\r\n})\r\nexport class NgxMaterialDrawerModule { }","module.exports =
\"<span class=\\\"toolbar-spacer\\\">\\r\\n<mat-menu\\r\\n #childMenu=\\\"matMenu\\\"\\r\\n
[overlapTrigger]=\\\"false\\\"\\r\\n>\\r\\n <span *ngFor=\\\"let child of menus\\\">\\r\\n <!-- Handle branch
node menu items -->\\r\\n <span *ngIf=\\\"child.children && child.children.length > 0\\\">\\r\\n
<button\\r\\n [ngStyle]=\\\"child.style? child.style : "\\\"\\r\\n mat-menu-item\\r\\n
color=\\\"primary\\\"\\r\\n [matMenuTriggerFor]=\\\"menu.childMenu\\\"\\r\\n >\\r\\n
<mat-icon>{{child.iconName}}</mat-icon>\\r\\n {{child.displayName}}\\r\\n
</button>\\r\\n <app-menu-list-item\\r\\n #menu\\r\\n [menus]=\\\"child.children\\\"\\r\\n
></app-menu-list-item>\\r\\n \\r\\n <!-- Handle leaf node menu items -->\\r\\n <span
*ngIf=\\\"!child.children || child.children.length === 0\\\">\\r\\n <button\\r\\n
[ngStyle]=\\\"child.style? child.style : "\\\"\\r\\n mat-menu-item\\r\\n
(click)=\\\"onItemSelected(child)\\\"\\r\\n >\\r\\n <mat-icon>{{child.iconName}}</mat-icon>\\r\\n
{{child.displayName}}\\r\\n </button>\\r\\n \\r\\n \\r\\n</mat-
menu>\\r\\n\"","module.exports = \"\\n@import

url(\\\"https://fonts.googleapis.com/css?family=Roboto:400,700|Material+Icons\\\");\\n/* You can add global styles to this file, and also import other style files
*/\\n/**********Theme**********/\\n/**\\n * Applies styles for users in high contrast mode. Note that this only applies\\n * to Microsoft browsers. Chrome can be included by checking for the `html[hc]`\\n * attribute, however Chrome handles high contrast differently.\\n * @param target Which kind of high contrast setting to target. Defaults to `active`, can be\\n * `white-on-black` or `black-on-white`.\\n */\\n/* Theme for the ripple elements.*/\\n/* stylelint-disable material/no-prefixes */\\n/* stylelint-enable
*/\\n/**********Theme**********/\\n/**********break Points**********/\\n/* app drawer breakpoint
*/\\n/**********Break Points**********/\\n/**********Main CSS**********/\\n.mat-badge-content {\\n font-weight: 600;\\n font-size: 12px;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-badge-small .mat-badge-content {\\n font-size: 6px; }\\n.mat-badge-large .mat-badge-content {\\n font-size: 24px; }\\n.mat-h1, .mat-headline, .mat-typography h1 {\\n font: 400 24px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h2, .mat-title, .mat-typography h2 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h3, .mat-subheading-2, .mat-typography h3 {\\n font: 400 16px/28px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h4, .mat-subheading-1, .mat-typography h4 {\\n font: 400 15px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h5, .mat-typography h5 {\\n font: 400 11.62px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-h6, .mat-typography h6 {\\n font: 400 9.38px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-body-strong, .mat-body-2 {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body, .mat-body-1, .mat-typography {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body p, .mat-body-1 p, .mat-typography p {\\n margin: 0 0 12px; }\\n.mat-small, .mat-caption {\\n font: 400 12px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-display-4, .mat-typography .mat-display-4 {\\n font: 300 112px/112px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 56px;\\n letter-spacing: -0.05em; }\\n.mat-display-3, .mat-typography .mat-display-3 {\\n font: 400 56px/56px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.02em; }\\n.mat-display-2, .mat-typography .mat-display-2 {\\n font: 400 45px/48px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.005em; }\\n.mat-display-1, .mat-typography .mat-display-1 {\\n font: 400 34px/40px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px; }\\n.mat-bottom-sheet-container {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-button, .mat-raised-button, .mat-icon-button, .mat-stroked-button,\\n.mat-flat-button, .mat-fab, .mat-mini-fab {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-button-toggle {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card-title {\\n font-size: 24px;\\n font-weight: 500; }\\n.mat-card-header .mat-card-title {\\n font-size: 20px; }\\n.mat-card-subtitle,\\n.mat-card-content {\\n font-size: 14px; }\\n.mat-checkbox {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-checkbox-layout .mat-checkbox-label {\\n line-height: 24px; }\\n.mat-chip {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-chip .mat-chip-trailing-icon.mat-icon,\\n .mat-chip .mat-chip-remove.mat-icon {\\n font-size: 18px; }\\n.mat-table {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-header-cell {\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-cell, .mat-footer-cell {\\n font-size: 14px; }\\n.mat-calendar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-calendar-body {\\n font-size: 13px; }\\n.mat-calendar-body-label,\\n.mat-calendar-period-button {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-calendar-

table-header th {\\n font-size: 11px;\\n font-weight: 400; }\\n.mat-dialog-title {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-expansion-panel-header {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 15px;\\n font-weight: 400; }\\n.mat-expansion-panel-content {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field {\\n font-size: inherit;\\n font-weight: 400;\\n line-height: 1.125;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field-wrapper {\\n padding-bottom: 1.34375em; }\\n.mat-form-field-prefix .mat-icon,\\n.mat-form-field-suffix .mat-icon {\\n font-size: 150%;\\n line-height: 1.125; }\\n.mat-form-field-prefix .mat-icon-button,\\n.mat-form-field-suffix .mat-icon-button {\\n height: 1.5em;\\n width: 1.5em; }\\n.mat-form-field-prefix .mat-icon-button .mat-icon,\\n .mat-form-field-suffix .mat-icon-button .mat-icon {\\n   height: 1.125em;\\n   line-height: 1.125; }\\n.mat-form-field-infix {\\n padding: 0.5em 0;\\n border-top: 0.84375em solid transparent; }\\n.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.34375em) scale(0.75);\\n transform: translateY(-1.34375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.34374em) scale(0.75);\\n transform: translateY(-1.34374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-label-wrapper {\\n top: -0.84375em;\\n padding-top: 0.84375em; }\\n.mat-form-field-label {\\n top: 1.34375em; }\\n.mat-form-field-underline {\\n bottom: 1.34375em; }\\n.mat-form-field-subscript-wrapper {\\n font-size: 75%;\\n margin-top: 0.66666667em;\\n top: calc(100% - 1.79166667em); }\\n.mat-form-field-appearance-legacy .mat-form-field-wrapper {\\n padding-bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-infix {\\n padding: 0.4375em 0; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n -ms-transform: translateY(-1.28125em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n -ms-transform: translateY(-1.28124em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n -ms-transform: translateY(-1.28123em) scale(0.75);\\n width: 133.33335333%; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n top: 1.28125em; }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-subscript-wrapper {\\n margin-top: 0.54166667em;\\n top: calc(100% - 1.66666667em); }\\n@media print {\\n .mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28122em) scale(0.75);\\n transform: translateY(-1.28122em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n   -webkit-transform: translateY(-1.28121em) scale(0.75);\\n transform: translateY(-1.28121em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n   -webkit-transform: translateY(-1.2812em) scale(0.75);\\n transform: translateY(-1.2812em) scale(0.75); } }\\n.mat-form-field-appearance-fill .mat-form-field-infix {\\n padding: 0.25em 0 0.75em 0; }\\n.mat-form-field-appearance-fill .mat-form-field-label {\\n top: 1.09375em;\\n margin-top: -0.5em; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-

label {\\n -webkit-transform: translateY(-0.59375em) scale(0.75);\\n transform: translateY(-0.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-0.59374em) scale(0.75);\\n transform: translateY(-0.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-outline .mat-form-field-infix {\\n padding: 1em 0 1em 0; }\\n.mat-form-field-appearance-outline .mat-form-field-label {\\n top: 1.84375em;\\n margin-top: -0.25em; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.59375em) scale(0.75);\\n transform: translateY(-1.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.59374em) scale(0.75);\\n transform: translateY(-1.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-grid-tile-header,\\n.mat-grid-tile-footer {\\n font-size: 14px; }\\n.mat-grid-tile-header .mat-line,\\n .mat-grid-tile-footer .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-grid-tile-header .mat-line:nth-child(n+2),\\n .mat-grid-tile-footer .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\ninput.mat-input-element {\\n margin-top: -0.0625em; }\\n.mat-menu-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px; }\\n.mat-radio-button {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select-trigger {\\n height: 1.125em; }\\n.mat-slide-toggle-content {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-slider-thumb-label-text {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-stepper-vertical, .mat-stepper-horizontal {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-step-label {\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-step-sub-label-error {\\n font-weight: normal; }\\n.mat-step-label-error {\\n font-size: 14px; }\\n.mat-step-label-selected {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-tab-group {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tab-label, .mat-tab-link {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-toolbar,\\n.mat-toolbar h1,\\n.mat-toolbar h2,\\n.mat-toolbar h3,\\n.mat-toolbar h4,\\n.mat-toolbar h5,\\n.mat-toolbar h6 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0; }\\n.mat-tooltip {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 10px;\\n padding-top: 6px;\\n padding-bottom: 6px; }\\n.mat-tooltip-handset {\\n font-size: 14px;\\n padding-top: 8px;\\n padding-bottom: 8px; }\\n.mat-list-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-base .mat-list-item {\\n font-size: 16px; }\\n.mat-list-base .mat-list-item .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base .mat-list-item .mat-line:nth-child(n+2) {\\n font-size: 14px; }\\n.mat-list-base .mat-list-option {\\n font-size: 16px; }\\n.mat-list-base .mat-list-option .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base .mat-list-option .mat-line:nth-child(n+2) {\\n font-size: 14px; }\\n.mat-list-base .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-list-base[dense] .mat-list-item {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-item .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-item .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-option .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 16px; }\\n.mat-optgroup-label {\\n font: 500 14px/24px Roboto, \\\"Helvetica

Neue\\\", sans-serif; }\\n.mat-simple-snackbar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px; }\\n.mat-simple-snackbar-action {\\n line-height: 1;\\n font-family: inherit;\\n font-size: inherit;\\n font-weight: 500; }\\n.mat-tree {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n font-weight: 400;\\n font-size: 14px; }\\n.mat-ripple {\\n overflow: hidden;\\n position: relative; }\\n.mat-ripple.mat-ripple-unbounded {\\n overflow: visible; }\\n.mat-ripple-element {\\n position: absolute;\\n border-radius: 50%;\\n pointer-events: none;\\n transition: opacity, -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1), -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n -webkit-transform: scale(0);\\n transform: scale(0); }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-ripple-element {\\n display: none; } }\\n.cdk-visually-hidden {\\n border: 0;\\n clip: rect(0 0 0 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px;\\n outline: 0;\\n -webkit-appearance: none;\\n -moz-appearance: none; }\\n.cdk-overlay-container, .cdk-global-overlay-wrapper {\\n pointer-events: none;\\n top: 0;\\n left: 0;\\n height: 100%;\\n width: 100%; }\\n.cdk-overlay-container {\\n position: fixed;\\n z-index: 1000; }\\n.cdk-overlay-container:empty {\\n display: none; }\\n.cdk-global-overlay-wrapper {\\n display: flex;\\n position: absolute;\\n z-index: 1000; }\\n.cdk-overlay-pane {\\n position: absolute;\\n pointer-events: auto;\\n box-sizing: border-box;\\n z-index: 1000;\\n display: flex;\\n max-width: 100%;\\n max-height: 100%; }\\n.cdk-overlay-backdrop {\\n position: absolute;\\n top: 0;\\n bottom: 0;\\n left: 0;\\n right: 0;\\n z-index: 1000;\\n pointer-events: auto;\\n -webkit-tap-highlight-color: transparent;\\n transition: opacity 400ms cubic-bezier(0.25, 0.8, 0.25, 1);\\n opacity: 0; }\\n.cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 1; }\\n@media screen and (-ms-high-contrast: active) {\\n .cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0.6; } }\\n.cdk-overlay-dark-backdrop {\\n background: rgba(0, 0, 0, 0.32); }\\n.cdk-overlay-transparent-backdrop, .cdk-overlay-transparent-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0; }\\n.cdk-overlay-connected-position-bounding-box {\\n position: absolute;\\n z-index: 1000;\\n display: flex;\\n flex-direction: column;\\n min-width: 1px;\\n min-height: 1px; }\\n.cdk-global-scrollblock {\\n position: fixed;\\n width: 100%;\\n overflow-y: scroll; }\\n@-webkit-keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@-webkit-keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n.cdk-text-field-autofill-monitored:-webkit-autofill {\\n -webkit-animation-name: cdk-text-field-autofill-start;\\n animation-name: cdk-text-field-autofill-start; }\\n.cdk-text-field-autofill-monitored:not(:-webkit-autofill) {\\n -webkit-animation-name: cdk-text-field-autofill-end;\\n animation-name: cdk-text-field-autofill-end; }\\ntextarea.cdk-textarea-autosize {\\n resize: none; }\\ntextarea.cdk-textarea-autosize-measuring {\\n height: auto !important;\\n overflow: hidden !important;\\n padding: 2px 0 !important;\\n box-sizing: content-box !important; }\\n.mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option:hover:not(.mat-option-disabled), .mat-option:focus:not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-selected:not(.mat-option-multiple):not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-active {\\n background: rgba(0, 0, 0, 0.04);\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option.mat-option-disabled {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-primary .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #3f51b5; }\\n.mat-accent .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #4caf50; }\\n.mat-warn .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #f44336; }\\n.mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-optgroup-disabled .mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-pseudo-checkbox {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-pseudo-checkbox::after {\\n color: #fafafa; }\\n.mat-pseudo-checkbox-checked,\\n.mat-pseudo-checkbox-indeterminate,\\n.mat-accent .mat-pseudo-checkbox-checked,\\n.mat-accent .mat-pseudo-checkbox-indeterminate {\\n background: #4caf50; }\\n.mat-primary .mat-pseudo-checkbox-checked,\\n.mat-primary .mat-pseudo-checkbox-indeterminate {\\n background: #3f51b5; }\\n.mat-warn .mat-pseudo-checkbox-checked,\\n.mat-warn .mat-pseudo-checkbox-indeterminate {\\n background: #f44336; }\\n.mat-pseudo-checkbox-checked.mat-pseudo-checkbox-disabled {\\n background: #b0b0b0; }\\n.mat-elevation-z0 {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z1 {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0,

0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z2 {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z3 {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z4 {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z5 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 5px 8px 0px rgba(0, 0, 0, 0.14), 0px 1px 14px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z6 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z7 {\\n box-shadow: 0px 4px 5px -2px rgba(0, 0, 0, 0.2), 0px 7px 10px 1px rgba(0, 0, 0, 0.14), 0px 2px 16px 1px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z8 {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z9 {\\n box-shadow: 0px 5px 6px -3px rgba(0, 0, 0, 0.2), 0px 9px 12px 1px rgba(0, 0, 0, 0.14), 0px 3px 16px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z10 {\\n box-shadow: 0px 6px 6px -3px rgba(0, 0, 0, 0.2), 0px 10px 14px 1px rgba(0, 0, 0, 0.14), 0px 4px 18px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z11 {\\n box-shadow: 0px 6px 7px -4px rgba(0, 0, 0, 0.2), 0px 11px 15px 1px rgba(0, 0, 0, 0.14), 0px 4px 20px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z12 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z13 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 13px 19px 2px rgba(0, 0, 0, 0.14), 0px 5px 24px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z14 {\\n box-shadow: 0px 7px 9px -4px rgba(0, 0, 0, 0.2), 0px 14px 21px 2px rgba(0, 0, 0, 0.14), 0px 5px 26px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z15 {\\n box-shadow: 0px 8px 9px -5px rgba(0, 0, 0, 0.2), 0px 15px 22px 2px rgba(0, 0, 0, 0.14), 0px 6px 28px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z16 {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z17 {\\n box-shadow: 0px 8px 11px -5px rgba(0, 0, 0, 0.2), 0px 17px 26px 2px rgba(0, 0, 0, 0.14), 0px 6px 32px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z18 {\\n box-shadow: 0px 9px 11px -5px rgba(0, 0, 0, 0.2), 0px 18px 28px 2px rgba(0, 0, 0, 0.14), 0px 7px 34px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z19 {\\n box-shadow: 0px 9px 12px -6px rgba(0, 0, 0, 0.2), 0px 19px 29px 2px rgba(0, 0, 0, 0.14), 0px 7px 36px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z20 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 20px 31px 3px rgba(0, 0, 0, 0.14), 0px 8px 38px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z21 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 21px 33px 3px rgba(0, 0, 0, 0.14), 0px 8px 40px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z22 {\\n box-shadow: 0px 10px 14px -6px rgba(0, 0, 0, 0.2), 0px 22px 35px 3px rgba(0, 0, 0, 0.14), 0px 8px 42px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z23 {\\n box-shadow: 0px 11px 14px -7px rgba(0, 0, 0, 0.2), 0px 23px 36px 3px rgba(0, 0, 0, 0.14), 0px 9px 44px 8px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z24 {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12); }\\n.mat-app-background {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-theme-loaded-marker {\\n display: none; }\\n.mat-autocomplete-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-autocomplete-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover) {\\n background: white; }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover):not(.mat-option-disabled) {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-content {\\n color: white;\\n background: #3f51b5; }\\n.mat-badge-accent .mat-badge-content {\\n background: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-warn .mat-badge-content {\\n color: white;\\n background: #f44336; }\\n.mat-badge {\\n position: relative; }\\n.mat-badge-hidden .mat-badge-content {\\n display: none; }\\n.mat-badge-disabled .mat-badge-content {\\n background: #b9b9b9;\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-badge-content {\\n position: absolute;\\n text-align: center;\\n display: inline-block;\\n border-radius: 50%;\\n transition: -webkit-transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out, -webkit-transform 200ms ease-in-out;\\n -webkit-transform: scale(0.6);\\n transform: scale(0.6);\\n overflow: hidden;\\n white-space: nowrap;\\n text-overflow: ellipsis;\\n pointer-events: none; }\\n.mat-badge-content.mat-badge-active {\\n -webkit-transform: none;\\n transform: none; }\\n.mat-badge-small .mat-badge-content {\\n width: 16px;\\n height: 16px;\\n line-height: 16px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-small .mat-badge-content {\\n

outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-small.mat-badge-above .mat-badge-content {\\n top: -8px; }\\n.mat-badge-small.mat-badge-below .mat-badge-content {\\n bottom: -8px; }\\n.mat-badge-small.mat-badge-before .mat-badge-content {\\n left: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -16px; }\\n.mat-badge-small.mat-badge-after .mat-badge-content {\\n right: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -16px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -8px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -8px; }\\n.mat-badge-medium .mat-badge-content {\\n width: 22px;\\n height: 22px;\\n line-height: 22px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-medium .mat-badge-content {\\n outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-medium.mat-badge-above .mat-badge-content {\\n top: -11px; }\\n.mat-badge-medium.mat-badge-below .mat-badge-content {\\n bottom: -11px; }\\n.mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -22px; }\\n.mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -22px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -11px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -11px; }\\n.mat-badge-large .mat-badge-content {\\n width: 28px;\\n height: 28px;\\n line-height: 28px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-large .mat-badge-content {\\n outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-large.mat-badge-above .mat-badge-content {\\n top: -14px; }\\n.mat-badge-large.mat-badge-below .mat-badge-content {\\n bottom: -14px; }\\n.mat-badge-large.mat-badge-before .mat-badge-content {\\n left: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -28px; }\\n.mat-badge-large.mat-badge-after .mat-badge-content {\\n right: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -28px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -14px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -14px; }\\n.mat-bottom-sheet-container {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button, .mat-icon-button, .mat-stroked-button {\\n color: inherit;\\n background: transparent; }\\n.mat-button.mat-primary, .mat-icon-button.mat-primary, .mat-stroked-button.mat-primary {\\n color: #3f51b5; }\\n.mat-button.mat-accent, .mat-icon-button.mat-accent, .mat-stroked-button.mat-accent {\\n color: #4caf50; }\\n.mat-button.mat-warn, .mat-icon-button.mat-warn, .mat-stroked-button.mat-warn {\\n color: #f44336; }\\n.mat-button.mat-primary[disabled], .mat-button.mat-accent[disabled], .mat-button.mat-warn[disabled], .mat-button[disabled][disabled], .mat-icon-button.mat-primary[disabled], .mat-icon-button.mat-accent[disabled], .mat-icon-button.mat-warn[disabled], .mat-icon-button[disabled][disabled], .mat-stroked-button.mat-primary[disabled], .mat-stroked-button.mat-accent[disabled], .mat-stroked-button.mat-warn[disabled], .mat-stroked-button[disabled][disabled] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-button.mat-primary .mat-button-focus-overlay, .mat-icon-button.mat-primary .mat-button-focus-overlay, .mat-stroked-button.mat-primary .mat-button-focus-overlay {\\n background-color: #3f51b5; }\\n.mat-button.mat-accent .mat-button-focus-overlay, .mat-icon-button.mat-accent .mat-button-focus-overlay, .mat-stroked-button.mat-accent .mat-button-focus-overlay {\\n background-color: #4caf50; }\\n.mat-button.mat-warn .mat-button-focus-overlay, .mat-icon-button.mat-warn .mat-button-focus-overlay, .mat-stroked-button.mat-warn .mat-button-focus-overlay {\\n background-color: #f44336; }\\n.mat-button[disabled] .mat-button-focus-overlay, .mat-icon-button[disabled] .mat-button-focus-overlay, .mat-stroked-button[disabled] .mat-button-focus-overlay {\\n background-color: transparent; }\\n.mat-button .mat-ripple-element, .mat-icon-button

.mat-ripple-element, .mat-stroked-button .mat-ripple-element {\\n opacity: 0.1;\\n background-color: currentColor; }\\n.mat-button-focus-overlay {\\n background: black; }\\n.mat-stroked-button:not([disabled]) {\\n border-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button, .mat-raised-button, .mat-fab, .mat-mini-fab {\\n color: rgba(0, 0, 0, 0.87);\\n background-color: white; }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n color: white; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n color: white; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n background-color: #3f51b5; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n background-color: #4caf50; }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n background-color: #f44336; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button.mat-primary .mat-ripple-element, .mat-raised-button.mat-primary .mat-ripple-element, .mat-fab.mat-primary .mat-ripple-element, .mat-mini-fab.mat-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-flat-button.mat-accent .mat-ripple-element, .mat-raised-button.mat-accent .mat-ripple-element, .mat-fab.mat-accent .mat-ripple-element, .mat-mini-fab.mat-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-flat-button.mat-warn .mat-ripple-element, .mat-raised-button.mat-warn .mat-ripple-element, .mat-fab.mat-warn .mat-ripple-element, .mat-mini-fab.mat-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-stroked-button:not([class*='mat-elevation-z']), .mat-flat-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([class*='mat-elevation-z']), .mat-mini-fab:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([disabled]):active:not([class*='mat-elevation-z']), .mat-mini-fab:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-fab[disabled]:not([class*='mat-elevation-z']), .mat-mini-fab[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone,\\n.mat-button-toggle-group {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n box-shadow: none; }\\n.mat-button-toggle {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-button-toggle .mat-button-toggle-focus-overlay {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-appearance-standard {\\n color:

rgba(0, 0, 0, 0.87);\\n background: white; }\\n.mat-button-toggle-appearance-standard .mat-button-toggle-focus-overlay {\\n background-color: black; }\\n.mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: solid 1px rgba(0, 0, 0, 0.12); }\\n[dir='rtl'] .mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-group-appearance-standard.mat-button-toggle-vertical .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: none;\\n border-top: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-checked {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-button-toggle-checked.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button-toggle-disabled {\\n color: rgba(0, 0, 0, 0.26);\\n background-color: #eeeeee; }\\n.mat-button-toggle-disabled.mat-button-toggle-appearance-standard {\\n background: white; }\\n.mat-button-toggle-disabled.mat-button-toggle-checked {\\n background-color: #bdbdbd; }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n border: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-card {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-card:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card.mat-card-flat:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card-subtitle {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-frame {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-checkmark {\\n fill: #fafafa; }\\n.mat-checkbox-checkmark-path {\\n stroke: #fafafa !important; }\\n@media screen and (-ms-high-contrast: black-on-white) {\\n .mat-checkbox-checkmark-path {\\n   stroke: #000 !important; } }\\n.mat-checkbox-mixedmark {\\n background-color: #fafafa; }\\n.mat-checkbox-indeterminate.mat-primary .mat-checkbox-background, .mat-checkbox-checked.mat-primary .mat-checkbox-background {\\n background-color: #3f51b5; }\\n.mat-checkbox-indeterminate.mat-accent .mat-checkbox-background, .mat-checkbox-checked.mat-accent .mat-checkbox-background {\\n background-color: #4caf50; }\\n.mat-checkbox-indeterminate.mat-warn .mat-checkbox-background, .mat-checkbox-checked.mat-warn .mat-checkbox-background {\\n background-color: #f44336; }\\n.mat-checkbox-disabled.mat-checkbox-checked:not(.mat-checkbox-indeterminate) .mat-checkbox-background {\\n background-color: #b0b0b0; }\\n.mat-checkbox-disabled:not(.mat-checkbox-checked) .mat-checkbox-frame {\\n border-color: #b0b0b0; }\\n.mat-checkbox-disabled .mat-checkbox-label {\\n color: rgba(0, 0, 0, 0.54); }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-disabled {\\n opacity: 0.5; } }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-background {\\n background: none; } }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-primary .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-accent .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-warn .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-chip.mat-standard-chip {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip .mat-chip-remove {\\n color: rgba(0, 0, 0, 0.87);\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled):active {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled) .mat-chip-remove:hover {\\n opacity: 0.54; }\\n.mat-chip.mat-standard-chip.mat-chip-disabled {\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip::after {\\n background: black; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-chip-remove {\\n color: white;\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-ripple-element {\\n background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn {\\n background-color: #f44336;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-chip-remove {\\n color: white;\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-ripple-element {\\n background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent {\\n background-color: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-chip-remove {\\n color: rgba(0, 0, 0, 0.87);\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-ripple-element {\\n background: rgba(0, 0, 0, 0.1);

}\\n.mat-table {\\n background: white; }\\n.mat-table thead, .mat-table tbody, .mat-table tfoot,\\nmat-header-row, mat-row, mat-footer-row,\\n[mat-header-row], [mat-row], [mat-footer-row],\\n.mat-table-sticky {\\n background: inherit; }\\nmat-row, mat-header-row, mat-footer-row,\\nth.mat-header-cell, td.mat-cell, td.mat-footer-cell {\\n border-bottom-color: rgba(0, 0, 0, 0.12); }\\n.mat-header-cell {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-cell, .mat-footer-cell {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-calendar-arrow {\\n border-top-color: rgba(0, 0, 0, 0.54); }\\n.mat-datepicker-toggle,\\n.mat-datepicker-content .mat-calendar-next-button,\\n.mat-datepicker-content .mat-calendar-previous-button {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-table-header {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-table-header-divider::after {\\n background: rgba(0, 0, 0, 0.12); }\\n.mat-calendar-body-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-body-cell-content {\\n color: rgba(0, 0, 0, 0.87);\\n border-color: transparent; }\\n.mat-calendar-body-disabled > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-cell:not(.mat-calendar-body-disabled):hover > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-keyboard-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-program-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-disabled > .mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.18); }\\n.mat-calendar-body-selected {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-calendar-body-disabled > .mat-calendar-body-selected {\\n background-color: rgba(63, 81, 181, 0.4); }\\n.mat-calendar-body-today.mat-calendar-body-selected {\\n box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12);\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-selected {\\n   background-color: #4caf50;\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n   background-color: rgba(76, 175, 80, 0.4); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-selected {\\n   background-color: #f44336;\\n   color: white; }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n   background-color: rgba(244, 67, 54, 0.4); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content-touch {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-datepicker-toggle-active {\\n color: #3f51b5; }\\n.mat-datepicker-toggle-active.mat-accent {\\n   color: #4caf50; }\\n.mat-datepicker-toggle-active.mat-warn {\\n color: #f44336; }\\n.mat-dialog-container {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-divider {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-divider-vertical {\\n border-right-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-action-row {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-keyboard-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-program-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']):hover {\\n background: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-expansion-panel:not(.mat-expanded):not([aria-disabled='true'])\\n.mat-expansion-panel-header:hover {\\n background: white; } }\\n.mat-expansion-panel-header-title {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel-header-description,\\n.mat-expansion-indicator::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-expansion-panel-header[aria-disabled='true'] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-title,\\n .mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-description {\\n   color: inherit; }\\n.mat-form-field-label {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-hint {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-form-field.mat-focused .mat-form-field-label {\\n color: #3f51b5; }\\n.mat-form-

field.mat-focused .mat-form-field-label.mat-accent {\\n color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-warn {\\n color: #f44336; }\\n.mat-focused .mat-form-field-required-marker {\\n color: #4caf50; }\\n.mat-form-field-ripple {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field.mat-focused .mat-form-field-ripple {\\n background-color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-accent {\\n background-color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-warn {\\n background-color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label {\\n color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label.mat-accent,\\n .mat-form-field.mat-form-field-invalid .mat-form-field-label .mat-form-field-required-marker {\\n color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple,\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple.mat-accent {\\n background-color: #f44336; }\\n.mat-error {\\n color: #f44336; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-hint {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-legacy.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-standard .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-standard.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-fill .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.02); }\\n.mat-form-field-appearance-fill .mat-form-field-underline::before {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-underline::before {\\n background-color: transparent; }\\n.mat-form-field-appearance-outline .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.12); }\\n.mat-form-field-appearance-outline .mat-form-field-outline-thick {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field-appearance-outline.mat-focused .mat-form-field-outline-thick {\\n color: #3f51b5; }\\n.mat-form-field-appearance-outline.mat-focused.mat-accent .mat-form-field-outline-thick {\\n color: #4caf50; }\\n.mat-form-field-appearance-outline.mat-focused.mat-warn .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-invalid.mat-form-field-invalid .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.06); }\\n.mat-icon.mat-primary {\\n color: #3f51b5; }\\n.mat-icon.mat-accent {\\n color: #4caf50; }\\n.mat-icon.mat-warn {\\n color: #f44336; }\\n.mat-form-field-type-mat-native-select .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-input-element:disabled,\\n.mat-form-field-type-mat-native-select.mat-form-field-disabled .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-input-element {\\n caret-color: #3f51b5; }\\n.mat-input-element::-webkit-input-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-ms-input-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-moz-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-webkit-input-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-accent .mat-input-element {\\n caret-color: #4caf50; }\\n.mat-warn .mat-input-element,\\n.mat-form-field-invalid .mat-input-element {\\n caret-color: #f44336; }\\n.mat-form-field-type-mat-native-select.mat-form-field-invalid .mat-form-field-infix::after {\\n color: #f44336; }\\n.mat-list-base .mat-list-item {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-list-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-subheader {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-list-item-disabled {\\n background-color: #eeeeee; }\\n.mat-list-option:hover, .mat-list-option:focus,\\n.mat-nav-list .mat-list-item:hover,\\n.mat-nav-list .mat-list-item:focus {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-menu-panel {\\n background: white; }\\n.mat-menu-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-menu-item

{\\n background: transparent;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-menu-item[disabled], .mat-menu-item[disabled]::after {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-menu-item .mat-icon-no-color,\\n.mat-menu-item-submenu-trigger::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-menu-item:hover:not([disabled]),\\n.mat-menu-item.cdk-program-focused:not([disabled]),\\n.mat-menu-item.cdk-keyboard-focused:not([disabled]),\\n.mat-menu-item-highlighted:not([disabled]) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-paginator {\\n background: white; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-paginator-decrement,\\n.mat-paginator-increment {\\n border-top: 2px solid rgba(0, 0, 0, 0.54);\\n border-right: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-paginator-first,\\n.mat-paginator-last {\\n border-top: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-icon-button[disabled] .mat-paginator-decrement,\\n.mat-icon-button[disabled] .mat-paginator-increment,\\n.mat-icon-button[disabled] .mat-paginator-first,\\n.mat-icon-button[disabled] .mat-paginator-last {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-progress-bar-background {\\n fill: #c5cae9; }\\n.mat-progress-bar-buffer {\\n background-color: #c5cae9; }\\n.mat-progress-bar-fill::after {\\n background-color: #3f51b5; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-background {\\n fill: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-buffer {\\n background-color: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-fill::after {\\n background-color: #4caf50; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-background {\\n fill: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-buffer {\\n background-color: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-fill::after {\\n background-color: #f44336; }\\n.mat-progress-spinner circle, .mat-spinner circle {\\n stroke: #3f51b5; }\\n.mat-progress-spinner.mat-accent circle, .mat-spinner.mat-accent circle {\\n stroke: #4caf50; }\\n.mat-progress-spinner.mat-warn circle, .mat-spinner.mat-warn circle {\\n stroke: #f44336; }\\n.mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #3f51b5; }\\n.mat-radio-button.mat-primary .mat-radio-inner-circle,\\n.mat-radio-button.mat-primary .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-primary:active .mat-radio-persistent-ripple {\\n background-color: #3f51b5; }\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #4caf50; }\\n.mat-radio-button.mat-accent .mat-radio-inner-circle,\\n.mat-radio-button.mat-accent .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-accent:active .mat-radio-persistent-ripple {\\n background-color: #4caf50; }\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #f44336; }\\n.mat-radio-button.mat-warn .mat-radio-inner-circle,\\n.mat-radio-button.mat-warn .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-warn:active .mat-radio-persistent-ripple {\\n background-color: #f44336; }\\n.mat-radio-button.mat-radio-disabled.mat-radio-checked .mat-radio-outer-circle,\\n.mat-radio-button.mat-radio-disabled .mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-ripple .mat-ripple-element,\\n.mat-radio-button.mat-radio-disabled .mat-radio-inner-circle {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-label-content {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button .mat-ripple-element {\\n background-color: black; }\\n.mat-select-value {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-select-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-select-disabled .mat-select-value {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-select-arrow {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-select-panel {\\n background: white; }\\n.mat-select-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-select-panel .mat-option.mat-selected:not(.mat-option-multiple) {\\n   background: rgba(0, 0, 0, 0.12); }\\n.mat-form-field.mat-focused.mat-primary .mat-select-arrow {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused.mat-accent .mat-select-arrow {\\n color: #4caf50; }\\n.mat-form-field.mat-focused.mat-warn .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-invalid .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-disabled .mat-select-arrow {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-drawer-container {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer {\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer.mat-drawer-push {\\n   background-color: white; }\\n.mat-drawer:not(.mat-drawer-side) {\\n   box-shadow:

0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side {\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side.mat-drawer-end {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n border-right: none; }\\n[dir='rtl'] .mat-drawer-side {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n border-right: none; }\\n[dir='rtl'] .mat-drawer-side.mat-drawer-end {\\n border-left: none;\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-backdrop.mat-drawer-shown {\\n background-color: rgba(0, 0, 0, 0.6); }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-thumb {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(76, 175, 80, 0.54); }\\n.mat-slide-toggle.mat-checked .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-thumb {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(63, 81, 181, 0.54); }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-thumb {\\n background-color: #f44336; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(244, 67, 54, 0.54); }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-slide-toggle:not(.mat-checked) .mat-ripple-element {\\n background-color: black; }\\n.mat-slide-toggle-thumb {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12);\\n background-color: #fafafa; }\\n.mat-slide-toggle-bar {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-primary .mat-slider-track-fill,\\n.mat-primary .mat-slider-thumb,\\n.mat-primary .mat-slider-thumb-label {\\n background-color: #3f51b5; }\\n.mat-primary .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-accent .mat-slider-track-fill,\\n.mat-accent .mat-slider-thumb,\\n.mat-accent .mat-slider-thumb-label {\\n background-color: #4caf50; }\\n.mat-accent .mat-slider-thumb-label-text {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-warn .mat-slider-track-fill,\\n.mat-warn .mat-slider-thumb,\\n.mat-warn .mat-slider-thumb-label {\\n background-color: #f44336; }\\n.mat-warn .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-slider-focus-ring {\\n background-color: rgba(76, 175, 80, 0.2); }\\n.mat-slider:hover .mat-slider-track-background,\\n.cdk-focused .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-disabled .mat-slider-track-background,\\n.mat-slider-disabled .mat-slider-track-fill,\\n.mat-slider-disabled .mat-slider-thumb {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-disabled:hover .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value .mat-slider-focus-ring {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing) .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26);\\n background-color: transparent; }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover.mat-slider-disabled .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused.mat-slider-disabled .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-has-ticks .mat-slider-wrapper::after {\\n border-color: rgba(0, 0, 0, 0.7); }\\n.mat-slider-horizontal .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to right, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent);\\n background-image: -moz-repeating-linear-gradient(0.0001deg, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-slider-vertical .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to bottom, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-step-header.cdk-keyboard-focused, .mat-step-header.cdk-program-focused, .mat-step-header:hover {\\n background-color: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-step-header:hover {\\n background: none; } }\\n.mat-step-header .mat-step-label,\\n.mat-step-header .mat-step-optional {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-step-header .mat-step-icon {\\n background-color: rgba(0, 0, 0, 0.54);\\n color: white; }\\n.mat-step-header .mat-step-icon-selected,\\n.mat-step-header .mat-step-icon-state-done,\\n.mat-step-header .mat-step-icon-state-edit

{\\n background-color: #3f51b5;\\n color: white; }\\n.mat-step-header .mat-step-icon-state-error {\\n background-color: transparent;\\n color: #f44336; }\\n.mat-step-header .mat-step-label.mat-step-label-active {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-step-header .mat-step-label.mat-step-label-error {\\n color: #f44336; }\\n.mat-stepper-horizontal, .mat-stepper-vertical {\\n background-color: white; }\\n.mat-stepper-vertical-line::before {\\n border-left-color: rgba(0, 0, 0, 0.12); }\\n.mat-horizontal-stepper-header::before,\\n.mat-horizontal-stepper-header::after,\\n.mat-stepper-horizontal-line {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-sort-header-arrow {\\n color: #757575; }\\n.mat-tab-nav-bar,\\n.mat-tab-header {\\n border-bottom: 1px solid rgba(0, 0, 0, 0.12); }\\n.mat-tab-group-inverted-header .mat-tab-nav-bar,\\n.mat-tab-group-inverted-header .mat-tab-header {\\n border-top: 1px solid rgba(0, 0, 0, 0.12);\\n border-bottom: none; }\\n.mat-tab-label, .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-label.mat-tab-disabled, .mat-tab-link.mat-tab-disabled {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-group[class*='mat-background-'] .mat-tab-header,\\n.mat-tab-nav-bar[class*='mat-background-'] {\\n border-bottom: none;\\n border-top: none; }\\n.mat-tab-group.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary .mat-ink-bar {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-primary.mat-background-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary.mat-background-primary .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent .mat-ink-bar {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-accent.mat-background-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent.mat-background-accent .mat-ink-bar {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn .mat-ink-bar {\\n background-color: #f44336; }\\n.mat-tab-group.mat-warn.mat-background-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn.mat-background-warn .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-keyboard-

focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-background-primary .mat-tab-header, .mat-tab-group.mat-background-primary .mat-tab-links, .mat-tab-nav-bar.mat-background-primary .mat-tab-header, .mat-tab-nav-bar.mat-background-primary .mat-tab-links {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-background-primary .mat-tab-label, .mat-tab-group.mat-background-primary .mat-tab-link, .mat-tab-nav-bar.mat-background-primary .mat-tab-label, .mat-tab-nav-bar.mat-background-primary .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-primary .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-link.mat-tab-disabled {\\n color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-ripple-element, .mat-tab-nav-bar.mat-background-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-background-accent .mat-tab-header, .mat-tab-group.mat-background-accent .mat-tab-links, .mat-tab-nav-bar.mat-background-accent .mat-tab-header, .mat-tab-nav-bar.mat-background-accent .mat-tab-links {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-background-accent .mat-tab-label, .mat-tab-group.mat-background-accent .mat-tab-link, .mat-tab-nav-bar.mat-background-accent .mat-tab-label, .mat-tab-nav-bar.mat-background-accent .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-accent .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-link.mat-tab-disabled {\\n color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-ripple-element, .mat-tab-nav-bar.mat-background-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-tab-group.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-background-warn .mat-tab-header, .mat-tab-group.mat-background-warn .mat-tab-links, .mat-tab-nav-bar.mat-background-warn .mat-tab-header, .mat-tab-nav-bar.mat-background-warn .mat-tab-links {\\n background-color: #f44336; }\\n.mat-tab-group.mat-background-warn .mat-tab-label, .mat-tab-group.mat-background-warn .mat-tab-

link, .mat-tab-nav-bar.mat-background-warn .mat-tab-label, .mat-tab-nav-bar.mat-background-warn .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-warn .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-link.mat-tab-disabled {\\n   color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-ripple-element, .mat-tab-nav-bar.mat-background-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-toolbar {\\n background: whitesmoke;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-primary {\\n   background: #3f51b5;\\n   color: white; }\\n.mat-toolbar.mat-accent {\\n   background: #4caf50;\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-warn {\\n   background: #f44336;\\n   color: white; }\\n.mat-toolbar .mat-form-field-underline,\\n .mat-toolbar .mat-form-field-ripple,\\n .mat-toolbar .mat-focused .mat-form-field-ripple {\\n   background-color: currentColor; }\\n.mat-toolbar .mat-form-field-label,\\n .mat-toolbar .mat-focused .mat-form-field-label,\\n .mat-toolbar .mat-select-value,\\n .mat-toolbar .mat-select-arrow,\\n .mat-toolbar .mat-form-field.mat-focused .mat-select-arrow {\\n   color: inherit; }\\n.mat-toolbar .mat-input-element {\\n   caret-color: currentColor; }\\n.mat-tooltip {\\n background: rgba(97, 97, 97, 0.9); }\\n.mat-tree {\\n background: white; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-snack-bar-container {\\n color: rgba(255, 255, 255, 0.7);\\n background: #323232;\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-simple-snackbar-action {\\n color: #4caf50; }\\nbody {\\n margin: 0;\\n height: 100vh;\\n font-family: Roboto, Arial, sans-serif;\\n font-size: 16px;\\n color: #292a1d; }\\na {\\n -webkit-text-decoration-color: #3f51b5;\\n   text-decoration-color: #3f51b5;\\n color: #3f51b5; }\\n/***Global CSS***/\\n:host {\\n display: flex;\\n flex-direction: column;\\n outline: none;\\n width: 100%; }\\n:host .mat-list-item.active {\\n background-color: #e8eaf6; }\\n:host:hover > .mat-list-item:not(.expanded), :host:focus > .mat-list-item:not(.expanded) {\\n   background-color: #c5cae9 !important; }\\n.mat-list-item {\\n display: flex;\\n width: auto; }\\n.mat-list-item .routeIcon {\\n   margin-right: 40px; }\\n.toolbar-spacer {\\n flex: 1 1 auto; }\\n\\n/*#

sourceMappingURL=data:application/jsonbase64,eyJ2ZXJzaW9uIjozLCJzb3VyY2VzIjpbInByb2plY3RzL25neC1tYXRlcmlhbC1kcmF3ZXIvc3JjL2xpYi9hcHAvbWVudS1saXN0LWl0ZW0vRDpcXFBPQ1xcQW5ndWxhck1hdGVyaWFsRHJhd2VyXFxuZ3gtbWF0ZXJpYWwtZHJhd2VyL3Byb2plY3RzXFxuZ3gtbWF0ZXJpYWwtZHJhd2VyXFxzcmNcXGxpYlxcYXBwXFxzY3NzXFxzdHlsZXMuc2NzcyIsInByb2plY3RzL25neC1tYXRlcmlhbC1kcmF3ZXIvc3JjL2xpYi9hcHAvbWVudS1saXN0LWl0ZW0vRDpcXFBPQ1xcQW5ndWxhck1hdGVyaWFsRHJhd2VyXFxuZ3gtbWF0ZXJpYWwtZHJhd2VyL25vZGVfbW9kdWxlc1xcQGFuZ3VsYXJcXG1hdGVyaWFsXFxfdGhlbWluZy5zY3NzIiwicHJvamVjdHMvbmd4LW1hdGVyaWFsLWRyYXdlci9zcmMvbGliL2FwcC9tZW51LWxpc3QtaXRlbS9tZW51LWxpc3QtaXRlbS5jb21wb25lbnQuc2NzcyIsInByb2plY3RzL25neC1tYXRlcmlhbC1kcmF3ZXIvc3JjL2xpYi9hcHAvbWVudS1saXN0LWl0ZW0vRDpcXFBPQ1xcQW5ndWxhck1hdGVyaWFsRHJhd2VyXFxuZ3gtbWF0ZXJpYWwtZHJhd2VyL3Byb2plY3RzXFxuZ3gtbWF0ZXJpYWwtZHJhd2VyXFxzcmNcXGxpYlxcYXBwXFxtZW51LWxpc3QtaXRlbVxcbWVudS1saXN0LWl0ZW0uY29tcG9uZW50LnNjc3MiXSwibmFtZXMiOltdLCJtYXBwaW5ncyI6IjtBQXlFQSxvRkFBWTtBQXpFWiw4RUFBQTtBQUlBLDZKQUFBO0FDaUtBOzs7Ozs7RUM3SkU7QURzMENGLGtDQUFBO0FBeStEQSwyQ0FBQTtBQXdDQSxxQkFBQTtBRC8wRkEsNkpBQUE7QUFHQSx vS0FBQTtBQUlnQiwwQkFBQTtBQXVCaEIsb0tBQUE7QUFNQSxnS0FBQTtBQzIxREU7RUFDRSxnQkF4S3V CO0VBeUt2Qi2QixlQTFLc0I7RUEyS3RCLGlEQXZoQmtFLEVBQUE7QUEwaEJwRTtFQUNFLGNBMDLEVB QUE7QUFHckM7RUFDRSxlQUtqQyFQUFBO0FBaFRyQztFQXJORSxxREExQmtFO0FBZ0IsRUFBQTtBQUdsQjtFQUFnQjtFQUFORSx3REExQmtFO0FBWUBlRSxnQkFBZ0IsRUFBQTtBQUdsQjtFQUFNSlBsRSxnQkFBZ0BsRUFBQTtBQUdsQjtFQXBBPRSx3DEExQmtFO0FBZ1BsRSxnQkFBZ0IsRUFBQTtBQUdsQjtFQU1sQjtFQAVPRSwyREExQmtFO0FBOEFsRSxnQkFBZ0IsRUFBQTtBQUdsQjtFQXZQRSwwREExQmtF

O0VBeVJsRSxnQkFBZ0IsRUFBQTtBQUdsQjtFQWxRRSx3REExQmtFLEVBQUE7QUFnU3BFO0VBdFFFLHd
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VBR0ksaURBanRCZ0U7RUFrdEJoRSxlQXhnQnFDO0VBeWdCckMsZ0JBemdCZ0QsRUFBQTtBQWltQnBEO0
VBQ0UsaURBNXlCa0UsRUFBQTtBQTIwQnBFO0VBQ0UsaURBNTBCa0UsRUFBQTtBQSswQnBFO0VBRUk
sZUE5b0JxQztFQStvQnJDLGdCQTlvQmdELEVBQUE7QUFrcEJwRDtFQUNFLGVBbnBCdUMsRUFBQTtBQ
XNwQnpDOztFQUVFLGVBcHBCdUMsRUFBQTtBQXF3QnpDO0VBQ0UsaURBOThCa0UsRUFBQTtBQWs5
QnBFO0VBQ0UsaUJBNXdCNkMsRUFBQTtBQTAxQi9DO0VBQ0UsZUEzMUJ1QztFQTQxQnZDLGdCQTUx
QmtELEVBQUE7QUEwMUJwRDs7SUFNSSxlQTNFMEIsRUFBQTtBQWtIOUI7RUFDRSxpREEva0NrRSxFQ
UFBO0FBa2xDcEU7RUFDRSxlQTE0QnVDO0VBMjRCdkMsZ0JBNWhDZ0QsRUFBQTtBQW1qR3BEO0VBQ0
UsZUFoNUJ1QyxFQUFBO0FBeWdDekM7RUFDRSxpREFsdENrRSxFQUFBO0FBcXRDcEU7RUFDRSxlQWp
IOEIsRUFBQTtBQW9IaEM7O0VBR0ksZUFsaENnQztFQW1oQ3JDLGdCQW5oQ2dELEVBQUE7QUF1aENwR
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EVBQUE7QUE0bkNwRDtFQXh5Q0Usd0RBMUJrRSxFQUFBO0FBNnJHcEU7RUE1cUdFLGtCQTJMMEM7R
UExTDFDLGdCQTBMc0Q7RUF6THRELGtCQXlMaUQ7RUF4TGpELGlEQXBCa0UsRUFBQTtBQWlzR3BFO
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FQSxxREFDNkI7VUFEN0IsNkNBQzZCO0VBQzdCLG9CCxFQUFBO0FBa0ZsRDtFQUEuUyRCxFQUFBO0A
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QTtBQXdDekQ7O0VBL0NBLDhGQUNtRDtVQURuRCxCxzRkFDbUQ7RUFHbkQsaURBQ2tDO0VBRWxDLD
CQUF5RCxFQUFBO0AFBd0N6RDs7RUEvQ0EsOEZBQ21DO1VBRG5DNDtCQUFuUjLGNBQXlDO1VBRG5C
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RpQyxFQUFBO0AFBRXZGO0VBMkNsRCxCxzRkFDNkI7VUFEN0IsNkNBQzZCO7VBQzdCLG9CxFQUF
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UFtQjtJQUNuQixnQkFBZ0I7SUFDaEIsdUJBQXVCO0lBUXJCLGNBQWM7SUFDZCxzQkFBc0IsRUFBQTtBQ
Ud0QjtNQUNFLGVBbnBDcUMsRUFBQTtBQXE2Q3pDO0VBWUxsaURBMW5EZ0U7RUEybkRoRSxlQWw3
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mhFLGVBejZFcUMsRUFBQTtBQTY2RXpDO0VBQ0UsY0FBYztFQUVaLG9CQUFlO0VBQ2Ysa0JBQWE7R
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item.component.scss'],\r\n exportAs: 'menuInMenuListItemComponent'\r\n})\r\nexport class
NgxMenuListItemComponent implements OnInit {\r\n expanded: boolean;\r\n @HostBinding('attr.aria-expanded')
ariaExpanded = this.expanded;\r\n @ViewChild('childMenu') public childMenu;\r\n @Input() menus: any;\r\n
@Input() depth: number;\r\n @Input() matMenu: MatMenu;\r\n constructor(public navService:
NgxNavService,\r\n   public matEventEmitterService: NgxMaterialDrawerEventEmitter) {\r\n   if (this.depth ===
undefined) {\r\n   this.depth = 0;\r\n   }\r\n }\r\n\r\n ngOnInit() {\r\n   this.navService.currentUrl.subscribe((url:
string) => {\r\n   if (this.menus.route && url) {\r\n   // console.log(`Checking '/${this.item.route}' against
'${url}'`);\r\n        this.expanded = url.indexOf(`/${this.menus.route}`) === 0;\r\n   this.ariaExpanded =
this.expanded;\r\n   // console.log(`${this.item.route} is expanded: ${this.expanded}`);\r\n   }\r\n   });\r\n
}\r\n\r\n onItemSelected(item: any) {\r\n   if (!item.children || !item.children.length) {\r\n   \r\n
this.matEventEmitterService.menuItemClick(item);\r\n   }\r\n   if (item.children && item.children.length) {\r\n
this.expanded = !this.expanded;\r\n   if (this.expanded) {\r\n
this.matEventEmitterService.menuItemExpanded(item);\r\n   } else {\r\n
this.matEventEmitterService.menuItemCollapsed(item);\r\n   }\r\n   }\r\n }\r\n}\r\n","module.exports = \"<a\\r\\n
 mat-list-item\\r\\n   *ngIf=\\\"item\\\"\\r\\n   [ngStyle]=\\\"item?.style? item?.style : "\\\"\\r\\n
(click)=\\\"onItemSelected(item)\\\"\\r\\n   class=\\\"menu-list-item\\\"\\r\\n>\\r\\n   <mat-icon
class=\\\"routeIcon\\\">{{item.iconName}}</mat-icon>\\r\\n\\r\\n<div *ngIf=\\\"expanded\\\">\\r\\n   <app-
nav-list-item-mini\\r\\n   *ngFor=\\\"let child of item.children\\\"\\r\\n   [item]=\\\"child\\\"\\r\\n
[depth]=\\\"depth+1\\\"\\r\\n   >\\r\\n   </app-nav-list-item-mini>\\r\\n</div>\\r\\n\"","module.exports =
\"\\n@import url(\\\"https://fonts.googleapis.com/css?family=Roboto:400,700|Material+Icons\\\");\\n/* You can add
global styles to this file, and also import other style files
*/\\n/**********Theme*****
**********/\\n/**\\n * Applies styles for
users in high contrast mode. Note that this only applies\\n * to Microsoft browsers. Chrome can be included by
checking for the `html[hc]`\\n * attribute, however Chrome handles high contrast differently.\\n * @param target
Which kind of high contrast setting to target. Defaults to `active`, can be\\n *   `white-on-black` or `black-on-
white`.\\n */\\n/* Theme for the ripple elements.*/\\n/* stylelint-disable material/no-prefixes */\\n/* stylelint-enable
*/\\n/**********Theme*****
**********/\\n/**********
**********break
Points**********/\\n/* app drawer
breakpoint
*/\\n/**********Break
Points**********/\\n/**********
**********Main
CSS**********/\\n.mat-badge-

content {\\n font-weight: 600;\\n font-size: 12px;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-badge-small .mat-badge-content {\\n font-size: 6px; }\\n.mat-badge-large .mat-badge-content {\\n font-size: 24px; }\\n.mat-h1, .mat-headline, .mat-typography h1 {\\n font: 400 24px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h2, .mat-title, .mat-typography h2 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h3, .mat-subheading-2, .mat-typography h3 {\\n font: 400 16px/28px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h4, .mat-subheading-1, .mat-typography h4 {\\n font: 400 15px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h5, .mat-typography h5 {\\n font: 400 11.62px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-h6, .mat-typography h6 {\\n font: 400 9.38px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-body-strong, .mat-body-2 {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body, .mat-body-1, .mat-typography {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body p, .mat-body-1 p, .mat-typography p {\\n margin: 0 0 12px; }\\n.mat-small, .mat-caption {\\n font: 400 12px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-display-4, .mat-typography .mat-display-4 {\\n font: 300 112px/112px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 56px;\\n letter-spacing: -0.05em; }\\n.mat-display-3, .mat-typography .mat-display-3 {\\n font: 400 56px/56px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.02em; }\\n.mat-display-2, .mat-typography .mat-display-2 {\\n font: 400 45px/48px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.005em; }\\n.mat-display-1, .mat-typography .mat-display-1 {\\n font: 400 34px/40px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px; }\\n.mat-bottom-sheet-container {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-button, .mat-raised-button, .mat-icon-button, .mat-stroked-button,\\n.mat-flat-button, .mat-fab, .mat-mini-fab {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-button-toggle {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card-title {\\n font-size: 24px;\\n font-weight: 500; }\\n.mat-card-header .mat-card-title {\\n font-size: 20px; }\\n.mat-card-subtitle,\\n.mat-card-content {\\n font-size: 14px; }\\n.mat-checkbox {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-checkbox-layout .mat-checkbox-label {\\n line-height: 24px; }\\n.mat-chip {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-chip .mat-chip-trailing-icon.mat-icon,\\n .mat-chip .mat-chip-remove.mat-icon {\\n font-size: 18px; }\\n.mat-table {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-header-cell {\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-cell, .mat-footer-cell {\\n font-size: 14px; }\\n.mat-calendar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-calendar-body {\\n font-size: 13px; }\\n.mat-calendar-body-label,\\n.mat-calendar-period-button {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-calendar-table-header th {\\n font-size: 11px;\\n font-weight: 400; }\\n.mat-dialog-title {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-expansion-panel-header {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 15px;\\n font-weight: 400; }\\n.mat-expansion-panel-content {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field {\\n font-size: inherit;\\n font-weight: 400;\\n line-height: 1.125;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field-wrapper {\\n padding-bottom: 1.34375em; }\\n.mat-form-field-prefix .mat-icon,\\n.mat-form-field-suffix .mat-icon {\\n font-size: 150%;\\n line-height: 1.125; }\\n.mat-form-field-prefix .mat-icon-button,\\n.mat-form-field-suffix .mat-icon-button {\\n height: 1.5em;\\n width: 1.5em; }\\n.mat-form-field-prefix .mat-icon-button .mat-icon,\\n .mat-form-field-suffix .mat-icon-button .mat-icon {\\n height: 1.125em;\\n line-height: 1.125; }\\n.mat-form-field-infix {\\n padding: 0.5em 0;\\n border-top: 0.84375em solid transparent; }\\n.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.34375em) scale(0.75);\\n transform: translateY(-1.34375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.34374em) scale(0.75);\\n transform: translateY(-1.34374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-label-wrapper {\\n top: -0.84375em;\\n padding-top: 0.84375em; }\\n.mat-form-field-label {\\n top: 1.34375em; }\\n.mat-form-field-underline {\\n bottom: 1.34375em; }\\n.mat-form-field-

subscript-wrapper {\\n font-size: 75%;\\n margin-top: 0.66666667em;\\n top: calc(100% - 1.79166667em); }\\n.mat-form-field-appearance-legacy .mat-form-field-wrapper {\\n padding-bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-infix {\\n padding: 0.4375em 0; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n -ms-transform: translateY(-1.28125em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n -ms-transform: translateY(-1.28124em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n -ms-transform: translateY(-1.28123em) scale(0.75);\\n width: 133.33335333%; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n top: 1.28125em; }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-subscript-wrapper {\\n margin-top: 0.54166667em;\\n top: calc(100% - 1.66666667em); }\\n@media print {\\n .mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28122em) scale(0.75);\\n transform: translateY(-1.28122em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28121em) scale(0.75);\\n transform: translateY(-1.28121em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.2812em) scale(0.75);\\n transform: translateY(-1.2812em) scale(0.75); } }\\n.mat-form-field-appearance-fill .mat-form-field-infix {\\n padding: 0.25em 0 0.75em 0; }\\n.mat-form-field-appearance-fill .mat-form-field-label {\\n top: 1.09375em;\\n margin-top: -0.5em; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-0.59375em) scale(0.75);\\n transform: translateY(-0.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-0.59374em) scale(0.75);\\n transform: translateY(-0.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-outline .mat-form-field-infix {\\n padding: 1em 0 1em 0; }\\n.mat-form-field-appearance-outline .mat-form-field-label {\\n top: 1.84375em;\\n margin-top: -0.25em; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.59375em) scale(0.75);\\n transform: translateY(-1.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.59374em) scale(0.75);\\n transform: translateY(-1.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-grid-tile-header,\\n.mat-grid-tile-footer {\\n font-size: 14px; }\\n.mat-grid-tile-header .mat-line,\\n .mat-grid-tile-footer .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-grid-tile-header .mat-line:nth-child(n+2),\\n .mat-grid-tile-footer .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\ninput.mat-input-element {\\n margin-top: -0.0625em; }\\n.mat-menu-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-

serif;\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px; }\\n.mat-radio-button {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select-trigger {\\n height: 1.125em; }\\n.mat-slide-toggle-content {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-slider-thumb-label-text {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-stepper-vertical, .mat-stepper-horizontal {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-step-label {\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-step-sub-label-error {\\n font-weight: normal; }\\n.mat-step-label-error {\\n font-size: 14px; }\\n.mat-step-label-selected {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-tab-group {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tab-label, .mat-tab-link {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-toolbar,\\n.mat-toolbar h1,\\n.mat-toolbar h2,\\n.mat-toolbar h3,\\n.mat-toolbar h4,\\n.mat-toolbar h5,\\n.mat-toolbar h6 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0; }\\n.mat-tooltip {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 10px;\\n padding-top: 6px;\\n padding-bottom: 6px; }\\n.mat-tooltip-handset {\\n font-size: 14px;\\n padding-top: 8px;\\n padding-bottom: 8px; }\\n.mat-list-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-base .mat-list-item {\\n font-size: 16px; }\\n.mat-list-base .mat-list-item .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n text-overflow: ellipsis;\\n   display: block;\\n   box-sizing: border-box; }\\n.mat-list-base .mat-list-item .mat-line:nth-child(n+2) {\\n   font-size: 14px; }\\n.mat-list-base .mat-list-option {\\n font-size: 16px; }\\n.mat-list-base .mat-list-option .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n   text-overflow: ellipsis;\\n display: block;\\n   box-sizing: border-box; }\\n.mat-list-base .mat-list-option .mat-line:nth-child(n+2) {\\n   font-size: 14px; }\\n.mat-list-base .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-list-base[dense] .mat-list-item {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-item .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n   text-overflow: ellipsis;\\n   display: block;\\n   box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-item .mat-line:nth-child(n+2) {\\n   font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n   text-overflow: ellipsis;\\n   display: block;\\n   box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-option .mat-line:nth-child(n+2) {\\n   font-size: 12px; }\\n.mat-list-base[dense] .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 16px; }\\n.mat-optgroup-label {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-simple-snackbar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px; }\\n.mat-simple-snackbar-action {\\n line-height: 1;\\n font-family: inherit;\\n font-size: inherit;\\n font-weight: 500; }\\n.mat-tree {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n font-weight: 400;\\n font-size: 14px; }\\n.mat-ripple {\\n overflow: hidden;\\n position: relative; }\\n.mat-ripple.mat-ripple-unbounded {\\n overflow: visible; }\\n.mat-ripple-element {\\n position: absolute;\\n border-radius: 50%;\\n pointer-events: none;\\n transition: opacity, -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1), -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n -webkit-transform: scale(0);\\n   transform: scale(0); }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-ripple-element {\\n   display: none; } }\\n.cdk-visually-hidden {\\n border: 0;\\n clip: rect(0 0 0 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px;\\n outline: 0;\\n -webkit-appearance: none;\\n -moz-appearance: none; }\\n.cdk-overlay-container, .cdk-global-overlay-wrapper {\\n pointer-events: none;\\n top: 0;\\n left: 0;\\n height: 100%;\\n width: 100%; }\\n.cdk-overlay-container {\\n position: fixed;\\n z-index: 1000; }\\n.cdk-overlay-container:empty {\\n   display: none; }\\n.cdk-global-overlay-wrapper {\\n display: flex;\\n position: absolute;\\n z-index: 1000; }\\n.cdk-overlay-pane {\\n position: absolute;\\n pointer-events: auto;\\n box-sizing: border-box;\\n z-index: 1000;\\n display: flex;\\n max-width: 100%;\\n max-height: 100%; }\\n.cdk-overlay-backdrop {\\n position: absolute;\\n top: 0;\\n bottom: 0;\\n left: 0;\\n right: 0;\\n

z-index: 1000;\\n pointer-events: auto;\\n -webkit-tap-highlight-color: transparent;\\n transition: opacity 400ms cubic-bezier(0.25, 0.8, 0.25, 1);\\n opacity: 0; }\\n.cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 1; }\\n@media screen and (-ms-high-contrast: active) {\\n .cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0.6; } }\\n.cdk-overlay-dark-backdrop {\\n background: rgba(0, 0, 0, 0.32); }\\n.cdk-overlay-transparent-backdrop, .cdk-overlay-transparent-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0; }\\n.cdk-overlay-connected-position-bounding-box {\\n position: absolute;\\n z-index: 1000;\\n display: flex;\\n flex-direction: column;\\n min-width: 1px;\\n min-height: 1px; }\\n.cdk-global-scrollblock {\\n position: fixed;\\n width: 100%;\\n overflow-y: scroll; }\\n@-webkit-keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@-webkit-keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n.cdk-text-field-autofill-monitored:-webkit-autofill {\\n -webkit-animation-name: cdk-text-field-autofill-start;\\n animation-name: cdk-text-field-autofill-start; }\\n.cdk-text-field-autofill-monitored:not(:-webkit-autofill) {\\n -webkit-animation-name: cdk-text-field-autofill-end;\\n animation-name: cdk-text-field-autofill-end; }\\ntextarea.cdk-textarea-autosize {\\n resize: none; }\\ntextarea.cdk-textarea-autosize-measuring {\\n height: auto !important;\\n overflow: hidden !important;\\n padding: 2px 0 !important;\\n box-sizing: content-box !important; }\\n.mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option:hover:not(.mat-option-disabled), .mat-option:focus:not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-selected:not(.mat-option-multiple):not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-active {\\n background: rgba(0, 0, 0, 0.04);\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option.mat-option-disabled {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-primary .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #3f51b5; }\\n.mat-accent .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #4caf50; }\\n.mat-warn .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #f44336; }\\n.mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-optgroup-disabled .mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-pseudo-checkbox {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-pseudo-checkbox::after {\\n color: #fafafa; }\\n.mat-pseudo-checkbox-checked,\\n.mat-pseudo-checkbox-indeterminate,\\n.mat-accent .mat-pseudo-checkbox-checked,\\n.mat-accent .mat-pseudo-checkbox-indeterminate {\\n background: #4caf50; }\\n.mat-primary .mat-pseudo-checkbox-checked,\\n.mat-primary .mat-pseudo-checkbox-indeterminate {\\n background: #3f51b5; }\\n.mat-warn .mat-pseudo-checkbox-checked,\\n.mat-warn .mat-pseudo-checkbox-indeterminate {\\n background: #f44336; }\\n.mat-pseudo-checkbox-checked.mat-pseudo-checkbox-disabled {\\n background: #b0b0b0; }\\n.mat-elevation-z0 {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z1 {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z2 {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z3 {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z4 {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z5 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 5px 8px 0px rgba(0, 0, 0, 0.14), 0px 1px 14px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z6 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z7 {\\n box-shadow: 0px 4px 5px -2px rgba(0, 0, 0, 0.2), 0px 7px 10px 1px rgba(0, 0, 0, 0.14), 0px 2px 16px 1px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z8 {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z9 {\\n box-shadow: 0px 5px 6px -3px rgba(0, 0, 0, 0.2), 0px 9px 12px 1px rgba(0, 0, 0, 0.14), 0px 3px 16px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z10 {\\n box-shadow: 0px 6px 6px -3px rgba(0, 0, 0, 0.2), 0px 10px 14px 1px rgba(0, 0, 0, 0.14), 0px 4px 18px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z11 {\\n box-shadow: 0px 6px 7px -4px rgba(0, 0, 0, 0.2), 0px 11px 15px 1px rgba(0, 0, 0, 0.14), 0px 4px 20px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z12 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z13 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 13px 19px 2px rgba(0, 0, 0, 0.14), 0px 5px 24px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z14 {\\n box-shadow: 0px 7px 9px -4px rgba(0, 0, 0,

0.2), 0px 14px 21px 2px rgba(0, 0, 0, 0.14), 0px 5px 26px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z15 {\\n box-shadow: 0px 8px 9px -5px rgba(0, 0, 0, 0.2), 0px 15px 22px 2px rgba(0, 0, 0, 0.14), 0px 6px 28px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z16 {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z17 {\\n box-shadow: 0px 8px 11px -5px rgba(0, 0, 0, 0.2), 0px 17px 26px 2px rgba(0, 0, 0, 0.14), 0px 6px 32px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z18 {\\n box-shadow: 0px 9px 11px -5px rgba(0, 0, 0, 0.2), 0px 18px 28px 2px rgba(0, 0, 0, 0.14), 0px 7px 34px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z19 {\\n box-shadow: 0px 9px 12px -6px rgba(0, 0, 0, 0.2), 0px 19px 29px 2px rgba(0, 0, 0, 0.14), 0px 7px 36px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z20 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 20px 31px 3px rgba(0, 0, 0, 0.14), 0px 8px 38px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z21 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 21px 33px 3px rgba(0, 0, 0, 0.14), 0px 8px 40px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z22 {\\n box-shadow: 0px 10px 14px -6px rgba(0, 0, 0, 0.2), 0px 22px 35px 3px rgba(0, 0, 0, 0.14), 0px 8px 42px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z23 {\\n box-shadow: 0px 11px 14px -7px rgba(0, 0, 0, 0.2), 0px 23px 36px 3px rgba(0, 0, 0, 0.14), 0px 9px 44px 8px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z24 {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12); }\\n.mat-app-background {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-theme-loaded-marker {\\n display: none; }\\n.mat-autocomplete-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-autocomplete-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover) {\\n background: white; }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover):not(.mat-option-disabled) {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-content {\\n color: white;\\n background: #3f51b5; }\\n.mat-badge-accent .mat-badge-content {\\n background: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-warn .mat-badge-content {\\n color: white;\\n background: #f44336; }\\n.mat-badge {\\n position: relative; }\\n.mat-badge-hidden .mat-badge-content {\\n display: none; }\\n.mat-badge-disabled .mat-badge-content {\\n background: #b9b9b9;\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-badge-content {\\n position: absolute;\\n text-align: center;\\n display: inline-block;\\n border-radius: 50%;\\n transition: -webkit-transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out, -webkit-transform 200ms ease-in-out;\\n -webkit-transform: scale(0.6);\\n transform: scale(0.6);\\n overflow: hidden;\\n white-space: nowrap;\\n text-overflow: ellipsis;\\n pointer-events: none; }\\n.mat-badge-content.mat-badge-active {\\n -webkit-transform: none;\\n transform: none; }\\n.mat-badge-small .mat-badge-content {\\n width: 16px;\\n height: 16px;\\n line-height: 16px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-small .mat-badge-content {\\n outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-small.mat-badge-above .mat-badge-content {\\n top: -8px; }\\n.mat-badge-small.mat-badge-below .mat-badge-content {\\n bottom: -8px; }\\n.mat-badge-small.mat-badge-before .mat-badge-content {\\n left: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -16px; }\\n.mat-badge-small.mat-badge-after .mat-badge-content {\\n right: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -16px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -8px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -8px; }\\n.mat-badge-medium .mat-badge-content {\\n width: 22px;\\n height: 22px;\\n line-height: 22px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-medium .mat-badge-content {\\n outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-medium.mat-badge-above .mat-badge-content {\\n top: -11px; }\\n.mat-badge-medium.mat-badge-below .mat-badge-content {\\n bottom: -11px; }\\n.mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -22px; }\\n.mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -22px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-before

.mat-badge-content {\\n left: auto;\\n right: -11px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -11px; }\\n.mat-badge-large .mat-badge-content {\\n width: 28px;\\n height: 28px;\\n line-height: 28px; }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-badge-large .mat-badge-content {\\n   outline: solid 1px;\\n   border-radius: 0; } }\\n.mat-badge-large.mat-badge-above .mat-badge-content {\\n top: -14px; }\\n.mat-badge-large.mat-badge-below .mat-badge-content {\\n bottom: -14px; }\\n.mat-badge-large.mat-badge-before .mat-badge-content {\\n left: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -28px; }\\n.mat-badge-large.mat-badge-after .mat-badge-content {\\n right: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -28px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -14px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -14px; }\\n.mat-bottom-sheet-container {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button, .mat-icon-button, .mat-stroked-button {\\n color: inherit;\\n background: transparent; }\\n.mat-button.mat-primary, .mat-icon-button.mat-primary, .mat-stroked-button.mat-primary {\\n   color: #3f51b5; }\\n.mat-button.mat-accent, .mat-icon-button.mat-accent, .mat-stroked-button.mat-accent {\\n   color: #4caf50; }\\n.mat-button.mat-warn, .mat-icon-button.mat-warn, .mat-stroked-button.mat-warn {\\n   color: #f44336; }\\n.mat-button.mat-primary[disabled], .mat-button.mat-accent[disabled], .mat-button.mat-warn[disabled], .mat-button[disabled][disabled], .mat-icon-button.mat-primary[disabled], .mat-icon-button.mat-accent[disabled], .mat-icon-button.mat-warn[disabled], .mat-icon-button[disabled][disabled], .mat-stroked-button.mat-primary[disabled], .mat-stroked-button.mat-accent[disabled], .mat-stroked-button.mat-warn[disabled], .mat-stroked-button[disabled][disabled] {\\n   color: rgba(0, 0, 0, 0.26); }\\n.mat-button.mat-primary .mat-button-focus-overlay, .mat-icon-button.mat-primary .mat-button-focus-overlay, .mat-stroked-button.mat-primary .mat-button-focus-overlay {\\n   background-color: #3f51b5; }\\n.mat-button.mat-accent .mat-button-focus-overlay, .mat-icon-button.mat-accent .mat-button-focus-overlay, .mat-stroked-button.mat-accent .mat-button-focus-overlay {\\n   background-color: #4caf50; }\\n.mat-button.mat-warn .mat-button-focus-overlay, .mat-icon-button.mat-warn .mat-button-focus-overlay, .mat-stroked-button.mat-warn .mat-button-focus-overlay {\\n   background-color: #f44336; }\\n.mat-button[disabled] .mat-button-focus-overlay, .mat-icon-button[disabled] .mat-button-focus-overlay, .mat-stroked-button[disabled] .mat-button-focus-overlay {\\n   background-color: transparent; }\\n.mat-button .mat-ripple-element, .mat-icon-button .mat-ripple-element, .mat-stroked-button .mat-ripple-element {\\n   opacity: 0.1;\\n   background-color: currentColor; }\\n.mat-button-focus-overlay {\\n background: black; }\\n.mat-stroked-button:not([disabled]) {\\n border-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button, .mat-raised-button, .mat-fab, .mat-mini-fab {\\n color: rgba(0, 0, 0, 0.87);\\n background-color: white; }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n   color: white; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n   color: white; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n   color: rgba(0, 0, 0, 0.26); }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n   background-color: #3f51b5; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n   background-color: #4caf50; }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n   background-color: #f44336; }\\n.mat-flat-button.mat-

primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button.mat-primary .mat-ripple-element, .mat-raised-button.mat-primary .mat-ripple-element, .mat-fab.mat-primary .mat-ripple-element, .mat-mini-fab.mat-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-flat-button.mat-accent .mat-ripple-element, .mat-raised-button.mat-accent .mat-ripple-element, .mat-fab.mat-accent .mat-ripple-element, .mat-mini-fab.mat-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-flat-button.mat-warn .mat-ripple-element, .mat-raised-button.mat-warn .mat-ripple-element, .mat-fab.mat-warn .mat-ripple-element, .mat-mini-fab.mat-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-stroked-button:not([class*='mat-elevation-z']), .mat-flat-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([class*='mat-elevation-z']), .mat-mini-fab:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([disabled]):active:not([class*='mat-elevation-z']), .mat-mini-fab:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-fab[disabled]:not([class*='mat-elevation-z']), .mat-mini-fab[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone,\\n.mat-button-toggle-group {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n box-shadow: none; }\\n.mat-button-toggle {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-button-toggle .mat-button-toggle-focus-overlay {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87);\\n background: white; }\\n.mat-button-toggle-appearance-standard .mat-button-toggle-focus-overlay {\\n background-color: black; }\\n.mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: solid 1px rgba(0, 0, 0, 0.12); }\\n[dir='rtl'] .mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-group-appearance-standard.mat-button-toggle-vertical .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: none;\\n border-top: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-checked {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-button-toggle-checked.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button-toggle-disabled {\\n color: rgba(0, 0, 0, 0.26);\\n background-color: #eeeeee; }\\n.mat-button-toggle-disabled.mat-button-toggle-appearance-standard {\\n background: white; }\\n.mat-button-toggle-disabled.mat-button-toggle-checked {\\n background-color: #bdbdbd; }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n border: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-card {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-card:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card.mat-card-flat:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card-subtitle {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-frame {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-checkmark

{\\n fill: #fafafa; }\\n.mat-checkbox-checkmark-path {\\n stroke: #fafafa !important; }\\n@media screen and (-ms-high-contrast: black-on-white) {\\n   .mat-checkbox-checkmark-path {\\n   stroke: #000 !important; } }\\n.mat-checkbox-mixedmark {\\n background-color: #fafafa; }\\n.mat-checkbox-indeterminate.mat-primary .mat-checkbox-background, .mat-checkbox-checked.mat-primary .mat-checkbox-background {\\n background-color: #3f51b5; }\\n.mat-checkbox-indeterminate.mat-accent .mat-checkbox-background, .mat-checkbox-checked.mat-accent .mat-checkbox-background {\\n background-color: #4caf50; }\\n.mat-checkbox-indeterminate.mat-warn .mat-checkbox-background, .mat-checkbox-checked.mat-warn .mat-checkbox-background {\\n background-color: #f44336; }\\n.mat-checkbox-disabled.mat-checkbox-checked:not(.mat-checkbox-indeterminate) .mat-checkbox-background {\\n background-color: #b0b0b0; }\\n.mat-checkbox-disabled:not(.mat-checkbox-checked) .mat-checkbox-frame {\\n border-color: #b0b0b0; }\\n.mat-checkbox-disabled .mat-checkbox-label {\\n color: rgba(0, 0, 0, 0.54); }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-disabled {\\n   opacity: 0.5; } }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-background {\\n   background: none; } }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-primary .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-accent .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-warn .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-chip.mat-standard-chip {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip .mat-chip-remove {\\n color: rgba(0, 0, 0, 0.87);\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled):active {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled) .mat-chip-remove:hover {\\n   opacity: 0.54; }\\n.mat-chip.mat-standard-chip.mat-chip-disabled {\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip::after {\\n background: black; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-chip-remove {\\n color: white;\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-ripple-element {\\n   background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn {\\n background-color: #f44336;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-chip-remove {\\n   color: white;\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-ripple-element {\\n   background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent {\\n background-color: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-chip-remove {\\n   color: rgba(0, 0, 0, 0.87);\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-ripple-element {\\n   background: rgba(0, 0, 0, 0.1); }\\n.mat-table {\\n background: white; }\\n.mat-table thead, .mat-table tbody, .mat-table tfoot,\\nmat-header-row, mat-row, mat-footer-row,\\n[mat-header-row], [mat-row], [mat-footer-row],\\n.mat-table-sticky {\\n background: inherit; }\\nmat-row, mat-header-row, mat-footer-row,\\nth.mat-header-cell, td.mat-cell, td.mat-footer-cell {\\n border-bottom-color: rgba(0, 0, 0, 0.12); }\\n.mat-header-cell {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-cell, .mat-footer-cell {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-calendar-arrow {\\n border-top-color: rgba(0, 0, 0, 0.54); }\\n.mat-datepicker-toggle,\\n.mat-datepicker-content .mat-calendar-next-button,\\n.mat-datepicker-content .mat-calendar-previous-button {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-table-header {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-table-header-divider::after {\\n background: rgba(0, 0, 0, 0.12); }\\n.mat-calendar-body-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-body-cell-content {\\n color: rgba(0, 0, 0, 0.87);\\n border-color: transparent; }\\n.mat-calendar-body-disabled > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-cell:not(.mat-calendar-body-disabled):hover > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-keyboard-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-program-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-disabled > .mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.18); }\\n.mat-calendar-body-selected {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-

calendar-body-disabled > .mat-calendar-body-selected {\\n background-color: rgba(63, 81, 181, 0.4); }\\n.mat-calendar-body-today.mat-calendar-body-selected {\\n box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12);\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-selected {\\n   background-color: #4caf50;\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n   background-color: rgba(76, 175, 80, 0.4); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-selected {\\n   background-color: #f44336;\\n   color: white; }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n   background-color: rgba(244, 67, 54, 0.4); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content-touch {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-datepicker-toggle-active {\\n color: #3f51b5; }\\n.mat-datepicker-toggle-active.mat-accent {\\n   color: #4caf50; }\\n.mat-datepicker-toggle-active.mat-warn {\\n color: #f44336; }\\n.mat-dialog-container {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-divider {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-divider-vertical {\\n border-right-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-action-row {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-keyboard-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-program-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']):hover {\\n background: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-expansion-panel:not(.mat-expanded):not([aria-disabled='true'])\\n.mat-expansion-panel-header:hover {\\n background: white; } }\\n.mat-expansion-panel-header-title {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel-header-description,\\n.mat-expansion-indicator::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-expansion-panel-header[aria-disabled='true'] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-title,\\n .mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-description {\\n   color: inherit; }\\n.mat-form-field-label {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-hint {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-form-field.mat-focused .mat-form-field-label {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-accent {\\n   color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-warn {\\n   color: #f44336; }\\n.mat-focused .mat-form-field-required-marker {\\n color: #4caf50; }\\n.mat-form-field-ripple {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field.mat-focused .mat-form-field-ripple {\\n background-color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-accent {\\n   background-color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-warn {\\n background-color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label {\\n color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label.mat-accent,\\n .mat-form-field.mat-form-field-invalid .mat-form-field-label .mat-form-field-required-marker {\\n   color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple,\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple.mat-accent {\\n background-color: #f44336; }\\n.mat-error {\\n color: #f44336; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-hint {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-legacy.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-standard .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-standard.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%,

transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-fill .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.02); }\\n.mat-form-field-appearance-fill .mat-form-field-underline::before {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-underline::before {\\n background-color: transparent; }\\n.mat-form-field-appearance-outline .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.12); }\\n.mat-form-field-appearance-outline .mat-form-field-outline-thick {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field-appearance-outline.mat-focused .mat-form-field-outline-thick {\\n color: #3f51b5; }\\n.mat-form-field-appearance-outline.mat-focused.mat-accent .mat-form-field-outline-thick {\\n color: #4caf50; }\\n.mat-form-field-appearance-outline.mat-focused.mat-warn .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-invalid.mat-form-field-invalid .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.06); }\\n.mat-icon.mat-primary {\\n color: #3f51b5; }\\n.mat-icon.mat-accent {\\n color: #4caf50; }\\n.mat-icon.mat-warn {\\n color: #f44336; }\\n.mat-form-field-type-mat-native-select .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-input-element:disabled,\\n.mat-form-field-type-mat-native-select.mat-form-field-disabled .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-input-element {\\n caret-color: #3f51b5; }\\n.mat-input-element::-webkit-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-moz-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-webkit-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-accent .mat-input-element {\\n caret-color: #4caf50; }\\n.mat-warn .mat-input-element,\\n.mat-form-field-invalid .mat-input-element {\\n caret-color: #f44336; }\\n.mat-form-field-type-mat-native-select.mat-form-field-invalid .mat-form-field-infix::after {\\n color: #f44336; }\\n.mat-list-base .mat-list-item {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-list-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-subheader {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-list-item-disabled {\\n background-color: #eeeeee; }\\n.mat-list-option:hover, .mat-list-option:focus,\\n.mat-nav-list .mat-list-item:hover,\\n.mat-nav-list .mat-list-item:focus {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-menu-panel {\\n background: white; }\\n.mat-menu-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-menu-item {\\n background: transparent;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-menu-item[disabled], .mat-menu-item[disabled]::after {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-menu-item .mat-icon-no-color,\\n.mat-menu-item-submenu-trigger::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-menu-item:hover:not([disabled]),\\n.mat-menu-item.cdk-program-focused:not([disabled]),\\n.mat-menu-item.cdk-keyboard-focused:not([disabled]),\\n.mat-menu-item-highlighted:not([disabled]) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-paginator {\\n background: white; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-paginator-decrement,\\n.mat-paginator-increment {\\n border-top: 2px solid rgba(0, 0, 0, 0.54);\\n border-right: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-paginator-first,\\n.mat-paginator-last {\\n border-top: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-icon-button[disabled] .mat-paginator-decrement,\\n.mat-icon-button[disabled] .mat-paginator-increment,\\n.mat-icon-button[disabled] .mat-paginator-first,\\n.mat-icon-button[disabled] .mat-paginator-last {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-progress-bar-background {\\n fill: #c5cae9; }\\n.mat-progress-bar-buffer {\\n background-color: #c5cae9; }\\n.mat-progress-bar-fill::after {\\n background-color: #3f51b5; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-background {\\n fill: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-buffer {\\n background-color: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-fill::after {\\n background-color: #4caf50; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-background {\\n fill: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-buffer {\\n background-color: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-fill::after {\\n background-color: #f44336; }\\n.mat-progress-spinner circle, .mat-

spinner circle {\\n stroke: #3f51b5; }\\n.mat-progress-spinner.mat-accent circle, .mat-spinner.mat-accent circle {\\n stroke: #4caf50; }\\n.mat-progress-spinner.mat-warn circle, .mat-spinner.mat-warn circle {\\n stroke: #f44336; }\\n.mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #3f51b5; }\\n.mat-radio-button.mat-primary .mat-radio-inner-circle,\\n.mat-radio-button.mat-primary .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-primary:active .mat-radio-persistent-ripple {\\n background-color: #3f51b5; }\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #4caf50; }\\n.mat-radio-button.mat-accent .mat-radio-inner-circle,\\n.mat-radio-button.mat-accent .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-accent:active .mat-radio-persistent-ripple {\\n background-color: #4caf50; }\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #f44336; }\\n.mat-radio-button.mat-warn .mat-radio-inner-circle,\\n.mat-radio-button.mat-warn .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-warn:active .mat-radio-persistent-ripple {\\n background-color: #f44336; }\\n.mat-radio-button.mat-radio-disabled.mat-radio-checked .mat-radio-outer-circle,\\n.mat-radio-button.mat-radio-disabled .mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-ripple .mat-ripple-element,\\n.mat-radio-button.mat-radio-disabled .mat-radio-inner-circle {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-label-content {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button .mat-ripple-element {\\n background-color: black; }\\n.mat-select-value {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-select-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-select-disabled .mat-select-value {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-select-arrow {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-select-panel {\\n background: white; }\\n.mat-select-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-select-panel .mat-option.mat-selected:not(.mat-option-multiple) {\\n   background: rgba(0, 0, 0, 0.12); }\\n.mat-form-field.mat-focused.mat-primary .mat-select-arrow {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused.mat-accent .mat-select-arrow {\\n color: #4caf50; }\\n.mat-form-field.mat-focused.mat-warn .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-invalid .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-disabled .mat-select-arrow {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-drawer-container {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer {\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer.mat-drawer-push {\\n   background-color: white; }\\n.mat-drawer:not(.mat-drawer-side) {\\n   box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side {\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side.mat-drawer-end {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n   border-right: none; }\\n[dir='rtl'] .mat-drawer-side {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n border-right: none; }\\n[dir='rtl'] .mat-drawer-side.mat-drawer-end {\\n   border-left: none;\\n   border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-backdrop.mat-drawer-shown {\\n background-color: rgba(0, 0, 0, 0.6); }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-thumb {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(76, 175, 80, 0.54); }\\n.mat-slide-toggle.mat-checked .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-thumb {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(63, 81, 181, 0.54); }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-thumb {\\n background-color: #f44336; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(244, 67, 54, 0.54); }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-slide-toggle:not(.mat-checked) .mat-ripple-element {\\n background-color: black; }\\n.mat-slide-toggle-thumb {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12);\\n background-color: #fafafa; }\\n.mat-slide-toggle-bar {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-track-background {\\n

background-color: rgba(0, 0, 0, 0.26); }\\n.mat-primary .mat-slider-track-fill,\\n.mat-primary .mat-slider-thumb,\\n.mat-primary .mat-slider-thumb-label {\\n background-color: #3f51b5; }\\n.mat-primary .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-accent .mat-slider-track-fill,\\n.mat-accent .mat-slider-thumb,\\n.mat-accent .mat-slider-thumb-label {\\n background-color: #4caf50; }\\n.mat-accent .mat-slider-thumb-label-text {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-warn .mat-slider-track-fill,\\n.mat-warn .mat-slider-thumb,\\n.mat-warn .mat-slider-thumb-label {\\n background-color: #f44336; }\\n.mat-warn .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-slider-focus-ring {\\n background-color: rgba(76, 175, 80, 0.2); }\\n.mat-slider:hover .mat-slider-track-background,\\n.cdk-focused .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-disabled .mat-slider-track-background,\\n.mat-slider-disabled .mat-slider-track-fill,\\n.mat-slider-disabled .mat-slider-thumb {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-disabled:hover .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value .mat-slider-focus-ring {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing) .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26);\\n background-color: transparent; }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover.mat-slider-disabled .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused.mat-slider-disabled .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-has-ticks .mat-slider-wrapper::after {\\n border-color: rgba(0, 0, 0, 0.7); }\\n.mat-slider-horizontal .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to right, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent);\\n background-image: -moz-repeating-linear-gradient(0.0001deg, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-slider-vertical .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to bottom, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-step-header.cdk-keyboard-focused, .mat-step-header.cdk-program-focused, .mat-step-header:hover {\\n background-color: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-step-header:hover {\\n   background: none; } }\\n.mat-step-header .mat-step-label,\\n.mat-step-header .mat-step-optional {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-step-header .mat-step-icon {\\n background-color: rgba(0, 0, 0, 0.54);\\n color: white; }\\n.mat-step-header .mat-step-icon-selected,\\n.mat-step-header .mat-step-icon-state-done,\\n.mat-step-header .mat-step-icon-state-edit {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-step-header .mat-step-icon-state-error {\\n background-color: transparent;\\n color: #f44336; }\\n.mat-step-header .mat-step-label.mat-step-label-active {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-step-header .mat-step-label.mat-step-label-error {\\n color: #f44336; }\\n.mat-stepper-horizontal, .mat-stepper-vertical {\\n background-color: white; }\\n.mat-stepper-vertical-line::before {\\n border-left-color: rgba(0, 0, 0, 0.12); }\\n.mat-horizontal-stepper-header::before,\\n.mat-horizontal-stepper-header::after,\\n.mat-stepper-horizontal-line {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-sort-header-arrow {\\n color: #757575; }\\n.mat-tab-nav-bar,\\n.mat-tab-header {\\n border-bottom: 1px solid rgba(0, 0, 0, 0.12); }\\n.mat-tab-group-inverted-header .mat-tab-nav-bar,\\n.mat-tab-group-inverted-header .mat-tab-header {\\n border-top: 1px solid rgba(0, 0, 0, 0.12);\\n border-bottom: none; }\\n.mat-tab-label, .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-label.mat-tab-disabled, .mat-tab-link.mat-tab-disabled {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-group[class*='mat-background-'] .mat-tab-header,\\n.mat-tab-nav-bar[class*='mat-background-'] {\\n border-bottom: none;\\n border-top: none; }\\n.mat-tab-group.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-

disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary .mat-ink-bar {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-primary.mat-background-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary.mat-background-primary .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent .mat-ink-bar {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-accent.mat-background-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent.mat-background-accent .mat-ink-bar {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn .mat-ink-bar {\\n background-color: #f44336; }\\n.mat-tab-group.mat-warn.mat-background-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn.mat-background-warn .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-background-primary .mat-tab-header, .mat-tab-group.mat-background-primary .mat-tab-links, .mat-tab-nav-bar.mat-background-primary .mat-tab-header, .mat-tab-nav-bar.mat-background-primary .mat-tab-links {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-background-primary .mat-tab-label, .mat-tab-group.mat-background-primary .mat-tab-link, .mat-tab-nav-bar.mat-background-primary .mat-tab-label, .mat-tab-nav-bar.mat-background-primary .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-primary .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-link.mat-tab-disabled {\\n color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-ripple-element, .mat-tab-nav-bar.mat-background-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-accent .mat-tab-label.cdk-program-

focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-background-accent .mat-tab-header, .mat-tab-group.mat-background-accent .mat-tab-links, .mat-tab-nav-bar.mat-background-accent .mat-tab-header, .mat-tab-nav-bar.mat-background-accent .mat-tab-links {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-background-accent .mat-tab-label, .mat-tab-group.mat-background-accent .mat-tab-link, .mat-tab-nav-bar.mat-background-accent .mat-tab-label, .mat-tab-nav-bar.mat-background-accent .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-accent .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-link.mat-tab-disabled {\\n   color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-ripple-element, .mat-tab-nav-bar.mat-background-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-tab-group.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-background-warn .mat-tab-header, .mat-tab-group.mat-background-warn .mat-tab-links, .mat-tab-nav-bar.mat-background-warn .mat-tab-header, .mat-tab-nav-bar.mat-background-warn .mat-tab-links {\\n background-color: #f44336; }\\n.mat-tab-group.mat-background-warn .mat-tab-label, .mat-tab-group.mat-background-warn .mat-tab-link, .mat-tab-nav-bar.mat-background-warn .mat-tab-label, .mat-tab-nav-bar.mat-background-warn .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-warn .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-link.mat-tab-disabled {\\n   color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-ripple-element, .mat-tab-nav-bar.mat-background-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-toolbar {\\n background: whitesmoke;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-primary {\\n   background: #3f51b5;\\n color: white; }\\n.mat-toolbar.mat-accent {\\n   background: #4caf50;\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-warn {\\n   background: #f44336;\\n   color: white; }\\n.mat-toolbar .mat-form-field-underline,\\n .mat-toolbar .mat-form-field-ripple,\\n .mat-toolbar .mat-focused .mat-form-field-ripple {\\n   background-color: currentColor; }\\n.mat-toolbar .mat-form-field-label,\\n .mat-toolbar .mat-focused .mat-form-field-label,\\n .mat-toolbar .mat-select-value,\\n .mat-toolbar .mat-select-arrow,\\n .mat-toolbar .mat-form-field.mat-focused .mat-select-arrow {\\n   color: inherit; }\\n.mat-toolbar .mat-input-element {\\n   caret-color: currentColor; }\\n.mat-

tooltip {\\n background: rgba(97, 97, 97, 0.9); }\\n.mat-tree {\\n background: white; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-snack-bar-container {\\n color: rgba(255, 255, 255, 0.7);\\n background: #323232;\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-simple-snackbar-action {\\n color: #4caf50; }\\nbody {\\n margin: 0;\\n height: 100vh;\\n font-family: Roboto, Arial, sans-serif;\\n font-size: 16px;\\n color: #292a1d; }\\na {\\n -webkit-text-decoration-color: #3f51b5;\\n text-decoration-color: #3f51b5;\\n color: #3f51b5; }\\n/**********Global CSS**********/\\n:host {\\n display: flex;\\n flex-direction: column;\\n outline: none;\\n width: 100%; }\\n:host .mat-list-item.active {\\n background-color: #e8eaf6; }\\n:host:hover > .mat-list-item:not(.expanded), :host:focus > .mat-list-item:not(.expanded) {\\n background-color: #c5cae9 !important; }\\n.mat-list-item {\\n display: flex;\\n width: auto; }\\n.mat-list-item .routeIcon {\\n margin-right: 40px; }\\n\\n/*#
sourceMappingURL=data:application/jsonbase64,eyJ2ZXJzaW9uIjozLCJzb3VyY2VzIjpbInByb2plY3RzL25neC1
tYXRlcmlhbC1kcmF3ZXIvc3JjL2xpYi9hcHAvbmF2LWxpc3QtaXRlbS1taW5pL0Q6XFxQT0NcXEFuZ3VsYXJ
NYXRlcmlhbERyYXdlclxcbmd4LW1hdGVyaWFsLWRyYXdlci9wcm9qZWN0c1xcbmd4LW1hdGVyaWFsLWR
yYXdlclxcc3JjXFxsaWJcXGFwcFxcc2Nzc1xcc3R5bGVzLnNjc3MiLCJwcm9qZWN0cy9uZ3gtbWF0ZXJpYWwt
ZHJhd2VyL3NyYy9saWIvYXBwL25hdi1saXN0LWl0ZW0tbWluaS9EOlxcUE9DXFxBbmd1bGFyTWF0ZXJpY
WxEcmF3ZXJcXG5neC1tYXRlcmlhbC1kcmF3ZXIvbm9kZV9tb2R1bGVzXFxAYW5ndWxhclxcbWF0ZXJpYW
xcXF90aGVtaW5nLnNjc3MiLCJwcm9qZWN0cy9uZ3gtbWF0ZXJpYWwtZHJhd2VyL3NyYy9saWIvYXBwL25h
di1saXN0LWl0ZW0tbWluaS9uYXYtbGlzdC1pdGVtLW1pbmkuY29tcG9uZW50LnNjc3MiLCJwcm9qZWN0cy9
uZ3gtbWF0ZXJpYWwtZHJhd2VyL3NyYy9saWIvYXBwL25hdi1saXN0LWl0ZW0tbWluaS9EOlxcUE9DXFxBb
md1bGFyTWF0ZXJpYWxEcmF3ZXJcXG5neC1tYXRlcmlhbC1kcmF3ZXIvcHJvamVjdHNcXG5neC1tYXRlcml
hbC1kcmF3ZXJcXHNyY1xcbGliXFxhcHBcXG5hdi1saXN0LWl0ZW0tbWluaVxcbmF2LWxpc3QtaXRlbS1taW5
pLmNvbXBvbmVudC5zY3NzIl0sIm5hbWVzIjpbXSwibWFwcGluZ3MiOiI7QUF5RUEsb0ZBQVk7QUF6RVosO
EVBQUE7QUFJQSw2SkFBQTtBQ2lLQTs7Ozs7O0VDN0pFO0FEczBDRixrQ0FBQTtBQXkrQ0EsMkNBQUE7
QUF3Q0EscUJBQUE7QUQvMEZBLDZKQUFBO0FBR0Esb0tBQUE7QUFJZ0IsMEJBQUE7QUF1QmhCLG9L
QUFBO0FBTUEsZ0tBQUE7QUMyMURFO0VBQ0UsZ0JBeEt1QjtFQXlLdkIsZUExS3NCO0VBMkt0QixpREF2
aEJrRSxFQUFBO0FBMGhCcEU7RUFDRSxjQUFtQyxFQUFBO0FBR3JDO0VBQ0UsZUFBbUMsRUFBQTtBQ
WhUckM7RUFyTkUsd0RBMUJrRTtFQWlQbEUsZ0JBQWdCLEVBQUE7RUFHbEI7RUExTkUsd0RBMUJrRTt
FQXNQbEUsZ0JBQWdCLEVBQUE7RUFHbEI7RUEvTkUsd0RBMUJrRTtFQTJQbEUsZ0JBQWdCLEVBQUE
7QUFHbEI7RUFwT0Usd0RBMUJrRTtFQWdRbEUsZ0JBQWdCLEVBQUE7QUFNbEI7RUE1T0UsMkRBMUJr
RTtFQThRbEUsZ0JBQWdCLEVBQUE7QUFHbEI7RUF2UEUsMERBMUJrRTtFQXlSbEUsZ0JBQWdCLEVBQ
UE7QUFHbEI7RUFsUUUsd0RBMUJrRSxFQUFBO0FBZ1NwRTtFQXRRRSx3REExQmtFLEVBQUE7QUFnU3
BFO0lBSUksZ0JBQWdCLEVBQUE7QUFJcEI7RUE5UUUsd0RBMUJrRSxFQUFBO0FBOFNwRTtFQXBSRSw
wREExQmtFO0VBZ1RsRSxnQkFBZ0I7RUFDaEIsdUJBQXVCLEVBQUE7QUFHekI7RUExUkUsd0RBMUJrR
TtFQXNUbEUsZ0JBQWdCO0VBQ2hCLHVCQUF1QixxFQUFBO0FBR3pCO0VBaFNFLHdEQTFCa0U7RUE0V
GxFLGdCQUFnQjtFQUNoQix3QkFBd0IsRUFBQTtBQUcxQjtFQXRTRSx3REExQmtFO0VBa1VsRSxnQkFBZ0
IsRUFBQTtBQWlQbEI7RUF6aEJFLHdEQTFCa0UsRUFBQTtBQThzQnBFOztFQUdJLGlEQWp0QmdFO0VBa3
RCaEUsZUF4Z0JxQztFQXlnQnJDLGdCQXpnQmdELEVBQUE7QUFpbUJwRDtFQUNFLGlEQTV5QmtFLEVB
QUE7QUEyMEJwRTtFQUNFLGlEQTUwQmtFLEVBQUE7QUErMEJwRTtFQUVJLGVBOW9CcUM7RUErb0J
yQyxnQkE5b0JnRCxFQUFBO0FBa3BCcEQ7RUFDRSxlQW5wQnVDLEVBQUE7QUFzcEJ6Qzs7RUFFRSxlQX
BwQnVDLEVBQUE7QUFxd0J6QztFQUNFLGlEQTk4QmtFLEVBQUE7QUFrOUJwRDtFQUNFLGlCQTV3QjZ
DLEVBQUE7QUEwMUIvQztFQUNFLGVBMzFCdUM7RUE0MUJ2QyxnQkE1MUJrRCxFQUFBO0FBMDFCc
EQ7O0lBTUksZUEzRTBCLEVBQUE7QUFrSDlCO0VBQ0UsaURBL2tDa0UsRUFBQTtBQWtsQ3BFO0VBQ0U
sZUExNEJ1QztFQTI0QnZDLGdCQTc0QmtELEVBQUE7QUFnNUJwRDtFQUNFnNUJwRDtFQVFnVBaDVCdUMsRUFBQTtB
QXlnQ3pDO0VBQ0UsaURBbHRDa0UsRUFBQTtBQXF0Q3BFO0VBQ0UsZUFqSDhCLEVBQUE7QUFvSGhD
OztFQUdJLGVBbGhDcUM7RUFtaENyQyxnQkFuaENnRCxFQUFBO0FBdWhDcEQ7RUFFSSxlQTdIcUM7RU
E4SHJDLGdCQTVoQ2dELEVBQUE7QUFtakNwRDtFQUFBO0FBMHpDcEU7RU

FFSSxpREE1ekNnRTtFQTZ6Q2hFLGVBdm5DcUM7RUF3bkNyQyxnQkF4bkNnRCxFQUFBO0FBNG5DcEQ7
RUF4eUNFLHdEQTFCa0UsRUFBQTtBQTZyR3BFO0VBNXFHRSxrQkEyTDBDO0VBMUwxQyxnQkEwTHN
EO0VBekx0RCxrQkF5TGlEO0VBeExqRCxpREFwQmtFLEVBQUE7QUFpc0dwRTtFQUNFLHlCQVBxRixFQU
FBO0FBVXZGOztFQUlJLGVBdkJnRTtFQXdCaEUsa0JBOS9GK0MsRUFBQTtBQXkvRm5EOztFQVVJLGFBQ
TRDO0VBQzVDLFlBQTJDLEVBQUE7QUFYL0M7O0lBY00sZUFBMEI7SUFDMUIsa0JBeGdHNkMsRUFBQ
TtBQTZnR25EO0VBQ0UsZ0JBQXlCO0VBRXpCLHVDQUErQyxFQUFBO0FBR2pEOztFQXBFQS9DMUIsa0JBeGdHNkMsRUFBQ
I7VUFEN0IsNkNBQzZCO0VBQzdCLG9CQUFrRCxFQUFBO0FBa0VsRUescURBQzZCO1VBRDd
CLDZDQUM2QjtFQUM3QixvQkFBa0QsRUFBQTtBQWtGbEQ7RUFDRSxlQWxFMkQ7RUFtRTNELHNCQW
5FMkQsRUFBQTtBQXNFN0Q7RUFDRSxjQUF1QyxFQUFBO0FBR3pDO0VBR0UsaUJBaEVxRixFQUFBO0F
BbUV2RjtFQUNFLGNBL0VnRDtFQWdGaEQsd0JBekVrRDtFQTZFbEQsOEJBQW9FLEVBQUE7QUE1YnRF
O0VBRUksc0JBSm1GLEVBQUE7QUFFdkY7RUFNSSxtQkFBeUIsRUFBQTtBQU43Qjs7RUEvQ0EsNEZBQ21
EO1VBRG5ELG9GQUNtRDtFQUduRCxpREFDa0M7RUFFbEMsb0JBQXlELEVBQUE7QUF3Q3pEOzsFQS9D
QSw4RkFDbUQ7VUFEbkQsc0ZBQ21EO0VBR25ELG9GQUNrQztFQUVsQyxvRkFBeUQsRUFBQTtBQXdDek
Q7O0VBL0NBLDhGQUNtRDtVQURuRCxzRkFDbUQ7RUFHbkQsaURBQ2tDO0VBRWxDLDhFQUM
2QjtVQUQ3Qiw2Q0FDNkI7IUFDN0Isb0JBQXVELEVBQUE7QUFvVXZEO0VBRUksb0JBQTBDLEVBQUE7
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GxCLDZDQUNrQjtFQUNsQixvRkBMEQsRUFBQTtBQTBCMUQ7O0VBNUJBLHFEQUNrQjtVQURsQiw2Q
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SUFSQSxtQkFBbUI7SUFDbkIsZ0JBQWdCO0lBQ2hCLHVCQUF1QjtJQVFyQixjQUFjO0lBQ2Qsc0JBQXNCLE
VBQUE7QUFHdEI7O01BQ0UsZUFucENNxQyxFQUFBO0FBNjFDekM7RUFDRSxxQkFBZ0MsRUFBQTtBQW9
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zRGtFLEVBQUE7QUFrOERwRTtFQUNFLGlEQW44RGtFLEVBQUE7QUFzOERwRTtFQUNFLGVBQTBCLE
VBQUE7QUErSTVCO0VBQ0UsaURBdmxFa0UsRUFBQTtBQSt0RXBFO0VBRUksaURBanVFZ0U7RUFrdUV
oRSxlQXpoRXFDO0VBMGhFckMsZ0JBNWhFZ0QsRUFBQTtBQThtRXBEO0VBRUksZUFubkVxQztFQW9uRUFB
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LG1CQUFtQixFQUFBO0FBR3JCO0VBQ0UsZUE5bkV1QyxFQUFBO0FBaW9FekM7RUFFFSSxlQW5vRXFDO
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FyQixjQUFjO0lBQ2Qsc0JBQXNCLEVBQUE7QUFHdEI7O01BQ0UsZUFuHdEI7TUFDRSxlQXBwQ3FDLEVBQUE7QUFuQ3pDLg1CQUFtQjtJQUNlQ0lBUkEsbUJBQW1CO0lBQ25CLGdCQUFnQjtJQUNoQix1Q
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BdTZDcEQ7RUFFFSSxlQXY2Q3FDLEVBQUE7QUE0b0N6QztJQVJBLG1CQUFtQjtJQUNuQixnBQCUMs
DaEIsdUJBQXVCO0lBUXJCLGNBQWM7SUFDZCxzQkFBc0IsRUFBQTtBQUd0QjtNQUNFLGVBbnBDcUMs
RUFBQTtBQXE2Q3pDO0VBT0ksZUE1NkNxQyxFQUFBO9DekM7SUFSQSxtQkFBbUI7SUFDbkIsZ0J
BQWdCO0lBQ2hCLHVCQUF1QjtJQVFyQixjQUFjO0lBQ2Qsc0JBQXNCLEVBQUE7QUFHdEI7O7TUFDRSxlQ

W5wQ3FDLEVBQUE7QUFxNkN6QztFQVlJLGlEQTFuRGdFO0VBMm5EaEUsZUFsN0NxQztFQW03Q3JDLG
dCQXI3Q2dELEVBQUE7QUFqSHBEO0VBRUksaURBeEZnRTtFQXlGaEUsZUE0R3FDLEVBQUE7QUF0Rnp
DO0VBckZFLHdEQTFCa0UsRUFBQTtBQThtRnBFO0VBRUksaURBaG5GZ0U7RUFpbkZoRSxlQXo2RXFDL
EVBQUE7QUE2NkV6QztFQUNFLGNBQWM7RUFFWixvQkFBZTtFQUNmLGtCQUFhO0VBQ2IsZ0JBaDdFZ
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K2xHbEQsZUEvbEd1QyxFQUFBO0FBaFJ6QztFQUNFLGdCQUFnQjtFQUloQixxRkFBa0IsRUFBQTtBQUdwQj
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FZO0VBQ1osV0FBVyxFQUFBO0AFBO0FBSWI7RUFDRSxlQUFlO0VBQ2YsYUEzQmdDLEVBQUE7QUF5QmxDO0
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tJQWVJLFVBQVUsRUFBQTtBQU1WO01BckJKO1FBc0JNLFlBQVksRUFBQSxFQUVmO0FBR0g7RUFDRS
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bezier(0.4,0.0,0.2,1)')\r\n   ),\r\n   ])\r\n]\r\n})\r\nexport class NgxNavListItemMiniComponent implements
OnInit {\r\n expanded: boolean;\r\n @HostBinding('attr.aria-expanded') ariaExpanded = this.expanded;\r\n
@Input() item: any;\r\n @Input() depth: number;\r\n\r\n constructor(public navService: NgxNavService,\r\n
public matEventEmitterService: NgxMaterialDrawerEventEmitter) {\r\n   if (this.depth === undefined) {\r\n

this.depth = 0;\r\n }\r\n }\r\n\r\n ngOnInit() {\r\n this.navService.currentUrl.subscribe((url: string) => {\r\n if (this.item.route && url) {\r\n // console.log(`Checking '/${this.item.route}' against '${url}'`);\r\n this.expanded = url.indexOf(`/${this.item.route}`) === 0;\r\n this.ariaExpanded = this.expanded;\r\n // console.log(`${this.item.route} is expanded: ${this.expanded}`);\r\n }\r\n });\r\n }\r\n\r\n onItemSelected(item: any) {\r\n if (!item.children || !item.children.length) {\r\n \r\n if (item.onClickClose) {\r\n this.navService.closeNav();\r\n }\r\n this.matEventEmitterService.sideNavItemClick(item);\r\n }\r\n if (item.children && item.children.length) {\r\n this.expanded = !this.expanded;\r\n if (this.expanded) {\r\n this.matEventEmitterService.sideNavItemExpanded(item);\r\n } else {\r\n this.matEventEmitterService.sideNavItemCollapsed(item);\r\n }\r\n }\r\n }\r\n}\r\n","module.exports = \"<a\\r\\n mat-list-item\\r\\n [style.padding-left]=\\\"(depth * 12) + 'px'\\\"\\r\\n [ngStyle]=\\\"item.style? item.style : "\\\"\\r\\n (click)=\\\"onItemSelected(item)\\\"\\r\\n class=\\\"menu-list-item\\\"\\r\\n>\\r\\n <mat-icon class=\\\"routeIcon\\\">{{item.iconName}}</mat-icon>\\r\\n {{item.displayName}}\\r\\n <span\\r\\n fxFlex\\r\\n *ngIf=\\\"item.children && item.children.length\\\"\\r\\n >\\r\\n <span fxFlex>\\r\\n <mat-icon [@indicatorRotate]=\\\"expanded ? 'expanded': 'collapsed'\\\">expand_more</mat-icon>\\r\\n \\r\\n\\r\\n<div *ngIf=\\\"expanded\\\">\\r\\n <app-nav-list-item\\r\\n *ngFor=\\\"let child of item.children\\\"\\r\\n [item]=\\\"child\\\"\\r\\n [depth]=\\\"depth+1\\\"\\r\\n >\\r\\n </app-nav-list-item>\\r\\n \\r\\n"","module.exports = \"\\n@import url(\\\"https://fonts.googleapis.com/css?family=Roboto:400,700|Material+Icons\\\");\\n/* You can add global styles to this file, and also import other style files
*/\\n/**********Theme**********/\\n/**\\n * Applies styles for users in high contrast mode. Note that this only applies\\n * to Microsoft browsers. Chrome can be included by checking for the `html[hc]`\\n * attribute, however Chrome handles high contrast differently.\\n * @param target Which kind of high contrast setting to target. Defaults to `active`, can be\\n * `white-on-black` or `black-on-white`.\\n */\\n/* Theme for the ripple elements.*/\\n/* stylelint-disable material/no-prefixes */\\n/* stylelint-enable */\\n/**********Theme**********/\\n/**********break Points**********/\\n/* app drawer breakpoint
*/\\n/**********Break Points**********/\\n/**********Main CSS**********/\\n.mat-badge-content {\\n font-weight: 600;\\n font-size: 12px;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-badge-small .mat-badge-content {\\n font-size: 6px; }\\n.mat-badge-large .mat-badge-content {\\n font-size: 24px; }\\n.mat-h1, .mat-headline, .mat-typography h1 {\\n font: 400 24px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h2, .mat-title, .mat-typography h2 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h3, .mat-subheading-2, .mat-typography h3 {\\n font: 400 16px/28px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h4, .mat-subheading-1, .mat-typography h4 {\\n font: 400 15px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h5, .mat-typography h5 {\\n font: 400 11.62px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-h6, .mat-typography h6 {\\n font: 400 9.38px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-body-strong, .mat-body-2 {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body, .mat-body-1, .mat-typography {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body p, .mat-body-1 p, .mat-typography p {\\n margin: 0 0 12px; }\\n.mat-small, .mat-caption {\\n font: 400 12px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-display-4, .mat-typography .mat-display-4 {\\n font: 300 112px/112px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 56px;\\n letter-spacing: -

0.05em; }\\n.mat-display-3, .mat-typography .mat-display-3 {\\n font: 400 56px/56px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.02em; }\\n.mat-display-2, .mat-typography .mat-display-2 {\\n font: 400 45px/48px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.005em; }\\n.mat-display-1, .mat-typography .mat-display-1 {\\n font: 400 34px/40px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px; }\\n.mat-bottom-sheet-container {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-button, .mat-raised-button, .mat-icon-button, .mat-stroked-button,\\n.mat-flat-button, .mat-fab, .mat-mini-fab {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-button-toggle {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card-title {\\n font-size: 24px;\\n font-weight: 500; }\\n.mat-card-header .mat-card-title {\\n font-size: 20px; }\\n.mat-card-subtitle,\\n.mat-card-content {\\n font-size: 14px; }\\n.mat-checkbox {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-checkbox-layout .mat-checkbox-label {\\n line-height: 24px; }\\n.mat-chip {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-chip .mat-chip-trailing-icon.mat-icon,\\n .mat-chip .mat-chip-remove.mat-icon {\\n font-size: 18px; }\\n.mat-table {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-header-cell {\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-cell, .mat-footer-cell {\\n font-size: 14px; }\\n.mat-calendar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-calendar-body {\\n font-size: 13px; }\\n.mat-calendar-body-label,\\n.mat-calendar-period-button {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-calendar-table-header th {\\n font-size: 11px;\\n font-weight: 400; }\\n.mat-dialog-title {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-expansion-panel-header {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 15px;\\n font-weight: 400; }\\n.mat-expansion-panel-content {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field {\\n font-size: inherit;\\n font-weight: 400;\\n line-height: 1.125;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field-wrapper {\\n padding-bottom: 1.34375em; }\\n.mat-form-field-prefix .mat-icon,\\n.mat-form-field-suffix .mat-icon {\\n font-size: 150%;\\n line-height: 1.125; }\\n.mat-form-field-prefix .mat-icon-button,\\n.mat-form-field-suffix .mat-icon-button {\\n height: 1.5em;\\n width: 1.5em; }\\n.mat-form-field-prefix .mat-icon-button .mat-icon,\\n .mat-form-field-suffix .mat-icon-button .mat-icon {\\n height: 1.125em;\\n line-height: 1.125; }\\n.mat-form-field-infix {\\n padding: 0.5em 0;\\n border-top: 0.84375em solid transparent; }\\n.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.34375em) scale(0.75);\\n transform: translateY(-1.34375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.34374em) scale(0.75);\\n transform: translateY(-1.34374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-label-wrapper {\\n top: -0.84375em;\\n padding-top: 0.84375em; }\\n.mat-form-field-label {\\n top: 1.34375em; }\\n.mat-form-field-underline {\\n bottom: 1.34375em; }\\n.mat-form-field-subscript-wrapper {\\n font-size: 75%;\\n margin-top: 0.66666667em;\\n top: calc(100% - 1.79166667em); }\\n.mat-form-field-appearance-legacy .mat-form-field-wrapper {\\n padding-bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-infix {\\n padding: 0.4375em 0; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n -ms-transform: translateY(-1.28125em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n -ms-transform: translateY(-1.28124em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n

transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n -ms-transform: translateY(-1.28123em) scale(0.75);\\n width: 133.33335333%; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n top: 1.28125em; }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-subscript-wrapper {\\n margin-top: 0.54166667em;\\n top: calc(100% - 1.66666667em); }\\n@media print {\\n .mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28122em) scale(0.75);\\n transform: translateY(-1.28122em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28121em) scale(0.75);\\n transform: translateY(-1.28121em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.2812em) scale(0.75);\\n transform: translateY(-1.2812em) scale(0.75); } }\\n.mat-form-field-appearance-fill .mat-form-field-infix {\\n padding: 0.25em 0 0.75em 0; }\\n.mat-form-field-appearance-fill .mat-form-field-label {\\n top: 1.09375em;\\n margin-top: -0.5em; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-0.59375em) scale(0.75);\\n transform: translateY(-0.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-0.59374em) scale(0.75);\\n transform: translateY(-0.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-outline .mat-form-field-infix {\\n padding: 1em 0 1em 0; }\\n.mat-form-field-appearance-outline .mat-form-field-label {\\n top: 1.84375em;\\n margin-top: -0.25em; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.59375em) scale(0.75);\\n transform: translateY(-1.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.59374em) scale(0.75);\\n transform: translateY(-1.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-grid-tile-header,\\n.mat-grid-tile-footer {\\n font-size: 14px; }\\n.mat-grid-tile-header .mat-line,\\n .mat-grid-tile-footer .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-grid-tile-header .mat-line:nth-child(n+2),\\n .mat-grid-tile-footer .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\ninput.mat-input-element {\\n margin-top: -0.0625em; }\\n.mat-menu-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px; }\\n.mat-radio-button {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select-trigger {\\n height: 1.125em; }\\n.mat-slide-toggle-content {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-slider-thumb-label-text {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-stepper-vertical, .mat-stepper-horizontal {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-step-label {\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-step-sub-label-error {\\n font-weight: normal; }\\n.mat-step-label-error {\\n font-size: 14px; }\\n.mat-step-label-selected {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-tab-group {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tab-label, .mat-tab-link {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-toolbar,\\n.mat-toolbar h1,\\n.mat-toolbar h2,\\n.mat-toolbar h3,\\n.mat-toolbar h4,\\n.mat-toolbar h5,\\n.mat-toolbar h6 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0; }\\n.mat-tooltip {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 10px;\\n padding-top: 6px;\\n padding-bottom: 6px; }\\n.mat-tooltip-handset {\\n font-size: 14px;\\n padding-top:

8px;\\n padding-bottom: 8px; }\\n.mat-list-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-base .mat-list-item {\\n font-size: 16px; }\\n.mat-list-base .mat-list-item .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n text-overflow: ellipsis;\\n   display: block;\\n   box-sizing: border-box; }\\n.mat-list-base .mat-list-item .mat-line:nth-child(n+2) {\\n   font-size: 14px; }\\n.mat-list-base .mat-list-option {\\n font-size: 16px; }\\n.mat-list-base .mat-list-option .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n   text-overflow: ellipsis;\\n display: block;\\n   box-sizing: border-box; }\\n.mat-list-base .mat-list-option .mat-line:nth-child(n+2) {\\n   font-size: 14px; }\\n.mat-list-base .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-list-base[dense] .mat-list-item {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-item .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n   text-overflow: ellipsis;\\n   display: block;\\n   box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-item .mat-line:nth-child(n+2) {\\n   font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n   text-overflow: ellipsis;\\n   display: block;\\n   box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-option .mat-line:nth-child(n+2) {\\n   font-size: 12px; }\\n.mat-list-base[dense] .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 16px; }\\n.mat-optgroup-label {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-simple-snackbar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px; }\\n.mat-simple-snackbar-action {\\n line-height: 1;\\n font-family: inherit;\\n font-size: inherit;\\n font-weight: 500; }\\n.mat-tree {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n font-weight: 400;\\n font-size: 14px; }\\n.mat-ripple {\\n overflow: hidden;\\n position: relative; }\\n.mat-ripple.mat-ripple-unbounded {\\n overflow: visible; }\\n.mat-ripple-element {\\n position: absolute;\\n border-radius: 50%;\\n pointer-events: none;\\n transition: opacity, -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1), -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n -webkit-transform: scale(0);\\n   transform: scale(0); }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-ripple-element {\\n   display: none; } }\\n.cdk-visually-hidden {\\n border: 0;\\n clip: rect(0 0 0 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px;\\n outline: 0;\\n -webkit-appearance: none;\\n -moz-appearance: none; }\\n.cdk-overlay-container, .cdk-global-overlay-wrapper {\\n pointer-events: none;\\n top: 0;\\n left: 0;\\n height: 100%;\\n width: 100%; }\\n.cdk-overlay-container {\\n position: fixed;\\n z-index: 1000; }\\n.cdk-overlay-container:empty {\\n   display: none; }\\n.cdk-global-overlay-wrapper {\\n display: flex;\\n position: absolute;\\n z-index: 1000; }\\n.cdk-overlay-pane {\\n position: absolute;\\n pointer-events: auto;\\n box-sizing: border-box;\\n z-index: 1000;\\n display: flex;\\n max-width: 100%;\\n max-height: 100%; }\\n.cdk-overlay-backdrop {\\n position: absolute;\\n top: 0;\\n bottom: 0;\\n left: 0;\\n right: 0;\\n z-index: 1000;\\n pointer-events: auto;\\n -webkit-tap-highlight-color: transparent;\\n transition: opacity 400ms cubic-bezier(0.25, 0.8, 0.25, 1);\\n opacity: 0; }\\n.cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 1; }\\n@media screen and (-ms-high-contrast: active) {\\n   .cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n   opacity: 0.6; } }\\n.cdk-overlay-dark-backdrop {\\n background: rgba(0, 0, 0, 0.32); }\\n.cdk-overlay-transparent-backdrop, .cdk-overlay-transparent-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0; }\\n.cdk-overlay-connected-position-bounding-box {\\n position: absolute;\\n z-index: 1000;\\n display: flex;\\n flex-direction: column;\\n min-width: 1px;\\n min-height: 1px; }\\n.cdk-global-scrollblock {\\n position: fixed;\\n width: 100%;\\n overflow-y: scroll; }\\n@-webkit-keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@-webkit-keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n.cdk-text-field-autofill-monitored:-webkit-autofill {\\n -webkit-animation-name: cdk-text-field-autofill-start;\\n   animation-name: cdk-text-field-autofill-start; }\\n.cdk-text-field-autofill-monitored:not(:-webkit-autofill) {\\n -webkit-animation-name: cdk-text-field-autofill-end;\\n animation-name: cdk-text-field-autofill-end; }\\ntextarea.cdk-textarea-autosize {\\n resize: none; }\\ntextarea.cdk-textarea-autosize-measuring {\\n height: auto !important;\\n overflow: hidden !important;\\n padding: 2px 0

!important;\\n box-sizing: content-box !important; }\\n.mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option:hover:not(.mat-option-disabled), .mat-option:focus:not(.mat-option-disabled) {\\n   background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-selected:not(.mat-option-multiple):not(.mat-option-disabled) {\\n   background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-active {\\n background: rgba(0, 0, 0, 0.04);\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-option.mat-option-disabled {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-primary .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #3f51b5; }\\n.mat-accent .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #4caf50; }\\n.mat-warn .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #f44336; }\\n.mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-optgroup-disabled .mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-pseudo-checkbox {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-pseudo-checkbox::after {\\n   color: #fafafa; }\\n.mat-pseudo-checkbox-checked,\\n.mat-pseudo-checkbox-indeterminate,\\n.mat-accent .mat-pseudo-checkbox-checked,\\n.mat-accent .mat-pseudo-checkbox-indeterminate {\\n background: #4caf50; }\\n.mat-primary .mat-pseudo-checkbox-checked,\\n.mat-primary .mat-pseudo-checkbox-indeterminate {\\n background: #3f51b5; }\\n.mat-warn .mat-pseudo-checkbox-checked,\\n.mat-warn .mat-pseudo-checkbox-indeterminate {\\n background: #f44336; }\\n.mat-pseudo-checkbox-checked.mat-pseudo-checkbox-disabled {\\n background: #b0b0b0; }\\n.mat-elevation-z0 {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z1 {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z2 {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z3 {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z4 {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z5 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 5px 8px 0px rgba(0, 0, 0, 0.14), 0px 1px 14px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z6 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z7 {\\n box-shadow: 0px 4px 5px -2px rgba(0, 0, 0, 0.2), 0px 7px 10px 1px rgba(0, 0, 0, 0.14), 0px 2px 16px 1px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z8 {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z9 {\\n box-shadow: 0px 5px 6px -3px rgba(0, 0, 0, 0.2), 0px 9px 12px 1px rgba(0, 0, 0, 0.14), 0px 3px 16px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z10 {\\n box-shadow: 0px 6px 6px -3px rgba(0, 0, 0, 0.2), 0px 10px 14px 1px rgba(0, 0, 0, 0.14), 0px 4px 18px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z11 {\\n box-shadow: 0px 6px 7px -4px rgba(0, 0, 0, 0.2), 0px 11px 15px 1px rgba(0, 0, 0, 0.14), 0px 4px 20px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z12 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z13 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 13px 19px 2px rgba(0, 0, 0, 0.14), 0px 5px 24px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z14 {\\n box-shadow: 0px 7px 9px -4px rgba(0, 0, 0, 0.2), 0px 14px 21px 2px rgba(0, 0, 0, 0.14), 0px 5px 26px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z15 {\\n box-shadow: 0px 8px 9px -5px rgba(0, 0, 0, 0.2), 0px 15px 22px 2px rgba(0, 0, 0, 0.14), 0px 6px 28px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z16 {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z17 {\\n box-shadow: 0px 8px 11px -5px rgba(0, 0, 0, 0.2), 0px 17px 26px 2px rgba(0, 0, 0, 0.14), 0px 6px 32px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z18 {\\n box-shadow: 0px 9px 11px -5px rgba(0, 0, 0, 0.2), 0px 18px 28px 2px rgba(0, 0, 0, 0.14), 0px 7px 34px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z19 {\\n box-shadow: 0px 9px 12px -6px rgba(0, 0, 0, 0.2), 0px 19px 29px 2px rgba(0, 0, 0, 0.14), 0px 7px 36px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z20 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 20px 31px 3px rgba(0, 0, 0, 0.14), 0px 8px 38px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z21 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 21px 33px 3px rgba(0, 0, 0, 0.14), 0px 8px 40px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z22 {\\n box-shadow: 0px 10px 14px -6px rgba(0, 0, 0, 0.2), 0px 22px 35px 3px rgba(0, 0, 0, 0.14), 0px 8px 42px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z23 {\\n box-shadow: 0px 11px 14px -7px rgba(0, 0, 0, 0.2), 0px 23px 36px 3px rgba(0, 0, 0, 0.14), 0px 9px 44px 8px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z24 {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0,

0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12); }\\n.mat-app-background {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-theme-loaded-marker {\\n display: none; }\\n.mat-autocomplete-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-autocomplete-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover) {\\n   background: white; }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover):not(.mat-option-disabled) {\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-content {\\n color: white;\\n background: #3f51b5; }\\n.mat-badge-accent .mat-badge-content {\\n background: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-warn .mat-badge-content {\\n color: white;\\n background: #f44336; }\\n.mat-badge {\\n position: relative; }\\n.mat-badge-hidden .mat-badge-content {\\n display: none; }\\n.mat-badge-disabled .mat-badge-content {\\n background: #b9b9b9;\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-badge-content {\\n position: absolute;\\n text-align: center;\\n display: inline-block;\\n border-radius: 50%;\\n transition: -webkit-transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out, -webkit-transform 200ms ease-in-out;\\n -webkit-transform: scale(0.6);\\n   transform: scale(0.6);\\n overflow: hidden;\\n white-space: nowrap;\\n text-overflow: ellipsis;\\n pointer-events: none; }\\n.mat-badge-content.mat-badge-active {\\n -webkit-transform: none;\\n   transform: none; }\\n.mat-badge-small .mat-badge-content {\\n width: 16px;\\n height: 16px;\\n line-height: 16px; }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-badge-small .mat-badge-content {\\n outline: solid 1px;\\n   border-radius: 0; } }\\n.mat-badge-small.mat-badge-above .mat-badge-content {\\n top: -8px; }\\n.mat-badge-small.mat-badge-below .mat-badge-content {\\n bottom: -8px; }\\n.mat-badge-small.mat-badge-before .mat-badge-content {\\n left: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -16px; }\\n.mat-badge-small.mat-badge-after .mat-badge-content {\\n right: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -16px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -8px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -8px; }\\n.mat-badge-medium .mat-badge-content {\\n width: 22px;\\n height: 22px;\\n line-height: 22px; }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-badge-medium .mat-badge-content {\\n outline: solid 1px;\\n   border-radius: 0; } }\\n.mat-badge-medium.mat-badge-above .mat-badge-content {\\n top: -11px; }\\n.mat-badge-medium.mat-badge-below .mat-badge-content {\\n bottom: -11px; }\\n.mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -22px; }\\n.mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -22px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -11px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -11px; }\\n.mat-badge-large .mat-badge-content {\\n width: 28px;\\n height: 28px;\\n line-height: 28px; }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-badge-large .mat-badge-content {\\n outline: solid 1px;\\n   border-radius: 0; } }\\n.mat-badge-large.mat-badge-above .mat-badge-content {\\n top: -14px; }\\n.mat-badge-large.mat-badge-below .mat-badge-content {\\n bottom: -14px; }\\n.mat-badge-large.mat-badge-before .mat-badge-content {\\n left: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -28px; }\\n.mat-badge-large.mat-badge-after .mat-badge-content {\\n right: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -28px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -14px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -14px; }\\n.mat-bottom-sheet-container {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px

30px 5px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button, .mat-icon-button, .mat-stroked-button {\\n color: inherit;\\n background: transparent; }\\n.mat-button.mat-primary, .mat-icon-button.mat-primary, .mat-stroked-button.mat-primary {\\n color: #3f51b5; }\\n.mat-button.mat-accent, .mat-icon-button.mat-accent, .mat-stroked-button.mat-accent {\\n color: #4caf50; }\\n.mat-button.mat-warn, .mat-icon-button.mat-warn, .mat-stroked-button.mat-warn {\\n color: #f44336; }\\n.mat-button.mat-primary[disabled], .mat-button.mat-accent[disabled], .mat-button.mat-warn[disabled], .mat-button[disabled][disabled], .mat-icon-button.mat-primary[disabled], .mat-icon-button.mat-accent[disabled], .mat-icon-button.mat-warn[disabled], .mat-icon-button[disabled][disabled], .mat-stroked-button.mat-primary[disabled], .mat-stroked-button.mat-accent[disabled], .mat-stroked-button.mat-warn[disabled], .mat-stroked-button[disabled][disabled] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-button.mat-primary .mat-button-focus-overlay, .mat-icon-button.mat-primary .mat-button-focus-overlay, .mat-stroked-button.mat-primary .mat-button-focus-overlay {\\n background-color: #3f51b5; }\\n.mat-button.mat-accent .mat-button-focus-overlay, .mat-icon-button.mat-accent .mat-button-focus-overlay, .mat-stroked-button.mat-accent .mat-button-focus-overlay {\\n background-color: #4caf50; }\\n.mat-button.mat-warn .mat-button-focus-overlay, .mat-icon-button.mat-warn .mat-button-focus-overlay, .mat-stroked-button.mat-warn .mat-button-focus-overlay {\\n background-color: #f44336; }\\n.mat-button[disabled] .mat-button-focus-overlay, .mat-icon-button[disabled] .mat-button-focus-overlay, .mat-stroked-button[disabled] .mat-button-focus-overlay {\\n background-color: transparent; }\\n.mat-button .mat-ripple-element, .mat-icon-button .mat-ripple-element, .mat-stroked-button .mat-ripple-element {\\n opacity: 0.1;\\n background-color: currentColor; }\\n.mat-button-focus-overlay {\\n background: black; }\\n.mat-stroked-button:not([disabled]) {\\n border-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button, .mat-raised-button, .mat-fab, .mat-mini-fab {\\n color: rgba(0, 0, 0, 0.87);\\n background-color: white; }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n color: white; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n color: white; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n background-color: #3f51b5; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n background-color: #4caf50; }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n background-color: #f44336; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button.mat-primary .mat-ripple-element, .mat-raised-button.mat-primary .mat-ripple-element, .mat-fab.mat-primary .mat-ripple-element, .mat-mini-fab.mat-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-flat-button.mat-accent .mat-ripple-element, .mat-raised-button.mat-accent .mat-ripple-element, .mat-fab.mat-accent .mat-ripple-element, .mat-mini-fab.mat-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-flat-button.mat-warn .mat-ripple-element, .mat-raised-button.mat-warn .mat-ripple-element, .mat-fab.mat-warn .mat-ripple-element, .mat-mini-fab.mat-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-stroked-button:not([class*='mat-elevation-z']), .mat-flat-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0,

0.12); }\\n.mat-raised-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([class*='mat-elevation-z']), .mat-mini-fab:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([disabled]):active:not([class*='mat-elevation-z']), .mat-mini-fab:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-fab[disabled]:not([class*='mat-elevation-z']), .mat-mini-fab[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone,\\n.mat-button-toggle-group {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n box-shadow: none; }\\n.mat-button-toggle {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-button-toggle .mat-button-toggle-focus-overlay {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87);\\n background: white; }\\n.mat-button-toggle-appearance-standard .mat-button-toggle-focus-overlay {\\n background-color: black; }\\n.mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: solid 1px rgba(0, 0, 0, 0.12); }\\n[dir='rtl'] .mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-group-appearance-standard.mat-button-toggle-vertical .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: none;\\n border-top: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-checked {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-button-toggle-checked.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button-toggle-disabled {\\n color: rgba(0, 0, 0, 0.26);\\n background-color: #eeeeee; }\\n.mat-button-toggle-disabled.mat-button-toggle-appearance-standard {\\n background: white; }\\n.mat-button-toggle-disabled.mat-button-toggle-checked {\\n background-color: #bdbdbd; }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n border: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-card {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-card:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card.mat-card-flat:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card-subtitle {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-frame {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-checkmark {\\n fill: #fafafa; }\\n.mat-checkbox-checkmark-path {\\n stroke: #fafafa !important; }\\n@media screen and (-ms-high-contrast: black-on-white) {\\n .mat-checkbox-checkmark-path {\\n stroke: #000 !important; } }\\n.mat-checkbox-mixedmark {\\n background-color: #fafafa; }\\n.mat-checkbox-indeterminate.mat-primary .mat-checkbox-background, .mat-checkbox-checked.mat-primary .mat-checkbox-background {\\n background-color: #3f51b5; }\\n.mat-checkbox-indeterminate.mat-accent .mat-checkbox-background, .mat-checkbox-checked.mat-accent .mat-checkbox-background {\\n background-color: #4caf50; }\\n.mat-checkbox-indeterminate.mat-warn .mat-checkbox-background, .mat-checkbox-checked.mat-warn .mat-checkbox-background {\\n background-color: #f44336; }\\n.mat-checkbox-disabled.mat-checkbox-checked:not(.mat-checkbox-indeterminate) .mat-checkbox-background {\\n background-color: #b0b0b0; }\\n.mat-checkbox-disabled:not(.mat-checkbox-checked) .mat-checkbox-frame {\\n border-color: #b0b0b0; }\\n.mat-checkbox-disabled .mat-checkbox-label {\\n color: rgba(0, 0, 0, 0.54); }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-disabled {\\n opacity: 0.5; } }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-background {\\n background: none; } }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-primary .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-accent .mat-checkbox-ripple .mat-

ripple-element {\\n background-color: #4caf50; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-warn .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-chip.mat-standard-chip {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip .mat-chip-remove {\\n color: rgba(0, 0, 0, 0.87);\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled):active {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled) .mat-chip-remove:hover {\\n opacity: 0.54; }\\n.mat-chip.mat-standard-chip.mat-chip-disabled {\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip::after {\\n background: black; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-chip-remove {\\n color: white;\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-ripple-element {\\n background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn {\\n background-color: #f44336;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-chip-remove {\\n color: white;\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-ripple-element {\\n background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent {\\n background-color: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-chip-remove {\\n color: rgba(0, 0, 0, 0.87);\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-ripple-element {\\n background: rgba(0, 0, 0, 0.1); }\\n.mat-table {\\n background: white; }\\n.mat-table thead, .mat-table tbody, .mat-table tfoot,\\nmat-header-row, mat-row, mat-footer-row,\\n[mat-header-row], [mat-row], [mat-footer-row],\\n.mat-table-sticky {\\n background: inherit; }\\nmat-row, mat-header-row, mat-footer-row,\\nth.mat-header-cell, td.mat-cell, td.mat-footer-cell {\\n border-bottom-color: rgba(0, 0, 0, 0.12); }\\n.mat-header-cell {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-cell, .mat-footer-cell {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-calendar-arrow {\\n border-top-color: rgba(0, 0, 0, 0.54); }\\n.mat-datepicker-toggle,\\n.mat-datepicker-content .mat-calendar-next-button,\\n.mat-datepicker-content .mat-calendar-previous-button {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-table-header {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-table-header-divider::after {\\n background: rgba(0, 0, 0, 0.12); }\\n.mat-calendar-body-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-body-cell-content {\\n color: rgba(0, 0, 0, 0.87);\\n border-color: transparent; }\\n.mat-calendar-body-disabled > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-cell:not(.mat-calendar-body-disabled):hover > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-keyboard-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-program-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-disabled > .mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.18); }\\n.mat-calendar-body-selected {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-calendar-body-disabled > .mat-calendar-body-selected {\\n background-color: rgba(63, 81, 181, 0.4); }\\n.mat-calendar-body-today.mat-calendar-body-selected {\\n box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12);\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-selected {\\n background-color: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n background-color: rgba(76, 175, 80, 0.4); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-today.mat-calendar-body-selected {\\n box-shadow: inset 0 0 0 1px rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-selected {\\n background-color: #f44336;\\n color: white; }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n background-color: rgba(244, 67, 54, 0.4); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-today.mat-calendar-body-selected {\\n box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content-touch {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-datepicker-toggle-active {\\n color: #3f51b5; }\\n.mat-datepicker-toggle-active.mat-accent {\\n color: #4caf50; }\\n.mat-datepicker-toggle-active.mat-warn {\\n

color: #f44336; }\\n.mat-dialog-container {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-divider {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-divider-vertical {\\n border-right-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-action-row {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-keyboard-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-program-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']):hover {\\n background: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-expansion-panel:not(.mat-expanded):not([aria-disabled='true'])\\n.mat-expansion-panel-header:hover {\\n background: white; } }\\n.mat-expansion-panel-header-title {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel-header-description,\\n.mat-expansion-indicator::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-expansion-panel-header[aria-disabled='true'] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-title,\\n .mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-description {\\n color: inherit; }\\n.mat-form-field-label {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-hint {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-form-field.mat-focused .mat-form-field-label {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-accent {\\n color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-warn {\\n color: #f44336; }\\n.mat-focused .mat-form-field-required-marker {\\n color: #4caf50; }\\n.mat-form-field-ripple {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field.mat-focused .mat-form-field-ripple {\\n background-color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-accent {\\n background-color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-warn {\\n background-color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label {\\n color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label.mat-accent,\\n .mat-form-field.mat-form-field-invalid .mat-form-field-label .mat-form-field-required-marker {\\n color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple,\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple.mat-accent {\\n background-color: #f44336; }\\n.mat-error {\\n color: #f44336; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-hint {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-legacy.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-standard .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-standard.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-fill .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.02); }\\n.mat-form-field-appearance-fill .mat-form-field-underline::before {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-underline::before {\\n background-color: transparent; }\\n.mat-form-field-appearance-outline .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.12); }\\n.mat-form-field-appearance-outline .mat-form-field-outline-thick {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field-appearance-outline.mat-focused .mat-form-field-outline-thick {\\n color: #3f51b5; }\\n.mat-form-field-appearance-outline.mat-focused.mat-accent .mat-form-field-outline-thick {\\n color: #4caf50; }\\n.mat-form-field-appearance-outline.mat-focused.mat-warn .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-invalid.mat-form-field-invalid .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.06); }\\n.mat-

icon.mat-primary {\\n color: #3f51b5; }\\n.mat-icon.mat-accent {\\n color: #4caf50; }\\n.mat-icon.mat-warn {\\n color: #f44336; }\\n.mat-form-field-type-mat-native-select .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-input-element:disabled,\\n.mat-form-field-type-mat-native-select.mat-form-field-disabled .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-input-element {\\n caret-color: #3f51b5; }\\n.mat-input-element::-webkit-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-moz-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-webkit-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-accent .mat-input-element {\\n caret-color: #4caf50; }\\n.mat-warn .mat-input-element,\\n.mat-form-field-invalid .mat-input-element {\\n caret-color: #f44336; }\\n.mat-form-field-type-mat-native-select.mat-form-field-invalid .mat-form-field-infix::after {\\n color: #f44336; }\\n.mat-list-base .mat-list-item {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-list-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-subheader {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-list-item-disabled {\\n background-color: #eeeeee; }\\n.mat-list-option:hover, .mat-list-option:focus,\\n.mat-nav-list .mat-list-item:hover,\\n.mat-nav-list .mat-list-item:focus {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-menu-panel {\\n background: white; }\\n.mat-menu-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-menu-item {\\n background: transparent;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-menu-item[disabled], .mat-menu-item[disabled]::after {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-menu-item .mat-icon-no-color,\\n.mat-menu-item-submenu-trigger::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-menu-item:hover:not([disabled]),\\n.mat-menu-item.cdk-program-focused:not([disabled]),\\n.mat-menu-item.cdk-keyboard-focused:not([disabled]),\\n.mat-menu-item-highlighted:not([disabled]) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-paginator {\\n background: white; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-paginator-decrement,\\n.mat-paginator-increment {\\n border-top: 2px solid rgba(0, 0, 0, 0.54);\\n border-right: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-paginator-first,\\n.mat-paginator-last {\\n border-top: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-icon-button[disabled] .mat-paginator-decrement,\\n.mat-icon-button[disabled] .mat-paginator-increment,\\n.mat-icon-button[disabled] .mat-paginator-first,\\n.mat-icon-button[disabled] .mat-paginator-last {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-progress-bar-background {\\n fill: #c5cae9; }\\n.mat-progress-bar-buffer {\\n background-color: #c5cae9; }\\n.mat-progress-bar-fill::after {\\n background-color: #3f51b5; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-background {\\n fill: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-buffer {\\n background-color: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-fill::after {\\n background-color: #4caf50; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-background {\\n fill: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-buffer {\\n background-color: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-fill::after {\\n background-color: #f44336; }\\n.mat-progress-spinner circle, .mat-spinner circle {\\n stroke: #3f51b5; }\\n.mat-progress-spinner.mat-accent circle, .mat-spinner.mat-accent circle {\\n stroke: #4caf50; }\\n.mat-progress-spinner.mat-warn circle, .mat-spinner.mat-warn circle {\\n stroke: #f44336; }\\n.mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #3f51b5; }\\n.mat-radio-button.mat-primary .mat-radio-inner-circle,\\n.mat-radio-button.mat-primary .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-primary:active .mat-radio-persistent-ripple {\\n background-color: #3f51b5; }\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #4caf50; }\\n.mat-radio-button.mat-accent .mat-radio-inner-circle,\\n.mat-radio-button.mat-accent .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-accent:active .mat-radio-persistent-ripple {\\n background-color: #4caf50; }\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #f44336; }\\n.mat-radio-button.mat-warn .mat-radio-inner-circle,\\n.mat-radio-button.mat-warn .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-warn:active .mat-

radio-persistent-ripple {\\n background-color: #f44336; }\\n.mat-radio-button.mat-radio-disabled.mat-radio-checked .mat-radio-outer-circle,\\n.mat-radio-button.mat-radio-disabled .mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-ripple .mat-ripple-element,\\n.mat-radio-button.mat-radio-disabled .mat-radio-inner-circle {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-label-content {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button .mat-ripple-element {\\n background-color: black; }\\n.mat-select-value {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-select-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-select-disabled .mat-select-value {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-select-arrow {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-select-panel {\\n background: white; }\\n.mat-select-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-select-panel .mat-option.mat-selected:not(.mat-option-multiple) {\\n   background: rgba(0, 0, 0, 0.12); }\\n.mat-form-field.mat-focused.mat-primary .mat-select-arrow {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused.mat-accent .mat-select-arrow {\\n color: #4caf50; }\\n.mat-form-field.mat-focused.mat-warn .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-invalid .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-disabled .mat-select-arrow {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-drawer-container {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer {\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer.mat-drawer-push {\\n   background-color: white; }\\n.mat-drawer:not(.mat-drawer-side) {\\n   box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side {\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side.mat-drawer-end {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n   border-right: none; }\\n[dir='rtl'] .mat-drawer-side {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n border-right: none; }\\n[dir='rtl'] .mat-drawer-side.mat-drawer-end {\\n   border-left: none;\\n   border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-backdrop.mat-drawer-shown {\\n background-color: rgba(0, 0, 0, 0.6); }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-thumb {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(76, 175, 80, 0.54); }\\n.mat-slide-toggle.mat-checked .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-thumb {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(63, 81, 181, 0.54); }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-thumb {\\n background-color: #f44336; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(244, 67, 54, 0.54); }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-slide-toggle:not(.mat-checked) .mat-ripple-element {\\n background-color: black; }\\n.mat-slide-toggle-thumb {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12);\\n background-color: #fafafa; }\\n.mat-slide-toggle-bar {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-primary .mat-slider-track-fill,\\n.mat-primary .mat-slider-thumb,\\n.mat-primary .mat-slider-thumb-label {\\n background-color: #3f51b5; }\\n.mat-primary .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-accent .mat-slider-track-fill,\\n.mat-accent .mat-slider-thumb,\\n.mat-accent .mat-slider-thumb-label {\\n background-color: #4caf50; }\\n.mat-accent .mat-slider-thumb-label-text {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-warn .mat-slider-track-fill,\\n.mat-warn .mat-slider-thumb,\\n.mat-warn .mat-slider-thumb-label {\\n background-color: #f44336; }\\n.mat-warn .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-slider-focus-ring {\\n background-color: rgba(76, 175, 80, 0.2); }\\n.mat-slider:hover .mat-slider-track-background,\\n.cdk-focused .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-disabled .mat-slider-track-background,\\n.mat-slider-disabled .mat-slider-track-fill,\\n.mat-slider-disabled .mat-slider-thumb {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-disabled:hover .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value .mat-slider-focus-ring {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-

thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing) .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26);\\n background-color: transparent; }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover.mat-slider-disabled .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused.mat-slider-disabled .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-has-ticks .mat-slider-wrapper::after {\\n border-color: rgba(0, 0, 0, 0.7); }\\n.mat-slider-horizontal .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to right, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent);\\n background-image: -moz-repeating-linear-gradient(0.0001deg, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-slider-vertical .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to bottom, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-step-header.cdk-keyboard-focused, .mat-step-header.cdk-program-focused, .mat-step-header:hover {\\n background-color: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-step-header:hover {\\n   background: none; } }\\n.mat-step-header .mat-step-label,\\n.mat-step-header .mat-step-optional {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-step-header .mat-step-icon {\\n background-color: rgba(0, 0, 0, 0.54);\\n color: white; }\\n.mat-step-header .mat-step-icon-selected,\\n.mat-step-header .mat-step-icon-state-done,\\n.mat-step-header .mat-step-icon-state-edit {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-step-header .mat-step-icon-state-error {\\n background-color: transparent;\\n color: #f44336; }\\n.mat-step-header .mat-step-label.mat-step-label-active {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-step-header .mat-step-label.mat-step-label-error {\\n color: #f44336; }\\n.mat-stepper-horizontal, .mat-stepper-vertical {\\n background-color: white; }\\n.mat-stepper-vertical-line::before {\\n border-left-color: rgba(0, 0, 0, 0.12); }\\n.mat-horizontal-stepper-header::before,\\n.mat-horizontal-stepper-header::after,\\n.mat-stepper-horizontal-line {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-sort-header-arrow {\\n color: #757575; }\\n.mat-tab-nav-bar,\\n.mat-tab-header {\\n border-bottom: 1px solid rgba(0, 0, 0, 0.12); }\\n.mat-tab-group-inverted-header .mat-tab-nav-bar,\\n.mat-tab-group-inverted-header .mat-tab-header {\\n border-top: 1px solid rgba(0, 0, 0, 0.12);\\n border-bottom: none; }\\n.mat-tab-label, .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-label.mat-tab-disabled, .mat-tab-link.mat-tab-disabled {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-group[class*='mat-background-'] .mat-tab-header,\\n.mat-tab-nav-bar[class*='mat-background-'] {\\n border-bottom: none;\\n border-top: none; }\\n.mat-tab-group.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary .mat-ink-bar {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-primary.mat-background-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary.mat-background-primary .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent .mat-ink-bar {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-accent.mat-background-accent .mat-

ink-bar, .mat-tab-nav-bar.mat-accent.mat-background-accent .mat-ink-bar {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn .mat-ink-bar {\\n background-color: #f44336; }\\n.mat-tab-group.mat-warn.mat-background-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn.mat-background-warn .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-background-primary .mat-tab-header, .mat-tab-group.mat-background-primary .mat-tab-links, .mat-tab-nav-bar.mat-background-primary .mat-tab-header, .mat-tab-nav-bar.mat-background-primary .mat-tab-links {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-background-primary .mat-tab-label, .mat-tab-group.mat-background-primary .mat-tab-link, .mat-tab-nav-bar.mat-background-primary .mat-tab-label, .mat-tab-nav-bar.mat-background-primary .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-primary .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-link.mat-tab-disabled {\\n color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-ripple-element, .mat-tab-nav-bar.mat-background-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-background-accent .mat-tab-header, .mat-tab-group.mat-background-accent .mat-tab-links, .mat-tab-nav-bar.mat-background-accent .mat-tab-header, .mat-tab-nav-bar.mat-background-accent .mat-tab-links {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-background-accent .mat-tab-label, .mat-tab-group.mat-background-accent .mat-tab-link, .mat-tab-nav-bar.mat-background-accent .mat-tab-label, .mat-tab-nav-bar.mat-background-accent .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-accent .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-link.mat-tab-disabled {\\n color: rgba(0,

0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-ripple-element, .mat-tab-nav-bar.mat-background-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-tab-group.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-background-warn .mat-tab-header, .mat-tab-group.mat-background-warn .mat-tab-links, .mat-tab-nav-bar.mat-background-warn .mat-tab-header, .mat-tab-nav-bar.mat-background-warn .mat-tab-links {\\n background-color: #f44336; }\\n.mat-tab-group.mat-background-warn .mat-tab-label, .mat-tab-group.mat-background-warn .mat-tab-link, .mat-tab-nav-bar.mat-background-warn .mat-tab-label, .mat-tab-nav-bar.mat-background-warn .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-warn .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-link.mat-tab-disabled {\\n   color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-ripple-element, .mat-tab-nav-bar.mat-background-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-toolbar {\\n background: whitesmoke;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-primary {\\n   background: #3f51b5;\\n color: white; }\\n.mat-toolbar.mat-accent {\\n   background: #4caf50;\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-warn {\\n   background: #f44336;\\n   color: white; }\\n.mat-toolbar .mat-form-field-underline,\\n .mat-toolbar .mat-form-field-ripple,\\n .mat-toolbar .mat-focused .mat-form-field-ripple {\\n   background-color: currentColor; }\\n.mat-toolbar .mat-form-field-label,\\n .mat-toolbar .mat-focused .mat-form-field-label,\\n .mat-toolbar .mat-select-value,\\n .mat-toolbar .mat-select-arrow,\\n .mat-toolbar .mat-form-field.mat-focused .mat-select-arrow {\\n   color: inherit; }\\n.mat-toolbar .mat-input-element {\\n   caret-color: currentColor; }\\n.mat-tooltip {\\n background: rgba(97, 97, 97, 0.9); }\\n.mat-tree {\\n background: white; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-snack-bar-container {\\n color: rgba(255, 255, 255, 0.7);\\n background: #323232;\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-simple-snackbar-action {\\n color: #4caf50; }\\nbody {\\n margin: 0;\\n height: 100vh;\\n font-family: Roboto, Arial, sans-serif;\\n font-size: 16px;\\n color: #292a1d; }\\na {\\n -webkit-text-decoration-color: #3f51b5;\\n text-decoration-color: #3f51b5;\\n color: #3f51b5; }\\n/**********Global CSS**********/\\n:host {\\n display: flex;\\n flex-direction: column;\\n outline: none;\\n width: 100%; }\\n:host .mat-list-item.active {\\n background-color: #e8eaf6; }\\n:host:hover > .mat-list-item:not(.expanded), :host:focus > .mat-list-item:not(.expanded) {\\n   background-color: #c5cae9 !important; }\\n.mat-list-item {\\n display: flex;\\n width: auto; }\\n.mat-list-item .routeIcon {\\n   margin-right: 40px; }\\n\\n/*# sourceMappingURL=data:application/jsonbase64,eyJ2ZXJzaW9uIjozLCJzb3VyY2VzIjpbInByb2plY3RzL25neC1tYXRlcmlhbC1kcmF3ZXIvc3JjL2xpYi9hcHAvbmF2LWxpc3QtaXRlbS9EOlxcUE9DXFxBbmd1bGFyTWF0ZXJ

pYWxEcmF3ZXJcXG5neC1tYXRlcmlhbC1kcmF3ZXIvcHJvamVjdHNcXG5neC1tYXRlcmlhbC1kcmF3ZXJcXH
NyY1xcbGliXFxhcHBcXHNjc3NcXHN0eWxlcy5zY3NzIiwicHJvamVjdHMvbmd4LW1hdGVyaWFsLWRyYXdl
ci9zcmMvbGliL2FwcC9uYXYtbGlzdC1pdGVtL0Q6XFxQT0NcXEFuZ3VsYXJNYXRlcmlhbERyYXdlclxcbmd4
LW1hdGVyaWFsLWRyYXdlci9ub2RlX21vZHVsZXNcXEBhbmd1bGFyXFxtYXRlcmlhbFxcX3RoZW1pbmcuc2
NzcyIsInByb2plY3RzL25neC1tYXRlcmlhbC1kcmF3ZXIvc3JjL2xpYi9hcHAvbmF2LWxpc3QtaXRlbS9uYXYtbG
lzdC1pdGVtLmNvbXBvbmVudC5zY3NzIiwicHJvamVjdHMvbmd4LW1hdGVyaWFsLWRyYXdlci9zcmMvbGli
L2FwcC9uYXYtbGlzdC1pdGVtL0Q6XFxQT0NcXEFuZ3VsYXJNYXRlcmlhbERyYXdlclxcbmd4LW1hdGVyaW
FsLWRyYXdlci9wcm9qZWN0c1xcbmd4LW1hdGVyaWFsLWRyYXdlclxcc3JjXFxsaWJcXGFwcFxcbmF2LWxp
c3QtaXRlbVxcbmF2LWxpc3QtaXRlbS5jb21wb25lbnQuc2NzcyJdLCJuYW1lcyI6W10sIm1hcHBpbmdzIjoiO0FB
eUVBLG9GQUFZO0FBekVaLDhFQUFBO0FBSUEsNkpBQUE7QUNpS0E7Ozs7OztFQzdKRTtBRHMwQ0Ysa0
NBQUE7QUF5K0NBLDJDQUFBO0FBd0NBLHFCQUFBO0FELzBGQSw2SkFBQTtBQUdBLG9LQUFBO0FB
SWdCLDBCQUFBO0FBdUJoQixxvS0FBQTtBQU1BLGdLQUFBO0FDMjFERTtFQUNFLGdCQXhLdUI7RUF5S
3ZCLGVBMUtzQjtFQTJLdEIsaURBdmhCa0UsRUFBQTtBQTBoQnBFO0VBQ0UsY0FBbUMsRUFBQTtBQUd
yQztFQUNFLGVBQW1DLEVBQUE7QUFoVHJDO0VBck5FLHdEQTFCa0U7RUFpUGxFLGdCQUFnQixxFQU
FBO0FBR2xCO0VBMU5FLHdEQTFCa0U7RUFzUGxFLGdCQUFnQixxFQUFBO0FBR2xCO0VBL05FLHdEQT
FCa0U7RUEyUGxFLGdCQUFnQixxFQUFBO0FBR2xCO0VBcE9FLHdEQTFCa0U7RUFnUWxFLGdCQUFnQix
FQUFBO0FBTWxCO0VBNU9FLDJEQTFCa0U7RUE4UWxFLGdCQUFnQixxFQUFBO0FBR2xCO0VBdlBFLD
BEQTFCa0U7RUF5UmxFLGdCQUFnQixxFQUFBO0FBR2xCO0VBbFFFLHdEQTFCa0UsRUFBQTtBQWdTcEU
7RUF0UUUsd0RBMUJrRSxFQUFBO0FBZ1NwRTtJQUlJLGdCQUFnQixxFQUFBO0FBSXBCO0VBOVFFLHdE
QTFCa0UsRUFBQTtBQThTcEU7RUFwUkUsMERBMUJrRTtFQWdUbEUsZ0JBQWdCO0VBQ2hCLHVCQUF
1QixxFQUFBO0FBR3pCO0VBMVJFLHdEQTFCa0U7RUFzVGxFLGdCQUFnQjtFQUNoQix1QkFBdUIsRUFBQ
TtBQUd6QjtFQWhTRSx3REExQmtFO0VBNFRsRSxnQkFBZ0I5REJrRSxFQUFBO0FBRTtBQWtwQnBEO0VBQ
SxlQTtBQUVsQjtFQUVsQyxvQkFBeUQsRUFBQTtBQXdDekQ7RUFpQ0ksY0FBdUMsRUFBQTtBQWpDM0M
5ELGlEQUNrQztFQUVsQyxvQkFBeUQsRUFBQTtBQXdDekQ7RUFpQ0ksY0FBdUMsRUFBQTtBQWpDM0M

7RUF1Q0ksY0F6Q21GLEVBQUE7QUFFdkY7RUEyQ0ksd0JBakRzRTtFQXFEdEUsOEJBQW9FLEVBQUE7Q
UFNeEU7RUFDRTs7SUFyRkYscURBQ2tDO1lBRGxDLDZDQUNrQyxFQUFBO0VBb0ZoQzs7SUFyRkYscUR
BQ2tDO1lBRGxDLDZDQUNrQyxFQUFBO0VBb0ZoQzs7SUFyRkYsb0RBQ2tDO1lBRGxDLDRDQUNrQyxFQ
UFBLEVBeUczQjtBQXRNUDtFQUVJLDBCQUFxRCxFQUFBO0FBRnpEO0VBTUksY0FBMkM7RUFDM0Ms
a0JBVGlDLEVBQUE7QUFFckM7O0VBckJBLHFEQUM2QjtVQUQ3Qiw2Q0FDNkI7RUFDN0Isb0JBQXVELE
VBQUE7QUFtQnZEOztFQXJCQSxxREFDNkI7VUFEN0IsNkNBQzZCO0VBQzdCLG9CUUF1RCxFQUFBO0F
Bb1V2RDtFQUVJLG9CQUEwQyxFQUFBO0FBRjlDO0VBTUksY0FBdUM7RUFDdkMsbUJBVHFDLEVBQUE
7QUFFekM7O0VBNUJBLHFEQUNrQjtVQURsQiw2Q0FDa0I7RUFDbEIsb0JBQTBELEVBQUE7QUEwQjFEO
ztFQTVCQSxxREFDa0I7VUFEbEIsNkNBQ2tCO0VBQ2xCLG9CUEwRCxFQUFBO0FBbG1EMUQ7O0VBR0
UsZUE3ckN1QyxFQUFBO0FBNm9DekM7O0lBUkEsbUJBQW1CO0lBQ25CLGdCQUFnQjtJQUNoQix1QkFBd
UI7SUFRckIsY0FBYztJQUNkLHNCQUFzQixxFQUFBO0FBR3RCOztNQUNFLGVBbnBDcUMsRUFBQTtBQT
YxQ3pDO0VBQ0UscUJBQWdDLEVBQUE7QUFvSWxDO0VBRUksaURBN3FEZ0U7RUE4cURoRSxlQXQrQ3
FDO0VBdStDckMsZ0JBditDZ0QsRUFBQTtBQW9oRHBEOztFQUdJLGlEQS90RGdFO0VBZ3VEaEUsZUF2aE
RxQyxFQUFBO0FBZ3JEekM7RUFDRSxpREExM0RrRSxFQUFBO0FBazhhEcEU7RUFDRSxpREFuOERrRSxF
QUFBO0FBczhhEcEU7RUFDRSxlQUEwQixxFQUFBO0FBK0k1QjtFQUNFLGlEQXZsRWtFLEVBQUE7QUErdE
VwRTtFQUVJLGlEQWp1RWdFO0VBa3VFaEUsZUF6aEVxQztFQTBoRXJDLGdCQTVoRWdELEVBQUE7QU
E4bUVwRDtFQUNFLGlEQXR6RWtFLEVBQUE7QUF5ekVwRTtFQUVJLGVBbm5FcUM7RUFvbkVyQyxnQk
FwbkVnRCxFQUFBO0FBd25FcEQ7RUFDRSxtQkFBbUIsRUFBQTtBQUdyQjtFQUNFLGVBOW5SdUMsRUF
BQTtBQWlvRXpDO0VBRUksZUFub0VxQztFQW9vRXJDLGdCQXBvRWdELEVBQUE7QUEyeEVwRDtFQU
NFLGlEQW4rRWtFLEVBQUE7QUFzK0VwRTtFQUVJLGlEQXgrRWdFO0VBeStFaEUsZUEveEVxQztFQWd5
RXJDLGdCQWh5RWdELEVBQUE7QUErMUVwRDs7Ozs7OztFQS9nRkUsd0RBMUJrRTtFQWlqRmxFLFNB
QVMsRUFBQTtBQXdCWDtFQUNFLGlEQTFrRmtFO0VBMmtGbEUsZUFqQndCO0VBa0J4QixxnQkFqQm9GO
0VBa0JwRixtQkFsQm9GLEVBQUE7QUFxQnRGO0VBQ0UsZUFuQmdDO0VBWUksaURBdm1EZ0U7RUF3bURoRSxlQW
RSxtQkFuQnlFLEVBQUE7QUE5K0IzRTtFQUNFLGlEQW5sRGtFLEVBQUE7QUFzbERwRTtFQUNFLGlEQX
ZsRGtFLEVBQUE7QUEybERwRTtFQUVJLGVBeDVDcUMsRUFBQTtBQWdwQ3pDO0lBUkEsbUJBQW1CO
0lBQ25CLGdCQUFnQjtJQUNoQix1QkFBdUI7SUFRckIsY0FBYztJQUNkLHNCQUFzQixxFQUFBO0FBR3RCO
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CQUFtQjtJQUNuQixnQBZ0I7SUFDaEIsdUJBQXVCO0VBRUksZUFuQmdDO0VBWUksaURBdm1EZ0U7RUF3bURoRSxlQW
o2Q3FDO0VBazZDckMsZ0JBbDZDZ0QsRUFBQTtBQXU2Q3BEO0VBWUksaURBdm1EZ0U7RUF3bURoRSxlQW
DekM7SUFSQSxtQkFbUI7SUFDbkIsZ0JBQWdCO0lBQ2hCLHVCQUF1QjtJQVFyQixjQUFjO0lBQ2Qsc0JBQ
XNCLEVBQUE7QUFHdEI7TUFDRSxlQW5wQ3FDLEVBQUE7QUFxNkN6QztzQ0JBQW1CO0lBUkEsbUJBQW1CO
BQTtBQTRvQ3pDO0lBUkEsbUJBQW1CO0lBQ25CLGdCQUFnQjtJQUNoQix1QkFBdUI7SUFRckIsY0FBYztJ
QUNkLHNCQUFzQixxFQUFBO0FBR3RCO01BQ0UsZUFucENNxQyxFQUFBO0FBcTZDekM7RUFZSSxpREExb
kRnRTtFQTJuRGhFLGVBbDdDcUM7RUFtN0NyQyxnQkFyN0NnRCxFQUFBO0FBakhwRDtFQUVJLGlEQXh
GZ0U7RUF5RmhFLGVBNEdxQyxFQUFBO0FBdEZ6QztFQXJGRSx3REExQmtFLEVBQUE7QUE4bUZwRTtF
QUVJLGlEQWhuRmdFO0VBaW5GaEUsZUF6NkVxQyxFQUFBO0FBNjZDekM7RUFDRSxjZFekM7RUFDRSxjQUFjO0VBRVosb
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VBQUE7QUFveUdwRTs7RUFFRSxnQkE5bEdrRDtFQSstR2xELGVBL2xHdUMsRUFBQTtBQWhSekM7RUFD
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UFBVTtFQUdWLFVBQVU7RUFHVix3QkFBd0I7RUFDeEIscUJBQXFCLEVBQUE7QUFBUUusb0JB
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UNmLGdCQUFnQixFQUFBO0FBR2xCO0VBRUUsa0JBQWtCO0VBQ2xCLE1BQU07RUFDTixTQUFTO0VB
Q1QsT0FBTztFQUNQLFFBQVE7RUFFUixhQXBFK0I7RUFxRS9CLG9CQUFvQjtFQUNwQix3Q0FBd0M7RU
FDeEMsMERBaEVpRTtFQWlFakUsVUFBVSxFQUFBO0FBWlo7SUFlSSxVQUFVLEVBQUE7QUE7RUFNVjtNQXJ
CSjtRQXNCTSxZQUFZLEVBQUEsRUFFZjtBQUdIO0VBQ0UsK0JBckZzRCxFQUFBO0FBd0Z4RDtFQU1JLF
VBQVUsRUFBQTtBQU1kO0VBQ0Usa0JBQWtCO0VBQUsiLHFBMUdzQjtFQStHdEIsYUFBYTtFQUliLHNC
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FLWCxrQkFBa0IsRUFBQTtBQTJDcEI7RUFBMEMsSUFBQSxFQUFLO0FBQS9DO0VBQTBDLElBQUEsRUF
BSztBQUMvQztFQUF3QyxJQUFBLEVBQUs7QUFBLE1BMDsiLCJmZXJlbmNlIjoiZXJpZ2luYWwiLCJz
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W5CQSwwSEFFbUUsRUFBQTtBQWt4Q25FO0lBV0ksaUJBaGtCYSxFQUFBO0FBcW
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FQUFBO0FBNHFDWjtFQUVJLG1CQXpnQ1E7RUEwZ0NSLDBCQXAwQ3dCLEVBQUE7QUF3MEM1QjtFQ
UVJLFlBcjBDb0I7RUFzMENwQixtQkExekNRLEVBQUE7QUE4ekNaO0VBQ0Usa0JBQWtCLEVBQUE7QUF
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QzdCO0VBQ0Usa0JBQWtCO0VBQ2xCLGtCQUFrQjtFQUNsQixxxQkFBcUI7RUFDckIsa0JBQWtCO0VBQ2xC
LCtDQUF1QztFQUF2Qyx1Q0FBdUM7RUFBdkMsNEVBQXVDO0VBQ3ZDLDLZCQUFxQjtVQUFyQixxxQkFBc
UI7RUFDckIsZ0JBQWdCO0VBQ2hCLG1CQUFtQjtFQUNuQix1QkFBdUI7RUFDdkIsb0JBQW9CLEVBQUE7
QUFLdEI7RUFFFRSx1QkFBZTtVQUFmLmGVBQWUsRUFBQTtBQWpKakI7RUFDRSxXQU44QztFQU85QyxZ
QVA4QztFQVE5QyxpQkFSOEMsRUFBQTtBQTdqRGhEO0lBa2tEQTtNQU1JLGtCQUFrQjtNQUNsQixnQkFB
Z0IsRUFBQSxFQUVuQjtBQUdDO0VBQ0U0QyxFQUFBO0FDaitCbEQ7RURxZ0NNLFVBQVU7RUFDVixZQXJDNEMsRUFBQT
tBQTBDOUM7RUFDRSxZQTNDNEMsRUFBQTtBQzE5QmxEO0VEMmdDTSxXQUFXO0VBQ1gsV0FsRDR
DLEVBQUE7QUF3RDVDO0VBQ0UsVUFBZ0IsRUFBQTtBQzVnQ3hCO0VEa2hDUSxVQUFVO0VBQ1YsV0
FBaUIsRUFBQTtBQUtuQjtFQUNFLFdBQWlCLEVBQUE7QUNsaEN6QjtFRHdoQ1EsV0FBVztFQUNYLFFBQ
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QjdCO0VEMDlCTSxVQUFVO0VBQ1YsWUF0Q3VCLEVBQUE7QUEyQ3pCO0VBQ0UsWUE1Q3VCLEVBQ
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YXYtYmFyLm1hdC1iYWNrZ3JvdW5kLXdhcm4gLm1hdC10YWItbGluayB7XG4gIGNvbG9yOiB3aGl0ZTsgfVx
uICAubWF0LXRhYi1ncm91cC5tYXQtYmFja2dyb3VuZC13YXJuIC5tYXQtdGFiLWxhYmVsLm1hdC10YWItZ
GlzYWJsZWQsIC5tYXQtdGFiLWdyb3VwLm1hdC1iYWNrZ3JvdW5kLXdhcm4gLm1hdC10YWItbGluay5tYXQ
tdGFiLWRpc2FibGVkLCAubWF0LXRhYi1uYXYtYmFyLm1hdC1iYWNrZ3JvdW5kLXdhcm4gLm1hdC10YWIt
bGFiZWwubWF0LXRhYi1kaXNhYmxlZCwgLm1hdC10YWItbmF2LWJhci5tYXQtYmFja2dyb3VuZC13YXJuIC
5tYXQtdGFiLWxpbmsubWF0LXRhYi1kaXNhYmxlZCB7XG4gICAgY29sb3I6IHJnYmEoMjU1LCAyNTUsIDI1
NSwgMC40KTsgfVxuXG4ubWF0LXRhYi1ncm91cC5tYXQtYmFja2dyb3VuZC13YXJuIC5tYXQtdGFiLWhlYW
Rlci1wYWdpbmF0aW9uLWNoZXZyb24sIC5tYXQtdGFiLW5hdi1iYXIubWF0LWJhY2tncm91bmQtd2FybiAub
WF0LXRhYi1oZWFkZXItcGFnaW5hdGlvbi1jaGV2cm9uIHtcbiAgYm9yZGVyLWNvbG9yOiB3aGl0ZTsgfVxuX
G4ubWF0LXRhYi1ncm91cC5tYXQtYmFja2dyb3VuZC13YXJuIC5tYXQtdGFiLWhlYWRlci1wYWdpbmF0aW9
uLWRpc2FibGVkIC5tYXQtdGFiLWhlYWRlci1wYWdpbmF0aW9uLWNoZXZyb24sIC5tYXQtdGFiLW5hdi1iY
XIubWF0LWJhY2tncm91bmQtd2FybiAubWF0LXRhYi1oZWFkZXItcGFnaW5hdGlvbi1kaXNhYmxlZCAubWF0
LXRhYi1oZWFkZXItcGFnaW5hdGlvbi1jaGV2cm9uIHtcbiAgYm9yZGVyLWNvbG9yOiByZ2JhKDI1NSwgMjU
1LCAyNTUsIDAuNCk7IH1cblxuLm1hdC10YWItZ3JvdXAubWF0LWJhY2tncm91bmQtd2FybiAubWF0LXJpcH
BsZS1lbGVtZW50LCAubWF0LXRhYi1uYXYtYmFyLm1hdC1iYWNrZ3JvdW5kLXdhcm4gLm1hdC1yaXBwbG
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wgMCwgMC44Nyk7IH1cbiAgLm1hdC10b29sYmFyLm1hdC1wcmltYXJ5IHtcbiAgICBiYWNrZ3JvdW5kOiAjM
2Y1MWI1O1xuICAgIGNvbG9yOiB3aGl0ZTsgfVxuICAubWF0LXRvb2xiYXIubWF0LWFjY2VudCB7XG4gICA
gYmFja2dyb3VuZDogIzRjYWY1MDtcbiAgICBjb2xvcjogcmdiYSgwLCAwLCAwLCAwLjg3KTsgfVxuICAubW
F0LXRvb2xiYXIubWF0LXdhcm4ge1xuICAgIGJhY2tncm91bmQ6ICNmNDQzMzY7XG4gICAgY29sb3I6IHdoa
XRlOyB9XG4gIC5tYXQtdG9vbGJhciAubWF0LWZvcm0tZmllbGQtdW5kZXJsaW5lLFxuICAubWF0LXRvb2xi
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WF0LWZvcm0tZmllbGQtbGFiZWwsXG4gIC5tYXQtdG9vbGJhciAubWF0LXNlbGVjdC12YWx1ZSxcbiAgLm1
hdC10b29sYmFyIC5tYXQtc2VsZWN0LWFycm93LFxuICAubWF0LXRvb2xiYXIgLm1hdC1mb3JtLWZpZWxkL
m1hdC1mb2N1c2VkIC5tYXQtc2VsZWN0LWFycm93IHtcbiAgICBjb2xvcjogaW5oZXJpdDsgfVxuICAubWF0LX
Rvb2xiYXIgLm1hdC1pbnB1dC1lbGVtZW50IHtcbiAgICBjYXJldC1jb2xvcjogY3VycmVudENvbG9yOyB9XG5c
bi5tYXQtdG9vbHRpcCB7XG4gIGJhY2tncm91bmQ6IHJnYmEoOTcsIDk3LCA5NywgMC45KTsgfVxuXG4ubW
F0LXRyZWUge1xuICBiYWNrZ3JvdW5kOiB3aGl0ZTsgfVxuXG4ubWF0LXRyZWUtbm9kZSxcbi5tYXQtbmVz
dGVkLXRyZWUtbm9kZSB7XG4gIGNvbG9yOiByZ2JhKDAsIDAsIDAsIDAuODcpOyB9XG5cbi5tYXQtc25hY2
stYmFyLWNvbnRhaW5lciB7XG4gIGNvbG9yOiByZ2JhKDI1NSwgMjU1LCAyNTUsIDAuNyk7XG4gIGJhY2tnc
m91bmQ6ICMzMjMyMzI7XG4gIGJveC1zaGFkb3c6IDBweCAzcHggNXB4IC0xcHggcmdiYSgwLCAwLCAwL
CAwLjIpLCAwcHggNnB4IDEwcHggMHB4IHJnYmEoMCwgMCwgMCwgMC4xNCksIDBweCAxcHggMThwe

CAwcHggcmdiYSgwLCAwLCAwLCAwLjEyKTsgfVxuXG4ubWF0LXNpbXBsZS1zbmFja2Jhci1hY3Rpb24ge1x
uICBjb2xvcjogIzRjYWY1MDsgfVxuXG5ib2R5IHtcbiAgbWFyZ2luOiAwO1xuICBoZWlnaHQ6IDEwMHZoO1xu
ICBmb250LWZhbWlseTogUm9ib3RvLCBBcmlhbCwgc2Fucy1zZXJpZjtcbiAgZm9udC1zaXplOiAxNnB4O1xuIC
Bjb2xvcjogIzI5MmExZDsgfVxuXG5hIHtcbiAgdGV4dC1kZWNvcmF0aW9uLWNvbG9yOiAjM2Y1MWI1O1xuI
CBjb2xvcjogIzNmNTFiNTsgfVxuXG4vKioqKioqKioqKioqKioqKioqKioqKioqKioqKioqKioqKioqKioq
KioqKioqKioqKioqKioqKioqKioqKioqKioqKioqR2xvYmFsIENTUyoqKioqKioqKioqKioqKioqKioqKio
qKioqKioqKioqKioqKioqKioqKioqKioqKioqKioqKioqKioqKioqKioqKiovXG46aG9zdCB7XG4gIGRpc3BsY
Xk6IGZsZXg7XG4gIGZsZXgtZGlyZWN0aW9uOiBjb2x1bW47XG4gIG91dGxpbmU6IG5vbmU7XG4gIHdpZHR
oOiAxMDAlOyB9XG4gIDpob3N0IC5tYXQtbGlzdC1pdGVtLmFjdGl2ZSB7XG4gICAgYmFja2dyb3VuZC1jb2xv
cjogI2U4ZWFmNjsgfVxuICA6aG9zdDpob3ZlciA+IC5tYXQtbGlzdC1pdGVtOm5vdCguZXhwYW5kZWQpLCA6
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NvbG9yOiAjYzVjYWU5ICFpbXBvcnRhbnQ7IH1cblxuLm1hdC1saXN0LWl0ZW0ge1xuICBkaXNwbGF5OiBmb
GV4O1xuICB3aWR0aDogYXV0bzsgfVxuICAubWF0LWxpc3QtaXRlbSAucm91dGVJY29uIHtcbiAgICBiaWN0
aWdoOiAyZVsgYWU5ICFpbXBvcnRhbnQ7IH1cblxuLm1hdC1saXN0LWl0ZW0gbGF5OiBmb
GV4O1xuICB3aWR0aDogYXV0bzsgfVxuICAubWF0LWxpc3QtaXRlbSAucm91dGVJY29uIHtcbiAgICBiaWN0
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GV4O1xuICB3aWR0aDogMTAwJTtcclxuICAgIC5tYXQtbGlzdC1pdGVtLmFjdGl2ZSB7XHJcb
iAgICAgICAgYmFja2dyb3VuZC1jb2xvcjogbWF0LWNvbG9yKCRhcHAtcHJpbWFyeSwgNTApO1xyXG4gICAg
fVxyXG4gICAgJjpob3ZlcixcclxuICAgICY6Zm9jdXMge1xyXG4gICAgICAgID4ubWF0LWxpc3QtaXRlbTpub3Q
oLmV4cGFuZGVkKSB7XHJcbiAgICAgICAgICAgIGJhY2tncm91bmQtY29sb3I6IG1hdC1jb2xvcigkYXBwLXBy
aW1hcnksIDEwMCkgIWltcG9ydGFudDtcclxuICAgICAgICB9XHJcbiAgICB9XHJcbn1cclxuXHJcbi5tYXQtbGlz
dC1pdGVtIHtcclxuICAgIGRpc3BsYXk6IGZsZXg7XHJcbiAgICB3aWR0aDogYXV0bztcclxuICAgIC5yb3V0ZUlj
b24ge1xyXG4gICAgICAgIG1hcmdpbi1yaWdodDogNDBweDtcclxuICAgIH1cclxufSJdfQ== */\"","import {
Component, HostBinding, Input, OnInit, AfterViewInit, Output, EventEmitter } from '@angular/core';\r\nimport {
NgxNavService } from '../utils/nav.service';\r\nimport { animate, state, style, transition, trigger } from
'@angular/animations';\r\nimport { NgxMaterialDrawerEventEmitter } from '../utils/mat-event-
emitter.service';\r\n\r\n@Component({\r\n selector: 'app-nav-list-item',\r\n templateUrl: './nav-list-
item.component.html',\r\n styleUrls: ['./nav-list-item.component.scss'],\r\n animations: [\r\n
trigger('indicatorRotate', [\r\n   state('collapsed', style({ transform: 'rotate(0deg)' })),\r\n   state('expanded', style({
transform: 'rotate(180deg)' })),\r\n   transition('expanded <=> collapsed',\r\n   animate('225ms cubic-
bezier(0.4,0.0,0.2,1)')\r\n   ),\r\n   ])\r\n]\r\n})\r\nexport class NgxNavListItemComponent implements OnInit
{\r\n\r\n expanded: boolean;\r\n @HostBinding('attr.aria-expanded') ariaExpanded = this.expanded;\r\n @Input()
item: any;\r\n @Input() depth: number; \r\n constructor(public navService: NgxNavService,\r\n   public
matEventEmitterService:NgxMaterialDrawerEventEmitter) {\r\n   if (this.depth === undefined) {\r\n   this.depth
= 0;\r\n   }\r\n }\r\n\r\n ngOnInit() {\r\n   this.navService.currentUrl.subscribe((url: string) => {\r\n   if
(this.item.route && url) {\r\n   // console.log(`Checking '/${this.item.route}' against '${url}'`);\r\n
this.expanded = url.indexOf(`/${this.item.route}`) === 0;\r\n   this.ariaExpanded = this.expanded;\r\n   //
console.log(`${this.item.route} is expanded: ${this.expanded}`);\r\n   }\r\n   });\r\n }\r\n\r\n
onItemSelected(item: any) {\r\n   if (!item.children || !item.children.length) {\r\n   if (item.onClickClose) {\r\n
this.navService.closeNav();\r\n   }\r\n   this.matEventEmitterService.sideNavItemClick(item);\r\n   }\r\n   if
(item.children && item.children.length) {\r\n   this.expanded = !this.expanded;\r\n   if (this.expanded) {\r\n
this.matEventEmitterService.sideNavItemExpanded(item);\r\n   } else {\r\n
this.matEventEmitterService.sideNavItemCollapsed(item);\r\n   }\r\n   }\r\n }\r\n}\r\n","module.exports =
\"<mat-toolbar\\r\\n   color=\\\"primary\\\"\\r\\n   class=\\\"mat-elevation-z1 ngx-material-toolbar\\\"\\r\\n>\\r\\n
<ng-container *ngIf=\\\"!isSearchActive\\\">\\r\\n\\r\\n\\r\\n\\r\\n\\r\\n\\r\\n   <!-- DrawerToggle menu -->\\r\\n
<button\\r\\n   class=\\\"btn-toggle\\\"\\r\\n   mat-icon-button\\r\\n   id=\\\"menu\\\"\\r\\n
(click)=\\\"navService.toggleNav()\\\"\\r\\n   >\\r\\n   <!-- <mat-icon>{{config?.toggleIcon ?
config.toggleIcon : 'menu'}}</mat-icon> -->\\r\\n   <div\\r\\n   class=\\\"wrapper-menu\\\"\\r\\n
[ngClass]=\\\"isDrawerOpened ? 'open' : 'close'\\\"\\r\\n   >\\r\\n   <div class=\\\"line-menu half

start\\\"> \\r\\n <div class=\\\"line-menu\\\"> \\r\\n <div class=\\\"line-menu half end\\\"> \\r\\n \\r\\n </button>\\r\\n \\r\\n {{config?.appName ? config.appName : 'Default name'}}\\r\\n \\r\\n <!-- Right Menu -->\\r\\n <span class=\\\"toolbar-spacer\\\">\\r\\n <div\\r\\n class=\\\"right-nav\\\"\\r\\n [ngStyle]=\\\"config?.rightMenus?.style? config?.rightMenus.style : "\\\"\\r\\n >\\r\\n <button\\r\\n *ngIf=\\\"config?.search?.isEnable\\\"\\r\\n mat-button\\r\\n mat-icon-button\\r\\n (click)=\\\"toggleSearchBar()\\\"\\r\\n >\\r\\n <mat-icon>search</mat-icon>\\r\\n </button>\\r\\n <ng-container *ngIf=\\\"config?.rightMenus?.data\\\">\\r\\n <span *ngFor=\\\"let item of config?.rightMenus?.data\\\">\\r\\n <!-- Handle branch node buttons here -->\\r\\n <span *ngIf=\\\"item.children && item.children.length > 0\\\">\\r\\n <button\\r\\n *ngIf=\\\"item.displayName?.trim()\\\"\\r\\n [ngStyle]=\\\"item?.style? item.style : "\\\"\\r\\n mat-button\\r\\n [matMenuTriggerFor]=\\\"menu.childMenu\\\"\\r\\n [disabled]=\\\"item.disabled\\\"\\r\\n >\\r\\n <mat-icon>{{item.iconName}}</mat-icon>\\r\\n {{item.displayName}}\\r\\n </button>\\r\\n <button\\r\\n *ngIf=\\\"!item?.displayName?.trim()\\\"\\r\\n [ngStyle]=\\\"item?.style? item.style : "\\\"\\r\\n mat-icon-button\\r\\n [matMenuTriggerFor]=\\\"menu.childMenu\\\"\\r\\n [disabled]=\\\"item.disabled\\\"\\r\\n >\\r\\n <mat-icon>{{item.iconName}}</mat-icon>\\r\\n </button>\\r\\n <app-menu-list-item\\r\\n #menu\\r\\n [menus]=\\\"item.children\\\"\\r\\n ></app-menu-list-item>\\r\\n \\r\\n <!-- Leaf node buttons here -->\\r\\n <span *ngIf=\\\"!item.children || item.children.length === 0\\\">\\r\\n <button\\r\\n *ngIf=\\\"item.displayName?.trim()\\\"\\r\\n [ngStyle]=\\\"item?.style? item.style : "\\\"\\r\\n mat-button\\r\\n (click)=\\\"onItemSelected(item)\\\"\\r\\n [disabled]=\\\"item.disabled\\\"\\r\\n >\\r\\n <mat-icon>{{item.iconName}}</mat-icon>\\r\\n {{item.displayName}}\\r\\n </button>\\r\\n <button\\r\\n *ngIf=\\\"!item?.displayName?.trim()\\\"\\r\\n [ngStyle]=\\\"item?.style? item.style : "\\\"\\r\\n mat-icon-button\\r\\n (click)=\\\"onItemSelected(item)\\\"\\r\\n [disabled]=\\\"item.disabled\\\"\\r\\n >\\r\\n <mat-icon>{{item.iconName}}</mat-icon>\\r\\n </button>\\r\\n \\r\\n \\r\\n </ng-container>\\r\\n\\r\\n\\r\\n\\r\\n\\r\\n\\r\\n\\r\\n \\r\\n </ng-container>\\r\\n <ng-container *ngIf=\\\"isSearchActive\\\">\\r\\n <div\\r\\n class=\\\"searchBarMain\\\"\\r\\n [ngStyle]=\\\"config?.search?.style ? config?.search?.style : "\\\"\\r\\n [@enterAnimation]\\r\\n >\\r\\n <i\\r\\n (click)=\\\"toggleSearchBar()\\\"\\r\\n class=\\\"material-icons searchBarSearchIcon\\\"\\r\\n >\\r\\n {{config?.search?.backIcon ? config?.search?.backIcon : 'arrow_back'}}\\r\\n </i>\\r\\n <input\\r\\n type=\\\"text\\\"\\r\\n #ngxSearchBox\\r\\n name=\\\"header-search\\\"\\r\\n [(ngModel)]=\\\"searchValue\\\"\\r\\n class=\\\"searchBarInput\\\"\\r\\n (input)=\\\"onSearchValueChange($event)\\\"\\r\\n (focus)=\\\"onSerachFocusIn($event)\\\"\\r\\n (focusout)=\\\"onSerachFocusOut($event)\\\"\\r\\n [placeholder]=\\\"config?.search?.placeHolder ? config?.search?.placeHolder : 'Search, discover, explore...'\\\"\\r\\n >\\r\\n <i\\r\\n *ngIf=\\\"searchValue.length\\\"\\r\\n (click)=\\\"searchValue = "\\\"\\r\\n class=\\\"material-icons clearSearchBarField\\\"\\r\\n >\\r\\n {{config?.search?.clearIcon ? config?.search?.clearIcon : 'clear'}}\\r\\n </i>\\r\\n \\r\\n </ng-container>\\r\\n</mat-toolbar>\\r\\n\""," module.exports = \".ngx-material-toolbar .wrapper-menu {\\n width: 40px;\\n height: 25px;\\n display: flex;\\n flex-direction: column;\\n justify-content: space-between;\\n cursor: pointer;\\n transition: -webkit-transform 330ms ease-out;\\n transition: transform 330ms ease-out;\\n transition: transform 330ms ease-out, -webkit-transform 330ms ease-out; }\\n\\n.ngx-material-toolbar .wrapper-menu.open {\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg); }\\n\\n.ngx-material-toolbar .line-menu {\\n background-color: #fff;\\n border-radius: 5px;\\n width: 100%;\\n height: 4px; }\\n\\n.ngx-material-toolbar .line-

menu.half {\\n width: 50%; }\\n\\n.ngx-material-toolbar .line-menu.start {\\n transition: -webkit-transform 330ms cubic-bezier(0.54, -0.81, 0.57, 0.57);\\n transition: transform 330ms cubic-bezier(0.54, -0.81, 0.57, 0.57);\\n transition: transform 330ms cubic-bezier(0.54, -0.81, 0.57, 0.57), -webkit-transform 330ms cubic-bezier(0.54, -0.81, 0.57, 0.57);\\n -webkit-transform-origin: right;\\n transform-origin: right; }\\n\\n.ngx-material-toolbar .open .line-menu.start {\\n -webkit-transform: rotate(-90deg) translateX(3px);\\n transform: rotate(-90deg) translateX(3px); }\\n\\n.ngx-material-toolbar .line-menu.end {\\n align-self: flex-end;\\n transition: -webkit-transform 330ms cubic-bezier(0.54, -0.81, 0.57, 0.57);\\n transition: transform 330ms cubic-bezier(0.54, -0.81, 0.57, 0.57);\\n transition: transform 330ms cubic-bezier(0.54, -0.81, 0.57, 0.57), -webkit-transform 330ms cubic-bezier(0.54, -0.81, 0.57, 0.57);\\n -webkit-transform-origin: left;\\n transform-origin: left; }\\n\\n.ngx-material-toolbar .open .line-menu.end {\\n -webkit-transform: rotate(-90deg) translateX(-3px);\\n transform: rotate(-90deg) translateX(-3px); }\\n\\n.ngx-material-toolbar .btn-toggle {\\n margin-right: 5px; }\\n\\n.ngx-material-toolbar .toolbar-spacer {\\n flex: 1 1 auto; }\\n\\n.ngx-material-toolbar .right-nav {\\n display: flex; }\\n\\n.ngx-material-toolbar .searchBarMain {\\n background: #fff;\\n width: 90%;\\n margin: 0 auto;\\n height: 42px;\\n margin-top: 11px;\\n border-radius: 2px;\\n box-shadow: 0 1px 8px 0 rgba(0, 0, 0, 0.14);\\n position: fixed;\\n left: 0;\\n right: 0;\\n top: 0; }\\n\\n.ngx-material-toolbar .searchBarMain i.searchBarSearchIcon {\\n height: 100%;\\n line-height: 42px;\\n float: left;\\n width: 52px;\\n cursor: pointer;\\n text-align: center;\\n color: rgba(68, 68, 68, 0.5); }\\n\\n.ngx-material-toolbar .searchBarMain input.searchBarInput {\\n height: 42px;\\n padding: 0;\\n margin: 0;\\n border: 0;\\n box-sizing: border-box;\\n background: transparent;\\n width: calc(100% - 52px);\\n outline: none;\\n padding-right: 32px;\\n font-size: 16px;\\n color: rgba(0, 0, 0, 0.76);\\n font-weight: 400;\\n font-family: 'Roboto', sans-serif; }\\n\\n.ngx-material-toolbar .searchBarMain i.clearSearchBarField {\\n position: absolute;\\n right: 12px;\\n top: 11px;\\n color: rgba(0, 0, 0, 0.84);\\n font-size: 20px;\\n cursor: pointer; }\\n\\n/*#
sourceMappingURL=data:application/jsonbase64,eyJ2ZXJzaW9uIjozLCJzb3VyY2VzIjpbInByb2plY3RzL25neC1
tYXRlcmlhbC1kcmF3ZXIvc3JjL2xpYi9hcHAvdG9wLW5hdi9EOlxcUE9DXFxBbmd1bGFyTWF0ZXJpYWxEcm
F3ZXJcXG5neC1tYXRlcmlhbC1kcmF3ZXIvcHJvamVjdHNcXG5neC1tYXRlcmlhbC1kcmF3ZXJcXHNyY1xcbG
liXFxhcHBcXHRvcC1uYXZcXHRvcC1uYXYuY29tcG9uZW50LnNjc3MiXSwibmFtZXMiOltdLCJtYXBwaW5n
cyI6IkFBQUM7RUFHUSxXQUFXO0VBQ1gsWUFBWTtFQUNaLGFBQWE7RUFDYixzQkFBc0I7RUFDdEIsO
EJBQThCO0VBQzlCLGVBQWU7RUFDZiw0Q0FBb0M7RUFBcEMsb0NBQW9DO0VBQXBDLHNFQUFvQyx
FQUFBOztBQVQ1QztFQWFXLGlDQUF5QjtVQUF6Qix5QkFBeUIsRUFBQTs7QUFicEM7RUFpQlcsc0JBQXN
CO0VBQ3RCLGtCQUFrBQUNsQixXQUFXO0VBQ1gsV0FBVyxFQUFBOztBQXBCdEI7RUE3QmUsUVUFB
VSxFQUFBOztBQXhCekI7RUE0QmUseUVBQWlFO0VBQWpFLGlFQUFpRTtFQUFqRSxnSUFBaUU7RUFDa
kUsK0JBQXVCO1VBQXZCLHVCQUF1QixFQUFBOztBQTdCdEM7RUFpQ2UsaURBQXlDO1VBQXpDLHlDLHlD
QUF5QyxFQUFBOztBQWpDeEQ7RUFxQ1csb0JBQW9CO0VBQ3BCLHlFQUFpRUFBaU7R
UFBakUsZ0lBQWlFO0VBQ2pFLDhCQUFzZjtVQUF0QixxZkFBc0IsRUFBQTs7QUF2Q2pDO0VBMkNXLGtE
QUEwQztVQUExQywwQ0FBMEMsRUFBQTs7QUEzQ3JEO0VBK0NlQ0NXLGlCQUFpQixxQkFBaU7I
RUFtRGUsY0FBYyxFQUFBOztBQW5EN0I7RUF1RFcsYUFBYSxxQkFBaUI7RUFDZXpQUsaURBQXlDO1VBQXzDO1VBQXpDLHlDLHlD
QUF5QyxFQUFBOztBQWpDeEQ7RUFxQ1csb0JBQW9CO0VBQ3pFUUsUUFBUTtFQUNSLE1BQU0sRU
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clxuICAgICAgICB9XHJcblxyXG4gICAgfSJdfQ== */\""," import { Component, OnInit, Input, ViewChild,
ElementRef } from '@angular/core';\r\nimport { NgxNavService } from '../utils/nav.service';\r\nimport {

NgxMaterialDrawerEventEmitter } from '../utils/mat-event-emitter.service';\r\nimport { trigger, style, animate, transition } from '@angular/animations';\r\n\r\n\r\n@Component({\r\n selector: 'app-top-nav',\r\n templateUrl: './top-nav.component.html',\r\n styleUrls: ['./top-nav.component.scss'],\r\n animations: [\r\n   trigger(\r\n 'enterAnimation', [\r\n   transition(':enter', [\r\n   style({ transform: 'translateX(100%)', opacity: 0 }),\r\n animate('500ms', style({ transform: 'translateX(0)', opacity: 1 }))\r\n   ]),\r\n   transition(':leave', [\r\n style({ transform: 'translateX(0)', opacity: 1 }),\r\n   animate('500ms', style({ transform: 'translateX(100%)', opacity: 0 }))\r\n   ])\r\n   ]\r\n   )\r\n],\r\n})\r\nexport class NgxTopNavComponent implements OnInit {\r\n @ViewChild(\"ngxSearchBox\") ngxSearchBox: ElementRef;\r\n @Input() config: any;\r\n constructor(public matEventEmitterService: NgxMaterialDrawerEventEmitter, public navService: NgxNavService) { }\r\n public isDrawerOpened;\r\n public isSearchActive: boolean;\r\n public searchValue: string = \"hello\";\r\n\r\n ngOnInit() {\r\n }\r\n\r\n ngAfterViewInit() {\r\n   this.matEventEmitterService.onNavStateChange.subscribe((flag: any) => {\r\n   this.isDrawerOpened = flag.isOpened;\r\n   })\r\n this.matEventEmitterService.onSideNavClosed.subscribe((flag: any) => {\r\n   this.isDrawerOpened = flag.isOpened;\r\n   })\r\n   this.matEventEmitterService.onSideNavClosed.subscribe((flag: any) => {\r\n this.isDrawerOpened = flag.isOpened;\r\n   })\r\n }\r\n\r\n public onItemSelected(item: any) {\r\n   if (!item.children || !item.children.length) {\r\n   this.matEventEmitterService.menuItemClick(item);\r\n   }\r\n }\r\n\r\n public toggleSearchBar() {\r\n   this.isSearchActive = !this.isSearchActive;\r\n }\r\n\r\n public onSearchValueChange(event) {\r\n   let searchObject = {\r\n   value: this.searchValue,\r\n   inputRef: this.ngxSearchBox\r\n   }\r\n   this.matEventEmitterService.searchValueChange(searchObject);\r\n }\r\n\r\n public onSerachFocusIn(event) {\r\n   let searchObject = {\r\n   value: this.searchValue,\r\n   inputRef: this.ngxSearchBox\r\n   }\r\n   this.matEventEmitterService.serachFocusIn(searchObject);\r\n }\r\n\r\n public onSerachFocusOut(event) {\r\n   let searchObject = {\r\n   value: this.searchValue,\r\n   inputRef: this.ngxSearchBox\r\n   }\r\n   this.matEventEmitterService.serachFocusOut(searchObject);\r\n }\r\n}","import { Injectable, EventEmitter, ElementRef } from '@angular/core';\r\nimport { Subject, ReplaySubject } from 'rxjs';\r\n\r\n@Injectable({\r\n providedIn: 'root'\r\n})\r\nexport class NgxMaterialDrawerEventEmitter {\r\n\r\n public onMatDrawerInit = new Subject();\r\n public onMatDrawerAfterViewInit = new Subject();\r\n public onNavStateChange = new Subject();\r\n public onDataChange = new ReplaySubject(1);\r\n public onSideNavOpen = new Subject();\r\n public onSideNavClosed = new Subject();\r\n public onMinVarientChange = new Subject();\r\n public onSideNavItemClick = new Subject();\r\n public onSideNavItemExpanded = new Subject();\r\n public onSideNavItemCollapsed = new Subject();\r\n public onMenuItemClick = new Subject();\r\n public onMenuItemExpanded = new Subject();\r\n public onMenuItemCollapsed = new Subject();\r\n public onSearchValueChange = new Subject();\r\n public onSerachFocusIn = new Subject();\r\n public onSerachFocusOut = new Subject();\r\n\r\n constructor() { }\r\n /**\r\n   * Material drawer Main component life cycle\r\n   * @param event json\r\n   */\r\n public matDrawerInit(event) {\r\n this.onMatDrawerInit.next(event);\r\n\r\n }\r\n /**\r\n   * Material drawer Main component life cycle\r\n   * @param event json\r\n   */\r\n public matDrawerAfterViewInit(event) {\r\n this.onMatDrawerAfterViewInit.next(event);\r\n\r\n }\r\n /**\r\n   * using on side nav toggle\r\n   * @param event json\r\n   */\r\n public navStateChange(event) {\r\n   this.onNavStateChange.next(event);\r\n\r\n }\r\n\r\n /**\r\n   * On Search value change\r\n   * @param searchObject containing value and input search object\r\n   */\r\n public searchValueChange(searchObject: { value: string; inputRef: ElementRef<any>; }): any {\r\n this.onSearchValueChange.next(searchObject);\r\n }\r\n\r\n /**\r\n   * On Search focusin\r\n   * @param searchObject containing value and input search object\r\n   */\r\n public serachFocusIn(searchObject: { value: string; inputRef: ElementRef<any>; }): any {\r\n   this.onSerachFocusIn.next(searchObject);\r\n }\r\n\r\n /**\r\n   * On Search focusout\r\n   * @param searchObject containing value and input search object\r\n   */\r\n public serachFocusOut(searchObject: { value: string; inputRef: ElementRef<any>; }): any {\r\n this.onSerachFocusOut.next(searchObject);\r\n }\r\n\r\n /**\r\n   * on data chamge\r\n   * @param event new json\r\n   */\r\n public dataChange(event) {\r\n   this.onDataChange.next(event);\r\n\r\n }\r\n\r\n /**\r\n   * using on side nav open\r\n   * @param event json\r\n   */\r\n public sideNavOpen(event) {\r\n

this.onSideNavOpen.next(event);\r\n\r\n }\r\n\r\n /**\r\n   * using on side nav closed\r\n   * @param event json\r\n
*/\r\n public sideNavClosed(event) {\r\n   this.onSideNavClosed.next(event);\r\n\r\n }\r\n\r\n /**\r\n   * Not using
currently\r\n   * @param event json\r\n   */\r\n public minVarientChange(event) {\r\n
this.onMinVarientChange.next(event);\r\n\r\n }\r\n /**\r\n   * using in side nav item\r\n   * @param event json\r\n
*/\r\n public sideNavItemClick(event) {\r\n   this.onSideNavItemClick.next(event);\r\n\r\n }\r\n /**\r\n   * using
in side nav item\r\n   * @param event json\r\n   */\r\n public sideNavItemExpanded(event) {\r\n
this.onSideNavItemExpanded.next(event);\r\n\r\n }\r\n /**\r\n   * using in side nav item\r\n   * @param event
json\r\n   */\r\n public sideNavItemCollapsed(event) {\r\n   this.onSideNavItemCollapsed.next(event);\r\n\r\n }\r\n
/**\r\n   * using in toolbar menu\r\n   * @param event json\r\n   */\r\n public menuItemClick(event) {\r\n
this.onMenuItemClick.next(event);\r\n\r\n }\r\n /**\r\n   * using in toolbar menu\r\n   * @param event json\r\n
*/\r\n public menuItemExpanded(event) {\r\n   this.onMenuItemExpanded.next(event);\r\n\r\n }\r\n /**\r\n   *
using in toolbar menu\r\n   * @param event json\r\n   */\r\n public menuItemCollapsed(event) {\r\n
this.onMenuItemCollapsed.next(event);\r\n\r\n }\r\n}\r\n","import { EventEmitter, Injectable } from
'@angular/core';\r\nimport { BehaviorSubject } from 'rxjs';\r\nimport { NgxMaterialDrawerEventEmitter } from
'./mat-event-emitter.service';\r\n@Injectable({\r\n providedIn: 'root'\r\n})\r\nexport class NgxNavService {\r\n
public appDrawer: any;\r\n public isMiniVarient: any;\r\n public isOpened: boolean;\r\n public currentUrl = new
BehaviorSubject<string>(undefined);\r\n public isDrawerOpened = false;\r\n constructor(\r\n   public
matEventEmitterService: NgxMaterialDrawerEventEmitter,\r\n) {\r\n }\r\n public closeNav() {\r\n   if
(!this.isMiniVarient) {\r\n   this.appDrawer.close();\r\n   }\r\n   this.isOpened = false;\r\n
this.matEventEmitterService.sideNavClosed(this.getData(this.isOpened));\r\n }\r\n\r\n public openNav() {\r\n   if
(!this.isMiniVarient) {\r\n   this.appDrawer.open();\r\n   }\r\n   this.isOpened = true;\r\n
this.matEventEmitterService.sideNavOpen(this.getData(this.isOpened));\r\n }\r\n \r\n public toggleNav() {\r\n   if
(!this.isMiniVarient) {\r\n   this.appDrawer.toggle();\r\n   }\r\n   this.isOpened = !this.isOpened;\r\n
if(this.isOpened){\r\n   this.matEventEmitterService.sideNavOpen(this.getData(this.isOpened));\r\n   }else{\r\n
this.matEventEmitterService.sideNavClosed(this.getData(this.isOpened));\r\n   }\r\n
this.matEventEmitterService.navStateChange(this.getData(this.isOpened));\r\n }\r\n\r\n getData(b): object {\r\n
return {\r\n   drawer: this.appDrawer,\r\n   isOpened: b\r\n   }\r\n }\r\n}\r\n","/*\r\n * Public API Surface of
ngx-material-drawer\r\n */\r\n\r\nexport * from './lib/app/material-drawer/material-drawer.component'\r\nexport *
from './lib/app/matrial-drawer.module'\r\nexport * from './lib/app/utils/mat-event-emitter.service'\r\n","function
webpackEmptyAsyncContext(req) {\n\t// Here Promise.resolve().then() is used instead of new Promise() to
prevent\n\t// uncaught exception popping up in devtools\n\treturn Promise.resolve().then(function() {\n\t\tvar e =
new Error(\"Cannot find module '\" + req + \"'\");\n\t\te.code = 'MODULE_NOT_FOUND';\n\t\tthrow
e;\n\t});\n}\nwebpackEmptyAsyncContext.keys = function() { return []; };\nwebpackEmptyAsyncContext.resolve =
webpackEmptyAsyncContext;\nmodule.exports = webpackEmptyAsyncContext;\nwebpackEmptyAsyncContext.id
= \"./src/$$_lazy_route_resource lazy recursive\";","module.exports = \"<ngx-material-drawer\\r\\n
(onMatDrawerInit)=\\\"onMatDrawerInit($event)\\\"\\r\\n
(onMatDrawerAfterViewInit)=\\\"onMatDrawerAfterViewInit($event)\\\"\\r\\n
(onNavStateChange)=\\\"onNavStateChange($event)\\\"\\r\\n   (onDataChange)=\\\"onDataChange($event)\\\"\\r\\n
 (onSideNavOpen)=\\\"onSideNavOpen($event)\\\"\\r\\n
(onSideNavClosed)=\\\"onSideNavClosed($event)\\\"\\r\\n
(onMinVarientChange)=\\\"onMinVarientChange($event)\\\"\\r\\n
(onSideNavItemClick)=\\\"onSideNavItemClick($event)\\\"\\r\\n
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(onSideNavItemCollapsed)=\\\"onSideNavItemCollapsed($event)\\\"\\r\\n
(onMenuItemClick)=\\\"onMenuItemClick($event)\\\"\\r\\n
(onSerachValueChange)=\\\"onSerachValueChange($event)\\\"\\r\\n
(onSerachFocusIn)=\\\"onSerachFocusIn($event)\\\"\\r\\n
(onSerachFocusOut)=\\\"onSerachFocusOut($event)\\\"\\r\\n   [data]=\\\"jsonData\\\"\\r\\n>\\r\\n   <app-first></app-

first>\\r\\n</ngx-material-drawer>\\r\\n\"","import { Component, ViewChild, ElementRef, ViewEncapsulation, AfterViewInit, Input, Output, OnInit } from '@angular/core';\r\nlet content = require('../drawer-config.json');\r\n\r\n@Component({\r\n selector: 'angular-material-drawer',\r\n templateUrl: 'app.component.html',\r\n encapsulation: ViewEncapsulation.None\r\n})\r\nexport class AppComponent implements OnInit {\r\n public jsonData: any;\r\n\r\n constructor() {\r\n }\r\n\r\n ngOnInit() {\r\n   this.jsonData = content;\r\n }\r\n\r\n public onMatDrawerInit(event) {\r\n   console.log(\"onMatDrawerInit\", event);\r\n\r\n }\r\n public onMatDrawerAfterViewInit(event) {\r\n   console.log(\"onMatDrawerAfterViewInit\", event);\r\n\r\n }\r\n public onNavStateChange(event) {\r\n   console.log(\"onNavStateChange\", event);\r\n\r\n }\r\n public onDataChange(event) {\r\n   console.log(\"onDataChange\", event);\r\n\r\n }\r\n public onSideNavOpen(event) {\r\n   console.log(\"onSideNavOpen\", event);\r\n\r\n }\r\n public onSideNavClosed(event) {\r\n   console.log(\"onSideNavClosed\", event);\r\n\r\n }\r\n public onMinVarientChange(event) {\r\n   console.log(\"onMinVarientChange\", event);\r\n\r\n }\r\n public onSideNavItemClick(event) {\r\n   console.log(\"onSideNavItemClick\", event);\r\n\r\n }\r\n public onSideNavItemExpanded(event) {\r\n   console.log(\"onSideNavItemExpanded\", event);\r\n\r\n }\r\n public onSideNavItemCollapsed(event) {\r\n   console.log(\"onSideNavItemCollapsed\", event);\r\n\r\n }\r\n public onMenuItemClick(event) {\r\n   console.log(\"onMenuItemClick\", event);\r\n }\r\n public onSerachValueChange(event) {\r\n   console.log(\"onSerachValueChange\", event);\r\n }\r\n\r\n public onSerachFocusIn(event) {\r\n   console.log(\"onSerachFocusin\", event);\r\n }\r\n public onSerachFocusOut(event) {\r\n   console.log(\"onSerachFocusOut\", event);\r\n }\r\n}\r\n","module.exports = \"<div class=\\\"container\\\">\\r\\n <h3 style=\\\"text-transform: uppercase\\\">\\r\\n   Create Enterprise UIs that your users will love\\r\\n </h3>\\r\\n <json-editor style=\\\"height: 700px;\\\" [options]=\\\"editorOptions\\\" [data]=\\\"navData\\\" (change)=\\\"getData($event)\\\"></json-editor>\\r\\n \"","module.exports = \"div.jsoneditor .jsoneditor-search input{height:auto;border:inherit}div.jsoneditor .jsoneditor-search input:focus{border:none!important;box-shadow:none!important}div.jsoneditor table{border-collapse:collapse;width:auto}div.jsoneditor td,div.jsoneditor th{padding:0;display:table-cell;text-align:left;vertical-align:inherit;border-radius:inherit}div.jsoneditor-field,div.jsoneditor-readonly,div.jsoneditor-value{border:1px solid transparent;min-height:16px;min-width:32px;padding:2px;margin:1px;word-wrap:break-word;float:left}div.jsoneditor-field p,div.jsoneditor-value p{margin:0}div.jsoneditor-value{word-break:break-word}div.jsoneditor-readonly{min-width:16px;color:grey}div.jsoneditor-empty{border-color:#d3d3d3;border-style:dashed;border-radius:2px}div.jsoneditor-field.jsoneditor-empty::after,div.jsoneditor-value.jsoneditor-empty::after{pointer-events:none;color:#d3d3d3;font-size:8pt}div.jsoneditor-field.jsoneditor-empty::after{content:\\\"field\\\"}div.jsoneditor-value.jsoneditor-empty::after{content:\\\"value\\\"}a.jsoneditor-value.jsoneditor-url,div.jsoneditor-value.jsoneditor-url{color:green;text-decoration:underline}a.jsoneditor-value.jsoneditor-url{display:inline-block;padding:2px;margin:2px}a.jsoneditor-value.jsoneditor-url:focus,a.jsoneditor-value.jsoneditor-url:hover{color:#ee422e}div.jsoneditor td.jsoneditor-separator{padding:3px 0;vertical-align:top;color:grey}div.jsoneditor-field.jsoneditor-highlight,div.jsoneditor-field[contenteditable=true]:focus,div.jsoneditor-field[contenteditable=true]:hover,div.jsoneditor-value.jsoneditor-highlight,div.jsoneditor-value[contenteditable=true]:focus,div.jsoneditor-value[contenteditable=true]:hover{background-color:#ffffab;border:1px solid #ff0;border-radius:2px}div.jsoneditor-field.jsoneditor-highlight-active,div.jsoneditor-field.jsoneditor-highlight-active:focus,div.jsoneditor-field.jsoneditor-highlight-active:hover,div.jsoneditor-value.jsoneditor-highlight-active,div.jsoneditor-value.jsoneditor-highlight-active:focus,div.jsoneditor-value.jsoneditor-highlight-active:hover{background-color:#fe0;border:1px solid #ffc700;border-radius:2px}div.jsoneditor-value.jsoneditor-string{color:green}div.jsoneditor-value.jsoneditor-array,div.jsoneditor-value.jsoneditor-object{min-width:16px;color:grey}div.jsoneditor-value.jsoneditor-number{color:#ee422e}div.jsoneditor-value.jsoneditor-boolean{color:#ff8c00}div.jsoneditor-value.jsoneditor-null{color:#004ed0}div.jsoneditor-value.jsoneditor-invalid{color:#000}div.jsoneditor-tree button.jsoneditor-button{width:24px;height:24px;padding:0;margin:0;border:none;cursor:pointer;background:transparent

url('jsoneditor-icons.svg')}div.jsoneditor-mode-form tr.jsoneditor-expandable td.jsoneditor-tree,div.jsoneditor-mode-view tr.jsoneditor-expandable td.jsoneditor-tree{cursor:pointer}div.jsoneditor-tree button.jsoneditor-collapsed{background-position:0 -48px}div.jsoneditor-tree button.jsoneditor-expanded{background-position:0 -72px}div.jsoneditor-tree button.jsoneditor-contextmenu{background-position:-48px -72px}div.jsoneditor-tree button.jsoneditor-contextmenu.jsoneditor-selected,div.jsoneditor-tree button.jsoneditor-contextmenu:focus,div.jsoneditor-tree button.jsoneditor-contextmenu:hover,tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-contextmenu{background-position:-48px -48px}div.jsoneditor-tree :focus{outline:0}div.jsoneditor-tree button.jsoneditor-button:focus{background-color:#f5f5f5;outline:#e5e5e5 solid 1px}div.jsoneditor-tree button.jsoneditor-invisible{visibility:hidden;background:0 0}div.jsoneditor-tree div.jsoneditor-show-more{display:inline-block;padding:3px 4px;margin:2px 0;background-color:#e5e5e5;border-radius:3px;color:grey;font-family:arial,sans-serif;font-size:10pt}div.jsoneditor-tree div.jsoneditor-show-more a{display:inline-block;color:grey}div.jsoneditor-tree div.jsoneditor-show-more a:focus,div.jsoneditor-tree div.jsoneditor-show-more a:hover{color:#ee422e}div.jsoneditor-tree div.jsoneditor-color{display:inline-block;width:12px;height:12px;margin:4px;border:1px solid grey;cursor:pointer}div.jsoneditor div.jsoneditor-anchor .picker_wrapper.popup.popup_bottom{top:28px;left:-10px}div.jsoneditor-tree div.jsoneditor-date{background:#a1a1a1;color:#fff;font-family:arial,sans-serif;border-radius:3px;display:inline-block;padding:3px;margin:0 3px}div.jsoneditor{color:#1a1a1a;border:thin solid #3883fa;box-sizing:border-box;width:100%;height:100%;position:relative;padding:0;line-height:100%}div.jsoneditor-tree table.jsoneditor-tree{border-collapse:collapse;border-spacing:0;width:100%}div.jsoneditor-tree div.jsoneditor-tree-inner{padding-bottom:300px}div.jsoneditor-outer{position:static;width:100%;height:100%;margin:0;padding:0;box-sizing:border-box}div.jsoneditor-outer.has-nav-bar{margin-top:-26px;padding-top:26px}div.jsoneditor-outer.has-status-bar{margin-bottom:-26px;padding-bottom:26px}div.jsoneditor-outer.has-main-menu-bar{margin-top:-35px;padding-top:35px}div.jsoneditor-outer.has-nav-bar.has-main-menu-bar{margin-top:-61px;padding-top:61px}.ace-jsoneditor,textarea.jsoneditor-text{min-height:150px}div.jsoneditor-tree{width:100%;height:100%;position:relative;overflow:auto}textarea.jsoneditor-text{width:100%;height:100%;margin:0;box-sizing:border-box;outline-width:0;border:none;background-color:#fff;resize:none}tr.jsoneditor-highlight,tr.jsoneditor-selected{background-color:#d3d3d3}tr.jsoneditor-selected button.jsoneditor-contextmenu,tr.jsoneditor-selected button.jsoneditor-dragarea{visibility:hidden}tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-contextmenu,tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-dragarea{visibility:visible}div.jsoneditor-tree button.jsoneditor-dragarea{background:url('jsoneditor-icons.svg') -72px -72px;cursor:move}div.jsoneditor-tree button.jsoneditor-dragarea:focus,div.jsoneditor-tree button.jsoneditor-dragarea:hover,tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-dragarea{background-position:-72px -48px}div.jsoneditor td,div.jsoneditor th,div.jsoneditor tr{padding:0;margin:0}div.jsoneditor td{vertical-align:top}div.jsoneditor td.jsoneditor-tree{vertical-align:top}.jsoneditor-schema-error,div.jsoneditor td,div.jsoneditor textarea,div.jsoneditor th,div.jsoneditor-field,div.jsoneditor-value{font-family:\\\"dejavu sans mono\\\",\\\"droid sans mono\\\",consolas,monaco,\\\"lucida console\\\",\\\"courier new\\\",courier,monospace,sans-serif;font-size:10pt;color:#1a1a1a}.jsoneditor-schema-error{cursor:default;display:inline-block;height:24px;line-height:24px;position:relative;text-align:center;width:24px}div.jsoneditor-tree .jsoneditor-button.jsoneditor-schema-error{width:24px;height:24px;padding:0;margin:0 4px 0 0;background:url('jsoneditor-icons.svg') -168px -48px}.jsoneditor-text-errors tr.jump-to-line:hover{text-decoration:underline;cursor:pointer}.jsoneditor-schema-error .jsoneditor-popover{background-color:#4c4c4c;border-radius:3px;box-shadow:0 0 5px rgba(0,0,0,.4);color:#fff;display:none;padding:7px 10px;position:absolute;width:200px;z-index:4}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-above{bottom:32px;left:-98px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-below{top:32px;left:-98px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-left{top:-7px;right:32px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-right{top:-7px;left:32px}.jsoneditor-schema-error .jsoneditor-popover:before{border-right:7px solid transparent;border-left:7px solid transparent;content:";display:block;left:50%;margin-left:-7px;position:absolute}.jsoneditor-schema-error

.jsoneditor-popover.jsoneditor-above:before{border-top:7px solid #4c4c4c;bottom:-7px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-below:before{border-bottom:7px solid #4c4c4c;top:-7px}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-left:before{border-left:7px solid #4c4c4c;border-top:7px solid transparent;border-bottom:7px solid transparent;content:'';top:19px;right:-14px;left:inherit;margin-left:inherit;margin-top:-7px;position:absolute}.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-right:before{border-right:7px solid #4c4c4c;border-top:7px solid transparent;border-bottom:7px solid transparent;content:'';top:19px;left:-14px;margin-left:inherit;margin-top:-7px;position:absolute}.jsoneditor-schema-error:focus .jsoneditor-popover,.jsoneditor-schema-error:hover .jsoneditor-popover{display:block;-webkit-animation:fade-in .3s linear 1,move-up .3s linear 1;-moz-animation:fade-in .3s linear 1,move-up .3s linear 1;-ms-animation:fade-in .3s linear 1,move-up .3s linear 1}@-webkit-keyframes fade-in{from{opacity:0}to{opacity:1}}.jsoneditor .jsoneditor-validation-errors-container{max-height:130px;overflow-y:auto}.jsoneditor .jsoneditor-additional-errors{position:absolute;margin:auto;bottom:31px;left:calc(50% - 92px);color:grey;background-color:#ebebeb;padding:7px 15px;border-radius:8px}.jsoneditor .jsoneditor-additional-errors.visible{visibility:visible;opacity:1;transition:opacity 2s linear}.jsoneditor .jsoneditor-additional-errors.hidden{visibility:hidden;opacity:0;transition:visibility 0s 2s,opacity 2s linear}.jsoneditor .jsoneditor-text-errors{width:100%;border-collapse:collapse;border-top:1px solid gold}.jsoneditor .jsoneditor-text-errors td{padding:3px 6px;vertical-align:middle}.jsoneditor .jsoneditor-text-errors tr{background-color:#ffef8b}.jsoneditor .jsoneditor-text-errors tr.parse-error{background-color:#ee2e2e70}.jsoneditor-text-errors .jsoneditor-schema-error{border:none;width:24px;height:24px;padding:0;margin:0 4px 0 0;cursor:pointer}.jsoneditor-text-errors tr .jsoneditor-schema-error{background:url('jsoneditor-icons.svg') -168px -48px}.jsoneditor-text-errors tr.parse-error .jsoneditor-schema-error{background:url('jsoneditor-icons.svg') -25px 0}.fadein{-webkit-animation:fadein .3s;animation:fadein .3s;-moz-animation:fadein .3s;-o-animation:fadein .3s}@-webkit-keyframes fadein{0%{opacity:0}100%{opacity:1}}@keyframes fadein{0%{opacity:0}100%{opacity:1}}div.jsoneditor-contextmenu-root{position:relative;width:0;height:0}div.jsoneditor-contextmenu{position:absolute;box-sizing:content-box;z-index:99999}div.jsoneditor-contextmenu li,div.jsoneditor-contextmenu ul{box-sizing:content-box;position:relative}div.jsoneditor-contextmenu ul{position:relative;left:0;top:0;width:128px;background:#fff;border:1px solid #d3d3d3;box-shadow:2px 2px 12px rgba(128,128,128,.3);list-style:none;margin:0;padding:0}div.jsoneditor-contextmenu ul li button{position:relative;padding:0 4px 0 0;margin:0;width:128px;height:auto;border:none;cursor:pointer;color:#4d4d4d;background:0 0;font-size:10pt;font-family:arial,sans-serif;box-sizing:border-box;text-align:left}div.jsoneditor-contextmenu ul li button::-moz-focus-inner{padding:0;border:0}div.jsoneditor-contextmenu ul li button:focus,div.jsoneditor-contextmenu ul li button:hover{color:#1a1a1a;background-color:#f5f5f5;outline:0}div.jsoneditor-contextmenu ul li button.jsoneditor-default{width:96px}div.jsoneditor-contextmenu ul li button.jsoneditor-expand{float:right;width:32px;height:24px;border-left:1px solid #e5e5e5}div.jsoneditor-contextmenu div.jsoneditor-icon{position:absolute;top:0;left:0;width:24px;height:24px;border:none;padding:0;margin:0;background-image:url('jsoneditor-icons.svg')}div.jsoneditor-contextmenu ul li ul div.jsoneditor-icon{margin-left:24px}div.jsoneditor-contextmenu div.jsoneditor-text{padding:4px 0 4px 24px;word-wrap:break-word}div.jsoneditor-contextmenu div.jsoneditor-text.jsoneditor-right-margin{padding-right:24px}div.jsoneditor-contextmenu ul li button div.jsoneditor-expand{position:absolute;top:0;right:0;width:24px;height:24px;padding:0;margin:0 4px 0 0;background:url('jsoneditor-icons.svg') 0 -72px}div.jsoneditor-contextmenu div.jsoneditor-separator{height:0;border-top:1px solid #e5e5e5;padding-top:5px;margin-top:5px}div.jsoneditor-contextmenu button.jsoneditor-remove>div.jsoneditor-icon{background-position:-24px 0}div.jsoneditor-contextmenu button.jsoneditor-append>div.jsoneditor-icon{background-position:0 0}div.jsoneditor-contextmenu button.jsoneditor-insert>div.jsoneditor-icon{background-position:0 0}div.jsoneditor-contextmenu button.jsoneditor-

duplicate>div.jsoneditor-icon{background-position:-48px 0}div.jsoneditor-contextmenu button.jsoneditor-sort-asc>div.jsoneditor-icon{background-position:-168px 0}div.jsoneditor-contextmenu button.jsoneditor-sort-desc>div.jsoneditor-icon{background-position:-192px 0}div.jsoneditor-contextmenu button.jsoneditor-transform>div.jsoneditor-icon{background-position:-216px 0}div.jsoneditor-contextmenu ul li button.jsoneditor-selected,div.jsoneditor-contextmenu ul li button.jsoneditor-selected:focus,div.jsoneditor-contextmenu ul li button.jsoneditor-selected:hover{color:#fff;background-color:#ee422e}div.jsoneditor-contextmenu ul li{overflow:hidden}div.jsoneditor-contextmenu ul li ul{display:none;position:relative;left:-10px;top:0;border:none;box-shadow:inset 0 0 10px rgba(128,128,128,.5);padding:0 10px;transition:all .3s ease-out}div.jsoneditor-contextmenu ul li ul li button{padding-left:24px;-webkit-animation:all ease-in-out 1s;animation:all ease-in-out 1s}div.jsoneditor-contextmenu ul li ul li button:focus,div.jsoneditor-contextmenu ul li ul li button:hover{background-color:#f5f5f5}div.jsoneditor-contextmenu button.jsoneditor-type-string>div.jsoneditor-icon{background-position:-144px 0}div.jsoneditor-contextmenu button.jsoneditor-type-auto>div.jsoneditor-icon{background-position:-120px 0}div.jsoneditor-contextmenu button.jsoneditor-type-object>div.jsoneditor-icon{background-position:-72px 0}div.jsoneditor-contextmenu button.jsoneditor-type-array>div.jsoneditor-icon{background-position:-96px 0}div.jsoneditor-contextmenu button.jsoneditor-type-modes>div.jsoneditor-icon{background-image:none;width:6px}.jsoneditor-modal-overlay{position:absolute!important;background:#010101!important;opacity:.3!important}.jsoneditor-modal{position:absolute!important;max-width:95%!important;width:auto!important;border-radius:2px!important;padding:45px 15px 15px 15px!important;box-shadow:2px 2px 12px rgba(128,128,128,.3)!important;color:#4d4d4d;line-height:1.3em}.jsoneditor-modal.jsoneditor-modal-transform{width:600px!important}.jsoneditor-modal .pico-modal-header{position:absolute;box-sizing:border-box;top:0;left:0;width:100%;padding:0 10px;height:30px;line-height:30px;font-family:arial,sans-serif;font-size:11pt;background:#3883fa;color:#fff}.jsoneditor-modal table{width:100%}.jsoneditor-modal table td,.jsoneditor-modal table th{padding:5px 20px 5px 0;text-align:left;vertical-align:top;font-weight:400;color:#4d4d4d;line-height:32px}.jsoneditor-modal p:first-child{margin-top:0}.jsoneditor-modal a{color:#3883fa}.jsoneditor-modal table td.jsoneditor-modal-input{text-align:right;padding-right:0;white-space:nowrap}.jsoneditor-modal table td.jsoneditor-modal-actions{padding-top:15px}.jsoneditor-modal .pico-close{background:0 0!important;font-size:24px!important;top:7px!important;right:7px!important;color:#fff}.jsoneditor-modal #query,.jsoneditor-modal input,.jsoneditor-modal select,.jsoneditor-modal textarea{background:#fff;border:1px solid #d3d3d3;color:#4d4d4d;border-radius:3px;padding:4px}.jsoneditor-modal,.jsoneditor-modal #query,.jsoneditor-modal input,.jsoneditor-modal option,.jsoneditor-modal select,.jsoneditor-modal table td,.jsoneditor-modal table th,.jsoneditor-modal textarea{font-size:10.5pt;font-family:arial,sans-serif}.jsoneditor-modal #query,.jsoneditor-modal .jsoneditor-transform-preview{font-family:\\\"dejavu sans mono\\\",\\\"droid sans mono\\\",consolas,monaco,\\\"lucida console\\\",\\\"courier new\\\",courier,monospace,sans-serif;font-size:10pt}.jsoneditor-modal input[type=button],.jsoneditor-modal input[type=submit]{background:#f5f5f5;padding:4px 20px}.jsoneditor-modal input,.jsoneditor-modal select{cursor:pointer}.jsoneditor-modal input{padding:4px}.jsoneditor-modal input[type=text]{cursor:inherit}.jsoneditor-modal input[disabled]{background:#d3d3d3;color:grey}.jsoneditor-modal .jsoneditor-select-wrapper{position:relative;display:inline-block}.jsoneditor-modal .jsoneditor-select-wrapper:after{content:\\\"\\\";width:0;height:0;border-left:5px solid transparent;border-right:5px solid transparent;border-top:6px solid #666;position:absolute;right:8px;top:14px;pointer-events:none}.jsoneditor-modal select{padding:3px 24px 3px 10px;min-width:180px;max-width:350px;-webkit-appearance:none;-moz-appearance:none;appearance:none;text-indent:0;text-overflow:\\\"\\\";font-size:10pt;line-height:1.5em}.jsoneditor-modal select::-ms-expand{display:none}.jsoneditor-modal .jsoneditor-button-group input{padding:4px 10px;margin:0;border-radius:0;border-left-style:none}.jsoneditor-modal .jsoneditor-button-group input.jsoneditor-button-first{border-top-left-radius:3px;border-bottom-left-radius:3px;border-left-style:solid}.jsoneditor-modal .jsoneditor-button-group input.jsoneditor-button-last{border-top-right-radius:3px;border-bottom-right-

radius:3px}.jsoneditor-modal .jsoneditor-button-group.jsoneditor-button-group-value-asc input.jsoneditor-button-asc,.jsoneditor-modal .jsoneditor-button-group.jsoneditor-button-group-value-desc input.jsoneditor-button-desc{background:#3883fa;border-color:#3883fa;color:#fff}.jsoneditor-modal #query,.jsoneditor-modal .jsoneditor-transform-preview{width:100%;box-sizing:border-box}.jsoneditor-modal .jsoneditor-transform-preview{background:#f5f5f5;height:200px}.jsoneditor-modal .jsoneditor-transform-preview.jsoneditor-error{color:#ee422e}.jsoneditor-modal .jsoneditor-jmespath-wizard{line-height:1.2em;width:100%;background:#ffffe0;border:1px solid #ffe99a;padding:0 10px 10px;border-radius:3px}.jsoneditor-modal .jsoneditor-jmespath-wizard-label{font-style:italic;margin:4px 0 2px 0}.jsoneditor-modal .jsoneditor-inline{position:relative;display:inline-block;width:100%;padding:2px}.jsoneditor-modal .jsoneditor-jmespath-filter{display:flex;flex-wrap:wrap}.jsoneditor-modal .jsoneditor-jmespath-filter-field{width:170px}.jsoneditor-modal .jsoneditor-jmespath-filter-relation{width:100px}.jsoneditor-modal .jsoneditor-jmespath-filter-value{min-width:100px;flex:1}.jsoneditor-modal .jsoneditor-jmespath-sort-field{width:170px}.jsoneditor-modal .jsoneditor-jmespath-sort-order{width:150px}.jsoneditor-modal .jsoneditor-jmespath-select-fields{width:100%}.jsoneditor-modal .selectr-selected{border-color:#d3d3d3;padding:4px 28px 4px 8px}.jsoneditor-modal .selectr-selected .selectr-tag{background-color:#3883fa;border-radius:5px}div.jsoneditor-menu{width:100%;height:35px;padding:2px;margin:0;box-sizing:border-box;color:#fff;background-color:#3883fa;border-bottom:1px solid #3883fa}div.jsoneditor-menu>button,div.jsoneditor-menu>div.jsoneditor-modes>button{width:26px;height:26px;margin:2px;padding:0;border-radius:2px;border:1px solid transparent;background:transparent url('jsoneditor-icons.svg');color:#fff;opacity:.8;font-family:arial,sans-serif;font-size:10pt;float:left}div.jsoneditor-menu>button:hover,div.jsoneditor-menu>div.jsoneditor-modes>button:hover{background-color:rgba(255,255,255,.2);border:1px solid rgba(255,255,255,.4)}div.jsoneditor-menu>button:active,div.jsoneditor-menu>button:focus,div.jsoneditor-menu>div.jsoneditor-modes>button:active,div.jsoneditor-menu>div.jsoneditor-modes>button:focus{background-color:rgba(255,255,255,.3)}div.jsoneditor-menu>button:disabled,div.jsoneditor-menu>div.jsoneditor-modes>button:disabled{opacity:.5}div.jsoneditor-menu>button.jsoneditor-collapse-all{background-position:0 -96px}div.jsoneditor-menu>button.jsoneditor-expand-all{background-position:0 -120px}div.jsoneditor-menu>button.jsoneditor-sort{background-position:-120px -96px}div.jsoneditor-menu>button.jsoneditor-transform{background-position:-144px -96px}div.jsoneditor.jsoneditor-mode-form>div.jsoneditor-menu>button.jsoneditor-sort,div.jsoneditor.jsoneditor-mode-form>div.jsoneditor-menu>button.jsoneditor-transform,div.jsoneditor.jsoneditor-mode-view>div.jsoneditor-menu>button.jsoneditor-sort,div.jsoneditor.jsoneditor-mode-view>div.jsoneditor-menu>button.jsoneditor-transform{display:none}div.jsoneditor-menu>button.jsoneditor-undo{background-position:-24px -96px}div.jsoneditor-menu>button.jsoneditor-undo:disabled{background-position:-24px -120px}div.jsoneditor-menu>button.jsoneditor-redo{background-position:-48px -96px}div.jsoneditor-menu>button.jsoneditor-redo:disabled{background-position:-48px -120px}div.jsoneditor-menu>button.jsoneditor-compact{background-position:-72px -96px}div.jsoneditor-menu>button.jsoneditor-format{background-position:-72px -120px}div.jsoneditor-menu>button.jsoneditor-repair{background-position:-96px -96px}div.jsoneditor-menu>div.jsoneditor-modes{display:inline-block;float:left}div.jsoneditor-menu>div.jsoneditor-modes>button{background-image:none;width:auto;padding-left:6px;padding-right:6px}div.jsoneditor-menu>button.jsoneditor-separator,div.jsoneditor-menu>div.jsoneditor-modes>button.jsoneditor-separator{margin-left:10px}div.jsoneditor-menu a{font-family:arial,sans-serif;font-size:10pt;color:#fff;opacity:.8;vertical-align:middle}div.jsoneditor-menu a:hover{opacity:1}div.jsoneditor-menu a.jsoneditor-poweredBy{font-size:8pt;position:absolute;right:0;top:0;padding:10px}table.jsoneditor-search div.jsoneditor-results,table.jsoneditor-search input{font-family:arial,sans-serif;font-size:10pt;color:#1a1a1a;background:0 0}table.jsoneditor-search div.jsoneditor-results{color:#fff;padding-right:5px;line-height:24px;padding-top:2px}table.jsoneditor-search{position:absolute;right:4px;top:4px;border-collapse:collapse;border-spacing:0}table.jsoneditor-search div.jsoneditor-frame{border:1px solid transparent;background-color:#fff;padding:0 2px;margin:0}table.jsoneditor-

search div.jsoneditor-frame table{border-collapse:collapse}table.jsoneditor-search input{width:120px;border:none;outline:0;margin:1px;line-height:20px}table.jsoneditor-search button{width:16px;height:24px;padding:0;margin:0;border:none;background:url('jsoneditor-icons.svg');vertical-align:top}table.jsoneditor-search button:hover{background-color:transparent}table.jsoneditor-search button.jsoneditor-refresh{width:18px;background-position:-99px -73px}table.jsoneditor-search button.jsoneditor-next{cursor:pointer;background-position:-124px -73px}table.jsoneditor-search button.jsoneditor-next:hover{background-position:-124px -49px}table.jsoneditor-search button.jsoneditor-previous{cursor:pointer;background-position:-148px -73px;margin-right:2px}table.jsoneditor-search button.jsoneditor-previous:hover{background-position:-148px -49px}div.jsoneditor div.autocomplete.dropdown{position:absolute;background:#fff;box-shadow:2px 2px 12px rgba(128,128,128,.3);border:1px solid #d3d3d3;z-index:100;overflow-x:hidden;overflow-y:auto;cursor:default;margin:0;padding-left:2pt;padding-right:5pt;text-align:left;outline:0;font-family:\\\"dejavu sans mono\\\",\\\"droid sans mono\\\",consolas,monaco,\\\"lucida console\\\",\\\"courier new\\\",courier,monospace,sans-serif;font-size:10pt}div.jsoneditor div.autocomplete.dropdown .item{color:#333}div.jsoneditor div.autocomplete.dropdown .item.hover{background-color:#ddd}div.jsoneditor div.autocomplete.hint{color:#aaa;top:4px;left:4px}div.jsoneditor-treepath{padding:0 5px;overflow:hidden;white-space:nowrap;outline:0}div.jsoneditor-treepath.show-all{word-wrap:break-word;white-space:normal;position:absolute;background-color:#ebebeb;z-index:999;box-shadow:2px 2px 12px rgba(128,128,128,.3)}div.jsoneditor-treepath div.jsoneditor-contextmenu-root{position:absolute;left:0}div.jsoneditor-treepath span.jsoneditor-treepath-show-all-btn{position:absolute;background-color:#ebebeb;left:0;height:20px;padding:0 3px;cursor:pointer}div.jsoneditor-treepath.show-all span.jsoneditor-treepath-show-all-btn{display:none}div.jsoneditor-treepath span.jsoneditor-treepath-element{margin:1px;font-family:arial,sans-serif;font-size:10pt}div.jsoneditor-treepath span.jsoneditor-treepath-seperator{margin:2px;font-size:9pt;font-family:arial,sans-serif}div.jsoneditor-treepath span.jsoneditor-treepath-element:hover,div.jsoneditor-treepath span.jsoneditor-treepath-seperator:hover{cursor:pointer;text-decoration:underline}div.jsoneditor-statusbar{line-height:26px;height:26px;margin-top:-1px;color:grey;background-color:#ebebeb;border-top:1px solid #d3d3d3;box-sizing:border-box;font-size:10pt}div.jsoneditor-statusbar>.jsoneditor-curserinfo-label{margin:0 2px 0 4px}div.jsoneditor-statusbar>.jsoneditor-curserinfo-val{margin-right:12px}div.jsoneditor-statusbar>.jsoneditor-curserinfo-count{margin-left:4px}div.jsoneditor-statusbar>.jsoneditor-validation-error-icon{float:right;width:24px;height:24px;padding:0;margin-top:1px;background:url('jsoneditor-icons.svg') -168px -48px;cursor:pointer}div.jsoneditor-statusbar>.jsoneditor-validation-error-count{float:right;margin:0 4px 0 0;cursor:pointer}div.jsoneditor-statusbar>.jsoneditor-parse-error-icon{float:right;width:24px;height:24px;padding:0;margin:1px;background:url('jsoneditor-icons.svg') -25px 0}div.jsoneditor-navigation-bar{width:100%;height:26px;line-height:26px;padding:0;margin:0;border-bottom:1px solid #d3d3d3;box-sizing:border-box;color:grey;background-color:#ebebeb;overflow:hidden;font-family:arial,sans-serif;font-size:10pt}/*!\\n * Selectr 2.4.0\\n * https://github.com/Mobius1/Selectr\\n *\\n * Released under the MIT license\\n */.selectr-container{position:relative}.selectr-container li{list-style:none}.selectr-hidden{position:absolute;overflow:hidden;clip:rect(0,0,0,0);width:1px;height:1px;margin:-1px;padding:0;border:0 none}.selectr-visible{position:absolute;left:0;top:0;width:100%;height:100%;opacity:0;z-index:11}.selectr-desktop.multiple .selectr-visible{display:none}.selectr-desktop.multiple.native-open .selectr-visible{top:100%;min-height:200px!important;height:auto;opacity:1;display:block}.selectr-container.multiple.selectr-mobile .selectr-selected{z-index:0}.selectr-selected{position:relative;z-index:1;box-sizing:border-box;width:100%;padding:7px 28px 7px 14px;cursor:pointer;border:1px solid #999;border-radius:3px;background-color:#fff}.selectr-selected::before{position:absolute;top:50%;right:10px;width:0;height:0;content:";-webkit-transform:rotate(0) translate3d(0,-50%,0);transform:rotate(0) translate3d(0,-50%,0);border-width:4px 4px 0 4px;border-style:solid;border-color:#6c7a86 transparent transparent}.selectr-container.native-open .selectr-selected::before,.selectr-container.open .selectr-selected::before{border-width:0 4px 4px 4px;border-

style:solid;border-color:transparent transparent #6c7a86}.selectr-
label{display:none;overflow:hidden;width:100%;white-space:nowrap;text-overflow:ellipsis}.selectr-
placeholder{color:#6c7a86}.selectr-tags{margin:0;padding:0;white-space:normal}.has-selected .selectr-
tags{margin:0 0 -2px}.selectr-tag{list-style:none;position:relative;float:left;padding:2px 25px 2px 8px;margin:0 2px
2px 0;cursor:default;color:#fff;border:medium none;border-radius:10px;background:#acb7bf none repeat scroll 0
0}.selectr-container.multiple.has-selected .selectr-selected{padding:5px 28px 5px 5px}.selectr-options-
container{position:absolute;z-index:10000;top:calc(100% - 1px);left:0;display:none;box-sizing:border-
box;width:100%;border-width:0 1px 1px;border-style:solid;border-color:transparent #999 #999;border-radius:0 0
3px 3px;background-color:#fff}.selectr-container.open .selectr-options-container{display:block}.selectr-input-
container{position:relative;display:none}.selectr-clear,.selectr-input-clear,.selectr-tag-
remove{position:absolute;top:50%;right:22px;width:20px;height:20px;padding:0;cursor:pointer;-webkit-
transform:translate3d(0,-50%,0);transform:translate3d(0,-50%,0);border:medium none;background-
color:transparent;z-index:11}.selectr-clear,.selectr-input-clear{display:none}.selectr-container.has-selected .selectr-
clear,.selectr-input-container.active .selectr-input-clear{display:block}.selectr-selected .selectr-tag-
remove{right:2px}.selectr-clear::after,.selectr-clear::before,.selectr-input-clear::after,.selectr-input-
clear::before,.selectr-tag-remove::after,.selectr-tag-
remove::before{position:absolute;top:5px;left:9px;width:2px;height:10px;content:' ';background-
color:#6c7a86}.selectr-tag-remove::after,.selectr-tag-remove::before{top:4px;width:3px;height:12px;background-
color:#fff}.selectr-clear:before,.selectr-input-clear::before,.selectr-tag-remove::before{-webkit-
transform:rotate(45deg);transform:rotate(45deg)}.selectr-clear:after,.selectr-input-clear::after,.selectr-tag-
remove::after{-webkit-transform:rotate(-45deg);transform:rotate(-45deg)}.selectr-input-container.active,.selectr-
input-container.active .selectr-clear{display:block}.selectr-input{top:5px;left:5px;box-sizing:border-
box;width:calc(100% - 30px);margin:10px 15px;padding:7px 30px 7px 9px;border:1px solid #999;border-
radius:3px}.selectr-notice{display:none;box-sizing:border-box;width:100%;padding:8px 16px;border-top:1px solid
#999;border-radius:0 0 3px 3px;background-color:#fff}.selectr-container.notice .selectr-
notice{display:block}.selectr-container.notice .selectr-selected{border-radius:3px 3px 0 0}.selectr-
options{position:relative;top:calc(100% + 2px);display:none;overflow-x:auto;overflow-y:scroll;max-
height:200px;margin:0;padding:0}.selectr-container.notice .selectr-options-container,.selectr-container.open .selectr-
input-container,.selectr-container.open .selectr-options{display:block}.selectr-
option{position:relative;display:block;padding:5px 20px;list-style:outside none none;cursor:pointer;font-
weight:400}.selectr-options.optgroups>.selectr-option{padding-left:25px}.selectr-optgroup{font-
weight:700;padding:0}.selectr-optgroup--label{font-weight:700;margin-top:10px;padding:5px 15px}.selectr-
match{text-decoration:underline}.selectr-option.selected{background-color:#ddd}.selectr-
option.active{color:#fff;background-color:#5897fb}.selectr-option.disabled{opacity:.4}.selectr-
option.excluded{display:none}.selectr-container.open .selectr-selected{border-color:#999 #999 transparent
#999;border-radius:3px 3px 0 0}.selectr-container.open .selectr-selected::after{-webkit-transform:rotate(180deg)
translate3d(0,50%,0);transform:rotate(180deg) translate3d(0,50%,0)}.selectr-disabled{opacity:.6}.has-selected
.selectr-placeholder,.selectr-empty{display:none}.has-selected .selectr-label{display:block}.taggable .selectr-
selected{padding:4px 28px 4px 4px}.taggable .selectr-selected::after{display:table;content:\\\"
\\\";clear:both}.taggable .selectr-label{width:auto}.taggable .selectr-tags{float:left;display:block}.taggable .selectr-
placeholder{display:none}.input-tag{float:left;min-width:90px;width:auto}.selectr-tag-input{border:medium
none;padding:3px 10px;width:100%;font-family:inherit;font-weight:inherit;font-size:inherit}.selectr-input-
container.loading::after{position:absolute;top:50%;right:20px;width:20px;height:20px;content:'';-webkit-
transform:translate3d(0,-50%,0);transform:translate3d(0,-50%,0);-webkit-transform-origin:50% 0 0;transform-
origin:50% 0 0;-webkit-animation:.5s linear 0s normal forwards infinite running spin;animation:.5s linear 0s normal
forwards infinite running spin;border-width:3px;border-style:solid;border-color:#aaa #ddd #ddd;border-
radius:50%}@-webkit-keyframes spin{0%{-webkit-transform:rotate(0) translate3d(0,-50%,0);transform:rotate(0)
translate3d(0,-50%,0)}100%{-webkit-transform:rotate(360deg) translate3d(0,-50%,0);transform:rotate(360deg)

translate3d(0,-50%,0)}}@keyframes spin{0%{-webkit-transform:rotate(0) translate3d(0,-50%,0);transform:rotate(0) translate3d(0,-50%,0)}100%{-webkit-transform:rotate(360deg) translate3d(0,-50%,0);transform:rotate(360deg) translate3d(0,-50%,0)}}.selectr-container.open.inverted .selectr-selected{border-color:transparent #999 #999;border-radius:0 0 3px 3px}.selectr-container.inverted .selectr-options-container{border-width:1px 1px 0;border-color:#999 #999 transparent;border-radius:3px 3px 0 0;background-color:#fff}.selectr-container.inverted .selectr-options-container{top:auto;bottom:calc(100% - 1px)}.selectr-container ::-webkit-input-placeholder{color:#6c7a86;opacity:1}.selectr-container ::-ms-input-placeholder{color:#6c7a86;opacity:1}.selectr-container ::placeholder{color:#6c7a86;opacity:1}.container {\\n padding: 8px 24px 108px 24px; }/deep/ div.jsoneditor {\\n height: 600px !important; }\\n\\n/*#

sourceMappingURL=data:application/jsonbase64,eyJ2ZXJzaW9uIjozLCJzb3VyY2VzIjpbIm5vZGVfbW9kdWxlcy9qc29uZWRpdG9yL2Rpc3QvanNvbmVkaXRvci5taW4uY3NzIiwic3JjL2FwcC9maXJzdC9EOlxcUE9DXFxBbmd1bGFyTWF0ZXJpYWxEcmF3ZXJcXG5neC1tYXRlcmlhbC1kcmF3ZXIvc3JjXFxhcHBcXGZpcnN0XFxmaXJzdC5jb21wb25lbnQuc2NzcyJdLCJuYW1lcyI6W10sIm1hcHBpbmdzIjoiQUFBQSx3Q0FBd0MsV0FBVyxDQUFDLGNBQWMsQ0FBQyw4Q0FBOEMscUJBQXFCLENBQUMseUJBQXlCLENBQUMscUJBQXFCLHdCQUF3QixDQUFDLFVBQVUsQ0FBQyxvQ0FBb0MsU0FBUyxDQUFDLGtCQUFrQixDQUFDLGVBQWUsQ0FBQyxzQkFBc0IsQ0FBQyxxQkFBcUIsQ0FBQyxrRUFBa0UsNEJBQTRCLENBQUMsZUFBZSxDQUFDLGNBQWMsQ0FBQyxxQUFxQixDQUFDLGVBQWUsQ0FBQyxvQ0FBb0MsU0FBUyxDQUFDLGVBQWUsQ0FBQyw4Q0FBOEMsUUFBUSxDQUFDLHFCQUFxB0IsY0FBYyxDQUFDLFVBQVUsQ0FBQywrQkFBK0IsQ0FBQyxxQkFBcUIsQ0FBQyxxQkFBcUIsQ0FBQyxlQUFlLENBQUMsWUFBWSxDQUFDLGtCQUFrQixDQUFDLGVBQWUsQ0FBQyx3QkFBd0Isd0JBQXdCLENBQUMscUJBQXFCLENBQUMsZUFBZSxDQUFDLGlCQUFpQixDQUFDLHdCQUFrQixDQUFDLHFCQUFxB0IsV0FBVyxDQUFDLHVCQUF1QixDQUFDLGdCQUFnQixDQUFDLGtCQUFrQixDQUFDLGVBQWUsQ0FBQyxxQkFBcUIsQ0FBQyxZQUFZLENBQUMscUJBQWEsQ0FBQyxlQUFlLENBQUMscUJBQXFCLENBQUMsV0FBVyxDQUFDLFlBQVksQ0FBQyxpQkFBaUIsQ0FBQyxzQkFBc0IsQ0FBQyxlQUFlLENBQUMsY0FBYyxDQUFDLGlCQUFpQixDQUFDLDBCQUEwQixDQUFDLHFCQUFxBEELHFCQUFxB0IsZUFBZSxDQUFDLHNCQUFzB0IsY0FBYyxDQUFDLGVBQWUsQ0FBQyxZQUFZLENBQUMsZUFBZSxDQUFDLGlCQUFpQixDQUFDLHFCQUFxBMsZUFBZSxDQUFDLHFCQUFxBQ0FBQyxTQUFTLENBQUMsZUFBZSxDQUFDLFNBQVMsQ0FBQyxlQUFlLENBQUMsa0JBQWtCLENBQUMsWUFBWSxDQUFDLGtCQUFrQixDQUFDLGVBQWUsQ0FBQyxtQkFBbUIsQ0FBQyxnQkFBZ0IsQ0FBQyxnQkFBZ0IsQ0FBQyxpQkFBaUIsQ0FBQyxnQkFBZ0IsQ0FBQyxtQkFBbUIsQ0FBQyx5QkFBeUIsQ0FBQyxrQkFBa0IsQ0FBQyx0QkFBdUIsQ0FBQyxVQUFVLENBQUMsbUJBQW1CLENBQUMsVUFBVSxDQUFDSmxBQUNtBBBQ0ExQ0FBQyxZQUFZLENBQUMsZUFBZSxDQUFDLG1CQUFtB0IsZUFBZSxDQUFDLHFCQUFxB0IsV0FBVyxDQUFDLHVCQUF1QixDQUFDLGtCQUFrB0IsWUFBWSxDQUFDLHlCQUFrQixDQUFDLHVCQUF1QixDQUFDLGVBQWUsQ0FBQyx5BUFBeUksa0JBQWtB0IsWUFBWSxDQUFDLG9CQUF0B0IsZUFBZSxDQUFDYw2S0FBNkssK0JBQStCLCUc0RBQXN

QywrSEFBK0gsNEhBQTRILENBQUMsY0FBYyxDQUFDLGFBQWEsQ0FBQyx5QkFBeUIsY0FBYyxDQUFD
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VpZ2h0OiA2MDBweCAhaW1wb3J0YW50O1xyXG59Il19 */\"","import { Component, OnInit, ViewChild } from
'@angular/core';\r\nimport { JsonEditorComponent, JsonEditorOptions } from 'ang-jsoneditor';\r\nimport {
NgxMaterialDrawerEventEmitter } from 'projects/ngx-material-drawer/src/public_api';\r\n\r\n@Component({\r\n
selector: 'app-first',\r\n templateUrl: './first.component.html',\r\n styleUrls: ['./first.component.scss']\r\n})\r\nexport
class FirstComponent implements OnInit {\r\n public editorOptions: JsonEditorOptions;\r\n public data: any;\r\n
public navData: any;\r\n\r\n @ViewChild(JsonEditorComponent) editor: JsonEditorComponent;\r\n\r\n
constructor(public matEventEmitterService: NgxMaterialDrawerEventEmitter) {\r\n   this.editorOptions = new
JsonEditorOptions()\r\n   this.editorOptions.modes = ['code', 'text', 'tree', 'view']; // set all allowed modes\r\n

this.editorOptions.mode = 'code'; //set only one mode\r\n
this.matEventEmitterService.onDataChange.subscribe(res => {\r\n this.navData = res;\r\n })\r\n\r\n }\r\n
ngOnInit(): void {\r\n //throw new Error(\"Method not implemented.\");\r\n \r\n }\r\n getData($event) {\r\n
console.log($event)\r\n this.matEventEmitterService.dataChange($event);\r\n }\r\n}","import { BrowserModule }
from '@angular/platform-browser';\r\nimport { BrowserAnimationsModule } from '@angular/platform-
browser/animations';\r\nimport { NgModule } from '@angular/core';\r\nimport { CommonModule } from
'@angular/common';\r\nimport { FormsModule, ReactiveFormsModule } from '@angular/forms';\r\nimport {
AppComponent } from './app.component';\r\nimport { FlexLayoutModule } from '@angular/flex-layout';\r\nimport
{ FirstComponent } from './first/first.component';\r\nimport { NgJsonEditorModule } from 'ang-
jsoneditor';\r\nimport { MaterialModule } from './material.module';\r\nimport { NgxMaterialDrawerModule } from
'projects/ngx-material-drawer/src/public_api';\r\n\r\n\r\n@NgModule({\r\n imports: [\r\n BrowserModule,\r\n
CommonModule,\r\n FormsModule,\r\n ReactiveFormsModule,\r\n BrowserAnimationsModule,\r\n
FlexLayoutModule,\r\n NgJsonEditorModule,\r\n NgxMaterialDrawerModule\r\n],\r\n declarations: [\r\n
AppComponent,\r\n FirstComponent,\r\n],\r\n bootstrap: [AppComponent]\r\n})\r\nexport class AppModule {
}","// This file can be replaced during build by using the `fileReplacements` array.\r\n// `ng build --prod` replaces
`environment.ts` with `environment.prod.ts`.\r\n// The list of file replacements can be found in
`angular.json`.\r\n\r\nexport const environment = {\r\n production: false\r\n};\r\n\r\n/*\r\n * For easier debugging in
development mode, you can import the following file\r\n * to ignore zone related error stack frames such as
`zone.run`, `zoneDelegate.invokeTask`.\r\n *\r\n * This import should be commented out in production mode
because it will have a negative impact\r\n * on performance if an error is thrown.\r\n */\r\n// import
'zone.js/dist/zone-error'; // Included with Angular CLI.\r\n","import { enableProdMode } from
'@angular/core';\r\nimport { platformBrowserDynamic } from '@angular/platform-browser-
dynamic';\r\n\r\n\r\nimport { AppModule } from './app/matrial-drawer.module';\r\nimport { environment } from
'./environments/environment';\r\n\r\nif (environment.production) {\r\n
enableProdMode();\r\n}\r\n\r\nplatformBrowserDynamic().bootstrapModule(AppModule)\r\n .catch(err =>
console.error(err));\r\n"],"sourceRoot":""}

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

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C,EAAE,aAAa,sBAAsB,EAAE,0CAA0C,+BAA+B,EAAE,4BAA4B,oCAAoC,wBAAwB,gIAAgI,EAAE,+BAA+
B,mBAAmB,EAAE,QAAQ,cAAc,kBAAkB,2CAA2C,oBAAoB,mBAAmB,EAAE,KAAK,2CAA2C,2CAA2C,mB
AAmB,EAAE,+CAA+C,6ykf;;;;;;;;;;;ACA1snL;AACA;AACA;AACA;;AAEA;;AAEA;AACA;;AAEA;AACA;AA
CA;AACA;AACA;;AAEA;AACA;AACA;AACA;AACA;AACA;AACA;AACA,CAAC;;AAED;AACA;AACA;A
ACA;AACA;AACA;;AAEA;AACA;;AAEA;AACA;AACA;AACA;AACA,8CAA8C;AAC9C;AACA;AACA;AAC
A;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA,KAAK;AACL;AACA;AACA;AACA;AAC
A;AACA;AACA;AACA,CAAC;;AAED;AACA;AACA;;AAEA,cAAc,mBAAO,CAAC,uDAAQ;;AAE9B;AACA;
AACA;AACA;;AAEA;;AAEA;;AAEA;AACA;AACA;;AAEA;AACA;;AAEA;AACA;;AAEA;;AAEA;;AAEA;AA
CA;;AAEA,iBAAiB,mBAAmB;AACpC;AACA;;AAEA;AACA;AACA;;AAEA;AACA;AACA;AACA;;AAEA,iB
AAiB,sBAAsB;AACvC;;AAEA;AACA,mBAAmB,2BAA2B;;AAE9C;AACA;AACA;AACA;AACA;;AAEA;AAC
A,gBAAgB,mBAAmB;AACnC;AACA;;AAEA;AACA;;AAEA,iBAAiB,2BAA2B;AAC5C;AACA;;AAEA,QAAQ,
uBAAuB;AAC/B;AACA;AACA,GAAG;AACH;;AAEA,iBAAiB,uBAAuB;AACxC;AACA;;AAEA,2BAA2B;AA
C3B;AACA;AACA;;AAEA;AACA;AACA;;AAEA,gBAAgB,iBAAiB;AACjC;AACA;AACA;AACA;AACA;AAC
A,cAAc;;AAEd,kDAAkD,sBAAsB;AACxE;AACA;;AAEA;AACA;;AAEA;AACA;;AAEA;AACA;AACA;;AAEA
;;AAEA;AACA;AACA;AACA,GAAG;AACH;AACA,GAAG;AACH;AACA;AACA;AACA,EAAE;AACF;AACA
,EAAE;AACF;AACA;AACA,EAAE;AACF;AACA;AACA;;AAEA;AACA;AACA;;AAEA;AACA;AACA;AACA;
AACA;;AAEA;AACA;;AAEA;AACA;AACA;;AAEA;AACA;AACA;AACA;AACA;AACA;;AAEA;AACA;;AAE
A;AACA;;AAEA;AACA;;AAEA;AACA;AACA;AACA;;AAEA;AACA;;AAEA;AACA;;AAEA;AACA;AACA;A
ACA,EAAE;AACF;;AAEA;AACA,KAAK,KAAwC,EAAE,EAE7C;;AAEF,QAAQ,sBAAiB;AACzB;;AAEA;AA
CA;;AAEA;AACA;AACA;AACA;AACA;;AAEA;AACA;AACA;AACA;AACA,MAAM;AACN;AACA;AACA;A
ACA;AACA;AACA;AACA;;AAEA;AACA;;AAEA;;AAEA;AACA;;AAEA,EAAE;AACF;AACA;AACA;AACA;
AACA;AACA;AACA;AACA;AACA;AACA;AACA;;AAEA;AACA;AACA,EAAE;AACF;AACA;AACA;AACA;
AACA;AACA;;AAEA;;AAEA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;;AAEA;AACA,GAA
G;AACH;AACA;AACA;AACA;;AAEA;AACA;;AAEA;AACA;;AAEA;AACA;AACA,CAAC;;AAED;AACA;;A
AEA;AACA;AACA,EAAE;AACF;AACA;;AAEA;;AAEA;AACA;AACA,GAAG;AACH;AACA;AACA;AACA;;
AAEA;AACA;AACA;;AAEA;AACA;AACA;;AAEA;AACA;AACA,EAAE;AACF;AACA;AACA;;AAEA;AACA
;AACA;;AAEA;AACA;AACA;;AAEA;AACA;AACA;AACA;AACA;AACA;AACA;;AAEA;AACA;AACA;;AA
EA;AACA;AACA,uDAAuD;AACvD;;AAEA,6BAA6B,mBAAmB;;AAEhD;;AAEA;;AAEA;AACA;;;;;;;;;;;;;AC9
YA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;;AAEA;AACA;AACA;;A
AEA;AACA;AACA;;AAEA;AACA;AACA;AACA;;AAEA;AACA;;AAEA;AACA;AACA;AACA;;AAEA;AACA;
AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;
AACA;;AAEA;AACA;AACA;AACA;AACA;AACA;AACA,wCAAwC,WAAW,EAAE;AACrD,wCAAwC,WAA
W,EAAE;;AAErD;AACA;AACA;AACA;;AAEA;AACA;;AAEA;AACA;AACA;AACA,GAAG;AACH;AACA,sC
AAsC;AACtC,GAAG;AACH;AACA,8DAA8D;AAC9D;;AAEA;AACA;AACA,EAAE;;AAEF;AACA;AACA;;;;;;;
;;;;;;ACvFA,cAAc,mBAAO,CAAC,4ZAA0N;;AAEhP,4CAA4C,QAAS;;AAEr D;AACA;;;;AAIA,eAAe;;AAEf;AA
CA;;AAEA,aAAa,mBAAO,CAAC,mGAAgD;;AAEr E;;AAEA,GAAG,KAAU,EAAE,E","file":"styles.js","sources
Content":["module.exports = [[module.id, \"\\n@import
url(\\\"https://fonts.googleapis.com/css?family=Roboto:400,700|Material+Icons\\\");\\n@import
url(\\\"https://fonts.googleapis.com/css?family=Roboto:400,700|Material+Icons\\\");\\ndiv.jsoneditor .jsoneditor-
search input{height:auto;border:inherit}\\ndiv.jsoneditor .jsoneditor-search input:focus{border:none!important;box-
shadow:none!important}\\ndiv.jsoneditor table{border-collapse:collapse;width:auto}\\ndiv.jsoneditor
td,div.jsoneditor th{padding:0;display:table-cell;text-align:left;vertical-align:inherit;border-
radius:inherit}\\ndiv.jsoneditor-field,div.jsoneditor-readonly,div.jsoneditor-value{border:1px solid transparent;min-
height:16px;min-width:32px;padding:2px;margin:1px;word-wrap:break-word;float:left}\\ndiv.jsoneditor-field
p,div.jsoneditor-value p{margin:0}\\ndiv.jsoneditor-value{word-break:break-word}\\ndiv.jsoneditor-readonly{min-
width:16px;color:grey}\\ndiv.jsoneditor-empty{border-color:#d3d3d3;border-style:dashed;border-
radius:2px}\\ndiv.jsoneditor-field.jsoneditor-empty::after,div.jsoneditor-value.jsoneditor-empty::after{pointer-

events:none;color:#d3d3d3;font-size:8pt}\\ndiv.jsoneditor-field.jsoneditor-empty::after{content:\\\"field\\\"}\\ndiv.jsoneditor-value.jsoneditor-empty::after{content:\\\"value\\\"}\\na.jsoneditor-value.jsoneditor-url,div.jsoneditor-value.jsoneditor-url{color:green;text-decoration:underline}\\na.jsoneditor-value.jsoneditor-url{display:inline-block;padding:2px;margin:2px}\\na.jsoneditor-value.jsoneditor-url:focus,a.jsoneditor-value.jsoneditor-url:hover{color:#ee422e}\\ndiv.jsoneditor td.jsoneditor-separator{padding:3px 0;vertical-align:top;color:grey}\\ndiv.jsoneditor-field.jsoneditor-highlight,div.jsoneditor-field[contenteditable=true]:focus,div.jsoneditor-field[contenteditable=true]:hover,div.jsoneditor-value.jsoneditor-highlight,div.jsoneditor-value[contenteditable=true]:focus,div.jsoneditor-value[contenteditable=true]:hover{background-color:#ffffab;border:1px solid #ff0;border-radius:2px}\\ndiv.jsoneditor-field.jsoneditor-highlight-active,div.jsoneditor-field.jsoneditor-highlight-active:focus,div.jsoneditor-field.jsoneditor-highlight-active:hover,div.jsoneditor-value.jsoneditor-highlight-active,div.jsoneditor-value.jsoneditor-highlight-active:focus,div.jsoneditor-value.jsoneditor-highlight-active:hover{background-color:#fe0;border:1px solid #ffc700;border-radius:2px}\\ndiv.jsoneditor-value.jsoneditor-string{color:green}\\ndiv.jsoneditor-value.jsoneditor-array,div.jsoneditor-value.jsoneditor-object{min-width:16px;color:grey}\\ndiv.jsoneditor-value.jsoneditor-number{color:#ee422e}\\ndiv.jsoneditor-value.jsoneditor-boolean{color:#ff8c00}\\ndiv.jsoneditor-value.jsoneditor-null{color:#004ed0}\\ndiv.jsoneditor-value.jsoneditor-invalid{color:#000}\\ndiv.jsoneditor-tree button.jsoneditor-button{width:24px;height:24px;padding:0;margin:0;border:none;cursor:pointer;background:transparent url('jsoneditor-icons.svg')}\\ndiv.jsoneditor-mode-form tr.jsoneditor-expandable td.jsoneditor-tree,div.jsoneditor-mode-view tr.jsoneditor-expandable td.jsoneditor-tree{cursor:pointer}\\ndiv.jsoneditor-tree button.jsoneditor-collapsed{background-position:0 -48px}\\ndiv.jsoneditor-tree button.jsoneditor-expanded{background-position:0 -72px}\\ndiv.jsoneditor-tree button.jsoneditor-contextmenu{background-position:-48px -72px}\\ndiv.jsoneditor-tree button.jsoneditor-contextmenu.jsoneditor-selected,div.jsoneditor-tree button.jsoneditor-contextmenu:focus,div.jsoneditor-tree button.jsoneditor-contextmenu:hover,tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-contextmenu{background-position:-48px -48px}\\ndiv.jsoneditor-tree :focus{outline:0}\\ndiv.jsoneditor-tree button.jsoneditor-button:focus{background-color:#f5f5f5;outline:#e5e5e5 solid 1px}\\ndiv.jsoneditor-tree button.jsoneditor-invisible{visibility:hidden;background:0 0}\\ndiv.jsoneditor-tree div.jsoneditor-show-more{display:inline-block;padding:3px 4px;margin:2px 0;background-color:#e5e5e5;border-radius:3px;color:grey;font-family:arial,sans-serif;font-size:10pt}\\ndiv.jsoneditor-tree div.jsoneditor-show-more a{display:inline-block;color:grey}\\ndiv.jsoneditor-tree div.jsoneditor-show-more a:focus,div.jsoneditor-tree div.jsoneditor-show-more a:hover{color:#ee422e}\\ndiv.jsoneditor-tree div.jsoneditor-color{display:inline-block;width:12px;height:12px;margin:4px;border:1px solid grey;cursor:pointer}\\ndiv.jsoneditor div.jsoneditor-anchor .picker_wrapper.popup.popup_bottom{top:28px;left:-10px}\\ndiv.jsoneditor-tree div.jsoneditor-date{background:#a1a1a1;color:#fff;font-family:arial,sans-serif;border-radius:3px;display:inline-block;padding:3px;margin:0 3px}\\ndiv.jsoneditor{color:#1a1a1a;border:thin solid #3883fa;box-sizing:border-box;width:100%;height:100%;position:relative;padding:0;line-height:100%}\\ndiv.jsoneditor-tree table.jsoneditor-tree{border-collapse:collapse;border-spacing:0;width:100%}\\ndiv.jsoneditor-tree div.jsoneditor-tree-inner{padding-bottom:300px}\\ndiv.jsoneditor-outer{position:static;width:100%;height:100%;margin:0;padding:0;box-sizing:border-box}\\ndiv.jsoneditor-outer.has-nav-bar{margin-top:-26px;padding-top:26px}\\ndiv.jsoneditor-outer.has-status-bar{margin-bottom:-26px;padding-bottom:26px}\\ndiv.jsoneditor-outer.has-main-menu-bar{margin-top:-35px;padding-top:35px}\\ndiv.jsoneditor-outer.has-nav-bar.has-main-menu-bar{margin-top:-61px;padding-top:61px}\\n.ace-jsoneditor,textarea.jsoneditor-text{min-height:150px}\\ndiv.jsoneditor-tree{width:100%;height:100%;position:relative;overflow:auto}\\ntextarea.jsoneditor-text{width:100%;height:100%;margin:0;box-sizing:border-box;outline-width:0;border:none;background-color:#fff;resize:none}\\ntr.jsoneditor-highlight,tr.jsoneditor-selected{background-color:#d3d3d3}\\ntr.jsoneditor-selected button.jsoneditor-contextmenu,tr.jsoneditor-selected button.jsoneditor-

dragarea{visibility:hidden}\\ntr.jsoneditor-selected.jsoneditor-first button.jsoneditor-contextmenu,tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-dragarea{visibility:visible}\\ndiv.jsoneditor-tree button.jsoneditor-dragarea{background:url('jsoneditor-icons.svg') -72px -72px;cursor:move}\\ndiv.jsoneditor-tree button.jsoneditor-dragarea:focus,div.jsoneditor-tree button.jsoneditor-dragarea:hover,tr.jsoneditor-selected.jsoneditor-first button.jsoneditor-dragarea{background-position:-72px -48px}\\ndiv.jsoneditor td,div.jsoneditor th,div.jsoneditor tr{padding:0;margin:0}\\ndiv.jsoneditor td{vertical-align:top}\\ndiv.jsoneditor td.jsoneditor-tree{vertical-align:top}\\n.jsoneditor-schema-error,div.jsoneditor td,div.jsoneditor textarea,div.jsoneditor th,div.jsoneditor-field,div.jsoneditor-value{font-family:\\\"dejavu sans mono\\\",\\\"droid sans mono\\\",consolas,monaco,\\\"lucida console\\\",\\\"courier new\\\",courier,monospace,sans-serif;font-size:10pt;color:#1a1a1a}\\n.jsoneditor-schema-error{cursor:default;display:inline-block;height:24px;line-height:24px;position:relative;text-align:center;width:24px}\\ndiv.jsoneditor-tree .jsoneditor-button.jsoneditor-schema-error{width:24px;height:24px;padding:0;margin:0 4px 0 0;background:url('jsoneditor-icons.svg') -168px -48px}\\n.jsoneditor-text-errors tr.jump-to-line:hover{text-decoration:underline;cursor:pointer}\\n.jsoneditor-schema-error .jsoneditor-popover{background-color:#4c4c4c;border-radius:3px;box-shadow:0 0 5px rgba(0,0,0,.4);color:#fff;display:none;padding:7px 10px;position:absolute;width:200px;z-index:4}\\n.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-above{bottom:32px;left:-98px}\\n.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-below{top:32px;left:-98px}\\n.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-left{top:-7px;right:32px}\\n.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-right{top:-7px;left:32px}\\n.jsoneditor-schema-error .jsoneditor-popover:before{border-right:7px solid transparent;border-left:7px solid transparent;content:";display:block;left:50%;margin-left:-7px;position:absolute}\\n.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-above:before{border-top:7px solid #4c4c4c;bottom:-7px}\\n.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-below:before{border-bottom:7px solid #4c4c4c;top:-7px}\\n.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-left:before{border-left:7px solid #4c4c4c;border-top:7px solid transparent;border-bottom:7px solid transparent;content:";top:19px;right:-14px;left:inherit;margin-left:inherit;margin-top:-7px;position:absolute}\\n.jsoneditor-schema-error .jsoneditor-popover.jsoneditor-right:before{border-right:7px solid #4c4c4c;border-top:7px solid transparent;border-bottom:7px solid transparent;content:";top:19px;left:-14px;margin-left:inherit;margin-top:-7px;position:absolute}\\n.jsoneditor-schema-error:focus .jsoneditor-popover,.jsoneditor-schema-error:hover .jsoneditor-popover{display:block;-webkit-animation:fade-in .3s linear 1,move-up .3s linear 1;-moz-animation:fade-in .3s linear 1,move-up .3s linear 1;-ms-animation:fade-in .3s linear 1,move-up .3s linear 1}\\n@-webkit-keyframes fade-in{from{opacity:0}to{opacity:1}}\\n.jsoneditor .jsoneditor-validation-errors-container{max-height:130px;overflow-y:auto}\\n.jsoneditor .jsoneditor-additional-errors{position:absolute;margin:auto;bottom:31px;left:calc(50% - 92px);color:grey;background-color:#ebebeb;padding:7px 15px;border-radius:8px}\\n.jsoneditor .jsoneditor-additional-errors.visible{visibility:visible;opacity:1;transition:opacity 2s linear}\\n.jsoneditor .jsoneditor-additional-errors.hidden{visibility:hidden;opacity:0;transition:visibility 0s 2s,opacity 2s linear}\\n.jsoneditor .jsoneditor-text-errors{width:100%;border-collapse:collapse;border-top:1px solid gold}\\n.jsoneditor .jsoneditor-text-errors td{padding:3px 6px;vertical-align:middle}\\n.jsoneditor .jsoneditor-text-errors tr{background-color:#ffef8b}\\n.jsoneditor .jsoneditor-text-errors tr.parse-error{background-color:#ee2e2e70}\\n.jsoneditor-text-errors .jsoneditor-schema-error{border:none;width:24px;height:24px;padding:0;margin:0 4px 0 0;cursor:pointer}\\n.jsoneditor-text-errors tr .jsoneditor-schema-error{background:url('jsoneditor-icons.svg') -168px -48px}\\n.jsoneditor-text-errors tr.parse-error .jsoneditor-schema-error{background:url('jsoneditor-icons.svg') -25px 0}\\n.fadein{-webkit-animation:fadein .3s;animation:fadein .3s;-moz-animation:fadein .3s;-o-animation:fadein .3s}\\n@-webkit-keyframes fadein{0%{opacity:0}100%{opacity:1}}\\n@keyframes fadein{0%{opacity:0}100%{opacity:1}}\\ndiv.jsoneditor-contextmenu-root{position:relative;width:0;height:0}\\ndiv.jsoneditor-contextmenu{position:absolute;box-sizing:content-box;z-index:99999}\\ndiv.jsoneditor-contextmenu li,div.jsoneditor-contextmenu ul{box-sizing:content-box;position:relative}\\ndiv.jsoneditor-contextmenu ul{position:relative;left:0;top:0;width:128px;background:#fff;border:1px solid #d3d3d3;box-shadow:2px 2px 12px

rgba(128,128,128,.3);list-style:none;margin:0;padding:0}\\ndiv.jsoneditor-contextmenu ul li button{position:relative;padding:0 4px 0 0;margin:0;width:128px;height:auto;border:none;cursor:pointer;color:#4d4d4d;background:0 0;font-size:10pt;font-family:arial,sans-serif;box-sizing:border-box;text-align:left}\\ndiv.jsoneditor-contextmenu ul li button::-moz-focus-inner{padding:0;border:0}\\ndiv.jsoneditor-contextmenu ul li button:focus,div.jsoneditor-contextmenu ul li button:hover{color:#1a1a1a;background-color:#f5f5f5;outline:0}\\ndiv.jsoneditor-contextmenu ul li button.jsoneditor-default{width:96px}\\ndiv.jsoneditor-contextmenu ul li button.jsoneditor-expand{float:right;width:32px;height:24px;border-left:1px solid #e5e5e5}\\ndiv.jsoneditor-contextmenu div.jsoneditor-icon{position:absolute;top:0;left:0;width:24px;height:24px;border:none;padding:0;margin:0;background-image:url('jsoneditor-icons.svg')}\\ndiv.jsoneditor-contextmenu ul li ul div.jsoneditor-icon{margin-left:24px}\\ndiv.jsoneditor-contextmenu div.jsoneditor-text{padding:4px 0 4px 24px;word-wrap:break-word}\\ndiv.jsoneditor-contextmenu div.jsoneditor-text.jsoneditor-right-margin{padding-right:24px}\\ndiv.jsoneditor-contextmenu ul li button div.jsoneditor-expand{position:absolute;top:0;right:0;width:24px;height:24px;padding:0;margin:0 4px 0 0;background:url('jsoneditor-icons.svg') 0 -72px}\\ndiv.jsoneditor-contextmenu div.jsoneditor-separator{height:0;border-top:1px solid #e5e5e5;padding-top:5px;margin-top:5px}\\ndiv.jsoneditor-contextmenu button.jsoneditor-remove>div.jsoneditor-icon{background-position:-24px 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-append>div.jsoneditor-icon{background-position:0 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-insert>div.jsoneditor-icon{background-position:0 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-duplicate>div.jsoneditor-icon{background-position:-48px 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-sort-asc>div.jsoneditor-icon{background-position:-168px 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-sort-desc>div.jsoneditor-icon{background-position:-192px 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-transform>div.jsoneditor-icon{background-position:-216px 0}\\ndiv.jsoneditor-contextmenu ul li button.jsoneditor-selected,div.jsoneditor-contextmenu ul li button.jsoneditor-selected:focus,div.jsoneditor-contextmenu ul li button.jsoneditor-selected:hover{color:#fff;background-color:#ee422e}\\ndiv.jsoneditor-contextmenu ul li{overflow:hidden}\\ndiv.jsoneditor-contextmenu ul li ul{display:none;position:relative;left:-10px;top:0;border:none;box-shadow:inset 0 0 10px rgba(128,128,128,.5);padding:0 10px;transition:all .3s ease-out}\\ndiv.jsoneditor-contextmenu ul li ul li button{padding-left:24px;-webkit-animation:all ease-in-out 1s;animation:all ease-in-out 1s}\\ndiv.jsoneditor-contextmenu ul li ul li button:focus,div.jsoneditor-contextmenu ul li ul li button:hover{background-color:#f5f5f5}\\ndiv.jsoneditor-contextmenu button.jsoneditor-type-string>div.jsoneditor-icon{background-position:-144px 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-type-auto>div.jsoneditor-icon{background-position:-120px 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-type-object>div.jsoneditor-icon{background-position:-72px 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-type-array>div.jsoneditor-icon{background-position:-96px 0}\\ndiv.jsoneditor-contextmenu button.jsoneditor-type-modes>div.jsoneditor-icon{background-image:none;width:6px}\\n.jsoneditor-modal-overlay{position:absolute!important;background:#010101!important;opacity:.3!important}\\n.jsoneditor-modal{position:absolute!important;max-width:95%!important;width:auto!important;border-radius:2px!important;padding:45px 15px 15px 15px!important;box-shadow:2px 2px 12px rgba(128,128,128,.3)!important;color:#4d4d4d;line-height:1.3em}\\n.jsoneditor-modal.jsoneditor-modal-transform{width:600px!important}\\n.jsoneditor-modal .pico-modal-header{position:absolute;box-sizing:border-box;top:0;left:0;width:100%;padding:0 10px;height:30px;line-height:30px;font-family:arial,sans-serif;font-size:11pt;background:#3883fa;color:#fff}\\n.jsoneditor-modal table{width:100%}\\n.jsoneditor-modal table td,.jsoneditor-modal table th{padding:5px 20px 5px 0;text-align:left;vertical-align:top;font-weight:400;color:#4d4d4d;line-height:32px}\\n.jsoneditor-modal p:first-child{margin-top:0}\\n.jsoneditor-modal a{color:#3883fa}\\n.jsoneditor-modal table td.jsoneditor-modal-input{text-align:right;padding-right:0;white-space:nowrap}\\n.jsoneditor-modal table td.jsoneditor-modal-actions{padding-top:15px}\\n.jsoneditor-modal .pico-close{background:0 0!important;font-

size:24px!important;top:7px!important;right:7px!important;color:#fff}\\n.jsoneditor-modal #query,.jsoneditor-modal input,.jsoneditor-modal select,.jsoneditor-modal textarea{background:#fff;border:1px solid #d3d3d3;color:#4d4d4d;border-radius:3px;padding:4px}\\n.jsoneditor-modal,.jsoneditor-modal #query,.jsoneditor-modal input,.jsoneditor-modal option,.jsoneditor-modal select,.jsoneditor-modal table td,.jsoneditor-modal table th,.jsoneditor-modal textarea{font-size:10.5pt;font-family:arial,sans-serif}\\n.jsoneditor-modal #query,.jsoneditor-modal .jsoneditor-transform-preview{font-family:\\\"dejavu sans mono\\\",\\\"droid sans mono\\\",consolas,monaco,\\\"lucida console\\\",\\\"courier new\\\",courier,monospace,sans-serif;font-size:10pt}\\n.jsoneditor-modal input[type=button],.jsoneditor-modal input[type=submit]{background:#f5f5f5;padding:4px 20px}\\n.jsoneditor-modal input,.jsoneditor-modal select{cursor:pointer}\\n.jsoneditor-modal input{padding:4px}\\n.jsoneditor-modal input[type=text]{cursor:inherit}\\n.jsoneditor-modal input[disabled]{background:#d3d3d3;color:grey}\\n.jsoneditor-modal .jsoneditor-select-wrapper{position:relative;display:inline-block}\\n.jsoneditor-modal .jsoneditor-select-wrapper:after{content:\\\"\\\";width:0;height:0;border-left:5px solid transparent;border-right:5px solid transparent;border-top:6px solid #666;position:absolute;right:8px;top:14px;pointer-events:none}\\n.jsoneditor-modal select{padding:3px 24px 3px 10px;min-width:180px;max-width:350px;-webkit-appearance:none;-moz-appearance:none;appearance:none;text-indent:0;text-overflow:\\\"\\\";font-size:10pt;line-height:1.5em}\\n.jsoneditor-modal select::-ms-expand{display:none}\\n.jsoneditor-modal .jsoneditor-button-group input{padding:4px 10px;margin:0;border-radius:0;border-left-style:none}\\n.jsoneditor-modal .jsoneditor-button-group input.jsoneditor-button-first{border-top-left-radius:3px;border-bottom-left-radius:3px;border-left-style:solid}\\n.jsoneditor-modal .jsoneditor-button-group input.jsoneditor-button-last{border-top-right-radius:3px;border-bottom-right-radius:3px}\\n.jsoneditor-modal .jsoneditor-button-group.jsoneditor-button-group-value-asc input.jsoneditor-button-asc,.jsoneditor-modal .jsoneditor-button-group.jsoneditor-button-group-value-desc input.jsoneditor-button-desc{background:#3883fa;border-color:#3883fa;color:#fff}\\n.jsoneditor-modal #query,.jsoneditor-modal .jsoneditor-transform-preview{width:100%;box-sizing:border-box}\\n.jsoneditor-modal .jsoneditor-transform-preview{background:#f5f5f5;height:200px}\\n.jsoneditor-modal .jsoneditor-transform-preview.jsoneditor-error{color:#ee422e}\\n.jsoneditor-modal .jsoneditor-jmespath-wizard{line-height:1.2em;width:100%;background:#ffffe0;border:1px solid #ffe99a;padding:0 10px 10px;border-radius:3px}\\n.jsoneditor-modal .jsoneditor-jmespath-wizard-label{font-style:italic;margin:4px 0 2px 0}\\n.jsoneditor-modal .jsoneditor-inline{position:relative;display:inline-block;width:100%;padding:2px}\\n.jsoneditor-modal .jsoneditor-jmespath-filter{display:flex;flex-wrap:wrap}\\n.jsoneditor-modal .jsoneditor-jmespath-filter-field{width:170px}\\n.jsoneditor-modal .jsoneditor-jmespath-filter-relation{width:100px}\\n.jsoneditor-modal .jsoneditor-jmespath-filter-value{min-width:100px;flex:1}\\n.jsoneditor-modal .jsoneditor-jmespath-sort-field{width:170px}\\n.jsoneditor-modal .jsoneditor-jmespath-sort-order{width:150px}\\n.jsoneditor-modal .jsoneditor-jmespath-select-fields{width:100%}\\n.jsoneditor-modal .selectr-selected{border-color:#d3d3d3;padding:4px 28px 4px 8px}\\n.jsoneditor-modal .selectr-selected .selectr-tag{background-color:#3883fa;border-radius:5px}\\ndiv.jsoneditor-menu{width:100%;height:35px;padding:2px;margin:0;box-sizing:border-box;color:#fff;background-color:#3883fa;border-bottom:1px solid #3883fa}\\ndiv.jsoneditor-menu>button,div.jsoneditor-menu>div.jsoneditor-modes>button{width:26px;height:26px;margin:2px;padding:0;border-radius:2px;border:1px solid transparent;background:transparent url('jsoneditor-icons.svg');color:#fff;opacity:.8;font-family:arial,sans-serif;font-size:10pt;float:left}\\ndiv.jsoneditor-menu>button:hover,div.jsoneditor-menu>div.jsoneditor-modes>button:hover{background-color:rgba(255,255,255,.2);border:1px solid rgba(255,255,255,.4)}\\ndiv.jsoneditor-menu>button:active,div.jsoneditor-menu>button:focus,div.jsoneditor-menu>div.jsoneditor-modes>button:active,div.jsoneditor-menu>div.jsoneditor-modes>button:focus{background-color:rgba(255,255,255,.3)}\\ndiv.jsoneditor-menu>button:disabled,div.jsoneditor-menu>div.jsoneditor-modes>button:disabled{opacity:.5}\\ndiv.jsoneditor-menu>button.jsoneditor-collapse-all{background-position:0 -96px}\\ndiv.jsoneditor-menu>button.jsoneditor-expand-all{background-position:0 -120px}\\ndiv.jsoneditor-

menu>button.jsoneditor-sort{background-position:-120px -96px}\\ndiv.jsoneditor-menu>button.jsoneditor-transform{background-position:-144px -96px}\\ndiv.jsoneditor.jsoneditor-mode-form>div.jsoneditor-menu>button.jsoneditor-sort,div.jsoneditor.jsoneditor-mode-form>div.jsoneditor-menu>button.jsoneditor-transform,div.jsoneditor.jsoneditor-mode-view>div.jsoneditor-menu>button.jsoneditor-sort,div.jsoneditor.jsoneditor-mode-view>div.jsoneditor-menu>button.jsoneditor-transform{display:none}\\ndiv.jsoneditor-menu>button.jsoneditor-undo{background-position:-24px -96px}\\ndiv.jsoneditor-menu>button.jsoneditor-undo:disabled{background-position:-24px -120px}\\ndiv.jsoneditor-menu>button.jsoneditor-redo{background-position:-48px -96px}\\ndiv.jsoneditor-menu>button.jsoneditor-redo:disabled{background-position:-48px -120px}\\ndiv.jsoneditor-menu>button.jsoneditor-compact{background-position:-72px -96px}\\ndiv.jsoneditor-menu>button.jsoneditor-format{background-position:-72px -120px}\\ndiv.jsoneditor-menu>button.jsoneditor-repair{background-position:-96px -96px}\\ndiv.jsoneditor-menu>div.jsoneditor-modes{display:inline-block;float:left}\\ndiv.jsoneditor-menu>div.jsoneditor-modes>button{background-image:none;width:auto;padding-left:6px;padding-right:6px}\\ndiv.jsoneditor-menu>button.jsoneditor-separator,div.jsoneditor-menu>div.jsoneditor-modes>button.jsoneditor-separator{margin-left:10px}\\ndiv.jsoneditor-menu a{font-family:arial,sans-serif;font-size:10pt;color:#fff;opacity:.8;vertical-align:middle}\\ndiv.jsoneditor-menu a:hover{opacity:1}\\ndiv.jsoneditor-menu a.jsoneditor-poweredBy{font-size:8pt;position:absolute;right:0;top:0;padding:10px}\\ntable.jsoneditor-search div.jsoneditor-results,table.jsoneditor-search input{font-family:arial,sans-serif;font-size:10pt;color:#1a1a1a;background:0 0}\\ntable.jsoneditor-search div.jsoneditor-results{color:#fff;padding-right:5px;line-height:24px;padding-top:2px}\\ntable.jsoneditor-search{position:absolute;right:4px;top:4px;border-collapse:collapse;border-spacing:0}\\ntable.jsoneditor-search div.jsoneditor-frame{border:1px solid transparent;background-color:#fff;padding:0 2px;margin:0}\\ntable.jsoneditor-search div.jsoneditor-frame table{border-collapse:collapse}\\ntable.jsoneditor-search input{width:120px;border:none;outline:0;margin:1px;line-height:20px}\\ntable.jsoneditor-search button{width:16px;height:24px;padding:0;margin:0;border:none;background:url('jsoneditor-icons.svg');vertical-align:top}\\ntable.jsoneditor-search button:hover{background-color:transparent}\\ntable.jsoneditor-search button.jsoneditor-refresh{width:18px;background-position:-99px -73px}\\ntable.jsoneditor-search button.jsoneditor-next{cursor:pointer;background-position:-124px -73px}\\ntable.jsoneditor-search button.jsoneditor-next:hover{background-position:-124px -49px}\\ntable.jsoneditor-search button.jsoneditor-previous{cursor:pointer;background-position:-148px -73px;margin-right:2px}\\ntable.jsoneditor-search button.jsoneditor-previous:hover{background-position:-148px -49px}\\ndiv.jsoneditor div.autocomplete.dropdown{position:absolute;background:#fff;box-shadow:2px 2px 12px rgba(128,128,128,.3);border:1px solid #d3d3d3;z-index:100;overflow-x:hidden;overflow-y:auto;cursor:default;margin:0;padding-left:2pt;padding-right:5pt;text-align:left;outline:0;font-family:\\\"dejavu sans mono\\\",\\\"droid sans mono\\\",consolas,monaco,\\\"lucida console\\\",\\\"courier new\\\",courier,monospace,sans-serif;font-size:10pt}\\ndiv.jsoneditor div.autocomplete.dropdown .item{color:#333}\\ndiv.jsoneditor div.autocomplete.dropdown .item.hover{background-color:#ddd}\\ndiv.jsoneditor div.autocomplete.hint{color:#aaa;top:4px;left:4px}\\ndiv.jsoneditor-treepath{padding:0 5px;overflow:hidden;white-space:nowrap;outline:0}\\ndiv.jsoneditor-treepath.show-all{word-wrap:break-word;white-space:normal;position:absolute;background-color:#ebebeb;z-index:999;box-shadow:2px 2px 12px rgba(128,128,128,.3)}\\ndiv.jsoneditor-treepath div.jsoneditor-contextmenu-root{position:absolute;left:0}\\ndiv.jsoneditor-treepath span.jsoneditor-treepath-show-all-btn{position:absolute;background-color:#ebebeb;left:0;height:20px;padding:0 3px;cursor:pointer}\\ndiv.jsoneditor-treepath.show-all span.jsoneditor-treepath-show-all-btn{display:none}\\ndiv.jsoneditor-treepath span.jsoneditor-treepath-element{margin:1px;font-family:arial,sans-serif;font-size:10pt}\\ndiv.jsoneditor-treepath span.jsoneditor-treepath-seperator{margin:2px;font-size:9pt;font-family:arial,sans-serif}\\ndiv.jsoneditor-treepath span.jsoneditor-treepath-element:hover,div.jsoneditor-treepath span.jsoneditor-treepath-seperator:hover{cursor:pointer;text-decoration:underline}\\ndiv.jsoneditor-statusbar{line-height:26px;height:26px;margin-top:-

1px;color:grey;background-color:#ebebeb;border-top:1px solid #d3d3d3;box-sizing:border-box;font-size:10pt}\\ndiv.jsoneditor-statusbar>.jsoneditor-curserinfo-label{margin:0 2px 0 4px}\\ndiv.jsoneditor-statusbar>.jsoneditor-curserinfo-val{margin-right:12px}\\ndiv.jsoneditor-statusbar>.jsoneditor-curserinfo-count{margin-left:4px}\\ndiv.jsoneditor-statusbar>.jsoneditor-validation-error-icon{float:right;width:24px;height:24px;padding:0;margin-top:1px;background:url('jsoneditor-icons.svg') -168px -48px;cursor:pointer}\\ndiv.jsoneditor-statusbar>.jsoneditor-validation-error-count{float:right;margin:0 4px 0 0;cursor:pointer}\\ndiv.jsoneditor-statusbar>.jsoneditor-parse-error-icon{float:right;width:24px;height:24px;padding:0;margin:1px;background:url('jsoneditor-icons.svg') -25px 0}\\ndiv.jsoneditor-navigation-bar{width:100%;height:26px;line-height:26px;padding:0;margin:0;border-bottom:1px solid #d3d3d3;box-sizing:border-box;color:grey;background-color:#ebebeb;overflow:hidden;font-family:arial,sans-serif;font-size:10pt}\\n/*!\\n * Selectr 2.4.0\\n * https://github.com/Mobius1/Selectr\\n *\\n * Released under the MIT license\\n */\\n.selectr-container{position:relative}\\n.selectr-container li{list-style:none}\\n.selectr-hidden{position:absolute;overflow:hidden;clip:rect(0,0,0,0);width:1px;height:1px;margin:-1px;padding:0;border:0 none}\\n.selectr-visible{position:absolute;left:0;top:0;width:100%;height:100%;opacity:0;z-index:11}\\n.selectr-desktop.multiple .selectr-visible{display:none}\\n.selectr-desktop.multiple.native-open .selectr-visible{top:100%;min-height:200px!important;height:auto;opacity:1;display:block}\\n.selectr-container.multiple.selectr-mobile .selectr-selected{z-index:0}\\n.selectr-selected{position:relative;z-index:1;box-sizing:border-box;width:100%;padding:7px 28px 7px 14px;cursor:pointer;border:1px solid #999;border-radius:3px;background-color:#fff}\\n.selectr-selected::before{position:absolute;top:50%;right:10px;width:0;height:0;content:";-webkit-transform:rotate(0) translate3d(0,-50%,0);transform:rotate(0) translate3d(0,-50%,0);border-width:4px 4px 0 4px;border-style:solid;border-color:#6c7a86 transparent transparent}\\n.selectr-container.native-open .selectr-selected::before,.selectr-container.open .selectr-selected::before{border-width:0 4px 4px 4px;border-style:solid;border-color:transparent transparent #6c7a86}\\n.selectr-label{display:none;overflow:hidden;width:100%;white-space:nowrap;text-overflow:ellipsis}\\n.selectr-placeholder{color:#6c7a86}\\n.selectr-tags{margin:0;padding:0;white-space:normal}\\n.has-selected .selectr-tags{margin:0 0 -2px}\\n.selectr-tag{list-style:none;position:relative;float:left;padding:2px 25px 2px 8px;margin:0 2px 2px 0;cursor:default;color:#fff;border:medium none;border-radius:10px;background:#acb7bf none repeat scroll 0 0}\\n.selectr-container.multiple.has-selected .selectr-selected{padding:5px 28px 5px 5px}\\n.selectr-options-container{position:absolute;z-index:10000;top:calc(100% - 1px);left:0;display:none;box-sizing:border-box;width:100%;border-width:0 1px 1px;border-style:solid;border-color:transparent #999 #999;border-radius:0 0 3px 3px;background-color:#fff}\\n.selectr-container.open .selectr-options-container{display:block}\\n.selectr-input-container{position:relative;display:none}\\n.selectr-clear,.selectr-input-clear,.selectr-tag-remove{position:absolute;top:50%;right:22px;width:20px;height:20px;padding:0;cursor:pointer;-webkit-transform:translate3d(0,-50%,0);transform:translate3d(0,-50%,0);border:medium none;background-color:transparent;z-index:11}\\n.selectr-clear,.selectr-input-clear{display:none}\\n.selectr-container.has-selected .selectr-clear,.selectr-input-container.active .selectr-input-clear{display:block}\\n.selectr-selected .selectr-tag-remove{right:2px}\\n.selectr-clear::after,.selectr-clear::before,.selectr-input-clear::after,.selectr-input-clear::before,.selectr-tag-remove::after,.selectr-tag-remove::before{position:absolute;top:5px;left:9px;width:2px;height:10px;content:' ';background-color:#6c7a86}\\n.selectr-tag-remove::after,.selectr-tag-remove::before{top:4px;width:3px;height:12px;background-color:#fff}\\n.selectr-clear:before,.selectr-input-clear::before,.selectr-tag-remove::before{-webkit-transform:rotate(45deg);transform:rotate(45deg)}\\n.selectr-clear:after,.selectr-input-clear::after,.selectr-tag-remove::after{-webkit-transform:rotate(-45deg);transform:rotate(-45deg)}\\n.selectr-input-container.active,.selectr-input-container.active .selectr-clear{display:block}\\n.selectr-input{top:5px;left:5px;box-sizing:border-box;width:calc(100% - 30px);margin:10px 15px;padding:7px 30px 7px 9px;border:1px solid #999;border-radius:3px}\\n.selectr-notice{display:none;box-sizing:border-box;width:100%;padding:8px 16px;border-top:1px solid #999;border-radius:0 0 3px 3px;background-color:#fff}\\n.selectr-container.notice .selectr-

notice{display:block}\\n.selectr-container.notice .selectr-selected{border-radius:3px 3px 0 0}\\n.selectr-options{position:relative;top:calc(100% + 2px);display:none;overflow-x:auto;overflow-y:scroll;max-height:200px;margin:0;padding:0}\\n.selectr-container.notice .selectr-options-container,.selectr-container.open .selectr-input-container,.selectr-container.open .selectr-options{display:block}\\n.selectr-option{position:relative;display:block;padding:5px 20px;list-style:outside none none;cursor:pointer;font-weight:400}\\n.selectr-options.optgroups>.selectr-option{padding-left:25px}\\n.selectr-optgroup{font-weight:700;padding:0}\\n.selectr-optgroup--label{font-weight:700;margin-top:10px;padding:5px 15px}\\n.selectr-match{text-decoration:underline}\\n.selectr-option.selected{background-color:#ddd}\\n.selectr-option.active{color:#fff;background-color:#5897fb}\\n.selectr-option.disabled{opacity:.4}\\n.selectr-option.excluded{display:none}\\n.selectr-container.open .selectr-selected{border-color:#999 #999 transparent #999;border-radius:3px 3px 0 0}\\n.selectr-container.open .selectr-selected::after{-webkit-transform:rotate(180deg) translate3d(0,50%,0);transform:rotate(180deg) translate3d(0,50%,0)}\\n.selectr-disabled{opacity:.6}\\n.has-selected .selectr-placeholder,.selectr-empty{display:none}\\n.has-selected .selectr-label{display:block}\\n.taggable .selectr-selected{padding:4px 28px 4px 4px}\\n.taggable .selectr-selected::after{display:table;content:\\\" \\\";clear:both}\\n.taggable .selectr-label{width:auto}\\n.taggable .selectr-tags{float:left;display:block}\\n.taggable .selectr-placeholder{display:none}\\n.input-tag{float:left;min-width:90px;width:auto}\\n.selectr-tag-input{border:medium none;padding:3px 10px;width:100%;font-family:inherit;font-weight:inherit;font-size:inherit}\\n.selectr-input-container.loading::after{position:absolute;top:50%;right:20px;width:20px;height:20px;content:'';-webkit-transform:translate3d(0,-50%,0);transform:translate3d(0,-50%,0);-webkit-transform-origin:50% 0 0;transform-origin:50% 0 0;-webkit-animation:.5s linear 0s normal forwards infinite running spin;animation:.5s linear 0s normal forwards infinite running spin;border-width:3px;border-style:solid;border-color:#aaa #ddd #ddd;border-radius:50%}\\n@-webkit-keyframes spin{0%{-webkit-transform:rotate(0) translate3d(0,-50%,0);transform:rotate(0) translate3d(0,-50%,0)}100%{-webkit-transform:rotate(360deg) translate3d(0,-50%,0);transform:rotate(360deg) translate3d(0,-50%,0)}}\\n@keyframes spin{0%{-webkit-transform:rotate(0) translate3d(0,-50%,0);transform:rotate(0) translate3d(0,-50%,0)}100%{-webkit-transform:rotate(360deg) translate3d(0,-50%,0);transform:rotate(360deg) translate3d(0,-50%,0)}}\\n.selectr-container.open.inverted .selectr-selected{border-color:transparent #999 #999;border-radius:0 0 3px 3px}\\n.selectr-container.inverted .selectr-options-container{border-width:1px 1px 0;border-color:#999 #999 transparent;border-radius:3px 3px 0 0;background-color:#fff}\\n.selectr-container.inverted .selectr-options-container{top:auto;bottom:calc(100% - 1px)}\\n.selectr-container ::-webkit-input-placeholder{color:#6c7a86;opacity:1}\\n.selectr-container ::-ms-input-placeholder{color:#6c7a86;opacity:1}\\n.selectr-container ::placeholder{color:#6c7a86;opacity:1}\\n/* You can add global styles to this file, and also import other style files
*/\\n/**********Theme**********/\\n/**\\n * Applies styles for users in high contrast mode. Note that this only applies\\n * to Microsoft browsers. Chrome can be included by checking for the `html[hc]`\\n * attribute, however Chrome handles high contrast differently.\\n * @param target Which kind of high contrast setting to target. Defaults to `active`, can be\\n * `white-on-black` or `black-on-white`.\\n */\\n/* Theme for the ripple elements.*/\\n/* stylelint-disable material/no-prefixes */\\n/* stylelint-enable
*/\\n/**********Theme**********/\\n/**********break Points**********/\\n/* app drawer breakpoint
*/\\n/**********Break Points**********/\\n/**********Main CSS**********/\\n.mat-badge-

content {\\n font-weight: 600;\\n font-size: 12px;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-badge-small .mat-badge-content {\\n font-size: 6px; }\\n.mat-badge-large .mat-badge-content {\\n font-size: 24px; }\\n.mat-h1, .mat-headline, .mat-typography h1 {\\n font: 400 24px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h2, .mat-title, .mat-typography h2 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h3, .mat-subheading-2, .mat-typography h3 {\\n font: 400 16px/28px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h4, .mat-subheading-1, .mat-typography h4 {\\n font: 400 15px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h5, .mat-typography h5 {\\n font: 400 11.62px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-h6, .mat-typography h6 {\\n font: 400 9.38px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-body-strong, .mat-body-2 {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body, .mat-body-1, .mat-typography {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body p, .mat-body-1 p, .mat-typography p {\\n margin: 0 0 12px; }\\n.mat-small, .mat-caption {\\n font: 400 12px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-display-4, .mat-typography .mat-display-4 {\\n font: 300 112px/112px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 56px;\\n letter-spacing: -0.05em; }\\n.mat-display-3, .mat-typography .mat-display-3 {\\n font: 400 56px/56px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.02em; }\\n.mat-display-2, .mat-typography .mat-display-2 {\\n font: 400 45px/48px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.005em; }\\n.mat-display-1, .mat-typography .mat-display-1 {\\n font: 400 34px/40px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px; }\\n.mat-bottom-sheet-container {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-button, .mat-raised-button, .mat-icon-button, .mat-stroked-button,\\n.mat-flat-button, .mat-fab, .mat-mini-fab {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-button-toggle {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card-title {\\n font-size: 24px;\\n font-weight: 500; }\\n.mat-card-header .mat-card-title {\\n font-size: 20px; }\\n.mat-card-subtitle,\\n.mat-card-content {\\n font-size: 14px; }\\n.mat-checkbox {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-checkbox-layout .mat-checkbox-label {\\n line-height: 24px; }\\n.mat-chip {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-chip .mat-chip-trailing-icon.mat-icon,\\n .mat-chip .mat-chip-remove.mat-icon {\\n font-size: 18px; }\\n.mat-table {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-header-cell {\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-cell, .mat-footer-cell {\\n font-size: 14px; }\\n.mat-calendar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-calendar-body {\\n font-size: 13px; }\\n.mat-calendar-body-label,\\n.mat-calendar-period-button {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-calendar-table-header th {\\n font-size: 11px;\\n font-weight: 400; }\\n.mat-dialog-title {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-expansion-panel-header {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 15px;\\n font-weight: 400; }\\n.mat-expansion-panel-content {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field {\\n font-size: inherit;\\n font-weight: 400;\\n line-height: 1.125;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field-wrapper {\\n padding-bottom: 1.34375em; }\\n.mat-form-field-prefix .mat-icon,\\n.mat-form-field-suffix .mat-icon {\\n font-size: 150%;\\n line-height: 1.125; }\\n.mat-form-field-prefix .mat-icon-button,\\n.mat-form-field-suffix .mat-icon-button {\\n height: 1.5em;\\n width: 1.5em; }\\n.mat-form-field-prefix .mat-icon-button .mat-icon,\\n .mat-form-field-suffix .mat-icon-button .mat-icon {\\n height: 1.125em;\\n line-height: 1.125; }\\n.mat-form-field-infix {\\n padding: 0.5em 0;\\n border-top: 0.84375em solid transparent; }\\n.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.34375em) scale(0.75);\\n transform: translateY(-1.34375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.34374em) scale(0.75);\\n transform: translateY(-1.34374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-label-wrapper {\\n top: -0.84375em;\\n padding-top: 0.84375em; }\\n.mat-form-field-label {\\n top: 1.34375em; }\\n.mat-form-field-underline {\\n bottom: 1.34375em; }\\n.mat-form-field-

subscript-wrapper {\\n font-size: 75%;\\n margin-top: 0.66666667em;\\n top: calc(100% - 1.79166667em); }\\n.mat-form-field-appearance-legacy .mat-form-field-wrapper {\\n padding-bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-infix {\\n padding: 0.4375em 0; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n -ms-transform: translateY(-1.28125em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n -ms-transform: translateY(-1.28124em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n -ms-transform: translateY(-1.28123em) scale(0.75);\\n width: 133.33335333%; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n top: 1.28125em; }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-subscript-wrapper {\\n margin-top: 0.54166667em;\\n top: calc(100% - 1.66666667em); }\\n@media print {\\n .mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28122em) scale(0.75);\\n transform: translateY(-1.28122em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28121em) scale(0.75);\\n transform: translateY(-1.28121em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.2812em) scale(0.75);\\n transform: translateY(-1.2812em) scale(0.75); } }\\n.mat-form-field-appearance-fill .mat-form-field-infix {\\n padding: 0.25em 0 0.75em 0; }\\n.mat-form-field-appearance-fill .mat-form-field-label {\\n top: 1.09375em;\\n margin-top: -0.5em; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-0.59375em) scale(0.75);\\n transform: translateY(-0.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-0.59374em) scale(0.75);\\n transform: translateY(-0.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-outline .mat-form-field-infix {\\n padding: 1em 0 1em 0; }\\n.mat-form-field-appearance-outline .mat-form-field-label {\\n top: 1.84375em;\\n margin-top: -0.25em; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.59375em) scale(0.75);\\n transform: translateY(-1.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.59374em) scale(0.75);\\n transform: translateY(-1.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-grid-tile-header,\\n.mat-grid-tile-footer {\\n font-size: 14px; }\\n.mat-grid-tile-header .mat-line,\\n .mat-grid-tile-footer .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-grid-tile-header .mat-line:nth-child(n+2),\\n .mat-grid-tile-footer .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\ninput.mat-input-element {\\n margin-top: -0.0625em; }\\n.mat-menu-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-

serif;\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px; }\\n.mat-radio-button {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select-trigger {\\n height: 1.125em; }\\n.mat-slide-toggle-content {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-slider-thumb-label-text {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-stepper-vertical, .mat-stepper-horizontal {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-step-label {\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-step-sub-label-error {\\n font-weight: normal; }\\n.mat-step-label-error {\\n font-size: 14px; }\\n.mat-step-label-selected {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-tab-group {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tab-label, .mat-tab-link {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-toolbar,\\n.mat-toolbar h1,\\n.mat-toolbar h2,\\n.mat-toolbar h3,\\n.mat-toolbar h4,\\n.mat-toolbar h5,\\n.mat-toolbar h6 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0; }\\n.mat-tooltip {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 10px;\\n padding-top: 6px;\\n padding-bottom: 6px; }\\n.mat-tooltip-handset {\\n font-size: 14px;\\n padding-top: 8px;\\n padding-bottom: 8px; }\\n.mat-list-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-base .mat-list-item {\\n font-size: 16px; }\\n.mat-list-base .mat-list-item .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n text-overflow: ellipsis;\\n   display: block;\\n   box-sizing: border-box; }\\n.mat-list-base .mat-list-item .mat-line:nth-child(n+2) {\\n   font-size: 14px; }\\n.mat-list-base .mat-list-option {\\n font-size: 16px; }\\n.mat-list-base .mat-list-option .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n   text-overflow: ellipsis;\\n display: block;\\n   box-sizing: border-box; }\\n.mat-list-base .mat-list-option .mat-line:nth-child(n+2) {\\n   font-size: 14px; }\\n.mat-list-base .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-list-base[dense] .mat-list-item {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-item .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n   text-overflow: ellipsis;\\n   display: block;\\n   box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-item .mat-line:nth-child(n+2) {\\n   font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option .mat-line {\\n   white-space: nowrap;\\n   overflow: hidden;\\n   text-overflow: ellipsis;\\n   display: block;\\n   box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-option .mat-line:nth-child(n+2) {\\n   font-size: 12px; }\\n.mat-list-base[dense] .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 16px; }\\n.mat-optgroup-label {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-simple-snackbar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px; }\\n.mat-simple-snackbar-action {\\n line-height: 1;\\n font-family: inherit;\\n font-size: inherit;\\n font-weight: 500; }\\n.mat-tree {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n font-weight: 400;\\n font-size: 14px; }\\n.mat-ripple {\\n overflow: hidden;\\n position: relative; }\\n.mat-ripple.mat-ripple-unbounded {\\n overflow: visible; }\\n.mat-ripple-element {\\n position: absolute;\\n border-radius: 50%;\\n pointer-events: none;\\n transition: opacity, -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1), -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n -webkit-transform: scale(0);\\n   transform: scale(0); }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-ripple-element {\\n   display: none; } }\\n.cdk-visually-hidden {\\n border: 0;\\n clip: rect(0 0 0 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px;\\n outline: 0;\\n -webkit-appearance: none;\\n -moz-appearance: none; }\\n.cdk-overlay-container, .cdk-global-overlay-wrapper {\\n pointer-events: none;\\n top: 0;\\n left: 0;\\n height: 100%;\\n width: 100%; }\\n.cdk-overlay-container {\\n position: fixed;\\n z-index: 1000; }\\n.cdk-overlay-container:empty {\\n   display: none; }\\n.cdk-global-overlay-wrapper {\\n display: flex;\\n position: absolute;\\n z-index: 1000; }\\n.cdk-overlay-pane {\\n position: absolute;\\n pointer-events: auto;\\n box-sizing: border-box;\\n z-index: 1000;\\n display: flex;\\n max-width: 100%;\\n max-height: 100%; }\\n.cdk-overlay-backdrop {\\n position: absolute;\\n top: 0;\\n bottom: 0;\\n left: 0;\\n right: 0;\\n

z-index: 1000;\\n pointer-events: auto;\\n -webkit-tap-highlight-color: transparent;\\n transition: opacity 400ms cubic-bezier(0.25, 0.8, 0.25, 1);\\n opacity: 0; }\\n.cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 1; }\\n@media screen and (-ms-high-contrast: active) {\\n .cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0.6; } }\\n.cdk-overlay-dark-backdrop {\\n background: rgba(0, 0, 0, 0.32); }\\n.cdk-overlay-transparent-backdrop, .cdk-overlay-transparent-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0; }\\n.cdk-overlay-connected-position-bounding-box {\\n position: absolute;\\n z-index: 1000;\\n display: flex;\\n flex-direction: column;\\n min-width: 1px;\\n min-height: 1px; }\\n.cdk-global-scrollblock {\\n position: fixed;\\n width: 100%;\\n overflow-y: scroll; }\\n@-webkit-keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@-webkit-keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n.cdk-text-field-autofill-monitored:-webkit-autofill {\\n -webkit-animation-name: cdk-text-field-autofill-start;\\n animation-name: cdk-text-field-autofill-start; }\\n.cdk-text-field-autofill-monitored:not(:-webkit-autofill) {\\n -webkit-animation-name: cdk-text-field-autofill-end;\\n animation-name: cdk-text-field-autofill-end; }\\ntextarea.cdk-textarea-autosize {\\n resize: none; }\\ntextarea.cdk-textarea-autosize-measuring {\\n height: auto !important;\\n overflow: hidden !important;\\n padding: 2px 0 !important;\\n box-sizing: content-box !important; }\\n.mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option:hover:not(.mat-option-disabled), .mat-option:focus:not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-selected:not(.mat-option-multiple):not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-active {\\n background: rgba(0, 0, 0, 0.04);\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option.mat-option-disabled {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-primary .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #3f51b5; }\\n.mat-accent .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #4caf50; }\\n.mat-warn .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #f44336; }\\n.mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-optgroup-disabled .mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-pseudo-checkbox {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-pseudo-checkbox::after {\\n color: #fafafa; }\\n.mat-pseudo-checkbox-checked,\\n.mat-pseudo-checkbox-indeterminate,\\n.mat-accent .mat-pseudo-checkbox-checked,\\n.mat-accent .mat-pseudo-checkbox-indeterminate {\\n background: #4caf50; }\\n.mat-primary .mat-pseudo-checkbox-checked,\\n.mat-primary .mat-pseudo-checkbox-indeterminate {\\n background: #3f51b5; }\\n.mat-warn .mat-pseudo-checkbox-checked,\\n.mat-warn .mat-pseudo-checkbox-indeterminate {\\n background: #f44336; }\\n.mat-pseudo-checkbox-checked.mat-pseudo-checkbox-disabled {\\n background: #b0b0b0; }\\n.mat-elevation-z0 {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z1 {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z2 {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z3 {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z4 {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z5 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 5px 8px 0px rgba(0, 0, 0, 0.14), 0px 1px 14px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z6 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z7 {\\n box-shadow: 0px 4px 5px -2px rgba(0, 0, 0, 0.2), 0px 7px 10px 1px rgba(0, 0, 0, 0.14), 0px 2px 16px 1px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z8 {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z9 {\\n box-shadow: 0px 5px 6px -3px rgba(0, 0, 0, 0.2), 0px 9px 12px 1px rgba(0, 0, 0, 0.14), 0px 3px 16px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z10 {\\n box-shadow: 0px 6px 6px -3px rgba(0, 0, 0, 0.2), 0px 10px 14px 1px rgba(0, 0, 0, 0.14), 0px 4px 18px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z11 {\\n box-shadow: 0px 6px 7px -4px rgba(0, 0, 0, 0.2), 0px 11px 15px 1px rgba(0, 0, 0, 0.14), 0px 4px 20px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z12 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z13 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 13px 19px 2px rgba(0, 0, 0, 0.14), 0px 5px 24px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z14 {\\n box-shadow: 0px 7px 9px -4px rgba(0, 0, 0,

0.2), 0px 14px 21px 2px rgba(0, 0, 0, 0.14), 0px 5px 26px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z15 {\\n box-shadow: 0px 8px 9px -5px rgba(0, 0, 0, 0.2), 0px 15px 22px 2px rgba(0, 0, 0, 0.14), 0px 6px 28px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z16 {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z17 {\\n box-shadow: 0px 8px 11px -5px rgba(0, 0, 0, 0.2), 0px 17px 26px 2px rgba(0, 0, 0, 0.14), 0px 6px 32px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z18 {\\n box-shadow: 0px 9px 11px -5px rgba(0, 0, 0, 0.2), 0px 18px 28px 2px rgba(0, 0, 0, 0.14), 0px 7px 34px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z19 {\\n box-shadow: 0px 9px 12px -6px rgba(0, 0, 0, 0.2), 0px 19px 29px 2px rgba(0, 0, 0, 0.14), 0px 7px 36px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z20 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 20px 31px 3px rgba(0, 0, 0, 0.14), 0px 8px 38px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z21 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 21px 33px 3px rgba(0, 0, 0, 0.14), 0px 8px 40px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z22 {\\n box-shadow: 0px 10px 14px -6px rgba(0, 0, 0, 0.2), 0px 22px 35px 3px rgba(0, 0, 0, 0.14), 0px 8px 42px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z23 {\\n box-shadow: 0px 11px 14px -7px rgba(0, 0, 0, 0.2), 0px 23px 36px 3px rgba(0, 0, 0, 0.14), 0px 9px 44px 8px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z24 {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12); }\\n.mat-app-background {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-theme-loaded-marker {\\n display: none; }\\n.mat-autocomplete-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-autocomplete-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover) {\\n background: white; }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover):not(.mat-option-disabled) {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-content {\\n color: white;\\n background: #3f51b5; }\\n.mat-badge-accent .mat-badge-content {\\n background: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-warn .mat-badge-content {\\n color: white;\\n background: #f44336; }\\n.mat-badge {\\n position: relative; }\\n.mat-badge-hidden .mat-badge-content {\\n display: none; }\\n.mat-badge-disabled .mat-badge-content {\\n background: #b9b9b9;\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-badge-content {\\n position: absolute;\\n text-align: center;\\n display: inline-block;\\n border-radius: 50%;\\n transition: -webkit-transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out, -webkit-transform 200ms ease-in-out;\\n -webkit-transform: scale(0.6);\\n transform: scale(0.6);\\n overflow: hidden;\\n white-space: nowrap;\\n text-overflow: ellipsis;\\n pointer-events: none; }\\n.mat-badge-content.mat-badge-active {\\n -webkit-transform: none;\\n transform: none; }\\n.mat-badge-small .mat-badge-content {\\n width: 16px;\\n height: 16px;\\n line-height: 16px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-small .mat-badge-content {\\n outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-small.mat-badge-above .mat-badge-content {\\n top: -8px; }\\n.mat-badge-small.mat-badge-below .mat-badge-content {\\n bottom: -8px; }\\n.mat-badge-small.mat-badge-before .mat-badge-content {\\n left: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -16px; }\\n.mat-badge-small.mat-badge-after .mat-badge-content {\\n right: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -16px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -8px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -8px; }\\n.mat-badge-medium .mat-badge-content {\\n width: 22px;\\n height: 22px;\\n line-height: 22px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-medium .mat-badge-content {\\n outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-medium.mat-badge-above .mat-badge-content {\\n top: -11px; }\\n.mat-badge-medium.mat-badge-below .mat-badge-content {\\n bottom: -11px; }\\n.mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -22px; }\\n.mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -22px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-before

.mat-badge-content {\\n left: auto;\\n right: -11px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -11px; }\\n.mat-badge-large .mat-badge-content {\\n width: 28px;\\n height: 28px;\\n line-height: 28px; }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-badge-large .mat-badge-content {\\n   outline: solid 1px;\\n   border-radius: 0; } }\\n.mat-badge-large.mat-badge-above .mat-badge-content {\\n top: -14px; }\\n.mat-badge-large.mat-badge-below .mat-badge-content {\\n bottom: -14px; }\\n.mat-badge-large.mat-badge-before .mat-badge-content {\\n left: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -28px; }\\n.mat-badge-large.mat-badge-after .mat-badge-content {\\n right: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -28px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -14px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -14px; }\\n.mat-bottom-sheet-container {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button, .mat-icon-button, .mat-stroked-button {\\n color: inherit;\\n background: transparent; }\\n.mat-button.mat-primary, .mat-icon-button.mat-primary, .mat-stroked-button.mat-primary {\\n   color: #3f51b5; }\\n.mat-button.mat-accent, .mat-icon-button.mat-accent, .mat-stroked-button.mat-accent {\\n   color: #4caf50; }\\n.mat-button.mat-warn, .mat-icon-button.mat-warn, .mat-stroked-button.mat-warn {\\n   color: #f44336; }\\n.mat-button.mat-primary[disabled], .mat-button.mat-accent[disabled], .mat-button.mat-warn[disabled], .mat-button[disabled][disabled], .mat-icon-button.mat-primary[disabled], .mat-icon-button.mat-accent[disabled], .mat-icon-button.mat-warn[disabled], .mat-icon-button[disabled][disabled], .mat-stroked-button.mat-primary[disabled], .mat-stroked-button.mat-accent[disabled], .mat-stroked-button.mat-warn[disabled], .mat-stroked-button[disabled][disabled] {\\n   color: rgba(0, 0, 0, 0.26); }\\n.mat-button.mat-primary .mat-button-focus-overlay, .mat-icon-button.mat-primary .mat-button-focus-overlay, .mat-stroked-button.mat-primary .mat-button-focus-overlay {\\n   background-color: #3f51b5; }\\n.mat-button.mat-accent .mat-button-focus-overlay, .mat-icon-button.mat-accent .mat-button-focus-overlay, .mat-stroked-button.mat-accent .mat-button-focus-overlay {\\n   background-color: #4caf50; }\\n.mat-button.mat-warn .mat-button-focus-overlay, .mat-icon-button.mat-warn .mat-button-focus-overlay, .mat-stroked-button.mat-warn .mat-button-focus-overlay {\\n   background-color: #f44336; }\\n.mat-button[disabled] .mat-button-focus-overlay, .mat-icon-button[disabled] .mat-button-focus-overlay, .mat-stroked-button[disabled] .mat-button-focus-overlay {\\n   background-color: transparent; }\\n.mat-button .mat-ripple-element, .mat-icon-button .mat-ripple-element, .mat-stroked-button .mat-ripple-element {\\n   opacity: 0.1;\\n   background-color: currentColor; }\\n.mat-button-focus-overlay {\\n background: black; }\\n.mat-stroked-button:not([disabled]) {\\n border-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button, .mat-raised-button, .mat-fab, .mat-mini-fab {\\n color: rgba(0, 0, 0, 0.87);\\n background-color: white; }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n   color: white; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n   color: white; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n   color: rgba(0, 0, 0, 0.26); }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n   background-color: #3f51b5; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n   background-color: #4caf50; }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n   background-color: #f44336; }\\n.mat-flat-button.mat-

primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button.mat-primary .mat-ripple-element, .mat-raised-button.mat-primary .mat-ripple-element, .mat-fab.mat-primary .mat-ripple-element, .mat-mini-fab.mat-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-flat-button.mat-accent .mat-ripple-element, .mat-raised-button.mat-accent .mat-ripple-element, .mat-fab.mat-accent .mat-ripple-element, .mat-mini-fab.mat-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-flat-button.mat-warn .mat-ripple-element, .mat-raised-button.mat-warn .mat-ripple-element, .mat-fab.mat-warn .mat-ripple-element, .mat-mini-fab.mat-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-stroked-button:not([class*='mat-elevation-z']), .mat-flat-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([class*='mat-elevation-z']), .mat-mini-fab:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([disabled]):active:not([class*='mat-elevation-z']), .mat-mini-fab:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-fab[disabled]:not([class*='mat-elevation-z']), .mat-mini-fab[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone,\\n.mat-button-toggle-group {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n box-shadow: none; }\\n.mat-button-toggle {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-button-toggle .mat-button-toggle-focus-overlay {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87);\\n background: white; }\\n.mat-button-toggle-appearance-standard .mat-button-toggle-focus-overlay {\\n background-color: black; }\\n.mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: solid 1px rgba(0, 0, 0, 0.12); }\\n[dir='rtl'] .mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-group-appearance-standard.mat-button-toggle-vertical .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: none;\\n border-top: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-checked {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-button-toggle-checked.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button-toggle-disabled {\\n color: rgba(0, 0, 0, 0.26);\\n background-color: #eeeeee; }\\n.mat-button-toggle-disabled.mat-button-toggle-appearance-standard {\\n background: white; }\\n.mat-button-toggle-disabled.mat-button-toggle-checked {\\n background-color: #bdbdbd; }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n border: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-card {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-card:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card.mat-card-flat:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card-subtitle {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-frame {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-checkmark

{\\n fill: #fafafa; }\\n.mat-checkbox-checkmark-path {\\n stroke: #fafafa !important; }\\n@media screen and (-ms-high-contrast: black-on-white) {\\n   .mat-checkbox-checkmark-path {\\n   stroke: #000 !important; } }\\n.mat-checkbox-mixedmark {\\n background-color: #fafafa; }\\n.mat-checkbox-indeterminate.mat-primary .mat-checkbox-background, .mat-checkbox-checked.mat-primary .mat-checkbox-background {\\n background-color: #3f51b5; }\\n.mat-checkbox-indeterminate.mat-accent .mat-checkbox-background, .mat-checkbox-checked.mat-accent .mat-checkbox-background {\\n background-color: #4caf50; }\\n.mat-checkbox-indeterminate.mat-warn .mat-checkbox-background, .mat-checkbox-checked.mat-warn .mat-checkbox-background {\\n background-color: #f44336; }\\n.mat-checkbox-disabled.mat-checkbox-checked:not(.mat-checkbox-indeterminate) .mat-checkbox-background {\\n background-color: #b0b0b0; }\\n.mat-checkbox-disabled:not(.mat-checkbox-checked) .mat-checkbox-frame {\\n border-color: #b0b0b0; }\\n.mat-checkbox-disabled .mat-checkbox-label {\\n color: rgba(0, 0, 0, 0.54); }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-disabled {\\n   opacity: 0.5; } }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-background {\\n   background: none; } }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-primary .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-accent .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-warn .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-chip.mat-standard-chip {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip .mat-chip-remove {\\n color: rgba(0, 0, 0, 0.87);\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled):active {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled) .mat-chip-remove:hover {\\n   opacity: 0.54; }\\n.mat-chip.mat-standard-chip.mat-chip-disabled {\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip::after {\\n background: black; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-chip-remove {\\n color: white;\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-ripple-element {\\n   background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn {\\n background-color: #f44336;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-chip-remove {\\n   color: white;\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-ripple-element {\\n   background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent {\\n background-color: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-chip-remove {\\n   color: rgba(0, 0, 0, 0.87);\\n   opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-ripple-element {\\n   background: rgba(0, 0, 0, 0.1); }\\n.mat-table {\\n background: white; }\\n.mat-table thead, .mat-table tbody, .mat-table tfoot,\\nmat-header-row, mat-row, mat-footer-row,\\n[mat-header-row], [mat-row], [mat-footer-row],\\n.mat-table-sticky {\\n background: inherit; }\\nmat-row, mat-header-row, mat-footer-row,\\nth.mat-header-cell, td.mat-cell, td.mat-footer-cell {\\n border-bottom-color: rgba(0, 0, 0, 0.12); }\\n.mat-header-cell {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-cell, .mat-footer-cell {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-calendar-arrow {\\n border-top-color: rgba(0, 0, 0, 0.54); }\\n.mat-datepicker-toggle,\\n.mat-datepicker-content .mat-calendar-next-button,\\n.mat-datepicker-content .mat-calendar-previous-button {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-table-header {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-table-header-divider::after {\\n background: rgba(0, 0, 0, 0.12); }\\n.mat-calendar-body-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-body-cell-content {\\n color: rgba(0, 0, 0, 0.87);\\n border-color: transparent; }\\n.mat-calendar-body-disabled > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-cell:not(.mat-calendar-body-disabled):hover > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-keyboard-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-program-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-disabled > .mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.18); }\\n.mat-calendar-body-selected {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-

calendar-body-disabled > .mat-calendar-body-selected {\\n background-color: rgba(63, 81, 181, 0.4); }\\n.mat-calendar-body-today.mat-calendar-body-selected {\\n box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12);\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-selected {\\n   background-color: #4caf50;\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n   background-color: rgba(76, 175, 80, 0.4); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-selected {\\n   background-color: #f44336;\\n   color: white; }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n   background-color: rgba(244, 67, 54, 0.4); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content-touch {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-datepicker-toggle-active {\\n color: #3f51b5; }\\n.mat-datepicker-toggle-active.mat-accent {\\n   color: #4caf50; }\\n.mat-datepicker-toggle-active.mat-warn {\\n color: #f44336; }\\n.mat-dialog-container {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-divider {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-divider-vertical {\\n border-right-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-action-row {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-keyboard-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-program-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']):hover {\\n background: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-expansion-panel:not(.mat-expanded):not([aria-disabled='true'])\\n.mat-expansion-panel-header:hover {\\n background: white; } }\\n.mat-expansion-panel-header-title {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel-header-description,\\n.mat-expansion-indicator::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-expansion-panel-header[aria-disabled='true'] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-title,\\n .mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-description {\\n   color: inherit; }\\n.mat-form-field-label {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-hint {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-form-field.mat-focused .mat-form-field-label {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-accent {\\n   color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-warn {\\n   color: #f44336; }\\n.mat-focused .mat-form-field-required-marker {\\n color: #4caf50; }\\n.mat-form-field-ripple {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field.mat-focused .mat-form-field-ripple {\\n background-color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-accent {\\n   background-color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-warn {\\n background-color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label {\\n color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label.mat-accent,\\n .mat-form-field.mat-form-field-invalid .mat-form-field-label .mat-form-field-required-marker {\\n   color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple,\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple.mat-accent {\\n background-color: #f44336; }\\n.mat-error {\\n color: #f44336; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-hint {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-legacy.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-standard .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-standard.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%,

transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-fill .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.02); }\\n.mat-form-field-appearance-fill .mat-form-field-underline::before {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-underline::before {\\n background-color: transparent; }\\n.mat-form-field-appearance-outline .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.12); }\\n.mat-form-field-appearance-outline .mat-form-field-outline-thick {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field-appearance-outline.mat-focused .mat-form-field-outline-thick {\\n color: #3f51b5; }\\n.mat-form-field-appearance-outline.mat-focused.mat-accent .mat-form-field-outline-thick {\\n color: #4caf50; }\\n.mat-form-field-appearance-outline.mat-focused.mat-warn .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-invalid.mat-form-field-invalid .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.06); }\\n.mat-icon.mat-primary {\\n color: #3f51b5; }\\n.mat-icon.mat-accent {\\n color: #4caf50; }\\n.mat-icon.mat-warn {\\n color: #f44336; }\\n.mat-form-field-type-mat-native-select .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-input-element:disabled,\\n.mat-form-field-type-mat-native-select.mat-form-field-disabled .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-input-element {\\n caret-color: #3f51b5; }\\n.mat-input-element::-webkit-input-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-ms-input-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-moz-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-webkit-input-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-accent .mat-input-element {\\n caret-color: #4caf50; }\\n.mat-warn .mat-input-element,\\n.mat-form-field-invalid .mat-input-element {\\n caret-color: #f44336; }\\n.mat-form-field-type-mat-native-select.mat-form-field-invalid .mat-form-field-infix::after {\\n color: #f44336; }\\n.mat-list-base .mat-list-item {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-list-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-subheader {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-list-item-disabled {\\n background-color: #eeeeee; }\\n.mat-list-option:hover, .mat-list-option:focus,\\n.mat-nav-list .mat-list-item:hover,\\n.mat-nav-list .mat-list-item:focus {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-menu-panel {\\n background: white; }\\n.mat-menu-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-menu-item {\\n background: transparent;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-menu-item[disabled], .mat-menu-item[disabled]::after {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-menu-item .mat-icon-no-color,\\n.mat-menu-item-submenu-trigger::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-menu-item:hover:not([disabled]),\\n.mat-menu-item.cdk-program-focused:not([disabled]),\\n.mat-menu-item.cdk-keyboard-focused:not([disabled]),\\n.mat-menu-item-highlighted:not([disabled]) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-paginator {\\n background: white; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-paginator-decrement,\\n.mat-paginator-increment {\\n border-top: 2px solid rgba(0, 0, 0, 0.54);\\n border-right: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-paginator-first,\\n.mat-paginator-last {\\n border-top: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-icon-button[disabled] .mat-paginator-decrement,\\n.mat-icon-button[disabled] .mat-paginator-increment,\\n.mat-icon-button[disabled] .mat-paginator-first,\\n.mat-icon-button[disabled] .mat-paginator-last {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-progress-bar-background {\\n fill: #c5cae9; }\\n.mat-progress-bar-buffer {\\n background-color: #c5cae9; }\\n.mat-progress-bar-fill::after {\\n background-color: #3f51b5; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-background {\\n fill: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-buffer {\\n background-color: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-fill::after {\\n background-color: #4caf50; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-background {\\n fill: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-buffer {\\n background-color: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-fill::after {\\n background-color: #f44336; }\\n.mat-progress-spinner circle, .mat-spinner circle {\\n stroke: #3f51b5; }\\n.mat-progress-spinner.mat-

accent circle, .mat-spinner.mat-accent circle {\\n stroke: #4caf50; }\\n.mat-progress-spinner.mat-warn circle, .mat-spinner.mat-warn circle {\\n stroke: #f44336; }\\n.mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #3f51b5; }\\n.mat-radio-button.mat-primary .mat-radio-inner-circle,\\n.mat-radio-button.mat-primary .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-primary:active .mat-radio-persistent-ripple {\\n background-color: #3f51b5; }\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #4caf50; }\\n.mat-radio-button.mat-accent .mat-radio-inner-circle,\\n.mat-radio-button.mat-accent .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-accent:active .mat-radio-persistent-ripple {\\n background-color: #4caf50; }\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #f44336; }\\n.mat-radio-button.mat-warn .mat-radio-inner-circle,\\n.mat-radio-button.mat-warn .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-warn:active .mat-radio-persistent-ripple {\\n background-color: #f44336; }\\n.mat-radio-button.mat-radio-disabled.mat-radio-checked .mat-radio-outer-circle,\\n.mat-radio-button.mat-radio-disabled .mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-ripple .mat-ripple-element,\\n.mat-radio-button.mat-radio-disabled .mat-radio-inner-circle {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-label-content {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button .mat-ripple-element {\\n background-color: black; }\\n.mat-select-value {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-select-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-select-disabled .mat-select-value {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-select-arrow {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-select-panel {\\n background: white; }\\n.mat-select-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-select-panel .mat-option.mat-selected:not(.mat-option-multiple) {\\n   background: rgba(0, 0, 0, 0.12); }\\n.mat-form-field.mat-focused.mat-primary .mat-select-arrow {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused.mat-accent .mat-select-arrow {\\n color: #4caf50; }\\n.mat-form-field.mat-focused.mat-warn .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-invalid .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-disabled .mat-select-arrow {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-drawer-container {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer {\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer.mat-drawer-push {\\n   background-color: white; }\\n.mat-drawer:not(.mat-drawer-side) {\\n   box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side {\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side.mat-drawer-end {\\n   border-left: solid 1px rgba(0, 0, 0, 0.12);\\n   border-right: none; }\\n[dir='rtl'] .mat-drawer-side {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n border-right: none; }\\n[dir='rtl'] .mat-drawer-side.mat-drawer-end {\\n   border-left: none;\\n   border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-backdrop.mat-drawer-shown {\\n background-color: rgba(0, 0, 0, 0.6); }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-thumb {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(76, 175, 80, 0.54); }\\n.mat-slide-toggle.mat-checked .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-thumb {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(63, 81, 181, 0.54); }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-thumb {\\n background-color: #f44336; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(244, 67, 54, 0.54); }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-slide-toggle:not(.mat-checked) .mat-ripple-element {\\n background-color: black; }\\n.mat-slide-toggle-thumb {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12);\\n background-color: #fafafa; }\\n.mat-slide-toggle-bar {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-primary .mat-slider-track-fill,\\n.mat-

primary .mat-slider-thumb,\\n.mat-primary .mat-slider-thumb-label {\\n background-color: #3f51b5; }\\n.mat-primary .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-accent .mat-slider-track-fill,\\n.mat-accent .mat-slider-thumb,\\n.mat-accent .mat-slider-thumb-label {\\n background-color: #4caf50; }\\n.mat-accent .mat-slider-thumb-label-text {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-warn .mat-slider-track-fill,\\n.mat-warn .mat-slider-thumb,\\n.mat-warn .mat-slider-thumb-label {\\n background-color: #f44336; }\\n.mat-warn .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-slider-focus-ring {\\n background-color: rgba(76, 175, 80, 0.2); }\\n.mat-slider:hover .mat-slider-track-background,\\n.cdk-focused .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-disabled .mat-slider-track-background,\\n.mat-slider-disabled .mat-slider-track-fill,\\n.mat-slider-disabled .mat-slider-thumb {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-disabled:hover .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value .mat-slider-focus-ring {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing) .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26);\\n background-color: transparent; }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover.mat-slider-disabled .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused.mat-slider-disabled .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-has-ticks .mat-slider-wrapper::after {\\n border-color: rgba(0, 0, 0, 0.7); }\\n.mat-slider-horizontal .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to right, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent);\\n background-image: -moz-repeating-linear-gradient(0.0001deg, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-slider-vertical .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to bottom, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-step-header.cdk-keyboard-focused, .mat-step-header.cdk-program-focused, .mat-step-header:hover {\\n background-color: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-step-header:hover {\\n   background: none; } }\\n.mat-step-header .mat-step-label,\\n.mat-step-header .mat-step-optional {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-step-header .mat-step-icon {\\n background-color: rgba(0, 0, 0, 0.54);\\n color: white; }\\n.mat-step-header .mat-step-icon-selected,\\n.mat-step-header .mat-step-icon-state-done,\\n.mat-step-header .mat-step-icon-state-edit {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-step-header .mat-step-icon-state-error {\\n background-color: transparent;\\n color: #f44336; }\\n.mat-step-header .mat-step-label.mat-step-label-active {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-step-header .mat-step-label.mat-step-label-error {\\n color: #f44336; }\\n.mat-stepper-horizontal, .mat-stepper-vertical {\\n background-color: white; }\\n.mat-stepper-vertical-line::before {\\n border-left-color: rgba(0, 0, 0, 0.12); }\\n.mat-horizontal-stepper-header::before,\\n.mat-horizontal-stepper-header::after,\\n.mat-stepper-horizontal-line {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-sort-header-arrow {\\n color: #757575; }\\n.mat-tab-nav-bar,\\n.mat-tab-header {\\n border-bottom: 1px solid rgba(0, 0, 0, 0.12); }\\n.mat-tab-group-inverted-header .mat-tab-nav-bar,\\n.mat-tab-group-inverted-header .mat-tab-header {\\n border-top: 1px solid rgba(0, 0, 0, 0.12);\\n border-bottom: none; }\\n.mat-tab-label, .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-label.mat-tab-disabled, .mat-tab-link.mat-tab-disabled {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-group[class*='mat-background-'] .mat-tab-header,\\n.mat-tab-nav-bar[class*='mat-background-'] {\\n border-bottom: none;\\n border-top: none; }\\n.mat-tab-group.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-

bar.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary .mat-ink-bar {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-primary.mat-background-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary.mat-background-primary .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent .mat-ink-bar {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-accent.mat-background-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent.mat-background-accent .mat-ink-bar {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn .mat-ink-bar {\\n background-color: #f44336; }\\n.mat-tab-group.mat-warn.mat-background-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn.mat-background-warn .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-background-primary .mat-tab-header, .mat-tab-group.mat-background-primary .mat-tab-links, .mat-tab-nav-bar.mat-background-primary .mat-tab-header, .mat-tab-nav-bar.mat-background-primary .mat-tab-links {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-background-primary .mat-tab-label, .mat-tab-group.mat-background-primary .mat-tab-link, .mat-tab-nav-bar.mat-background-primary .mat-tab-label, .mat-tab-nav-bar.mat-background-primary .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-primary .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-link.mat-tab-disabled {\\n color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-ripple-element, .mat-tab-nav-bar.mat-background-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-keyboard-

focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-background-accent .mat-tab-header, .mat-tab-group.mat-background-accent .mat-tab-links, .mat-tab-nav-bar.mat-background-accent .mat-tab-header, .mat-tab-nav-bar.mat-background-accent .mat-tab-links {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-background-accent .mat-tab-label, .mat-tab-group.mat-background-accent .mat-tab-link, .mat-tab-nav-bar.mat-background-accent .mat-tab-label, .mat-tab-nav-bar.mat-background-accent .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-accent .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-link.mat-tab-disabled {\\n color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-ripple-element, .mat-tab-nav-bar.mat-background-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-tab-group.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-background-warn .mat-tab-header, .mat-tab-group.mat-background-warn .mat-tab-links, .mat-tab-nav-bar.mat-background-warn .mat-tab-header, .mat-tab-nav-bar.mat-background-warn .mat-tab-links {\\n background-color: #f44336; }\\n.mat-tab-group.mat-background-warn .mat-tab-label, .mat-tab-group.mat-background-warn .mat-tab-link, .mat-tab-nav-bar.mat-background-warn .mat-tab-label, .mat-tab-nav-bar.mat-background-warn .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-warn .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-link.mat-tab-disabled {\\n color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-ripple-element, .mat-tab-nav-bar.mat-background-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-toolbar {\\n background: whitesmoke;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-primary {\\n background: #3f51b5;\\n color: white; }\\n.mat-toolbar.mat-accent {\\n background: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-warn {\\n background: #f44336;\\n color: white; }\\n.mat-toolbar .mat-form-field-underline,\\n .mat-toolbar .mat-form-field-ripple,\\n .mat-toolbar .mat-focused .mat-form-field-ripple {\\n background-color: currentColor; }\\n.mat-toolbar .mat-form-field-label,\\n .mat-toolbar .mat-focused .mat-form-field-label,\\n .mat-toolbar .mat-select-value,\\n .mat-toolbar .mat-select-arrow,\\n .mat-toolbar .mat-form-field.mat-focused .mat-select-arrow {\\n color: inherit; }\\n.mat-toolbar .mat-input-element {\\n caret-color: currentColor; }\\n.mat-tooltip {\\n background: rgba(97, 97, 97, 0.9); }\\n.mat-tree {\\n background: white; }\\n.mat-tree-node,\\n.mat-

nested-tree-node {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-snack-bar-container {\\n color: rgba(255, 255, 255, 0.7);\\n background: #323232;\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-simple-snackbar-action {\\n color: #4caf50; }\\nbody {\\n margin: 0;\\n height: 100vh;\\n font-family: Roboto, Arial, sans-serif;\\n font-size: 16px;\\n color: #292a1d; }\\na {\\n -webkit-text-decoration-color: #3f51b5;\\n text-decoration-color: #3f51b5;\\n color: #3f51b5; }\\n/**********Global CSS**********/\\n/**********Theme**********/\\n/**\\n * Applies styles for users in high contrast mode. Note that this only applies\\n * to Microsoft browsers. Chrome can be included by checking for the `html[hc]`\\n * attribute, however Chrome handles high contrast differently.\\n * @param target Which kind of high contrast setting to target. Defaults to `active`, can be\\n * `white-on-black` or `black-on-white`.\\n */\\n/* Theme for the ripple elements.*/\\n/* stylelint-disable material/no-prefixes */\\n/* stylelint-enable */\\n/**********breakPoints**********/\\n/**********Main CSS**********/\\n.mat-badge-content {\\n font-weight: 600;\\n font-size: 12px;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-badge-small .mat-badge-content {\\n font-size: 6px; }\\n.mat-badge-large .mat-badge-content {\\n font-size: 24px; }\\n.mat-h1, .mat-headline, .mat-typography h1 {\\n font: 400 24px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h2, .mat-title, .mat-typography h2 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h3, .mat-subheading-2, .mat-typography h3 {\\n font: 400 16px/28px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h4, .mat-subheading-1, .mat-typography h4 {\\n font: 400 15px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 16px; }\\n.mat-h5, .mat-typography h5 {\\n font: 400 11.62px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-h6, .mat-typography h6 {\\n font: 400 9.38px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 12px; }\\n.mat-body-strong, .mat-body-2 {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body, .mat-body-1, .mat-typography {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-body p, .mat-body-1 p, .mat-typography p {\\n margin: 0 0 12px; }\\n.mat-small, .mat-caption {\\n font: 400 12px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-display-4, .mat-typography .mat-display-4 {\\n font: 300 112px/112px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 56px;\\n letter-spacing: -0.05em; }\\n.mat-display-3, .mat-typography .mat-display-3 {\\n font: 400 56px/56px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.02em; }\\n.mat-display-2, .mat-typography .mat-display-2 {\\n font: 400 45px/48px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px;\\n letter-spacing: -0.005em; }\\n.mat-display-1, .mat-typography .mat-display-1 {\\n font: 400 34px/40px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0 0 64px; }\\n.mat-bottom-sheet-container {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-button, .mat-raised-button, .mat-icon-button, .mat-stroked-button,\\n.mat-flat-button, .mat-fab, .mat-mini-fab {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-button-toggle {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-card-title {\\n font-size: 24px;\\n font-weight: 500; }\\n.mat-card-header .mat-card-title {\\n font-size: 20px; }\\n.mat-card-subtitle,\\n.mat-card-content {\\n font-size: 14px; }\\n.mat-checkbox {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-checkbox-layout .mat-checkbox-label {\\n line-height: 24px; }\\n.mat-chip {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-chip .mat-chip-trailing-icon.mat-icon,\\n .mat-chip .mat-chip-remove.mat-icon {\\n font-size: 18px; }\\n.mat-table {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-header-cell {\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-cell, .mat-footer-cell {\\n font-size: 14px; }\\n.mat-calendar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-calendar-body {\\n font-size: 13px; }\\n.mat-calendar-body-label,\\n.mat-calendar-period-button {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-calendar-table-header th {\\n font-size: 11px;\\n font-weight: 400; }\\n.mat-dialog-title {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-expansion-panel-header {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 15px;\\n font-weight: 400; }\\n.mat-expansion-panel-content {\\n font: 400 14px/20px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field {\\n font-size: inherit;\\n font-weight: 400;\\n line-

height: 1.125;\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-form-field-wrapper {\\n padding-bottom: 1.34375em; }\\n.mat-form-field-prefix .mat-icon,\\n.mat-form-field-suffix .mat-icon {\\n font-size: 150%;\\n line-height: 1.125; }\\n.mat-form-field-prefix .mat-icon-button,\\n.mat-form-field-suffix .mat-icon-button {\\n height: 1.5em;\\n width: 1.5em; }\\n.mat-form-field-prefix .mat-icon-button .mat-icon,\\n .mat-form-field-suffix .mat-icon-button .mat-icon {\\n   height: 1.125em;\\n   line-height: 1.125; }\\n.mat-form-field-infix {\\n padding: 0.5em 0;\\n border-top: 0.84375em solid transparent; }\\n.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.34375em) scale(0.75);\\n   transform: translateY(-1.34375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.34374em) scale(0.75);\\n   transform: translateY(-1.34374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-label-wrapper {\\n top: -0.84375em;\\n padding-top: 0.84375em; }\\n.mat-form-field-label {\\n top: 1.34375em; }\\n.mat-form-field-underline {\\n bottom: 1.34375em; }\\n.mat-form-field-subscript-wrapper {\\n font-size: 75%;\\n margin-top: 0.66666667em;\\n top: calc(100% - 1.79166667em); }\\n.mat-form-field-appearance-legacy .mat-form-field-wrapper {\\n padding-bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-infix {\\n padding: 0.4375em 0; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n   transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.001px);\\n -ms-transform: translateY(-1.28125em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n   transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00101px);\\n -ms-transform: translateY(-1.28124em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n   transform: translateY(-1.28125em) scale(0.75) perspective(100px) translateZ(0.00102px);\\n -ms-transform: translateY(-1.28123em) scale(0.75);\\n width: 133.33335333%; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n top: 1.28125em; }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n bottom: 1.25em; }\\n.mat-form-field-appearance-legacy .mat-form-field-subscript-wrapper {\\n margin-top: 0.54166667em;\\n top: calc(100% - 1.66666667em); }\\n@media print {\\n .mat-form-field-appearance-legacy.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.28122em) scale(0.75);\\n   transform: translateY(-1.28122em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n   -webkit-transform: translateY(-1.28121em) scale(0.75);\\n   transform: translateY(-1.28121em) scale(0.75); }\\n .mat-form-field-appearance-legacy.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n   -webkit-transform: translateY(-1.2812em) scale(0.75);\\n   transform: translateY(-1.2812em) scale(0.75); } }\\n.mat-form-field-appearance-fill .mat-form-field-infix {\\n padding: 0.25em 0 0.75em 0; }\\n.mat-form-field-appearance-fill .mat-form-field-label {\\n top: 1.09375em;\\n margin-top: -0.5em; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-0.59375em) scale(0.75);\\n   transform: translateY(-0.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-fill.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-0.59374em) scale(0.75);\\n   transform: translateY(-0.59374em) scale(0.75);\\n width:

133.33334333%; }\\n.mat-form-field-appearance-outline .mat-form-field-infix {\\n padding: 1em 0 1em 0; }\\n.mat-form-field-appearance-outline .mat-form-field-label {\\n top: 1.84375em;\\n margin-top: -0.25em; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server:focus + .mat-form-field-label-wrapper .mat-form-field-label {\\n -webkit-transform: translateY(-1.59375em) scale(0.75);\\n transform: translateY(-1.59375em) scale(0.75);\\n width: 133.33333333%; }\\n.mat-form-field-appearance-outline.mat-form-field-can-float .mat-input-server[label]:not(:label-shown) + .mat-form-field-label-wrapper\\n.mat-form-field-label {\\n -webkit-transform: translateY(-1.59374em) scale(0.75);\\n transform: translateY(-1.59374em) scale(0.75);\\n width: 133.33334333%; }\\n.mat-grid-tile-header,\\n.mat-grid-tile-footer {\\n font-size: 14px; }\\n.mat-grid-tile-header .mat-line,\\n .mat-grid-tile-footer .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-grid-tile-header .mat-line:nth-child(n+2),\\n .mat-grid-tile-footer .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\ninput.mat-input-element {\\n margin-top: -0.0625em; }\\n.mat-menu-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px; }\\n.mat-radio-button {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-select-trigger {\\n height: 1.125em; }\\n.mat-slide-toggle-content {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-slider-thumb-label-text {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-stepper-vertical, .mat-stepper-horizontal {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-step-label {\\n font-size: 14px;\\n font-weight: 400; }\\n.mat-step-sub-label-error {\\n font-weight: normal; }\\n.mat-step-label-error {\\n font-size: 14px; }\\n.mat-step-label-selected {\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-tab-group {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tab-label, .mat-tab-link {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-toolbar,\\n.mat-toolbar h1,\\n.mat-toolbar h2,\\n.mat-toolbar h3,\\n.mat-toolbar h4,\\n.mat-toolbar h5,\\n.mat-toolbar h6 {\\n font: 500 20px/32px Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n margin: 0; }\\n.mat-tooltip {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 10px;\\n padding-top: 6px;\\n padding-bottom: 6px; }\\n.mat-tooltip-handset {\\n font-size: 14px;\\n padding-top: 8px;\\n padding-bottom: 8px; }\\n.mat-list-item {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-list-base .mat-list-item {\\n font-size: 16px; }\\n.mat-list-base .mat-list-item .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base .mat-list-item .mat-line:nth-child(n+2) {\\n font-size: 14px; }\\n.mat-list-base .mat-list-option {\\n font-size: 16px; }\\n.mat-list-base .mat-list-option .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base .mat-list-option .mat-line:nth-child(n+2) {\\n font-size: 14px; }\\n.mat-list-base .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px;\\n font-weight: 500; }\\n.mat-list-base[dense] .mat-list-item {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-item .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-item .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-list-option .mat-line {\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n display: block;\\n box-sizing: border-box; }\\n.mat-list-base[dense] .mat-list-option .mat-line:nth-child(n+2) {\\n font-size: 12px; }\\n.mat-list-base[dense] .mat-subheader {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 12px;\\n font-weight: 500; }\\n.mat-option {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 16px; }\\n.mat-optgroup-label {\\n font: 500 14px/24px Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-simple-snackbar {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif;\\n font-size: 14px; }\\n.mat-simple-snackbar-action {\\n line-height: 1;\\n font-family: inherit;\\n font-size: inherit;\\n font-weight: 500; }\\n.mat-tree {\\n font-family: Roboto, \\\"Helvetica Neue\\\", sans-serif; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n font-weight: 400;\\n font-size: 14px; }\\n.mat-ripple {\\n overflow: hidden;\\n

position: relative; }\\n.mat-ripple.mat-ripple-unbounded {\\n overflow: visible; }\\n.mat-ripple-element {\\n position: absolute;\\n border-radius: 50%;\\n pointer-events: none;\\n transition: opacity, -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n transition: opacity, transform 0ms cubic-bezier(0, 0, 0.2, 1), -webkit-transform 0ms cubic-bezier(0, 0, 0.2, 1);\\n -webkit-transform: scale(0);\\n transform: scale(0); }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-ripple-element {\\n display: none; } }\\n.cdk-visually-hidden {\\n border: 0;\\n clip: rect(0 0 0 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px;\\n outline: 0;\\n -webkit-appearance: none;\\n -moz-appearance: none; }\\n.cdk-overlay-container, .cdk-global-overlay-wrapper {\\n pointer-events: none;\\n top: 0;\\n left: 0;\\n height: 100%;\\n width: 100%; }\\n.cdk-overlay-container {\\n position: fixed;\\n z-index: 1000; }\\n.cdk-overlay-container:empty {\\n display: none; }\\n.cdk-global-overlay-wrapper {\\n display: flex;\\n position: absolute;\\n z-index: 1000; }\\n.cdk-overlay-pane {\\n position: absolute;\\n pointer-events: auto;\\n box-sizing: border-box;\\n z-index: 1000;\\n display: flex;\\n max-width: 100%;\\n max-height: 100%; }\\n.cdk-overlay-backdrop {\\n position: absolute;\\n top: 0;\\n bottom: 0;\\n left: 0;\\n right: 0;\\n z-index: 1000;\\n pointer-events: auto;\\n -webkit-tap-highlight-color: transparent;\\n transition: opacity 400ms cubic-bezier(0.25, 0.8, 0.25, 1);\\n opacity: 0; }\\n.cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 1; }\\n@media screen and (-ms-high-contrast: active) {\\n .cdk-overlay-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0.6; } }\\n.cdk-overlay-dark-backdrop {\\n background: rgba(0, 0, 0, 0.32); }\\n.cdk-overlay-transparent-backdrop, .cdk-overlay-transparent-backdrop.cdk-overlay-backdrop-showing {\\n opacity: 0; }\\n.cdk-overlay-connected-position-bounding-box {\\n position: absolute;\\n z-index: 1000;\\n display: flex;\\n flex-direction: column;\\n min-width: 1px;\\n min-height: 1px; }\\n.cdk-global-scrollblock {\\n position: fixed;\\n width: 100%;\\n overflow-y: scroll; }\\n@keyframes cdk-text-field-autofill-start {\\n /*!*/ }\\n@keyframes cdk-text-field-autofill-end {\\n /*!*/ }\\n.cdk-text-field-autofill-monitored:-webkit-autofill {\\n -webkit-animation-name: cdk-text-field-autofill-start;\\n animation-name: cdk-text-field-autofill-start; }\\n.cdk-text-field-autofill-monitored:not(:-webkit-autofill) {\\n -webkit-animation-name: cdk-text-field-autofill-end;\\n animation-name: cdk-text-field-autofill-end; }\\ntextarea.cdk-textarea-autosize {\\n resize: none; }\\ntextarea.cdk-textarea-autosize-measuring {\\n height: auto !important;\\n overflow: hidden !important;\\n padding: 2px 0 !important;\\n box-sizing: content-box !important; }\\n.mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option:hover:not(.mat-option-disabled), .mat-option:focus:not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-selected:not(.mat-option-multiple):not(.mat-option-disabled) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-option.mat-active {\\n background: rgba(0, 0, 0, 0.04);\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-option.mat-option-disabled {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-primary .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #3f51b5; }\\n.mat-accent .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #4caf50; }\\n.mat-warn .mat-option.mat-selected:not(.mat-option-disabled) {\\n color: #f44336; }\\n.mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-optgroup-disabled .mat-optgroup-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-pseudo-checkbox {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-pseudo-checkbox::after {\\n color: #fafafa; }\\n.mat-pseudo-checkbox-checked,\\n.mat-pseudo-checkbox-indeterminate,\\n.mat-accent .mat-pseudo-checkbox-checked,\\n.mat-accent .mat-pseudo-checkbox-indeterminate {\\n background: #4caf50; }\\n.mat-primary .mat-pseudo-checkbox-checked,\\n.mat-primary .mat-pseudo-checkbox-indeterminate {\\n background: #3f51b5; }\\n.mat-warn .mat-pseudo-checkbox-checked,\\n.mat-warn .mat-pseudo-checkbox-indeterminate {\\n background: #f44336; }\\n.mat-pseudo-checkbox-checked.mat-pseudo-checkbox-disabled {\\n background: #b0b0b0; }\\n.mat-elevation-z0 {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z1 {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z2 {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z3 {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z4 {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z5 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 5px 8px 0px rgba(0, 0, 0,

0.14), 0px 1px 14px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z6 {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z7 {\\n box-shadow: 0px 4px 5px -2px rgba(0, 0, 0, 0.2), 0px 7px 10px 1px rgba(0, 0, 0, 0.14), 0px 2px 16px 1px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z8 {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z9 {\\n box-shadow: 0px 5px 6px -3px rgba(0, 0, 0, 0.2), 0px 9px 12px 1px rgba(0, 0, 0, 0.14), 0px 3px 16px 2px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z10 {\\n box-shadow: 0px 6px 6px -3px rgba(0, 0, 0, 0.2), 0px 10px 14px 1px rgba(0, 0, 0, 0.14), 0px 4px 18px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z11 {\\n box-shadow: 0px 6px 7px -4px rgba(0, 0, 0, 0.2), 0px 11px 15px 1px rgba(0, 0, 0, 0.14), 0px 4px 20px 3px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z12 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z13 {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 13px 19px 2px rgba(0, 0, 0, 0.14), 0px 5px 24px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z14 {\\n box-shadow: 0px 7px 9px -4px rgba(0, 0, 0, 0.2), 0px 14px 21px 2px rgba(0, 0, 0, 0.14), 0px 5px 26px 4px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z15 {\\n box-shadow: 0px 8px 9px -5px rgba(0, 0, 0, 0.2), 0px 15px 22px 2px rgba(0, 0, 0, 0.14), 0px 6px 28px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z16 {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z17 {\\n box-shadow: 0px 8px 11px -5px rgba(0, 0, 0, 0.2), 0px 17px 26px 2px rgba(0, 0, 0, 0.14), 0px 6px 32px 5px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z18 {\\n box-shadow: 0px 9px 11px -5px rgba(0, 0, 0, 0.2), 0px 18px 28px 2px rgba(0, 0, 0, 0.14), 0px 7px 34px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z19 {\\n box-shadow: 0px 9px 12px -6px rgba(0, 0, 0, 0.2), 0px 19px 29px 2px rgba(0, 0, 0, 0.14), 0px 7px 36px 6px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z20 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 20px 31px 3px rgba(0, 0, 0, 0.14), 0px 8px 38px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z21 {\\n box-shadow: 0px 10px 13px -6px rgba(0, 0, 0, 0.2), 0px 21px 33px 3px rgba(0, 0, 0, 0.14), 0px 8px 40px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z22 {\\n box-shadow: 0px 10px 14px -6px rgba(0, 0, 0, 0.2), 0px 22px 35px 3px rgba(0, 0, 0, 0.14), 0px 8px 42px 7px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z23 {\\n box-shadow: 0px 11px 14px -7px rgba(0, 0, 0, 0.2), 0px 23px 36px 3px rgba(0, 0, 0, 0.14), 0px 9px 44px 8px rgba(0, 0, 0, 0.12); }\\n.mat-elevation-z24 {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12); }\\n.mat-app-background {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-theme-loaded-marker {\\n display: none; }\\n.mat-autocomplete-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-autocomplete-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover) {\\n background: white; }\\n.mat-autocomplete-panel .mat-option.mat-selected:not(.mat-active):not(:hover):not(.mat-option-disabled) {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-content {\\n color: white;\\n background: #3f51b5; }\\n.mat-badge-accent .mat-badge-content {\\n background: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-badge-warn .mat-badge-content {\\n color: white;\\n background: #f44336; }\\n.mat-badge {\\n position: relative; }\\n.mat-badge-hidden .mat-badge-content {\\n display: none; }\\n.mat-badge-disabled .mat-badge-content {\\n background: #b9b9b9;\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-badge-content {\\n position: absolute;\\n text-align: center;\\n display: inline-block;\\n border-radius: 50%;\\n transition: -webkit-transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out;\\n transition: transform 200ms ease-in-out, -webkit-transform 200ms ease-in-out;\\n -webkit-transform: scale(0.6);\\n transform: scale(0.6);\\n overflow: hidden;\\n white-space: nowrap;\\n text-overflow: ellipsis;\\n pointer-events: none; }\\n.mat-badge-content.mat-badge-active {\\n -webkit-transform: none;\\n transform: none; }\\n.mat-badge-small .mat-badge-content {\\n width: 16px;\\n height: 16px;\\n line-height: 16px; }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-badge-small .mat-badge-content {\\n outline: solid 1px;\\n border-radius: 0; } }\\n.mat-badge-small.mat-badge-above .mat-badge-content {\\n top: -8px; }\\n.mat-badge-small.mat-badge-below .mat-badge-content {\\n bottom: -8px; }\\n.mat-badge-small.mat-badge-before .mat-badge-content {\\n left: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -16px; }\\n.mat-badge-small.mat-badge-after .mat-badge-content {\\n right: -16px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -16px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-

before .mat-badge-content {\\n left: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -8px; }\\n.mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -8px; }\\n[dir='rtl'] .mat-badge-small.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -8px; }\\n.mat-badge-medium .mat-badge-content {\\n width: 22px;\\n height: 22px;\\n line-height: 22px; }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-badge-medium .mat-badge-content {\\n   outline: solid 1px;\\n   border-radius: 0; } }\\n.mat-badge-medium.mat-badge-above .mat-badge-content {\\n top: -11px; }\\n.mat-badge-medium.mat-badge-below .mat-badge-content {\\n bottom: -11px; }\\n.mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -22px; }\\n.mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: -22px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -22px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -11px; }\\n.mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -11px; }\\n[dir='rtl'] .mat-badge-medium.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -11px; }\\n.mat-badge-large .mat-badge-content {\\n width: 28px;\\n height: 28px;\\n line-height: 28px; }\\n@media screen and (-ms-high-contrast: active) {\\n   .mat-badge-large .mat-badge-content {\\n   outline: solid 1px;\\n   border-radius: 0; } }\\n.mat-badge-large.mat-badge-above .mat-badge-content {\\n top: -14px; }\\n.mat-badge-large.mat-badge-below .mat-badge-content {\\n bottom: -14px; }\\n.mat-badge-large.mat-badge-before .mat-badge-content {\\n left: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -28px; }\\n.mat-badge-large.mat-badge-after .mat-badge-content {\\n right: -28px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -28px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-before .mat-badge-content {\\n left: auto;\\n right: -14px; }\\n.mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: -14px; }\\n[dir='rtl'] .mat-badge-large.mat-badge-overlap.mat-badge-after .mat-badge-content {\\n right: auto;\\n left: -14px; }\\n.mat-bottom-sheet-container {\\n box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button, .mat-icon-button, .mat-stroked-button {\\n color: inherit;\\n background: transparent; }\\n.mat-button.mat-primary, .mat-icon-button.mat-primary, .mat-stroked-button.mat-primary {\\n   color: #3f51b5; }\\n.mat-button.mat-accent, .mat-icon-button.mat-accent, .mat-stroked-button.mat-accent {\\n   color: #4caf50; }\\n.mat-button.mat-warn, .mat-icon-button.mat-warn, .mat-stroked-button.mat-warn {\\n   color: #f44336; }\\n.mat-button.mat-primary[disabled], .mat-button.mat-accent[disabled], .mat-button.mat-warn[disabled], .mat-button[disabled][disabled], .mat-icon-button.mat-primary[disabled], .mat-icon-button.mat-accent[disabled], .mat-icon-button.mat-warn[disabled], .mat-icon-button[disabled][disabled], .mat-stroked-button.mat-primary[disabled], .mat-stroked-button.mat-accent[disabled], .mat-stroked-button.mat-warn[disabled], .mat-stroked-button[disabled][disabled] {\\n   color: rgba(0, 0, 0, 0.26); }\\n.mat-button.mat-primary .mat-button-focus-overlay, .mat-icon-button.mat-primary .mat-button-focus-overlay, .mat-stroked-button.mat-primary .mat-button-focus-overlay {\\n   background-color: #3f51b5; }\\n.mat-button.mat-accent .mat-button-focus-overlay, .mat-icon-button.mat-accent .mat-button-focus-overlay, .mat-stroked-button.mat-accent .mat-button-focus-overlay {\\n   background-color: #4caf50; }\\n.mat-button.mat-warn .mat-button-focus-overlay, .mat-icon-button.mat-warn .mat-button-focus-overlay, .mat-stroked-button.mat-warn .mat-button-focus-overlay {\\n   background-color: #f44336; }\\n.mat-button[disabled] .mat-button-focus-overlay, .mat-icon-button[disabled] .mat-button-focus-overlay, .mat-stroked-button[disabled] .mat-button-focus-overlay {\\n background-color: transparent; }\\n.mat-button .mat-ripple-element, .mat-icon-button .mat-ripple-element, .mat-stroked-button .mat-ripple-element {\\n   opacity: 0.1;\\n   background-color: currentColor; }\\n.mat-button-focus-overlay {\\n background: black; }\\n.mat-stroked-button:not([disabled]) {\\n border-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button, .mat-raised-button, .mat-fab, .mat-mini-fab {\\n color: rgba(0, 0, 0, 0.87);\\n background-color: white; }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n   color: white; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-

accent, .mat-mini-fab.mat-accent {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n color: white; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-flat-button.mat-primary, .mat-raised-button.mat-primary, .mat-fab.mat-primary, .mat-mini-fab.mat-primary {\\n background-color: #3f51b5; }\\n.mat-flat-button.mat-accent, .mat-raised-button.mat-accent, .mat-fab.mat-accent, .mat-mini-fab.mat-accent {\\n background-color: #4caf50; }\\n.mat-flat-button.mat-warn, .mat-raised-button.mat-warn, .mat-fab.mat-warn, .mat-mini-fab.mat-warn {\\n background-color: #f44336; }\\n.mat-flat-button.mat-primary[disabled], .mat-flat-button.mat-accent[disabled], .mat-flat-button.mat-warn[disabled], .mat-flat-button[disabled][disabled], .mat-raised-button.mat-primary[disabled], .mat-raised-button.mat-accent[disabled], .mat-raised-button.mat-warn[disabled], .mat-raised-button[disabled][disabled], .mat-fab.mat-primary[disabled], .mat-fab.mat-accent[disabled], .mat-fab.mat-warn[disabled], .mat-fab[disabled][disabled], .mat-mini-fab.mat-primary[disabled], .mat-mini-fab.mat-accent[disabled], .mat-mini-fab.mat-warn[disabled], .mat-mini-fab[disabled][disabled] {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-flat-button.mat-primary .mat-ripple-element, .mat-raised-button.mat-primary .mat-ripple-element, .mat-fab.mat-primary .mat-ripple-element, .mat-mini-fab.mat-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-flat-button.mat-accent .mat-ripple-element, .mat-raised-button.mat-accent .mat-ripple-element, .mat-fab.mat-accent .mat-ripple-element, .mat-mini-fab.mat-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.1); }\\n.mat-flat-button.mat-warn .mat-ripple-element, .mat-raised-button.mat-warn .mat-ripple-element, .mat-fab.mat-warn .mat-ripple-element, .mat-mini-fab.mat-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.1); }\\n.mat-stroked-button:not([class*='mat-elevation-z']), .mat-flat-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 5px 5px -3px rgba(0, 0, 0, 0.2), 0px 8px 10px 1px rgba(0, 0, 0, 0.14), 0px 3px 14px 2px rgba(0, 0, 0, 0.12); }\\n.mat-raised-button[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([class*='mat-elevation-z']), .mat-mini-fab:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-fab:not([disabled]):active:not([class*='mat-elevation-z']), .mat-mini-fab:not([disabled]):active:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 7px 8px -4px rgba(0, 0, 0, 0.2), 0px 12px 17px 2px rgba(0, 0, 0, 0.14), 0px 5px 22px 4px rgba(0, 0, 0, 0.12); }\\n.mat-fab[disabled]:not([class*='mat-elevation-z']), .mat-mini-fab[disabled]:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone,\\n.mat-button-toggle-group {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n box-shadow: none; }\\n.mat-button-toggle {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-button-toggle .mat-button-toggle-focus-overlay {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87);\\n background: white; }\\n.mat-button-toggle-appearance-standard .mat-button-toggle-focus-overlay {\\n background-color: black; }\\n.mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: solid 1px rgba(0, 0, 0, 0.12); }\\n[dir='rtl'] .mat-button-toggle-group-appearance-standard .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-group-appearance-standard.mat-button-toggle-vertical .mat-button-toggle + .mat-button-toggle {\\n border-left: none;\\n border-right: none;\\n

border-top: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-button-toggle-checked {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-button-toggle-checked.mat-button-toggle-appearance-standard {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-button-toggle-disabled {\\n color: rgba(0, 0, 0, 0.26);\\n background-color: #eeeeee; }\\n.mat-button-toggle-disabled.mat-button-toggle-appearance-standard {\\n background: white; }\\n.mat-button-toggle-disabled.mat-button-toggle-checked {\\n background-color: #bdbdbd; }\\n.mat-button-toggle-standalone.mat-button-toggle-appearance-standard,\\n.mat-button-toggle-group-appearance-standard {\\n border: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-card {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-card:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card.mat-card-flat:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-card-subtitle {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-frame {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-checkbox-checkmark {\\n fill: #fafafa; }\\n.mat-checkbox-checkmark-path {\\n stroke: #fafafa !important; }\\n@media screen and (-ms-high-contrast: black-on-white) {\\n .mat-checkbox-checkmark-path {\\n stroke: #000 !important; } }\\n.mat-checkbox-mixedmark {\\n background-color: #fafafa; }\\n.mat-checkbox-indeterminate.mat-primary .mat-checkbox-background, .mat-checkbox-checked.mat-primary .mat-checkbox-background {\\n background-color: #3f51b5; }\\n.mat-checkbox-indeterminate.mat-accent .mat-checkbox-background, .mat-checkbox-checked.mat-accent .mat-checkbox-background {\\n background-color: #4caf50; }\\n.mat-checkbox-indeterminate.mat-warn .mat-checkbox-background, .mat-checkbox-checked.mat-warn .mat-checkbox-background {\\n background-color: #f44336; }\\n.mat-checkbox-disabled.mat-checkbox-checked:not(.mat-checkbox-indeterminate) .mat-checkbox-background {\\n background-color: #b0b0b0; }\\n.mat-checkbox-disabled:not(.mat-checkbox-checked) .mat-checkbox-frame {\\n border-color: #b0b0b0; }\\n.mat-checkbox-disabled .mat-checkbox-label {\\n color: rgba(0, 0, 0, 0.54); }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-disabled {\\n opacity: 0.5; } }\\n@media screen and (-ms-high-contrast: active) {\\n .mat-checkbox-background {\\n background: none; } }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-primary .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-accent .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-checkbox:not(.mat-checkbox-disabled).mat-warn .mat-checkbox-ripple .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-chip.mat-standard-chip {\\n background-color: #e0e0e0;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip .mat-chip-remove {\\n color: rgba(0, 0, 0, 0.87);\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled):active {\\n box-shadow: 0px 3px 3px -2px rgba(0, 0, 0, 0.2), 0px 3px 4px 0px rgba(0, 0, 0, 0.14), 0px 1px 8px 0px rgba(0, 0, 0, 0.12); }\\n.mat-chip.mat-standard-chip:not(.mat-chip-disabled) .mat-chip-remove:hover {\\n opacity: 0.54; }\\n.mat-chip.mat-standard-chip.mat-chip-disabled {\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip::after {\\n background: black; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-chip-remove {\\n color: white;\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-primary .mat-ripple-element {\\n background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn {\\n background-color: #f44336;\\n color: white; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-chip-remove {\\n color: white;\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-warn .mat-ripple-element {\\n background: rgba(255, 255, 255, 0.1); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent {\\n background-color: #4caf50;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-chip-remove {\\n color: rgba(0, 0, 0, 0.87);\\n opacity: 0.4; }\\n.mat-chip.mat-standard-chip.mat-chip-selected.mat-accent .mat-ripple-element {\\n background: rgba(0, 0, 0, 0.1); }\\n.mat-table {\\n background: white; }\\n.mat-table thead, .mat-table tbody, .mat-table tfoot,\\nmat-header-row, mat-row, mat-footer-row,\\n[mat-header-row], [mat-row], [mat-footer-row],\\n.mat-table-sticky {\\n background: inherit; }\\nmat-row, mat-header-row, mat-footer-row,\\nth.mat-header-cell, td.mat-cell, td.mat-footer-cell {\\n border-bottom-color: rgba(0, 0, 0, 0.12); }\\n.mat-header-cell {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-cell, .mat-footer-cell {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-calendar-arrow {\\n border-top-color: rgba(0, 0, 0, 0.54); }\\n.mat-datepicker-toggle,\\n.mat-datepicker-content .mat-calendar-next-

button,\\n.mat-datepicker-content .mat-calendar-previous-button {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-table-header {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-table-header-divider::after {\\n background: rgba(0, 0, 0, 0.12); }\\n.mat-calendar-body-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-calendar-body-cell-content {\\n color: rgba(0, 0, 0, 0.87);\\n border-color: transparent; }\\n.mat-calendar-body-disabled > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-cell:not(.mat-calendar-body-disabled):hover > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-keyboard-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected),\\n.cdk-program-focused .mat-calendar-body-active > .mat-calendar-body-cell-content:not(.mat-calendar-body-selected) {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-calendar-body-disabled > .mat-calendar-body-today:not(.mat-calendar-body-selected) {\\n border-color: rgba(0, 0, 0, 0.18); }\\n.mat-calendar-body-selected {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-calendar-body-disabled > .mat-calendar-body-selected {\\n background-color: rgba(63, 81, 181, 0.4); }\\n.mat-calendar-body-today.mat-calendar-body-selected {\\n box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content {\\n box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12);\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-selected {\\n   background-color: #4caf50;\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n   background-color: rgba(76, 175, 80, 0.4); }\\n.mat-datepicker-content.mat-accent .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px rgba(0, 0, 0, 0.87); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-selected {\\n   background-color: #f44336;\\n   color: white; }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-disabled > .mat-calendar-body-selected {\\n background-color: rgba(244, 67, 54, 0.4); }\\n.mat-datepicker-content.mat-warn .mat-calendar-body-today.mat-calendar-body-selected {\\n   box-shadow: inset 0 0 0 1px white; }\\n.mat-datepicker-content-touch {\\n box-shadow: 0px 0px 0px 0px rgba(0, 0, 0, 0.2), 0px 0px 0px 0px rgba(0, 0, 0, 0.14), 0px 0px 0px 0px rgba(0, 0, 0, 0.12); }\\n.mat-datepicker-toggle-active {\\n color: #3f51b5; }\\n.mat-datepicker-toggle-active.mat-accent {\\n color: #4caf50; }\\n.mat-datepicker-toggle-active.mat-warn {\\n   color: #f44336; }\\n.mat-dialog-container {\\n box-shadow: 0px 11px 15px -7px rgba(0, 0, 0, 0.2), 0px 24px 38px 3px rgba(0, 0, 0, 0.14), 0px 9px 46px 8px rgba(0, 0, 0, 0.12);\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-divider {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-divider-vertical {\\n border-right-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel {\\n background: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel:not([class*='mat-elevation-z']) {\\n box-shadow: 0px 3px 1px -2px rgba(0, 0, 0, 0.2), 0px 2px 2px 0px rgba(0, 0, 0, 0.14), 0px 1px 5px 0px rgba(0, 0, 0, 0.12); }\\n.mat-action-row {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-keyboard-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']).cdk-program-focused, .mat-expansion-panel:not(.mat-expanded) .mat-expansion-panel-header:not([aria-disabled='true']):hover {\\n background: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-expansion-panel:not(.mat-expanded):not([aria-disabled='true'])\\n.mat-expansion-panel-header:hover {\\n   background: white; } }\\n.mat-expansion-panel-header-title {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-expansion-panel-header-description,\\n.mat-expansion-indicator::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-expansion-panel-header[aria-disabled='true'] {\\n color: rgba(0, 0, 0, 0.26); }\\n.mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-title,\\n .mat-expansion-panel-header[aria-disabled='true'] .mat-expansion-panel-header-description {\\n   color: inherit; }\\n.mat-form-field-label {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-hint {\\n color: rgba(0, 0, 0, 0.6); }\\n.mat-form-field.mat-focused .mat-form-field-label {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-accent {\\n   color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-label.mat-warn {\\n   color: #f44336; }\\n.mat-focused .mat-form-field-required-marker {\\n color: #4caf50; }\\n.mat-form-field-ripple {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field.mat-focused .mat-form-field-ripple {\\n background-color: #3f51b5; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-accent {\\n   background-color: #4caf50; }\\n.mat-form-field.mat-focused .mat-form-field-ripple.mat-warn {\\n   background-color: #f44336; }\\n.mat-form-field.mat-form-field-

invalid .mat-form-field-label {\\n color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-label.mat-accent,\\n .mat-form-field.mat-form-field-invalid .mat-form-field-label .mat-form-field-required-marker {\\n   color: #f44336; }\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple,\\n.mat-form-field.mat-form-field-invalid .mat-form-field-ripple.mat-accent {\\n background-color: #f44336; }\\n.mat-error {\\n color: #f44336; }\\n.mat-form-field-appearance-legacy .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-hint {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-form-field-appearance-legacy .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-legacy.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-standard .mat-form-field-underline {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-standard.mat-form-field-disabled .mat-form-field-underline {\\n background-image: linear-gradient(to right, rgba(0, 0, 0, 0.42) 0%, rgba(0, 0, 0, 0.42) 33%, transparent 0%);\\n background-size: 4px 100%;\\n background-repeat: repeat-x; }\\n.mat-form-field-appearance-fill .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.04); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-flex {\\n background-color: rgba(0, 0, 0, 0.02); }\\n.mat-form-field-appearance-fill .mat-form-field-underline::before {\\n background-color: rgba(0, 0, 0, 0.42); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-fill.mat-form-field-disabled .mat-form-field-underline::before {\\n background-color: transparent; }\\n.mat-form-field-appearance-outline .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.12); }\\n.mat-form-field-appearance-outline .mat-form-field-outline-thick {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-form-field-appearance-outline.mat-focused .mat-form-field-outline-thick {\\n color: #3f51b5; }\\n.mat-form-field-appearance-outline.mat-focused.mat-accent .mat-form-field-outline-thick {\\n color: #4caf50; }\\n.mat-form-field-appearance-outline.mat-focused.mat-warn .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-invalid.mat-form-field-invalid .mat-form-field-outline-thick {\\n color: #f44336; }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-label {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-form-field-appearance-outline.mat-form-field-disabled .mat-form-field-outline {\\n color: rgba(0, 0, 0, 0.06); }\\n.mat-icon.mat-primary {\\n color: #3f51b5; }\\n.mat-icon.mat-accent {\\n color: #4caf50; }\\n.mat-icon.mat-warn {\\n color: #f44336; }\\n.mat-form-field-type-mat-native-select .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-input-element:disabled,\\n.mat-form-field-type-mat-native-select.mat-form-field-disabled .mat-form-field-infix::after {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-input-element {\\n caret-color: #3f51b5; }\\n.mat-input-element::-webkit-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-moz-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element::-webkit-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-input-element:-ms-input-placeholder {\\n   color: rgba(0, 0, 0, 0.42); }\\n.mat-accent .mat-input-element {\\n caret-color: #4caf50; }\\n.mat-warn .mat-input-element,\\n.mat-form-field-invalid .mat-input-element {\\n caret-color: #f44336; }\\n.mat-form-field-type-mat-native-select.mat-form-field-invalid .mat-form-field-infix::after {\\n color: #f44336; }\\n.mat-list-base .mat-list-item {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-list-option {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-list-base .mat-subheader {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-list-item-disabled {\\n background-color: #eeeeee; }\\n.mat-list-option:hover, .mat-list-option:focus,\\n.mat-nav-list .mat-list-item:hover,\\n.mat-nav-list .mat-list-item:focus {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-menu-panel {\\n background: white; }\\n.mat-menu-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-menu-item {\\n background: transparent;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-menu-item[disabled], .mat-menu-item[disabled]::after {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-menu-item .mat-icon-no-color,\\n.mat-menu-item-submenu-trigger::after {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-menu-item:hover:not([disabled]),\\n.mat-menu-item.cdk-program-focused:not([disabled]),\\n.mat-menu-item.cdk-keyboard-focused:not([disabled]),\\n.mat-menu-item-highlighted:not([disabled]) {\\n background: rgba(0, 0, 0, 0.04); }\\n.mat-paginator {\\n background: white; }\\n.mat-paginator,\\n.mat-paginator-page-size .mat-select-trigger {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-paginator-

decrement,\\n.mat-paginator-increment {\\n border-top: 2px solid rgba(0, 0, 0, 0.54);\\n border-right: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-paginator-first,\\n.mat-paginator-last {\\n border-top: 2px solid rgba(0, 0, 0, 0.54); }\\n.mat-icon-button[disabled] .mat-paginator-decrement,\\n.mat-icon-button[disabled] .mat-paginator-increment,\\n.mat-icon-button[disabled] .mat-paginator-first,\\n.mat-icon-button[disabled] .mat-paginator-last {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-progress-bar-background {\\n fill: #c5cae9; }\\n.mat-progress-bar-buffer {\\n background-color: #c5cae9; }\\n.mat-progress-bar-fill::after {\\n background-color: #3f51b5; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-background {\\n fill: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-buffer {\\n background-color: #c8e6c9; }\\n.mat-progress-bar.mat-accent .mat-progress-bar-fill::after {\\n background-color: #4caf50; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-background {\\n fill: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-buffer {\\n background-color: #ffcdd2; }\\n.mat-progress-bar.mat-warn .mat-progress-bar-fill::after {\\n background-color: #f44336; }\\n.mat-progress-spinner circle, .mat-spinner circle {\\n stroke: #3f51b5; }\\n.mat-progress-spinner.mat-accent circle, .mat-spinner.mat-accent circle {\\n stroke: #4caf50; }\\n.mat-progress-spinner.mat-warn circle, .mat-spinner.mat-warn circle {\\n stroke: #f44336; }\\n.mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.54); }\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #3f51b5; }\\n.mat-radio-button.mat-primary .mat-radio-inner-circle,\\n.mat-radio-button.mat-primary .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-primary.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-primary:active .mat-radio-persistent-ripple {\\n background-color: #3f51b5; }\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #4caf50; }\\n.mat-radio-button.mat-accent .mat-radio-inner-circle,\\n.mat-radio-button.mat-accent .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-accent.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-accent:active .mat-radio-persistent-ripple {\\n background-color: #4caf50; }\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-outer-circle {\\n border-color: #f44336; }\\n.mat-radio-button.mat-warn .mat-radio-inner-circle,\\n.mat-radio-button.mat-warn .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple),\\n.mat-radio-button.mat-warn.mat-radio-checked .mat-radio-persistent-ripple,\\n.mat-radio-button.mat-warn:active .mat-radio-persistent-ripple {\\n background-color: #f44336; }\\n.mat-radio-button.mat-radio-disabled.mat-radio-checked .mat-radio-outer-circle,\\n.mat-radio-button.mat-radio-disabled .mat-radio-outer-circle {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-ripple .mat-ripple-element,\\n.mat-radio-button.mat-radio-disabled .mat-radio-inner-circle {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button.mat-radio-disabled .mat-radio-label-content {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-radio-button .mat-ripple-element {\\n background-color: black; }\\n.mat-select-value {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-select-placeholder {\\n color: rgba(0, 0, 0, 0.42); }\\n.mat-select-disabled .mat-select-value {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-select-arrow {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-select-panel {\\n background: white; }\\n.mat-select-panel:not([class*='mat-elevation-z']) {\\n   box-shadow: 0px 2px 4px -1px rgba(0, 0, 0, 0.2), 0px 4px 5px 0px rgba(0, 0, 0, 0.14), 0px 1px 10px 0px rgba(0, 0, 0, 0.12); }\\n.mat-select-panel .mat-option.mat-selected:not(.mat-option-multiple) {\\n   background: rgba(0, 0, 0, 0.12); }\\n.mat-form-field.mat-focused.mat-primary .mat-select-arrow {\\n color: #3f51b5; }\\n.mat-form-field.mat-focused.mat-accent .mat-select-arrow {\\n color: #4caf50; }\\n.mat-form-field.mat-focused.mat-warn .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-invalid .mat-select-arrow {\\n color: #f44336; }\\n.mat-form-field .mat-select.mat-select-disabled .mat-select-arrow {\\n color: rgba(0, 0, 0, 0.38); }\\n.mat-drawer-container {\\n background-color: #fafafa;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer {\\n background-color: white;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-drawer.mat-drawer-push {\\n   background-color: white; }\\n.mat-drawer:not(.mat-drawer-side) {\\n   box-shadow: 0px 8px 10px -5px rgba(0, 0, 0, 0.2), 0px 16px 24px 2px rgba(0, 0, 0, 0.14), 0px 6px 30px 5px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side {\\n border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-side.mat-drawer-end {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n   border-right: none; }\\n[dir='rtl'] .mat-drawer-side {\\n border-left: solid 1px rgba(0, 0, 0, 0.12);\\n border-right: none; }\\n[dir='rtl'] .mat-drawer-side.mat-drawer-end {\\n   border-left: none;\\n   border-right: solid 1px rgba(0, 0, 0, 0.12); }\\n.mat-drawer-backdrop.mat-drawer-shown {\\n background-color: rgba(0, 0, 0, 0.6); }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-thumb {\\n background-

color: #4caf50; }\\n.mat-slide-toggle.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(76, 175, 80, 0.54); }\\n.mat-slide-toggle.mat-checked .mat-ripple-element {\\n background-color: #4caf50; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-thumb {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(63, 81, 181, 0.54); }\\n.mat-slide-toggle.mat-primary.mat-checked .mat-ripple-element {\\n background-color: #3f51b5; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-thumb {\\n background-color: #f44336; }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-slide-toggle-bar {\\n background-color: rgba(244, 67, 54, 0.54); }\\n.mat-slide-toggle.mat-warn.mat-checked .mat-ripple-element {\\n background-color: #f44336; }\\n.mat-slide-toggle:not(.mat-checked) .mat-ripple-element {\\n background-color: black; }\\n.mat-slide-toggle-thumb {\\n box-shadow: 0px 2px 1px -1px rgba(0, 0, 0, 0.2), 0px 1px 1px 0px rgba(0, 0, 0, 0.14), 0px 1px 3px 0px rgba(0, 0, 0, 0.12);\\n background-color: #fafafa; }\\n.mat-slide-toggle-bar {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-primary .mat-slider-track-fill,\\n.mat-primary .mat-slider-thumb,\\n.mat-primary .mat-slider-thumb-label {\\n background-color: #3f51b5; }\\n.mat-primary .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-accent .mat-slider-track-fill,\\n.mat-accent .mat-slider-thumb,\\n.mat-accent .mat-slider-thumb-label {\\n background-color: #4caf50; }\\n.mat-accent .mat-slider-thumb-label-text {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-warn .mat-slider-track-fill,\\n.mat-warn .mat-slider-thumb,\\n.mat-warn .mat-slider-thumb-label {\\n background-color: #f44336; }\\n.mat-warn .mat-slider-thumb-label-text {\\n color: white; }\\n.mat-slider-focus-ring {\\n background-color: rgba(76, 175, 80, 0.2); }\\n.mat-slider:hover .mat-slider-track-background,\\n.cdk-focused .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-disabled .mat-slider-track-background,\\n.mat-slider-disabled .mat-slider-track-fill,\\n.mat-slider-disabled .mat-slider-thumb {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-disabled:hover .mat-slider-track-background {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value .mat-slider-focus-ring {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb,\\n.mat-slider-min-value.mat-slider-thumb-label-showing.cdk-focused .mat-slider-thumb-label {\\n background-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing) .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26);\\n background-color: transparent; }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-slider-min-value:not(.mat-slider-thumb-label-showing):hover.mat-slider-disabled .mat-slider-thumb, .mat-slider-min-value:not(.mat-slider-thumb-label-showing).cdk-focused.mat-slider-disabled .mat-slider-thumb {\\n border-color: rgba(0, 0, 0, 0.26); }\\n.mat-slider-has-ticks .mat-slider-wrapper::after {\\n border-color: rgba(0, 0, 0, 0.7); }\\n.mat-slider-horizontal .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to right, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent);\\n background-image: -moz-repeating-linear-gradient(0.0001deg, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-slider-vertical .mat-slider-ticks {\\n background-image: repeating-linear-gradient(to bottom, rgba(0, 0, 0, 0.7), rgba(0, 0, 0, 0.7) 2px, transparent 0, transparent); }\\n.mat-step-header.cdk-keyboard-focused, .mat-step-header.cdk-program-focused, .mat-step-header:hover {\\n background-color: rgba(0, 0, 0, 0.04); }\\n@media (hover: none) {\\n .mat-step-header:hover {\\n   background: none; } }\\n.mat-step-header .mat-step-label,\\n.mat-step-header .mat-step-optional {\\n color: rgba(0, 0, 0, 0.54); }\\n.mat-step-header .mat-step-icon {\\n background-color: rgba(0, 0, 0, 0.54);\\n color: white; }\\n.mat-step-header .mat-step-icon-selected,\\n.mat-step-header .mat-step-icon-state-done,\\n.mat-step-header .mat-step-icon-state-edit {\\n background-color: #3f51b5;\\n color: white; }\\n.mat-step-header .mat-step-icon-state-error {\\n background-color: transparent;\\n color: #f44336; }\\n.mat-step-header .mat-step-label.mat-step-label-active {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-step-header .mat-step-label.mat-step-label-error {\\n color: #f44336; }\\n.mat-stepper-horizontal, .mat-stepper-vertical {\\n background-color: white; }\\n.mat-stepper-vertical-line::before {\\n border-left-color: rgba(0, 0, 0, 0.12); }\\n.mat-horizontal-stepper-header::before,\\n.mat-horizontal-stepper-header::after,\\n.mat-stepper-horizontal-line {\\n border-top-color: rgba(0, 0, 0, 0.12); }\\n.mat-sort-header-arrow

{\\n color: #757575; }\\n.mat-tab-nav-bar,\\n.mat-tab-header {\\n border-bottom: 1px solid rgba(0, 0, 0, 0.12); }\\n.mat-tab-group-inverted-header .mat-tab-nav-bar,\\n.mat-tab-group-inverted-header .mat-tab-header {\\n border-top: 1px solid rgba(0, 0, 0, 0.12);\\n border-bottom: none; }\\n.mat-tab-label, .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-label.mat-tab-disabled, .mat-tab-link.mat-tab-disabled {\\n   color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.38); }\\n.mat-tab-group[class*='mat-background-'] .mat-tab-header,\\n.mat-tab-nav-bar[class*='mat-background-'] {\\n border-bottom: none;\\n border-top: none; }\\n.mat-tab-group.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary .mat-ink-bar {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-primary.mat-background-primary .mat-ink-bar, .mat-tab-nav-bar.mat-primary.mat-background-primary .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent .mat-ink-bar {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-accent.mat-background-accent .mat-ink-bar, .mat-tab-nav-bar.mat-accent.mat-background-accent .mat-ink-bar {\\n background-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn .mat-ink-bar {\\n background-color: #f44336; }\\n.mat-tab-group.mat-warn.mat-background-warn .mat-ink-bar, .mat-tab-nav-bar.mat-warn.mat-background-warn .mat-ink-bar {\\n background-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-primary .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-primary .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(197, 202, 233, 0.3); }\\n.mat-tab-group.mat-background-primary .mat-tab-header, .mat-tab-group.mat-background-primary .mat-tab-links, .mat-tab-nav-bar.mat-background-primary .mat-tab-header, .mat-tab-nav-bar.mat-background-primary .mat-tab-links {\\n background-color: #3f51b5; }\\n.mat-tab-group.mat-background-primary .mat-tab-label, .mat-tab-group.mat-background-primary .mat-tab-link, .mat-tab-nav-bar.mat-background-primary .mat-tab-label, .mat-tab-nav-bar.mat-background-

primary .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-primary .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-primary .mat-tab-link.mat-tab-disabled {\\n color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-primary .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-primary .mat-ripple-element, .mat-tab-nav-bar.mat-background-primary .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-accent .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-accent .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(200, 230, 201, 0.3); }\\n.mat-tab-group.mat-background-accent .mat-tab-header, .mat-tab-group.mat-background-accent .mat-tab-links, .mat-tab-nav-bar.mat-background-accent .mat-tab-header, .mat-tab-nav-bar.mat-background-accent .mat-tab-links {\\n background-color: #4caf50; }\\n.mat-tab-group.mat-background-accent .mat-tab-label, .mat-tab-group.mat-background-accent .mat-tab-link, .mat-tab-nav-bar.mat-background-accent .mat-tab-label, .mat-tab-nav-bar.mat-background-accent .mat-tab-link {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-accent .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-accent .mat-tab-link.mat-tab-disabled {\\n color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.87); }\\n.mat-tab-group.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-accent .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(0, 0, 0, 0.4); }\\n.mat-tab-group.mat-background-accent .mat-ripple-element, .mat-tab-nav-bar.mat-background-accent .mat-ripple-element {\\n background-color: rgba(0, 0, 0, 0.12); }\\n.mat-tab-group.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-group.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-group.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-keyboard-focused:not(.mat-tab-disabled), .mat-tab-nav-bar.mat-background-warn .mat-tab-label.cdk-program-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-keyboard-focused:not(.mat-tab-disabled),\\n.mat-tab-nav-bar.mat-background-warn .mat-tab-link.cdk-program-focused:not(.mat-tab-disabled) {\\n background-color: rgba(255, 205, 210, 0.3); }\\n.mat-tab-group.mat-background-warn .mat-tab-header, .mat-tab-group.mat-background-warn .mat-tab-links, .mat-tab-nav-bar.mat-background-warn .mat-tab-header, .mat-tab-nav-bar.mat-background-warn .mat-tab-links {\\n background-color: #f44336; }\\n.mat-tab-group.mat-background-warn .mat-tab-label, .mat-tab-group.mat-background-warn .mat-tab-link, .mat-tab-nav-bar.mat-background-warn .mat-tab-label, .mat-tab-nav-bar.mat-background-warn .mat-tab-link {\\n color: white; }\\n.mat-tab-group.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-group.mat-background-warn .mat-tab-link.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-label.mat-tab-disabled, .mat-tab-nav-bar.mat-background-warn .mat-tab-link.mat-tab-disabled {\\n color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-chevron {\\n border-color: white; }\\n.mat-tab-group.mat-

background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron, .mat-tab-nav-bar.mat-background-warn .mat-tab-header-pagination-disabled .mat-tab-header-pagination-chevron {\\n border-color: rgba(255, 255, 255, 0.4); }\\n.mat-tab-group.mat-background-warn .mat-ripple-element, .mat-tab-nav-bar.mat-background-warn .mat-ripple-element {\\n background-color: rgba(255, 255, 255, 0.12); }\\n.mat-toolbar {\\n background: whitesmoke;\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-primary {\\n   background: #3f51b5;\\n   color: white; }\\n.mat-toolbar.mat-accent {\\n   background: #4caf50;\\n   color: rgba(0, 0, 0, 0.87); }\\n.mat-toolbar.mat-warn {\\n   background: #f44336;\\n   color: white; }\\n.mat-toolbar .mat-form-field-underline,\\n .mat-toolbar .mat-form-field-ripple,\\n .mat-toolbar .mat-focused .mat-form-field-ripple {\\n   background-color: currentColor; }\\n.mat-toolbar .mat-form-field-label,\\n .mat-toolbar .mat-focused .mat-form-field-label,\\n .mat-toolbar .mat-select-value,\\n .mat-toolbar .mat-select-arrow,\\n .mat-toolbar .mat-form-field.mat-focused .mat-select-arrow {\\n   color: inherit; }\\n.mat-toolbar .mat-input-element {\\n   caret-color: currentColor; }\\n.mat-tooltip {\\n background: rgba(97, 97, 97, 0.9); }\\n.mat-tree {\\n background: white; }\\n.mat-tree-node,\\n.mat-nested-tree-node {\\n color: rgba(0, 0, 0, 0.87); }\\n.mat-snack-bar-container {\\n color: rgba(255, 255, 255, 0.7);\\n background: #323232;\\n box-shadow: 0px 3px 5px -1px rgba(0, 0, 0, 0.2), 0px 6px 10px 0px rgba(0, 0, 0, 0.14), 0px 1px 18px 0px rgba(0, 0, 0, 0.12); }\\n.mat-simple-snackbar-action {\\n color: #4caf50; }\\nbody {\\n margin: 0;\\n height: 100vh;\\n font-family: Roboto, Arial, sans-serif;\\n font-size: 16px;\\n color: #292a1d; }\\na {\\n -webkit-text-decoration-color: #3f51b5;\\n   text-decoration-color: #3f51b5;\\n color: #3f51b5; }\\n\\n/*# sourceMappingURL=data:application/jsonbase64,eyJ2ZXJzaW9uIjozLCJzb3VyY2VzIjpbInNyYy9EOlxcUE9DXFxBbmd1bGFyTWF0ZXJpYWxEcmF3ZXJcXG5neC1tYXRlcmlhbC1kcmF3ZXIvcHJvamVjdHNcXG5neC1tYXRlcmlhbC1kcmF3ZXJcXHNyY1xcbGliXFxhcHBcXHNjc3NcXHN0eWxlcy5zY3NzIiwic3JjL0Q6XFxQT0NcXEFuZ3VsYXJNYXRlcmlhbERyYXdlclxcbmd4LW1hdGVyaWFsLWRyYXdlci9zcmNcXHN0eWxlcy5zY3NzIiwibm9kZV9tb2R1bGVzL2pzb25lZGl0b3IvZGlzdC9qc29uZWRpdG9yLm1pbi5jc3MiLCJzcmMvRDpcXFBPQ1xcQW5ndWxhck1hdGVyaWFsRHJhd2VyXFxuZ3gtbWF0ZXJpYWwtZHJhd2VyL25vZGVfbW9kdWxlc1xcQGFuZ3VsYXJcXG1hdGVyaWFsXFxfdGhlbWluZy5zY3NzIiwic3JjL3N0eWxlcy5zY3NzIl0sIm5hbWVzIjpbXSwibWFwcGluZ3MiOiI7QUF5RUEsb0ZBQVk7QUM3Qlosb0ZBQWE7QUM1Q2Isd0NBQXdDLFdBQVcsQ0FBQyxjQUFjO0FBQUMsOENBQThDLHFCQUFxQixDQUFDLHlCQUFtQixDQUFDLHFCQUFxQix3QkFBd0IsQ0FBQyxVQUFVO0FBQUMsb0NBQW9DLFNBQVMsQ0FBQyxrQkFBa0IsQ0FBQyxlQUFlLENBQUMsc0JBQXNCLENBQUMscUJBQXFCO0FBQUMsa0VBQWtFLDRCQUE0QixDQUFDLGVBQWUsQ0FBQyxjQUFjLENBQUMsV0FBVyxDQUFDLFVBQVUsQ0FBQyxvQkFBb0IsQ0FBQyxVQUFVO0FBQUMsOENBQThDLFFBQVE7QUFBQyxxQkFBcUIscUJBQXFCO0FBQUMsd0JBQXdCLGNBQWMsQ0FBQyxtQkFBbUIsQ0FBQyxpQkFBaUJBQWpCQUFpQixDQUFDLFlBQVksQ0FBQyxlQUFlLENBQUMsc0JBQXNCO0FBQUMsV0FBVyxDQUFDLHNCQUFmLENBQUMsWUFBWSxDQUFDLGtCQUFrQixDQUFDLFlBQVksQ0FBQyxXQUFXLENBQUMscUJBQXFCLENBQUMsWUFBWSxDQUFDLGlCQUFpQixDQUFDLGVBQWUsQ0FBQyxhQUFhLENBQUMsZUFBZSxDQUFDLG1CQUFtQixDQUFDLGtCQUFrQixDQUFDLGFBQWEsQ0FBQyxhQUFhLENBQUMsY0FBYyxDQUFDLGVBQWUsQ0FBQyxhQUFhLENBQUMsWUFBWSxDQUFDLGNBQWMsQ0FBQyxtQkFBbUI7QUFBQyxxQkFBcUIsa0JBQWtCLENBQUMsYUFBYSxDQUFDLGFBQWEsQ0FBQyxtQkFBbUIsQ0FBQyxxQkFBcUIsQ0FBQyxlQUFlLENBQUMsa0JBQWtCLENBQUMsa0JBQWtCLENBQUMsa0JBQWtCLENBQUMsYUFBYSxDQUFDLHlCQUFmLENBQUMsbUJBQW1CLENBQUMsaUJBQWlCLENBQUMsYUFBYSxDQUFDLG9CQUFvQixDQUFDLHdCQUFmLENBQUMsZ0JBQWdCLENBQUMseUJBQWxCLENBQUMsYUFBYSxDQUFDLGlCQUFpQixDQUFDLG9CQUFvQixDQUFDLGlCQUFpQixDQUFDLFdBQVcsQ0FBQyxZQUFZLENBQUMsZUFBZSxDQUFDLFlBQVksCUFBhLE

NBQUMseUJBQXlCLENBQTBELHFCQUFxQixDQUFDLFVBQVUsQ0FBQyxXQUFXLENBQUMsaUJBQWl
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5kLXdhcm4gLm1hdC10YWItbGFiZWwubWF0LXRhYi1kaXNhYmxlZCwgLm1hdC10YWItbmF2LWJhci5tYXQ
tYmFja2dyb3VuZC13YXJuIC5tYXQtdGFiLWxpbmsubWF0LXRhYi1kaXNhYmxlZCB7XG4gICAgY29sb3I6IHJ
nYmEoMjU1LCAyNTUsIDI1NSwgMC40KTsgfVxuXG4ubWF0LXRhYi1ncm91cC5tYXQtYmFja2dyb3VuZC13
YXJuIC5tYXQtdGFiLWhlYWRlci1wYWdpbmF0aW9uLWNoZXZyb24sIC5tYXQtdGFiLW5hdi1iYXIubWF0LW
JhY2tncm91bmQtd2FybiAubWF0LXRhYi1oZWFkZXItcGFnaW5hdGlvbi1jaGV2cm9uIHtcbiAgYm9yZGVyLW
NvbG9yOiB3aGl0ZTsgfVxuXG4ubWF0LXRhYi1ncm91cC5tYXQtYmFja2dyb3VuZC13YXJuIC5tYXQtdGFiLW
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4sIC5tYXQtdGFiLW5hdi1iYXIubWF0LWJhY2tncm91bmQtd2FybiAubWF0LXRhYi1oZWFkZXItcGFnaW5hdGl
vbi1kaXNhYmxlZCAubWF0LXRhYi1oZWFkZXItcGFnaW5hdGlvbi1jaGV2cm9uIHtcbiAgYm9yZGVyLWNvbG
9yOiByZ2JhKDI1NSwgMjU1LCAyNTUsIDAuNCk7IH1cblxuLm1hdC10YWItZ3JvdXAubWF0LWJhY2tncm91b
mQtd2FybiAubWF0LXJpcHBsZS1lbGVtZW50LCAubWF0LXRhYi1uYXYtYmFyLm1hdC1iYWNrZ3JvdW5kL
Xdhcm4gLm1hdC1yaXBwbGUtZWxlbWVudCB7XG4gIGJhY2tncm91bmQtY29sb3I6IHJnYmEoMjU1LCAyNT
UsIDI1NSwgMC4xMik7IH1cblxuLm1hdC10b29sYmFyIHtcbiAgYmFja2dyb3VuZDogd2hpdGVzbW9rZTtcbiAg
Y29sb3I6IHJnYmEoMCwgMCwgMCwgMC44Nyk7IH1cbiAgLm1hdC10b29sYmFyLm1hdC1wcmltYXJ5IHtcbiA
gICBiYWNrZ3JvdW5kOiAjM2Y1MWI1O1xuICAgIGNvbG9yOiB3aGl0ZTsgfVxuICAubWF0LXRvb2xiYXIub
WF0LWFjY2VudCB7XG4gICAgYmFja2dyb3VuZDogIzRjYWY1MDtcbiAgICBjb2xvcjogcmdiYSgwLCAwLCA
wLCAwLjg3KTsgfVxuICAubWF0LXRvb2xiYXIub WF0LXdhcm4ge1xuICAgIGJhY2tncm91bmQ6ICNmNDQzM
zY7XG4gICAgY29sb3I6IHdoaXRlOyB9XG4gIC5tYXQtdG9vbGJhciAubWF0LWZvcm0tZmllbGQtdW5kZXJsa
W5lLFxuICAubWF0LXRvb2xiYXIgLm1hdC1mb3JtLWZpZWxkLXJpcHBsZSxcbiAgLm1hdC10b29sYmFyIC5t
YXQtZm9jdXNlZCAubWF0LWZvcm0tZmllbGQtcmlwcGxlIHtcbiAgICBiYWNrZ3JvdW5kLWNvbG9yOiBjdXJy
ZW50Q29sb3I7IH1cbiAgLm1hdC10b29sYmFyIC5tYXQtZm9ybS1maWVsZC1sYWJlbCxcbiAgLm1hdC10b29sY
mFyIC5tYXQtZm9jdXNlZCAubWF0LWZvcm0tZmllbGQtbGFiZWwsXG4gIC5tYXQtdG9vbGJhciAubWF0LXNl
bGVjdC12YWx1ZSxcbiAgLm1hdC10b29sYmFyIC5tYXQtc2VsZWN0LWFycm93LFxuICAubWF0LXRvb2xiYX
IgLm1hdC1mb3JtLWZpZWxkLm1hdC1mb2N1c2VkIC5tYXQtc2VsZWN0LWFycm93IHtcbiAgICBjb2xvcjogaW
5oZXJpdDsgfVxuICAubWF0LXRvb2xiYXIgLm1hdC1pbnB1dC1lbGVtZW50IHtcbiAgICBjYXJldC1jb2xvcjogY
3VycmVudENvbG9yOyB9XG5cbi5tYXQtdG9vbHRpcCB7XG4gIGNvbG9yOiByZ2JhKDAsIDAsIDAsIDAuO
DcpOyB9XG5cbi5tYXQtc25hY2stYmFyLWNvbnRhaW5lciB7XG4gIGNvbG9yOiByZ2JhKDI1NSwgMjU1LCAy
NTUsIDAuNyk7XG4gIGJhY2tncm91bmQ6ICMzMjMyMzI7XG4gIGJveC1zaGFkb3c6IDBweCAzcHggNXB4IC0
xcHggcmdiYSgwLCAwLCAwLCAwLjIpLCAwcHggNnB4IDEwcHggMHB4IHJnYmEoMCwgMCwgMCwgMC4
xNCksIDBweCAxcHggMThweCAwcHggcmdiYSgwLCAwLCAwLCAwLjEyKTsgfVxuXG4ubWF0LXNpbXBsZ
S1zbmFja2Jhci1hY3Rpb24ge1xuICBjb2xvcjogIzRjYWY1MDsgfVxuXG5ib2R5IHtcbiAgbWFyZ2luOiAwO1xuIC
BoZWlnaHQ6IDEwMHZoO1xuICBmb250LWZhbWlseTogUm9ib3RvLCBBcmlhbCwgc2Fucy1zZXJpZjtcbiAgZ
m9udC1zaXplOiAxNnB4O1xuICBjb2xvcjogIzI5MmExZDsgfVxuXG5hIHtcbiAgdGV4dC1kZWNvcmF0aW9uL
WNvbG9yOiAjM2Y1MWI1O1xuICBjb2xvcjogIzNmNTFiNTsgfVxuIl19 */\", ", "]]","/*\n\tMIT License
http://www.opensource.org/licenses/mit-license.php\n\tAuthor Tobias Koppers @sokra\n*/\n\nvar stylesInDom =
{};\n\nvar\tmemoize = function (fn) {\n\tvar memo;\n\n\treturn function () {\n\t\tif (typeof memo ===
\"undefined\") memo = fn.apply(this, arguments);\n\t\treturn memo;\n\t};\n};\n\nvar isOldIE = memoize(function ()
{\n\t// Test for IE <= 9 as proposed by Browserhacks\n\t// @see http://browserhacks.com/#hack-
e71d8692f65334173fee715c222cb805\n\t// Tests for existence of standard globals is to allow style-loader\n\t// to
operate correctly into non-standard environments\n\t// @see https://github.com/webpack-contrib/style-

loader/issues/177\n\treturn window && document && document.all && !window.atob;\n});\n\nvar getTarget = function (target, parent) {\n if (parent){\n   return parent.querySelector(target);\n }\n return document.querySelector(target);\n};\n\nvar getElement = (function (fn) {\n\tvar memo = {};\n\n\treturn function(target, parent) {\n   // If passing function in options, then use it for resolve \"head\" element.\n   // Useful for Shadow Root style i.e\n   // {\n   //   insertInto: function () { return document.querySelector(\"#foo\").shadowRoot }\n   // }\n   if (typeof target === 'function') {\n   return target();\n   }\n   if (typeof memo[target] === \"undefined\") {\n\t\t\tvar styleTarget = getTarget.call(this, target, parent);\n\t\t\t// Special case to return head of iframe instead of iframe itself\n\t\t\tif (window.HTMLIFrameElement && styleTarget instanceof window.HTMLIFrameElement) {\n\t\t\t\ttry {\n\t\t\t\t\t// This will throw an exception if access to iframe is blocked\n\t\t\t\t\t// due to cross-origin restrictions\n\t\t\t\t\tstyleTarget = styleTarget.contentDocument.head;\n\t\t\t} catch(e) {\n\t\t\t\tstyleTarget = null;\n\t\t\t}\n\t\t}\n\t\tmemo[target] = styleTarget;\n\t}\n\treturn memo[target]\n};\n})();\n\nvar singleton = null;\nvar\tsingletonCounter = 0;\nvar\tstylesInsertedAtTop = [];\n\nvar\tfixUrls = require(\"./urls\");\n\nmodule.exports = function(list, options) {\n\tif (typeof DEBUG !== \"undefined\" && DEBUG) {\n\t\tif (typeof document !== \"object\") throw new Error(\"The style-loader cannot be used in a non-browser environment\");\n\t}\n\n\toptions = options || {};\n\n\toptions.attrs = typeof options.attrs === \"object\" ? options.attrs : {};\n\n\t// Force single-tag solution on IE6-9, which has a hard limit on the # of <style>\n\t// tags it will allow on a page\n\tif (!options.singleton && typeof options.singleton !== \"boolean\") options.singleton = isOldIE();\n\n\t// By default, add <style> tags to the <head> element\n   if (!options.insertInto) options.insertInto = \"head\";\n\n\t// By default, add <style> tags to the bottom of the target\n\tif (!options.insertAt) options.insertAt = \"bottom\";\n\n\tvar styles = listToStyles(list, options);\n\n\taddStylesToDom(styles, options);\n\n\treturn function update (newList) {\n\t\tvar mayRemove = [];\n\n\t\tfor (var i = 0; i < styles.length; i++) {\n\t\t\tvar item = styles[i];\n\t\t\tvar domStyle = stylesInDom[item.id];\n\n\t\t\tdomStyle.refs--;\n\t\t\tmayRemove.push(domStyle);\n\t\t}\n\n\tif(newList) {\n\t\tvar newStyles = listToStyles(newList, options);\n\t\taddStylesToDom(newStyles, options);\n\t}\n\n\tfor (var i = 0; i < mayRemove.length; i++) {\n\t\tvar domStyle = mayRemove[i];\n\n\t\tif(domStyle.refs === 0) {\n\t\t\tfor (var j = 0; j < domStyle.parts.length; j++) domStyle.parts[j]();\n\n\t\t\tdelete stylesInDom[domStyle.id];\n\t\t}\n\t}\n\n};\n};\n\nfunction addStylesToDom (styles, options) {\n\tfor (var i = 0; i < styles.length; i++) {\n\t\tvar item = styles[i];\n\t\tvar domStyle = stylesInDom[item.id];\n\n\t\tif(domStyle) {\n\t\t\tdomStyle.refs++;\n\n\t\tfor(var j = 0; j < domStyle.parts.length; j++) {\n\t\t\tdomStyle.parts[j](item.parts[j]);\n\t\t}\n\n\tfor(; j < item.parts.length; j++) {\n\t\t\tdomStyle.parts.push(addStyle(item.parts[j], options));\n\t\t}\n\n\t} else {\n\t\tvar parts = [];\n\n\tfor(var j = 0; j < item.parts.length; j++) {\n\t\tparts.push(addStyle(item.parts[j], options));\n\t}\n\n\tstylesInDom[item.id] = {id: item.id, refs: 1, parts: parts};\n\t}\n}\n\nfunction listToStyles (list, options) {\n\tvar styles = [];\n\tvar newStyles = {};\n\n\tfor (var i = 0; i < list.length; i++) {\n\t\tvar item = list[i];\n\t\tvar id = options.base ? item[0] + options.base : item[0];\n\t\tvar css = item[1];\n\t\tvar media = item[2];\n\t\tvar sourceMap = item[3];\n\t\tvar part = {css: css, media: media, sourceMap: sourceMap};\n\n\t\tif(!newStyles[id]) styles.push(newStyles[id] = {id: id, parts: [part]});\n\t\telse newStyles[id].parts.push(part);\n\t}\n\n\treturn styles;\n}\n\nfunction insertStyleElement (options, style) {\n\tvar target = getElement(options.insertInto)\n\n\tif (!target) {\n\t\tthrow new Error(\"Couldn't find a style target. This probably means that the value for the 'insertInto' parameter is invalid.\");\n\t}\n\n\tvar lastStyleElementInsertedAtTop = stylesInsertedAtTop[stylesInsertedAtTop.length - 1];\n\n\tif (options.insertAt === \"top\") {\n\t\tif (!lastStyleElementInsertedAtTop) {\n\t\t\ttarget.insertBefore(style, target.firstChild);\n\t\t} else if (lastStyleElementInsertedAtTop.nextSibling) {\n\t\t\ttarget.insertBefore(style, lastStyleElementInsertedAtTop.nextSibling);\n\t\t} else {\n\t\t\ttarget.appendChild(style);\n\t\t}\n\t\tstylesInsertedAtTop.push(style);\n\t} else if (options.insertAt === \"bottom\") {\n\t\ttarget.appendChild(style);\n\t} else if (typeof options.insertAt === \"object\" && options.insertAt.before) {\n\t\tvar nextSibling = getElement(options.insertAt.before,

target);\n\t\ttarget.insertBefore(style, nextSibling);\n\t} else {\n\t\tthrow new Error(\"[Style Loader]\\n\\n Invalid value for parameter 'insertAt' ('options.insertAt') found.\\n Must be 'top', 'bottom', or Object.\\n (https://github.com/webpack-contrib/style-loader#insertat)\\n\");\n\t}\n}\n\nfunction removeStyleElement (style) {\n\tif (style.parentNode === null) return false;\n\tstyle.parentNode.removeChild(style);\n\n\tvar idx = stylesInsertedAtTop.indexOf(style);\n\tif(idx >= 0) {\n\t\tstylesInsertedAtTop.splice(idx, 1);\n\t}\n}\n\nfunction createStyleElement (options) {\n\tvar style = document.createElement(\"style\");\n\n\tif(options.attrs.type === undefined) {\n\t\toptions.attrs.type = \"text/css\";\n\t}\n\n\tif(options.attrs.nonce === undefined) {\n\t\tvar nonce = getNonce();\n\t\tif (nonce) {\n\t\t\toptions.attrs.nonce = nonce;\n\t\t}\n\t}\n\n\taddAttrs(style, options.attrs);\n\tinsertStyleElement(options, style);\n\n\treturn style;\n}\n\nfunction createLinkElement (options) {\n\tvar link = document.createElement(\"link\");\n\n\tif(options.attrs.type === undefined) {\n\t\toptions.attrs.type = \"text/css\";\n\t}\n\toptions.attrs.rel = \"stylesheet\";\n\n\taddAttrs(link, options.attrs);\n\tinsertStyleElement(options, link);\n\n\treturn link;\n}\n\nfunction addAttrs (el, attrs) {\n\tObject.keys(attrs).forEach(function (key) {\n\t\tel.setAttribute(key, attrs[key]);\n\t});\n}\n\nfunction getNonce() {\n\tif (typeof __webpack_nonce__ === 'undefined') {\n\t\treturn null;\n\t}\n\n\treturn __webpack_nonce__;\n}\n\nfunction addStyle (obj, options) {\n\tvar style, update, remove, result;\n\n\t// If a transform function was defined, run it on the css\n\tif (options.transform && obj.css) {\n\t   result = typeof options.transform === 'function'\n\t\t ? options.transform(obj.css) \n\t\t : options.transform.default(obj.css);\n\n\t   if (result) {\n\t   \t// If transform returns a value, use that instead of the original css.\n\t   \t// This allows running runtime transformations on the css.\n\t   \tobj.css = result;\n\t   } else {\n\t   \t// If the transform function returns a falsy value, don't add this css.\n\t   \t// This allows conditional loading of css\n\t   \treturn function() {\n\t   \t\t// noop\n\t   \t};\n\t   }\n\t}\n\n\tif (options.singleton) {\n\t\tvar styleIndex = singletonCounter++;\n\n\t\tstyle = singleton || (singleton = createStyleElement(options));\n\n\t\tupdate = applyToSingletonTag.bind(null, style, styleIndex, false);\n\t\tremove = applyToSingletonTag.bind(null, style, styleIndex, true);\n\n\t} else if (\n\t\tobj.sourceMap &&\n\t\ttypeof URL === \"function\" &&\n\t\ttypeof URL.createObjectURL === \"function\" &&\n\t\ttypeof URL.revokeObjectURL === \"function\" &&\n\t\ttypeof Blob === \"function\" &&\n\t\ttypeof btoa === \"function\"\n\t) {\n\t\tstyle = createLinkElement(options);\n\t\tupdate = updateLink.bind(null, style, options);\n\t\tremove = function () {\n\t\t\tremoveStyleElement(style);\n\n\t\t\tif(style.href) URL.revokeObjectURL(style.href);\n\t\t};\n\t} else {\n\t\tstyle = createStyleElement(options);\n\t\tupdate = applyToTag.bind(null, style);\n\t\tremove = function () {\n\t\t\tremoveStyleElement(style);\n\t\t};\n\t}\n\n\tupdate(obj);\n\n\treturn function updateStyle (newObj) {\n\t\tif (newObj) {\n\t\t\tif (\n\t\t\t\tnewObj.css === obj.css &&\n\t\t\t\tnewObj.media === obj.media &&\n\t\t\t\tnewObj.sourceMap === obj.sourceMap\n\t\t\t) {\n\t\t\t\treturn;\n\t\t\t}\n\n\t\tupdate(obj = newObj);\n\t\t} else {\n\t\tremove();\n\t\t}\n\t};\n}\n\nvar replaceText = (function () {\n\tvar textStore = [];\n\n\treturn function (index, replacement) {\n\t\ttextStore[index] = replacement;\n\n\t\treturn textStore.filter(Boolean).join('\\n');\n\t};\n})();\n\nfunction applyToSingletonTag (style, index, remove, obj) {\n\tvar css = remove ? \"\" : obj.css;\n\n\tif (style.styleSheet) {\n\t\tstyle.styleSheet.cssText = replaceText(index, css);\n\t} else {\n\t\tvar cssNode = document.createTextNode(css);\n\t\tvar childNodes = style.childNodes;\n\n\t\tif (childNodes[index]) style.removeChild(childNodes[index]);\n\n\t\tif (childNodes.length) {\n\t\t\tstyle.insertBefore(cssNode, childNodes[index]);\n\t\t} else {\n\t\t\tstyle.appendChild(cssNode);\n\t\t}\n\t}\n}\n\nfunction applyToTag (style, obj) {\n\tvar css = obj.css;\n\tvar media = obj.media;\n\n\tif(media) {\n\t\tstyle.setAttribute(\"media\", media)\n\t}\n\n\tif(style.styleSheet) {\n\t\tstyle.styleSheet.cssText = css;\n\t} else {\n\t\twhile(style.firstChild) {\n\t\t\tstyle.removeChild(style.firstChild);\n\t\t}\n\n\t\tstyle.appendChild(document.createTextNode(css));\n\t}\n}\n\nfunction updateLink (link, options, obj) {\n\tvar css = obj.css;\n\tvar sourceMap = obj.sourceMap;\n\n\t/*\n\t\tIf convertToAbsoluteUrls isn't defined, but sourcemaps are enabled\n\t\tand there is no publicPath defined then lets turn convertToAbsoluteUrls\n\t\ton by default. Otherwise default to the convertToAbsoluteUrls option\n\t\tdirectly\n\t*/\n\tvar autoFixUrls = options.convertToAbsoluteUrls === undefined && sourceMap;\n\n\tif (options.convertToAbsoluteUrls || autoFixUrls) {\n\t\tcss = fixUrls(css);\n\t}\n\n\tif (sourceMap) {\n\t\t// http://stackoverflow.com/a/26603875\n\t\tcss += \"\\n/*# sourceMappingURL=data:application/jsonbase64,\" +

btoa(unescape(encodeURIComponent(JSON.stringify(sourceMap)))) + \" */\";\n\t}\n\n\tvar blob = new Blob([css], { type: \"text/css\" });\n\n\tvar oldSrc = link.href;\n\n\tlink.href = URL.createObjectURL(blob);\n\n\tif(oldSrc) URL.revokeObjectURL(oldSrc);\n}\n","\n/**\n * When source maps are enabled, `style-loader` uses a link element with a data-uri to\n * embed the css on the page. This breaks all relative urls because now they are relative to a\n * bundle instead of the current page.\n *\n * One solution is to only use full urls, but that may be impossible.\n *\n * Instead, this function \"fixes\" the relative urls to be absolute according to the current page location.\n *\n * A rudimentary test suite is located at `test/fixUrls.js` and can be run via the `npm test` command.\n *\n */\n\nmodule.exports = function (css) {\n // get current location\n var location = typeof window !== \"undefined\" && window.location;\n\n if (!location) {\n   throw new Error(\"fixUrls requires window.location\");\n }\n\n\t// blank or null?\n\tif (!css || typeof css !== \"string\") {\n\t return css;\n }\n\n var baseUrl = location.protocol + \"//\" + location.host;\n var currentDir = baseUrl + location.pathname.replace(/\\/[^\\/]*$/, \"/\");\n\n\t// convert each url(...)\n\t/*\n\tThis regular expression is just a way to recursively match brackets within\n\ta string.\n\n\t /url\\s*\\(= Match on the word \"url\" with any whitespace after it and then a parens\n\t   (= Start a capturing group\n\t   (?: = Start a non-capturing group\n\t   [^)(] = Match anything that isn't a parentheses\n\t | = OR\n\t   \\(= Match a start parentheses\n\t   (?: = Start another non-capturing groups\n\t   [^)(]+ = Match anything that isn't a parentheses\n\t | = OR\n\t   \\(= Match a start parentheses\n\t   [^)(]* = Match anything that isn't a parentheses\n\t   \\) = Match a end parentheses\n\t   ) = End Group\n\t   *\\) = Match anything and then a close parens\n\t   ) = Close non-capturing group\n\t   * = Match anything\n\t   ) = Close capturing group\n\t \\) = Match a close parens\n\n\t /gi = Get all matches, not the first. Be case insensitive.\n\t */\n\tvar fixedCss = css.replace(/url\\s*\\(((?:[^)(]|\\((?:[^)(]+|\\([^)(]*\\))*\\))*)\\)/gi, function(fullMatch, origUrl) {\n\t\t// strip quotes (if they exist)\n\t\tvar unquotedOrigUrl = origUrl\n\t\t\t.trim()\n\t\t\t.replace(/^\"(.*)\"$/, function(o, $1){ return $1; })\n\t\t\t.replace(/^'(.*)'$/, function(o, $1){ return $1; });\n\n\t\t// already a full url? no change\n\t\tif (/^(#|data:|http:\\/\\/|https:\\/\\/|file:\\/\\/\\/|\\s*$)/i.test(unquotedOrigUrl)) {\n\t\t return fullMatch;\n\t\t}\n\n\t\t// convert the url to a full url\n\t\tvar newUrl;\n\n\t\tif (unquotedOrigUrl.indexOf(\"//\") === 0) {\n\t\t \t//TODO: should we add protocol?\n\t\t\tnewUrl = unquotedOrigUrl;\n\t\t} else if (unquotedOrigUrl.indexOf(\"/\") === 0) {\n\t\t\t// path should be relative to the base url\n\t\t\tnewUrl = baseUrl + unquotedOrigUrl; // already starts with '/'\n\t\t} else {\n\t\t\t// path should be relative to current directory\n\t\t\tnewUrl = currentDir + unquotedOrigUrl.replace(/^\\.\\//, \"\"); // Strip leading './'\n\t\t}\n\n\t\t// send back the fixed url(...)\n\t\treturn \"url(\" + JSON.stringify(newUrl) + \")\";\n\t});\n\n\t// send back the fixed css\n\treturn fixedCss;\n};\n","\nvar content = require(\"!!../node_modules/@angular-devkit/build-angular/src/angular-cli-files/plugins/raw-css-loader.js!../node_modules/postcss-loader/src/index.js??embedded!../node_modules/sass-loader/lib/loader.js??ref--14-3!./styles.scss\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../node_modules/@angular-devkit/build-angular/src/angular-cli-files/plugins/raw-css-loader.js!../node_modules/postcss-loader/src/index.js??embedded!../node_modules/sass-loader/lib/loader.js??ref--14-3!./styles.scss\", function() {\n\t\tvar newContent = require(\"!!../node_modules/@angular-devkit/build-angular/src/angular-cli-files/plugins/raw-css-loader.js!../node_modules/postcss-loader/src/index.js??embedded!../node_modules/sass-loader/lib/loader.js??ref--14-3!./styles.scss\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}"],"sourceRoot":""}

Found in path(s):

* /opt/cola/permits/1329885207_1652907858.2800329/0/ngx-material-drawer-2-0-2-zip/ngx-material-drawer-2.0.2/dist/AngularMaterialDrawer/styles.js.map
No license file was found, but licenses were detected in source scan.

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AACA,CAAC;AACD;AACA;AACA;AACA;AACA;AACA,oBAAoB;AACpB,SAAS;AACT;AACA,CAAC;AAC
D;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AAC
A;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AAC
A;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AAC
A;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA,wCAAwC;AACxC;AACA;
AACA;AACA;AACA;AACA;AACA;AACA,mFAAmF;AACnF;AACA;AACA;AACA,UAAU,EAAE;AACZ;AA
CA,mFAAmF;AACnF;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA
;AACA;AACA;AACA,UAAU,EAAE;AACZ,qFAAqF;AACrF;AACA;AACA;AACA;AACA;AACA;AACA;AAC
A;AACA;AACA;AACA;AACA;AACA;AACA;AACA,UAAU,EAAE;AACZ;AACA,CAAC;AACD;AACA;AAC
A;AACA;AACA;AACA,CAAC;AACD;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AAC
A,kEAAkE,0CAA0C;AAC5G;AACA;AACA,aAAa;AACb;AACA;AACA;AACA;AACA;AACA;AACA;AACA;A
ACA,CAAC;;AAED;AACA;AACA;AACA;AACA;AACA;AACA;;AAEA,CAAC;;;;;;;;;;;;;ACn/FD;AAAA;AAA
A;AAAA;;;;;;;;;;;;;;GAcG;AAEH;;GAEG;AAEH,mEAAmE;AACnE,+BAA+B;AAC/B,+BAA+B;AAC/B,iCAAiC;
AACjC,kCAAkC;AAClC,oCAAoC;AACpC,+BAA+B;AAC/B,6BAA6B;AAC7B,+BAA+B;AAC/B,6BAA6B;AA
C7B,8BAA8B;AAC9B,+BAA+B;AAC/B,4BAA4B;AAC5B,iCAAiC;AACjC,4BAA4B;AAE5B;;;;IAII;AACJ,8BA
A8B;AAE9B,+EAA+E;AAC/E,oEAAoE;AAEpE,gEAAgE;AAChE,gCAAgC;AAEhC;;;;IAII;AACJ,8EAA8E;AA
E9E;;;GAGG;AAEF,sGAAsG;AACtG,iGAAiG;AACjG,sHAAsH;AAEtH;;;EAGE;AACH,4DAA4D;AAE5D;;GA
EG;AACwB,CAAE,6BAA6B;AAG1D;;GAEG","file":"polyfills.js","sourcesContent":["/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport 'core-
js/es7/reflect';\n","require('../modules/es7.reflect.define-metadata');\nrequire('../modules/es7.reflect.delete-
metadata');\nrequire('../modules/es7.reflect.get-metadata');\nrequire('../modules/es7.reflect.get-metadata-
keys');\nrequire('../modules/es7.reflect.get-own-metadata');\nrequire('../modules/es7.reflect.get-own-metadata-
keys');\nrequire('../modules/es7.reflect.has-metadata');\nrequire('../modules/es7.reflect.has-own-
metadata');\nrequire('../modules/es7.reflect.metadata');\nmodule.exports =
require('../modules/_core').Reflect;\n","module.exports = function (it) {\n if (typeof it != 'function') throw
TypeError(it + ' is not a function!');\n return it;\n};\n","module.exports = function (it, Constructor, name,

forbiddenField) {\n if (!(it instanceof Constructor) || (forbiddenField !== undefined && forbiddenField in it)) {\n throw TypeError(name + ': incorrect invocation!');\n } return it;\n};\n","var isObject = require('./_is-object');\nmodule.exports = function (it) {\n if (!isObject(it)) throw TypeError(it + ' is not an object!');\n return it;\n};\n","var forOf = require('./_for-of');\n\nmodule.exports = function (iter, ITERATOR) {\n var result = [];\n forOf(iter, false, result.push, result, ITERATOR);\n return result;\n};\n","// false -> Array#indexOf\n// true -> Array#includes\nvar toIObject = require('./_to-iobject');\nvar toLength = require('./_to-length');\nvar toAbsoluteIndex = require('./_to-absolute-index');\nmodule.exports = function (IS_INCLUDES) {\n return function ($this, el, fromIndex) {\n   var O = toIObject($this);\n   var length = toLength(O.length);\n   var index = toAbsoluteIndex(fromIndex, length);\n   var value;\n   // Array#includes uses SameValueZero equality algorithm\n   // eslint-disable-next-line no-self-compare\n   if (IS_INCLUDES && el != el) while (length > index) {\n   value = O[index++];\n   // eslint-disable-next-line no-self-compare\n   if (value != value) return true;\n   // Array#indexOf ignores holes, Array#includes - not\n   } else for (;length > index; index++) if (IS_INCLUDES || index in O) {\n   if (O[index] === el) return IS_INCLUDES || index || 0;\n   } return !IS_INCLUDES && -1;\n};\n};\n","// 0 -> Array#forEach\n// 1 -> Array#map\n// 2 -> Array#filter\n// 3 -> Array#some\n// 4 -> Array#every\n// 5 -> Array#find\n// 6 -> Array#findIndex\nvar ctx = require('./_ctx');\nvar IObject = require('./_iobject');\nvar toObject = require('./_to-object');\nvar toLength = require('./_to-length');\nvar asc = require('./_array-species-create');\nmodule.exports = function (TYPE, $create) {\n var IS_MAP = TYPE == 1;\n var IS_FILTER = TYPE == 2;\n var IS_SOME = TYPE == 3;\n var IS_EVERY = TYPE == 4;\n var IS_FIND_INDEX = TYPE == 6;\n var NO_HOLES = TYPE == 5 || IS_FIND_INDEX;\n var create = $create || asc;\n return function ($this, callbackfn, that) {\n   var O = toObject($this);\n   var self = IObject(O);\n   var f = ctx(callbackfn, that, 3);\n   var length = toLength(self.length);\n   var index = 0;\n   var result = IS_MAP ? create($this, length) : IS_FILTER ? create($this, 0) : undefined;\n   var val, res;\n   for (;length > index; index++) if (NO_HOLES || index in self) {\n   val = self[index];\n   res = f(val, index, O);\n   if (TYPE) {\n   if (IS_MAP) result[index] = res; // map\n   else if (res) switch (TYPE) {\n   case 3: return true;   // some\n   case 5: return val;   // find\n   case 6: return index;   // findIndex\n   case 2: result.push(val);   // filter\n   } else if (IS_EVERY) return false; // every\n   }\n   }\n   return IS_FIND_INDEX ? -1 : IS_SOME || IS_EVERY ? IS_EVERY : result;\n };\n};\n","var isObject = require('./_is-object');\nvar isArray = require('./_is-array');\nvar SPECIES = require('./_wks')('species');\n\nmodule.exports = function (original) {\n var C;\n if (isArray(original)) {\n   C = original.constructor;\n   // cross-realm fallback\n   if (typeof C == 'function' && (C === Array || isArray(C.prototype))) C = undefined;\n   if (isObject(C)) {\n   C = C[SPECIES];\n   if (C === null) C = undefined;\n   }\n } return C === undefined ? Array : C;\n};\n","// 9.4.2.3 ArraySpeciesCreate(originalArray, length)\nvar speciesConstructor = require('./_array-species-constructor');\n\nmodule.exports = function (original, length) {\n return new (speciesConstructor(original))(length);\n};\n","// getting tag from 19.1.3.6 Object.prototype.toString()\nvar cof = require('./_cof');\nvar TAG = require('./_wks')('toStringTag');\n// ES3 wrong here\nvar ARG = cof(function () { return arguments; }()) == 'Arguments';\n\n// fallback for IE11 Script Access Denied error\nvar tryGet = function (it, key) {\n try {\n   return it[key];\n } catch (e) { /* empty */ }\n};\n\nmodule.exports = function (it) {\n var O, T, B;\n return it === undefined ? 'Undefined' : it === null ? 'Null'\n   // @@toStringTag case\n   : typeof (T = tryGet(O = Object(it), TAG)) == 'string' ? T\n   // builtinTag case\n   : ARG ? cof(O)\n   // ES3 arguments fallback\n   : (B = cof(O)) == 'Object' && typeof O.callee == 'function' ? 'Arguments' : B;\n};\n","var toString = {}.toString;\n\nmodule.exports = function (it) {\n return toString.call(it).slice(8, -1);\n};\n","'use strict';\nvar dP = require('./_object-dp').f;\nvar create = require('./_object-create');\nvar redefineAll = require('./_redefine-all');\nvar ctx = require('./_ctx');\nvar anInstance = require('./_an-instance');\nvar forOf = require('./_for-of');\nvar $iterDefine = require('./_iter-define');\nvar step = require('./_iter-step');\nvar setSpecies = require('./_set-species');\nvar DESCRIPTORS = require('./_descriptors');\nvar fastKey = require('./_meta').fastKey;\nvar validate = require('./_validate-collection');\nvar SIZE = DESCRIPTORS ? '_s' : 'size';\n\nvar getEntry = function (that, key) {\n // fast case\n var index = fastKey(key);\n var entry;\n if (index !== 'F') return that._i[index];\n // frozen object case\n for (entry = that._f; entry; entry = entry.n) {\n   if (entry.k == key) return entry;\n }\n};\n\nmodule.exports

= {\n getConstructor: function (wrapper, NAME, IS_MAP, ADDER) {\n   var C = wrapper(function (that, iterable) {\n   anInstance(that, C, NAME, '_i');\n   that._t = NAME;   // collection type\n   that._i = create(null); // index\n   that._f = undefined;   // first entry\n   that._l = undefined;   // last entry\n   that[SIZE] = 0;   // size\n   if (iterable != undefined) forOf(iterable, IS_MAP, that[ADDER], that);\n   });\n redefineAll(C.prototype, {\n   // 23.1.3.1 Map.prototype.clear()\n   // 23.2.3.2 Set.prototype.clear()\n   clear: function clear() {\n   for (var that = validate(this, NAME), data = that._i, entry = that._f; entry; entry = entry.n) {\n   entry.r = true;\n   if (entry.p) entry.p = entry.p.n = undefined;\n   delete data[entry.i];\n   }\n that._f = that._l = undefined;\n   that[SIZE] = 0;\n   },\n   // 23.1.3.3 Map.prototype.delete(key)\n   // 23.2.3.4 Set.prototype.delete(value)\n   'delete': function (key) {\n   var that = validate(this, NAME);\n   var entry = getEntry(that, key);\n   if (entry) {\n   var next = entry.n;\n   var prev = entry.p;\n   delete that._i[entry.i];\n   entry.r = true;\n   if (prev) prev.n = next;\n   if (next) next.p = prev;\n   if (that._f == entry) that._f = next;\n   if (that._l == entry) that._l = prev;\n   that[SIZE]--;\n   } return !!entry;\n   },\n   // 23.2.3.6 Set.prototype.forEach(callbackfn, thisArg = undefined)\n   // 23.1.3.5 Map.prototype.forEach(callbackfn, thisArg = undefined)\n   forEach: function forEach(callbackfn /* , that = undefined */) {\n   validate(this, NAME);\n   var f = ctx(callbackfn, arguments.length > 1 ? arguments[1] : undefined, 3);\n   var entry;\n   while (entry = entry ? entry.n : this._f) {\n   f(entry.v, entry.k, this);\n // revert to the last existing entry\n   while (entry && entry.r) entry = entry.p;\n   }\n   },\n   // 23.1.3.7 Map.prototype.has(key)\n   // 23.2.3.7 Set.prototype.has(value)\n   has: function has(key) {\n   return !!getEntry(validate(this, NAME), key);\n   }\n   });\n   if (DESCRIPTORS) dP(C.prototype, 'size', {\n   get: function () {\n   return validate(this, NAME)[SIZE];\n   }\n   });\n   return C;\n },\n def: function (that, key, value) {\n   var entry = getEntry(that, key);\n   var prev, index;\n   // change existing entry\n   if (entry) {\n entry.v = value;\n   // create new entry\n   } else {\n   that._l = entry = {\n   i: index = fastKey(key, true), // <- index\n   k: key,   // <- key\n   v: value,   // <- value\n   p: prev = that._l,   // <- previous entry\n   n: undefined,   // <- next entry\n   r: false   // <- removed\n   };\n if (!that._f) that._f = entry;\n   if (prev) prev.n = entry;\n   that[SIZE]++;\n   // add to index\n   if (index !== 'F') that._i[index] = entry;\n   } return that;\n },\n getEntry: getEntry,\n setStrong: function (C, NAME, IS_MAP) {\n   // add .keys, .values, .entries, [@@iterator]\n   // 23.1.3.4, 23.1.3.8, 23.1.3.11, 23.1.3.12, 23.2.3.5, 23.2.3.8, 23.2.3.10, 23.2.3.11\n $iterDefine(C, NAME, function (iterated, kind) {\n   this._t = validate(iterated, NAME); // target\n   this._k = kind;   // kind\n   this._l = undefined;   // previous\n   }, function () {\n var that = this;\n   var kind = that._k;\n   var entry = that._l;\n   // revert to the last existing entry\n   while (entry && entry.r) entry = entry.p;\n   // get next entry\n   if (!that._t || !(that._l = entry = entry ? entry.n : that._t._f)) {\n   // or finish the iteration\n   that._t = undefined;\n   return step(1);\n   }\n   // return step by kind\n   if (kind == 'keys') return step(0, entry.k);\n   if (kind == 'values') return step(0, entry.v);\n   return step(0, [entry.k, entry.v]);\n   }, IS_MAP ? 'entries' : 'values', !IS_MAP, true);\n\n   // add [@@species], 23.1.2.2, 23.2.2.2\n   setSpecies(NAME);\n }\n};\n","'use strict';\nvar redefineAll = require('./_redefine-all');\nvar getWeak = require('./_meta').getWeak;\nvar anObject = require('./_an-object');\nvar isObject = require('./_is-object');\nvar anInstance = require('./_an-instance');\nvar forOf = require('./_for-of');\nvar createArrayMethod = require('./_array-methods');\nvar $has = require('./_has');\nvar validate = require('./_validate-collection');\nvar arrayFind = createArrayMethod(5);\nvar arrayFindIndex = createArrayMethod(6);\nvar id = 0;\n\n// fallback for uncaught frozen keys\nvar uncaughtFrozenStore = function (that) {\n return that._l || (that._l = new UncaughtFrozenStore());\n};\nvar UncaughtFrozenStore = function () {\n this.a = [];\n};\nvar findUncaughtFrozen = function (store, key) {\n return arrayFind(store.a, function (it) {\n   return it[0] === key;\n });\n};\nUncaughtFrozenStore.prototype = {\n get: function (key) {\n   var entry = findUncaughtFrozen(this, key);\n   if (entry) return entry[1];\n },\n has: function (key) {\n   return !!findUncaughtFrozen(this, key);\n },\n set: function (key, value) {\n   var entry = findUncaughtFrozen(this, key);\n   if (entry) entry[1] = value;\n   else this.a.push([key, value]);\n },\n 'delete': function (key) {\n   var index = arrayFindIndex(this.a, function (it) {\n return it[0] === key;\n   });\n   if (~index) this.a.splice(index, 1);\n   return !!~index;\n }\n};\n\nmodule.exports = {\n getConstructor: function (wrapper, NAME, IS_MAP, ADDER) {\n   var C = wrapper(function (that, iterable)

{\n anInstance(that, C, NAME, '_i');\n that._t = NAME; // collection type\n that._i = id++; // collection id\n that._l = undefined; // leak store for uncaught frozen objects\n if (iterable != undefined) forOf(iterable, IS_MAP, that[ADDER], that);\n });\n redefineAll(C.prototype, {\n // 23.3.3.2 WeakMap.prototype.delete(key)\n // 23.4.3.3 WeakSet.prototype.delete(value)\n 'delete': function (key) {\n if (!isObject(key)) return false;\n var data = getWeak(key);\n if (data === true) return uncaughtFrozenStore(validate(this, NAME))['delete'](key);\n return data && $has(data, this._i) && delete data[this._i];\n },\n // 23.3.3.4 WeakMap.prototype.has(key)\n // 23.4.3.4 WeakSet.prototype.has(value)\n has: function has(key) {\n if (!isObject(key)) return false;\n var data = getWeak(key);\n if (data === true) return uncaughtFrozenStore(validate(this, NAME)).has(key);\n return data && $has(data, this._i);\n }\n });\n return C;\n },\n def: function (that, key, value) {\n var data = getWeak(anObject(key), true);\n if (data === true) uncaughtFrozenStore(that).set(key, value);\n else data[that._i] = value;\n return that;\n },\n ufstore: uncaughtFrozenStore\n};\n","'use strict';\nvar global = require('./_global');\nvar $export = require('./_export');\nvar redefine = require('./_redefine');\nvar redefineAll = require('./_redefine-all');\nvar meta = require('./_meta');\nvar forOf = require('./_for-of');\nvar anInstance = require('./_an-instance');\nvar isObject = require('./_is-object');\nvar fails = require('./_fails');\nvar $iterDetect = require('./_iter-detect');\nvar setToStringTag = require('./_set-to-string-tag');\nvar inheritIfRequired = require('./_inherit-if-required');\n\nmodule.exports = function (NAME, wrapper, methods, common, IS_MAP, IS_WEAK) {\n var Base = global[NAME];\n var C = Base;\n var ADDER = IS_MAP ? 'set' : 'add';\n var proto = C && C.prototype;\n var O = {};\n var fixMethod = function (KEY) {\n var fn = proto[KEY];\n redefine(proto, KEY,\n KEY == 'delete' ? function (a) {\n return IS_WEAK && !isObject(a) ? false : fn.call(this, a === 0 ? 0 : a);\n } : KEY == 'has' ? function has(a) {\n return IS_WEAK && !isObject(a) ? false : fn.call(this, a === 0 ? 0 : a);\n } : KEY == 'get' ? function get(a) {\n return IS_WEAK && !isObject(a) ? undefined : fn.call(this, a === 0 ? 0 : a);\n } : KEY == 'add' ? function add(a) { fn.call(this, a === 0 ? 0 : a); return this; }\n : function set(a, b) { fn.call(this, a === 0 ? 0 : a, b); return this; }\n);\n };\n if (typeof C != 'function' || !(IS_WEAK || proto.forEach && !fails(function () {\n new C().entries().next();\n }))) {\n // create collection constructor\n C = common.getConstructor(wrapper, NAME, IS_MAP, ADDER);\n redefineAll(C.prototype, methods);\n meta.NEED = true;\n } else {\n var instance = new C();\n // early implementations not supports chaining\n var HASNT_CHAINING = instance[ADDER](IS_WEAK ? {} : -0, 1) != instance;\n // V8 ~ Chromium 40- weak-collections throws on primitives, but should return false\n var THROWS_ON_PRIMITIVES = fails(function () { instance.has(1); });\n // most early implementations doesn't supports iterables, most modern - not close it correctly\n var ACCEPT_ITERABLES = $iterDetect(function (iter) { new C(iter); }); // eslint-disable-line no-new\n // for early implementations -0 and +0 not the same\n var BUGGY_ZERO = !IS_WEAK && fails(function () {\n // V8 ~ Chromium 42- fails only with 5+ elements\n var $instance = new C();\n var index = 5;\n while (index--) $instance[ADDER](index, index);\n return !$instance.has(-0);\n });\n if (!ACCEPT_ITERABLES) {\n C = wrapper(function (target, iterable) {\n anInstance(target, C, NAME);\n var that = inheritIfRequired(new Base(), target, C);\n if (iterable != undefined) forOf(iterable, IS_MAP, that[ADDER], that);\n return that;\n });\n C.prototype = proto;\n proto.constructor = C;\n }\n if (THROWS_ON_PRIMITIVES || BUGGY_ZERO) {\n fixMethod('delete');\n fixMethod('has');\n IS_MAP && fixMethod('get');\n }\n if (BUGGY_ZERO || HASNT_CHAINING) fixMethod(ADDER);\n // weak collections should not contains .clear method\n if (IS_WEAK && proto.clear) delete proto.clear;\n }\n\n setToStringTag(C, NAME);\n\n O[NAME] = C;\n $export($export.G + $export.W + $export.F * (C != Base), O);\n\n if (!IS_WEAK) common.setStrong(C, NAME, IS_MAP);\n\n return C;\n};\n","var core = module.exports = { version: '2.6.1' };\nif (typeof __e == 'number') __e = core; // eslint-disable-line no-undef\n","// optional / simple context binding\nvar aFunction = require('./_a-function');\nmodule.exports = function (fn, that, length) {\n aFunction(fn);\n if (that === undefined) return fn;\n switch (length) {\n case 1: return function (a) {\n return fn.call(that, a);\n };\n case 2: return function (a, b) {\n return fn.call(that, a, b);\n };\n case 3: return function (a, b, c) {\n return fn.call(that, a, b, c);\n };\n }\n return function (/* ...args */) {\n return fn.apply(that, arguments);\n };\n};\n","// 7.2.1 RequireObjectCoercible(argument)\nmodule.exports = function (it) {\n if (it == undefined) throw

TypeError(\"Can't call method on \" + it);\n return it;\n};\n","// Thank's IE8 for his funny defineProperty\nmodule.exports = !require('./_fails')(function () {\n return Object.defineProperty({}, 'a', { get: function () { return 7; } }).a != 7;\n});\n","var isObject = require('./_is-object');\nvar document = require('./_global').document;\n// typeof document.createElement is 'object' in old IE\nvar is = isObject(document) && isObject(document.createElement);\nmodule.exports = function (it) {\n return is ? document.createElement(it) : {};\n};\n","// IE 8- don't enum bug keys\nmodule.exports = (\n 'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf'\n).split(',');\n","var global = require('./_global');\nvar core = require('./_core');\nvar hide = require('./_hide');\nvar redefine = require('./_redefine');\nvar ctx = require('./_ctx');\nvar PROTOTYPE = 'prototype';\n\nvar $export = function (type, name, source) {\n var IS_FORCED = type & $export.F;\n var IS_GLOBAL = type & $export.G;\n var IS_STATIC = type & $export.S;\n var IS_PROTO = type & $export.P;\n var IS_BIND = type & $export.B;\n var target = IS_GLOBAL ? global : IS_STATIC ? global[name] || (global[name] = {}) : (global[name] || {})[PROTOTYPE];\n var exports = IS_GLOBAL ? core : core[name] || (core[name] = {});\n var expProto = exports[PROTOTYPE] || (exports[PROTOTYPE] = {});\n var key, own, out, exp;\n if (IS_GLOBAL) source = name;\n for (key in source) {\n   // contains in native\n   own = !IS_FORCED && target && target[key] !== undefined;\n   // export native or passed\n   out = (own ? target : source)[key];\n   // bind timers to global for call from export context\n   exp = IS_BIND && own ? ctx(out, global) : IS_PROTO && typeof out == 'function' ? ctx(Function.call, out) : out;\n   // extend global\n   if (target) redefine(target, key, out, type & $export.U);\n   // export\n   if (exports[key] != out) hide(exports, key, exp);\n   if (IS_PROTO && expProto[key] != out) expProto[key] = out;\n }\n};\nglobal.core = core;\n// type bitmap\n$export.F = 1;   // forced\n$export.G = 2;   // global\n$export.S = 4;   // static\n$export.P = 8;   // proto\n$export.B = 16; // bind\n$export.W = 32; // wrap\n$export.U = 64; // safe\n$export.R = 128; // real proto method for `library`\nmodule.exports = $export;\n","module.exports = function (exec) {\n try {\n   return !!exec();\n } catch (e) {\n   return true;\n }\n};\n","var ctx = require('./_ctx');\nvar call = require('./_iter-call');\nvar isArrayIter = require('./_is-array-iter');\nvar anObject = require('./_an-object');\nvar toLength = require('./_to-length');\nvar getIterFn = require('./core.get-iterator-method');\nvar BREAK = {};\nvar RETURN = {};\nvar exports = module.exports = function (iterable, entries, fn, that, ITERATOR) {\n var iterFn = ITERATOR ? function () { return iterable; } : getIterFn(iterable);\n var f = ctx(fn, that, entries ? 2 : 1);\n var index = 0;\n var length, step, iterator, result;\n if (typeof iterFn != 'function') throw TypeError(iterable + ' is not iterable!');\n // fast case for arrays with default iterator\n if (isArrayIter(iterFn)) for (length = toLength(iterable.length); length > index; index++) {\n   result = entries ? f(anObject(step = iterable[index])[0], step[1]) : f(iterable[index]);\n   if (result === BREAK || result === RETURN) return result;\n } else for (iterator = iterFn.call(iterable); !(step = iterator.next()).done;) {\n   result = call(iterator, f, step.value, entries);\n   if (result === BREAK || result === RETURN) return result;\n }\n};\nexports.BREAK = BREAK;\nexports.RETURN = RETURN;\n","// https://github.com/zloirock/core-js/issues/86#issuecomment-115759028\nvar global = module.exports = typeof window != 'undefined' && window.Math == Math\n ? window : typeof self != 'undefined' && self.Math == Math ? self\n // eslint-disable-next-line no-new-func\n : Function('return this')();\nif (typeof __g == 'number') __g = global; // eslint-disable-line no-undef\n","var hasOwnProperty = {}.hasOwnProperty;\nmodule.exports = function (it, key) {\n return hasOwnProperty.call(it, key);\n};\n","var dP = require('./_object-dp');\nvar createDesc = require('./_property-desc');\nmodule.exports = require('./_descriptors') ? function (object, key, value) {\n return dP.f(object, key, createDesc(1, value));\n} : function (object, key, value) {\n object[key] = value;\n return object;\n};\n","var document = require('./_global').document;\nmodule.exports = document && document.documentElement;\n","module.exports = !require('./_descriptors') && !require('./_fails')(function () {\n return Object.defineProperty(require('./_dom-create')('div'), 'a', { get: function () { return 7; } }).a != 7;\n});\n","var isObject = require('./_is-object');\nvar setPrototypeOf = require('./_set-proto').set;\nmodule.exports = function (that, target, C) {\n var S = target.constructor;\n var P;\n if (S !== C && typeof S == 'function' && (P = S.prototype) !== C.prototype && isObject(P) && setPrototypeOf) {\n   setPrototypeOf(that, P);\n } return that;\n};\n","// fallback for non-array-like ES3 and non-enumerable old V8 strings\nvar cof = require('./_cof');\n// eslint-disable-

next-line no-prototype-builtins\nmodule.exports = Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n return cof(it) == 'String' ? it.split('') : Object(it);\n};\n","// check on default Array iterator\nvar Iterators = require('./_iterators');\nvar ITERATOR = require('./_wks')('iterator');\nvar ArrayProto = Array.prototype;\n\nmodule.exports = function (it) {\n return it !== undefined && (Iterators.Array === it || ArrayProto[ITERATOR] === it);\n};\n","// 7.2.2 IsArray(argument)\nvar cof = require('./_cof');\nmodule.exports = Array.isArray || function isArray(arg) {\n return cof(arg) == 'Array';\n};\n","module.exports = function (it) {\n return typeof it === 'object' ? it !== null : typeof it === 'function';\n};\n","// call something on iterator step with safe closing on error\nvar anObject = require('./_an-object');\nmodule.exports = function (iterator, fn, value, entries) {\n try {\n   return entries ? fn(anObject(value)[0], value[1]) : fn(value);\n // 7.4.6 IteratorClose(iterator, completion)\n } catch (e) {\n   var ret = iterator['return'];\n   if (ret !== undefined) anObject(ret.call(iterator));\n   throw e;\n }\n};\n","'use strict';\nvar create = require('./_object-create');\nvar descriptor = require('./_property-desc');\nvar setToStringTag = require('./_set-to-string-tag');\nvar IteratorPrototype = {};\n\n// 25.1.2.1.1 %IteratorPrototype%[@@iterator]()\nrequire('./_hide')(IteratorPrototype, require('./_wks')('iterator'), function () { return this; });\n\nmodule.exports = function (Constructor, NAME, next) {\n Constructor.prototype = create(IteratorPrototype, { next: descriptor(1, next) });\n setToStringTag(Constructor, NAME + ' Iterator');\n};\n","'use strict';\nvar LIBRARY = require('./_library');\nvar $export = require('./_export');\nvar redefine = require('./_redefine');\nvar hide = require('./_hide');\nvar Iterators = require('./_iterators');\nvar $iterCreate = require('./_iter-create');\nvar setToStringTag = require('./_set-to-string-tag');\nvar getPrototypeOf = require('./_object-gpo');\nvar ITERATOR = require('./_wks')('iterator');\nvar BUGGY = !([].keys && 'next' in [].keys()); // Safari has buggy iterators w/o `next`\nvar FF_ITERATOR = '@@iterator';\nvar KEYS = 'keys';\nvar VALUES = 'values';\n\nvar returnThis = function () { return this; };\n\nmodule.exports = function (Base, NAME, Constructor, next, DEFAULT, IS_SET, FORCED) {\n $iterCreate(Constructor, NAME, next);\n var getMethod = function (kind) {\n   if (!BUGGY && kind in proto) return proto[kind];\n   switch (kind) {\n   case KEYS: return function keys() { return new Constructor(this, kind); };\n   case VALUES: return function values() { return new Constructor(this, kind); };\n   } return function entries() { return new Constructor(this, kind); };\n };\n var TAG = NAME + ' Iterator';\n var DEF_VALUES = DEFAULT == VALUES;\n var VALUES_BUG = false;\n var proto = Base.prototype;\n var $native = proto[ITERATOR] || proto[FF_ITERATOR] || DEFAULT && proto[DEFAULT];\n var $default = $native || getMethod(DEFAULT);\n var $entries = DEFAULT ? !DEF_VALUES ? $default : getMethod('entries') : undefined;\n var $anyNative = NAME == 'Array' ? proto.entries || $native : $native;\n var methods, key, IteratorPrototype;\n // Fix native\n if ($anyNative) {\n   IteratorPrototype = getPrototypeOf($anyNative.call(new Base()));\n   if (IteratorPrototype !== Object.prototype && IteratorPrototype.next) {\n   // Set @@toStringTag to native iterators\n   setToStringTag(IteratorPrototype, TAG, true);\n   // fix for some old engines\n   if (!LIBRARY && typeof IteratorPrototype[ITERATOR] != 'function') hide(IteratorPrototype, ITERATOR, returnThis);\n   }\n }\n // fix Array#{values, @@iterator}.name in V8 / FF\n if (DEF_VALUES && $native && $native.name !== VALUES) {\n   VALUES_BUG = true;\n $default = function values() { return $native.call(this); };\n }\n // Define iterator\n if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG || !proto[ITERATOR])) {\n   hide(proto, ITERATOR, $default);\n }\n // Plug for library\n Iterators[NAME] = $default;\n Iterators[TAG] = returnThis;\n if (DEFAULT) {\n   methods = {\n   values: DEF_VALUES ? $default : getMethod(VALUES),\n   keys: IS_SET ? $default : getMethod(KEYS),\n   entries: $entries\n   };\n   if (FORCED) for (key in methods) {\n   if (!(key in proto)) redefine(proto, key, methods[key]);\n   } else $export($export.P + $export.F * (BUGGY || VALUES_BUG), NAME, methods);\n }\n return methods;\n};\n","var ITERATOR = require('./_wks')('iterator');\nvar SAFE_CLOSING = false;\n\ntry {\n var riter = [7][ITERATOR]();\n riter['return'] = function () { SAFE_CLOSING = true; };\n // eslint-disable-next-line no-throw-literal\n Array.from(riter, function () { throw 2; });\n} catch (e) { /* empty */ }\n\nmodule.exports = function (exec, skipClosing) {\n if (!skipClosing && !SAFE_CLOSING) return false;\n var safe = false;\n try {\n   var arr = [7];\n   var iter = arr[ITERATOR]();\n   iter.next = function () { return { done: safe = true }; };\n   arr[ITERATOR] = function () { return iter; };\n   exec(arr);\n } catch (e) { /* empty */ }\n return safe;\n};\n","module.exports = function (done, value) {\n return { value: value, done: !!done

};\n};\n","module.exports = {};\n","module.exports = false;\n","var META = require('./_uid')('meta');\nvar isObject = require('./_is-object');\nvar has = require('./_has');\nvar setDesc = require('./_object-dp').f;\nvar id = 0;\nvar isExtensible = Object.isExtensible || function () {\n return true;\n};\nvar FREEZE = !require('./_fails')(function () {\n return isExtensible(Object.preventExtensions({}));\n});\nvar setMeta = function (it) {\n setDesc(it, META, { value: {\n   i: 'O' + ++id, // object ID\n   w: {}   // weak collections IDs\n } });\n};\nvar fastKey = function (it, create) {\n // return primitive with prefix\n if (!isObject(it)) return typeof it == 'symbol' ? it : (typeof it == 'string' ? 'S' : 'P') + it;\n if (!has(it, META)) {\n   // can't set metadata to uncaught frozen object\n   if (!isExtensible(it)) return 'F';\n   // not necessary to add metadata\n   if (!create) return 'E';\n   // add missing metadata\n   setMeta(it);\n // return object ID\n } return it[META].i;\n};\nvar getWeak = function (it, create) {\n if (!has(it, META)) {\n   // can't set metadata to uncaught frozen object\n   if (!isExtensible(it)) return true;\n   // not necessary to add metadata\n   if (!create) return false;\n   // add missing metadata\n   setMeta(it);\n // return hash weak collections IDs\n } return it[META].w;\n};\n// add metadata on freeze-family methods calling\nvar onFreeze = function (it) {\n if (FREEZE && meta.NEED && isExtensible(it) && !has(it, META)) setMeta(it);\n return it;\n};\nvar meta = module.exports = {\n KEY: META,\n NEED: false,\n fastKey: fastKey,\n getWeak: getWeak,\n onFreeze: onFreeze\n};\n","var Map = require('./es6.map');\nvar $export = require('./_export');\nvar shared = require('./_shared')('metadata');\nvar store = shared.store || (shared.store = new (require('./es6.weak-map'))());\n\nvar getOrCreateMetadataMap = function (target, targetKey, create) {\n var targetMetadata = store.get(target);\n if (!targetMetadata) {\n   if (!create) return undefined;\n   store.set(target, targetMetadata = new Map());\n }\n var keyMetadata = targetMetadata.get(targetKey);\n if (!keyMetadata) {\n   if (!create) return undefined;\n   targetMetadata.set(targetKey, keyMetadata = new Map());\n } return keyMetadata;\n};\nvar ordinaryHasOwnMetadata = function (MetadataKey, O, P) {\n var metadataMap = getOrCreateMetadataMap(O, P, false);\n return metadataMap === undefined ? false : metadataMap.has(MetadataKey);\n};\nvar ordinaryGetOwnMetadata = function (MetadataKey, O, P) {\n var metadataMap = getOrCreateMetadataMap(O, P, false);\n return metadataMap === undefined ? undefined : metadataMap.get(MetadataKey);\n};\nvar ordinaryDefineOwnMetadata = function (MetadataKey, MetadataValue, O, P) {\n getOrCreateMetadataMap(O, P, true).set(MetadataKey, MetadataValue);\n};\nvar ordinaryOwnMetadataKeys = function (target, targetKey) {\n var metadataMap = getOrCreateMetadataMap(target, targetKey, false);\n var keys = [];\n if (metadataMap) metadataMap.forEach(function (_, key) { keys.push(key); });\n return keys;\n};\nvar toMetaKey = function (it) {\n return it === undefined || typeof it == 'symbol' ? it : String(it);\n};\nvar exp = function (O) {\n $export($export.S, 'Reflect', O);\n};\n\nmodule.exports = {\n store: store,\n map: getOrCreateMetadataMap,\n has: ordinaryHasOwnMetadata,\n get: ordinaryGetOwnMetadata,\n set: ordinaryDefineOwnMetadata,\n keys: ordinaryOwnMetadataKeys,\n key: toMetaKey,\n exp: exp\n};\n","'use strict';\n// 19.1.2.1 Object.assign(target, source, ...)\nvar getKeys = require('./_object-keys');\nvar gOPS = require('./_object-gops');\nvar pIE = require('./_object-pie');\nvar toObject = require('./_to-object');\nvar IObject = require('./_iobject');\nvar $assign = Object.assign;\n\n// should work with symbols and should have deterministic property order (V8 bug)\nmodule.exports = !$assign || require('./_fails')(function () {\n var A = {};\n var B = {};\n // eslint-disable-next-line no-undef\n var S = Symbol();\n var K = 'abcdefghijklmnopqrst';\n A[S] = 7;\n K.split('').forEach(function (k) { B[k] = k; });\n return $assign({}, A)[S] != 7 || Object.keys($assign({}, B)).join('') != K;\n}) ? function assign(target, source) { // eslint-disable-line no-unused-vars\n var T = toObject(target);\n var aLen = arguments.length;\n var index = 1;\n var getSymbols = gOPS.f;\n var isEnum = pIE.f;\n while (aLen > index) {\n   var S = IObject(arguments[index++]);\n   var keys = getSymbols ? getKeys(S).concat(getSymbols(S)) : getKeys(S);\n   var length = keys.length;\n   var j = 0;\n   var key;\n   while (length > j) if (isEnum.call(S, key = keys[j++])) T[key] = S[key];\n } return T;\n} : $assign;\n","// 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\nvar anObject = require('./_an-object');\nvar dPs = require('./_object-dps');\nvar enumBugKeys = require('./_enum-bug-keys');\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\nvar Empty = function () { /* empty */ };\nvar PROTOTYPE = 'prototype';\n\n// Create object with fake `null` prototype: use iframe Object with cleared prototype\nvar createDict = function () {\n // Thrash, waste and sodomy: IE GC bug\n var iframe = require('./_dom-create')('iframe');\n var i = enumBugKeys.length;\n var lt = '<';\n var gt = '>';\n var

iframeDocument;\n iframe.style.display = 'none';\n require('./_html').appendChild(iframe);\n iframe.src = 'javascript:'; // eslint-disable-line no-script-url\n // createDict = iframe.contentWindow.Object;\n // html.removeChild(iframe);\n iframeDocument = iframe.contentWindow.document;\n iframeDocument.open();\n iframeDocument.write(lt + 'script' + gt + 'document.F=Object' + lt + '/script' + gt);\n iframeDocument.close();\n createDict = iframeDocument.F;\n while (i--) delete createDict[PROTOTYPE][enumBugKeys[i]];\n return createDict();\n};\n\nmodule.exports = Object.create || function create(O, Properties) {\n var result;\n if (O !== null) {\n   Empty[PROTOTYPE] = anObject(O);\n   result = new Empty();\n   Empty[PROTOTYPE] = null;\n   // add \"__proto__\" for Object.getPrototypeOf polyfill\n   result[IE_PROTO] = O;\n } else result = createDict();\n return Properties === undefined ? result : dPs(result, Properties);\n};\n","var anObject = require('./_an-object');\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar toPrimitive = require('./_to-primitive');\nvar dP = Object.defineProperty;\n\nexports.f = require('./_descriptors') ? Object.defineProperty : function defineProperty(O, P, Attributes) {\n anObject(O);\n P = toPrimitive(P, true);\n anObject(Attributes);\n if (IE8_DOM_DEFINE) try {\n   return dP(O, P, Attributes);\n } catch (e) { /* empty */ }\n if ('get' in Attributes || 'set' in Attributes) throw TypeError('Accessors not supported!');\n if ('value' in Attributes) O[P] = Attributes.value;\n return O;\n};\n","var dP = require('./_object-dp');\nvar anObject = require('./_an-object');\nvar getKeys = require('./_object-keys');\n\nmodule.exports = require('./_descriptors') ? Object.defineProperties : function defineProperties(O, Properties) {\n anObject(O);\n var keys = getKeys(Properties);\n var length = keys.length;\n var i = 0;\n var P;\n while (length > i) dP.f(O, P = keys[i++], Properties[P]);\n return O;\n};\n","var pIE = require('./_object-pie');\nvar createDesc = require('./_property-desc');\nvar toIObject = require('./_to-iobject');\nvar toPrimitive = require('./_to-primitive');\nvar has = require('./_has');\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar gOPD = Object.getOwnPropertyDescriptor;\n\nexports.f = require('./_descriptors') ? gOPD : function getOwnPropertyDescriptor(O, P) {\n O = toIObject(O);\n P = toPrimitive(P, true);\n if (IE8_DOM_DEFINE) try {\n   return gOPD(O, P);\n } catch (e) { /* empty */ }\n if (has(O, P)) return createDesc(!pIE.f.call(O, P), O[P]);\n};\n","exports.f = Object.getOwnPropertySymbols;\n","// 19.1.2.9 / 15.2.3.2 Object.getPrototypeOf(O)\nvar has = require('./_has');\nvar toObject = require('./_to-object');\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\nvar ObjectProto = Object.prototype;\n\nmodule.exports = Object.getPrototypeOf || function (O) {\n O = toObject(O);\n if (has(O, IE_PROTO)) return O[IE_PROTO];\n if (typeof O.constructor == 'function' && O instanceof O.constructor) {\n   return O.constructor.prototype;\n } return O instanceof Object ? ObjectProto : null;\n};\n","var has = require('./_has');\nvar toIObject = require('./_to-iobject');\nvar arrayIndexOf = require('./_array-includes')(false);\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n var O = toIObject(object);\n var i = 0;\n var result = [];\n var key;\n for (key in O) if (key != IE_PROTO) has(O, key) && result.push(key);\n // Don't enum bug & hidden keys\n while (names.length > i) if (has(O, key = names[i++])) {\n   ~arrayIndexOf(result, key) || result.push(key);\n }\n return result;\n};\n","// 19.1.2.14 / 15.2.3.14 Object.keys(O)\nvar $keys = require('./_object-keys-internal');\nvar enumBugKeys = require('./_enum-bug-keys');\n\nmodule.exports = Object.keys || function keys(O) {\n return $keys(O, enumBugKeys);\n};\n","exports.f = {}.propertyIsEnumerable;\n","module.exports = function (bitmap, value) {\n return {\n   enumerable: !(bitmap & 1),\n   configurable: !(bitmap & 2),\n   writable: !(bitmap & 4),\n   value: value\n };\n};\n","var redefine = require('./_redefine');\nmodule.exports = function (target, src, safe) {\n for (var key in src) redefine(target, key, src[key], safe);\n return target;\n};\n","var global = require('./_global');\nvar hide = require('./_hide');\nvar has = require('./_has');\nvar SRC = require('./_uid')('src');\nvar TO_STRING = 'toString';\nvar $toString = Function[TO_STRING];\nvar TPL = (" + $toString).split(TO_STRING);\n\nrequire('./_core').inspectSource = function (it) {\n return $toString.call(it);\n};\n\n(module.exports = function (O, key, val, safe) {\n var isFunction = typeof val == 'function';\n if (isFunction) has(val, 'name') || hide(val, 'name', key);\n if (O[key] === val) return;\n if (isFunction) has(val, SRC) || hide(val, SRC, O[key] ? " + O[key] : TPL.join(String(key)));\n if (O === global) {\n   O[key] = val;\n } else if (!safe) {\n   delete O[key];\n   hide(O, key, val);\n } else if (O[key]) {\n   O[key] = val;\n } else {\n   hide(O, key, val);\n }\n// add fake Function#toString for correct work wrapped methods / constructors with methods like LoDash isNative\n})(Function.prototype, TO_STRING, function toString() {\n return typeof this ==

'function' && this[SRC] || $toString.call(this);\n});\n","// Works with __proto__ only. Old v8 can't work with null proto objects.\n/* eslint-disable no-proto */\nvar isObject = require('./_is-object');\nvar anObject = require('./_an-object');\nvar check = function (O, proto) {\n anObject(O);\n if (!isObject(proto) && proto !== null) throw TypeError(proto + \": can't set as prototype!\");\n};\nmodule.exports = {\n set: Object.setPrototypeOf || ('__proto__' in {} ? // eslint-disable-line\n   function (test, buggy, set) {\n   try {\n   set = require('./_ctx')(Function.call, require('./_object-gopd').f(Object.prototype, '__proto__').set, 2);\n   set(test, []);\n   buggy = !(test instanceof Array);\n   } catch (e) { buggy = true; }\n   return function setPrototypeOf(O, proto) {\n   check(O, proto);\n if (buggy) O.__proto__ = proto;\n   else set(O, proto);\n   return O;\n   };\n   }({}, false) : undefined),\n check: check\n};\n","'use strict';\nvar global = require('./_global');\nvar dP = require('./_object-dp');\nvar DESCRIPTORS = require('./_descriptors');\nvar SPECIES = require('./_wks')('species');\n\nmodule.exports = function (KEY) {\n var C = global[KEY];\n if (DESCRIPTORS && C && !C[SPECIES]) dP.f(C, SPECIES, {\n configurable: true,\n   get: function () { return this; }\n });\n};\n","var def = require('./_object-dp').f;\nvar has = require('./_has');\nvar TAG = require('./_wks')('toStringTag');\n\nmodule.exports = function (it, tag, stat) {\n if (it && !has(it = stat ? it : it.prototype, TAG)) def(it, TAG, { configurable: true, value: tag });\n};\n","var shared = require('./_shared')('keys');\nvar uid = require('./_uid');\nmodule.exports = function (key) {\n return shared[key] || (shared[key] = uid(key));\n};\n","var core = require('./_core');\nvar global = require('./_global');\nvar SHARED = '__core-js_shared__';\nvar store = global[SHARED] || (global[SHARED] = {});\n\n(module.exports = function (key, value) {\n return store[key] || (store[key] = value !== undefined ? value : {});\n})('versions', []).push({\n version: core.version,\n mode: require('./_library') ? 'pure' : 'global',\n copyright: '© 2018 Denis Pushkarev (zloirock.ru)'\n});\n","var toInteger = require('./_to-integer');\nvar max = Math.max;\nvar min = Math.min;\nmodule.exports = function (index, length) {\n index = toInteger(index);\n return index < 0 ? max(index + length, 0) : min(index, length);\n};\n","// 7.1.4 ToInteger\nvar ceil = Math.ceil;\nvar floor = Math.floor;\nmodule.exports = function (it) {\n return isNaN(it = +it) ? 0 : (it > 0 ? floor : ceil)(it);\n};\n","// to indexed object, toObject with fallback for non-array-like ES3 strings\nvar IObject = require('./_iobject');\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n return IObject(defined(it));\n};\n","// 7.1.15 ToLength\nvar toInteger = require('./_to-integer');\nvar min = Math.min;\nmodule.exports = function (it) {\n return it > 0 ? min(toInteger(it), 0x1fffffffffffff) : 0; // pow(2, 53) - 1 == 9007199254740991\n};\n","// 7.1.13 ToObject(argument)\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n return Object(defined(it));\n};\n","// 7.1.1 ToPrimitive(input [, PreferredType])\nvar isObject = require('./_is-object');\n// instead of the ES6 spec version, we didn't implement @@toPrimitive case\n// and the second argument - flag - preferred type is a string\nmodule.exports = function (it, S) {\n if (!isObject(it)) return it;\n var fn, val;\n if (S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n if (typeof (fn = it.valueOf) == 'function' && !isObject(val = fn.call(it))) return val;\n if (!S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n throw TypeError(\"Can't convert object to primitive value\");\n};\n","var id = 0;\nvar px = Math.random();\nmodule.exports = function (key) {\n return 'Symbol('.concat(key === undefined ? '' : key, ')_', (++id + px).toString(36));\n};\n","var isObject = require('./_is-object');\nmodule.exports = function (it, TYPE) {\n if (!isObject(it) || it._t !== TYPE) throw TypeError('Incompatible receiver, ' + TYPE + ' required!');\n return it;\n};\n","var store = require('./_shared')('wks');\nvar uid = require('./_uid');\nvar Symbol = require('./_global').Symbol;\nvar USE_SYMBOL = typeof Symbol == 'function';\n\nvar $exports = module.exports = function (name) {\n return store[name] || (store[name] =\n   USE_SYMBOL && Symbol[name] || (USE_SYMBOL ? Symbol : uid)('Symbol.' + name));\n};\n\n$exports.store = store;\n","var classof = require('./_classof');\nvar ITERATOR = require('./_wks')('iterator');\nvar Iterators = require('./_iterators');\nmodule.exports = require('./_core').getIteratorMethod = function (it) {\n if (it != undefined) return it[ITERATOR]\n || it['@@iterator']\n || Iterators[classof(it)];\n};\n","'use strict';\nvar strong = require('./_collection-strong');\nvar validate = require('./_validate-collection');\nvar MAP = 'Map';\n\n// 23.1 Map Objects\nmodule.exports = require('./_collection')(MAP, function (get) {\n return function Map() { return get(this, arguments.length > 0 ? arguments[0] : undefined); };\n}, {\n // 23.1.3.6 Map.prototype.get(key)\n get: function get(key) {\n   var entry = strong.getEntry(validate(this, MAP), key);\n   return entry && entry.v;\n },\n // 23.1.3.9

Map.prototype.set(key, value)\n set: function set(key, value) {\n   return strong.def(validate(this, MAP), key === 0 ? 0 : key, value);\n }\n}, strong, true);\n","'use strict';\nvar strong = require('./_collection-strong');\nvar validate = require('./_validate-collection');\nvar SET = 'Set';\n\n// 23.2 Set Objects\nmodule.exports = require('./_collection')(SET, function (get) {\n return function Set() { return get(this, arguments.length > 0 ? arguments[0] : undefined); };\n}, {\n // 23.2.3.1 Set.prototype.add(value)\n add: function add(value) {\n   return strong.def(validate(this, SET), value = value === 0 ? 0 : value, value);\n }\n}, strong);\n","'use strict';\nvar each = require('./_array-methods')(0);\nvar redefine = require('./_redefine');\nvar meta = require('./_meta');\nvar assign = require('./_object-assign');\nvar weak = require('./_collection-weak');\nvar isObject = require('./_is-object');\nvar fails = require('./_fails');\nvar validate = require('./_validate-collection');\nvar WEAK_MAP = 'WeakMap';\nvar getWeak = meta.getWeak;\nvar isExtensible = Object.isExtensible;\nvar uncaughtFrozenStore = weak.ufstore;\nvar tmp = {};\nvar InternalMap;\n\nvar wrapper = function (get) {\n return function WeakMap() {\n   return get(this, arguments.length > 0 ? arguments[0] : undefined);\n };\n};\n\nvar methods = {\n // 23.3.3.3 WeakMap.prototype.get(key)\n get: function get(key) {\n   if (isObject(key)) {\n   var data = getWeak(key);\n   if (data === true) return uncaughtFrozenStore(validate(this, WEAK_MAP)).get(key);\n   return data ? data[this._i] : undefined;\n   }\n },\n // 23.3.3.5 WeakMap.prototype.set(key, value)\n set: function set(key, value) {\n   return weak.def(validate(this, WEAK_MAP), key, value);\n }\n};\n\n// 23.3 WeakMap Objects\nvar $WeakMap = module.exports = require('./_collection')(WEAK_MAP, wrapper, methods, weak, true, true);\n\n// IE11 WeakMap frozen keys fix\nif (fails(function () { return new $WeakMap().set((Object.freeze || Object)(tmp), 7).get(tmp) != 7; })) {\n InternalMap = weak.getConstructor(wrapper, WEAK_MAP);\n assign(InternalMap.prototype, methods);\n meta.NEED = true;\n each(['delete', 'has', 'get', 'set'], function (key) {\n   var proto = $WeakMap.prototype;\n   var method = proto[key];\n   redefine(proto, key, function (a, b) {\n   // store frozen objects on internal weakmap shim\n   if (isObject(a) && !isExtensible(a)) {\n   if (!this._f) this._f = new InternalMap();\n   var result = this._f[key](a, b);\n   return key == 'set' ? this : result;\n   // store all the rest on native weakmap\n   } return method.call(this, a, b);\n   });\n });\n}\n","var metadata = require('./_metadata');\nvar anObject = require('./_an-object');\nvar toMetaKey = metadata.key;\nvar ordinaryDefineOwnMetadata = metadata.set;\n\nmetadata.exp({ defineMetadata: function defineMetadata(metadataKey, metadataValue, target, targetKey) {\n ordinaryDefineOwnMetadata(metadataKey, metadataValue, anObject(target), toMetaKey(targetKey));\n} });\n","var metadata = require('./_metadata');\nvar anObject = require('./_an-object');\nvar toMetaKey = metadata.key;\nvar getOrCreateMetadataMap = metadata.map;\nvar store = metadata.store;\n\nmetadata.exp({ deleteMetadata: function deleteMetadata(metadataKey, target /* , targetKey */) {\n var targetKey = arguments.length < 3 ? undefined : toMetaKey(arguments[2]);\n var metadataMap = getOrCreateMetadataMap(anObject(target), targetKey, false);\n if (metadataMap === undefined || !metadataMap['delete'](metadataKey)) return false;\n if (metadataMap.size) return true;\n var targetMetadata = store.get(target);\n targetMetadata['delete'](targetKey);\n return !!targetMetadata.size || store['delete'](target);\n} });\n","var Set = require('./es6.set');\nvar from = require('./_array-from-iterable');\nvar metadata = require('./_metadata');\nvar anObject = require('./_an-object');\nvar getPrototypeOf = require('./_object-gpo');\nvar ordinaryOwnMetadataKeys = metadata.keys;\nvar toMetaKey = metadata.key;\n\nvar ordinaryMetadataKeys = function (O, P) {\n var oKeys = ordinaryOwnMetadataKeys(O, P);\n var parent = getPrototypeOf(O);\n if (parent === null) return oKeys;\n var pKeys = ordinaryMetadataKeys(parent, P);\n return pKeys.length ? oKeys.length ? from(new Set(oKeys.concat(pKeys))) : pKeys : oKeys;\n};\n\nmetadata.exp({ getMetadataKeys: function getMetadataKeys(target /* , targetKey */) {\n return ordinaryMetadataKeys(anObject(target), arguments.length < 2 ? undefined : toMetaKey(arguments[1]));\n} });\n","var metadata = require('./_metadata');\nvar anObject = require('./_an-object');\nvar getPrototypeOf = require('./_object-gpo');\nvar ordinaryHasOwnMetadata = metadata.has;\nvar ordinaryGetOwnMetadata = metadata.get;\nvar toMetaKey = metadata.key;\n\nvar ordinaryGetMetadata = function (MetadataKey, O, P) {\n var hasOwn = ordinaryHasOwnMetadata(MetadataKey, O, P);\n if (hasOwn) return ordinaryGetOwnMetadata(MetadataKey, O, P);\n var parent = getPrototypeOf(O);\n return parent !== null ? ordinaryGetMetadata(MetadataKey, parent, P) : undefined;\n};\n\nmetadata.exp({ getMetadata: function getMetadata(metadataKey, target /* , targetKey */) {\n return

ordinaryGetMetadata(metadataKey, anObject(target), arguments.length < 3 ? undefined : toMetaKey(arguments[2]));\n} });\n","var metadata = require('./_metadata');\nvar anObject = require('./_an-object');\nvar ordinaryOwnMetadataKeys = metadata.keys;\nvar toMetaKey = metadata.key;\n\nmetadata.exp({ getOwnMetadataKeys: function getOwnMetadataKeys(target /* , targetKey */) {\n return ordinaryOwnMetadataKeys(anObject(target), arguments.length < 2 ? undefined : toMetaKey(arguments[1]));\n} });\n","var metadata = require('./_metadata');\nvar anObject = require('./_an-object');\nvar ordinaryGetOwnMetadata = metadata.get;\nvar toMetaKey = metadata.key;\n\nmetadata.exp({ getOwnMetadata: function getOwnMetadata(metadataKey, target /* , targetKey */) {\n return ordinaryGetOwnMetadata(metadataKey, anObject(target)\n , arguments.length < 3 ? undefined : toMetaKey(arguments[2]));\n} });\n","var metadata = require('./_metadata');\nvar anObject = require('./_an-object');\nvar getPrototypeOf = require('./_object-gpo');\nvar ordinaryHasOwnMetadata = metadata.has;\nvar toMetaKey = metadata.key;\n\nvar ordinaryHasMetadata = function (MetadataKey, O, P) {\n var hasOwn = ordinaryHasOwnMetadata(MetadataKey, O, P);\n if (hasOwn) return true;\n var parent = getPrototypeOf(O);\n return parent !== null ? ordinaryHasMetadata(MetadataKey, parent, P) : false;\n};\n\nmetadata.exp({ hasMetadata: function hasMetadata(metadataKey, target /* , targetKey */) {\n return ordinaryHasMetadata(metadataKey, anObject(target), arguments.length < 3 ? undefined : toMetaKey(arguments[2]));\n} });\n","var metadata = require('./_metadata');\nvar anObject = require('./_an-object');\nvar ordinaryHasOwnMetadata = metadata.has;\nvar toMetaKey = metadata.key;\n\nmetadata.exp({ hasOwnMetadata: function hasOwnMetadata(metadataKey, target /* , targetKey */) {\n return ordinaryHasOwnMetadata(metadataKey, anObject(target)\n , arguments.length < 3 ? undefined : toMetaKey(arguments[2]));\n} });\n","var $metadata = require('./_metadata');\nvar anObject = require('./_an-object');\nvar aFunction = require('./_a-function');\nvar toMetaKey = $metadata.key;\nvar ordinaryDefineOwnMetadata = $metadata.set;\n\n$metadata.exp({ metadata: function metadata(metadataKey, metadataValue) {\n return function decorator(target, targetKey) {\n ordinaryDefineOwnMetadata(\n metadataKey, metadataValue,\n (targetKey !== undefined ? anObject : aFunction)(target),\n toMetaKey(targetKey)\n);\n };\n} });\n","/**\n* @license\n* Copyright Google Inc. All Rights Reserved.\n*\n* Use of this source code is governed by an MIT-style license that can be\n* found in the LICENSE file at https://angular.io/license\n*/\n(function (global, factory) {\n\ttypeof exports === 'object' && typeof module !== 'undefined' ? factory() :\n\ttypeof define === 'function' && define.amd ? define(factory) :\n\t(factory());\n}(this, (function () { 'use strict';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar Zone$1 = (function (global) {\n var FUNCTION = 'function';\n var performance = global['performance'];\n function mark(name) {\n performance && performance['mark'] && performance['mark'](name);\n }\n function performanceMeasure(name, label) {\n performance && performance['measure'] && performance['measure'](name, label);\n }\n mark('Zone');\n if (global['Zone']) {\n throw new Error('Zone already loaded.');\n }\n var Zone = /** @class */ (function () {\n function Zone(parent, zoneSpec) {\n this._properties = null;\n this._parent = parent;\n this._name = zoneSpec ? zoneSpec.name || 'unnamed' : '<root>';\n this._properties = zoneSpec && zoneSpec.properties || {};\n this._zoneDelegate =\n new ZoneDelegate(this, this._parent && this._parent._zoneDelegate, zoneSpec);\n }\n Zone.assertZonePatched = function () {\n if (global['Promise'] !== patches['ZoneAwarePromise']) {\n throw new Error('Zone.js has detected that ZoneAwarePromise `(window|global).Promise` ' +\n 'has been overwritten.\\n' +\n 'Most likely cause is that a Promise polyfill has been loaded ' +\n 'after Zone.js (Polyfilling Promise api is not necessary when zone.js is loaded. ' +\n 'If you must load one, do so before loading zone.js.)');\n }\n };\n Object.defineProperty(Zone, \"root\", {\n get: function () {\n var zone = Zone.current;\n while (zone.parent) {\n zone = zone.parent;\n }\n return zone;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Zone, \"current\", {\n get: function () {\n return _currentZoneFrame.zone;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Zone, \"currentTask\", {\n get: function () {\n

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  return _currentTask;\n            },\n            enumerable: true,\n            configurable: true\n        });\n
Zone.__load_patch = function (name, fn) {\n            if (patches.hasOwnProperty(name)) {\n                throw
Error('Already loaded patch: ' + name);\n            }\n            else if (!global['__Zone_disable_' + name]) {\n
var perfName = 'Zone:' + name;\n                mark(perfName);\n                patches[name] = fn(global, Zone, _api);\n
            performanceMeasure(perfName, perfName);\n            }\n        };\n
Object.defineProperty(Zone.prototype, \"parent\", {\n            get: function () {\n                return this._parent;\n
 },\n            enumerable: true,\n            configurable: true\n        });\n        Object.defineProperty(Zone.prototype,
\"name\", {\n            get: function () {\n                return this._name;\n            },\n            enumerable: true,\n
configurable: true\n        });\n        Zone.prototype.get = function (key) {\n            var zone =
this.getZoneWith(key);\n            if (zone)\n                return zone._properties[key];\n        };\n
Zone.prototype.getZoneWith = function (key) {\n            var current = this;\n            while (current) {\n                if
(current._properties.hasOwnProperty(key)) {\n                    return current;\n                }\n                current =
current._parent;\n            }\n            return null;\n        };\n        Zone.prototype.fork = function (zoneSpec) {\n
if (!zoneSpec)\n                throw new Error('ZoneSpec required!');\n            return this._zoneDelegate.fork(this,
zoneSpec);\n        };\n        Zone.prototype.wrap = function (callback, source) {\n            if (typeof callback !==
FUNCTION) {\n                throw new Error('Expecting function got: ' + callback);\n            }\n            var _callback
= this._zoneDelegate.intercept(this, callback, source);\n            var zone = this;\n            return function () {\n
  return zone.runGuarded(_callback, this, arguments, source);\n            };\n        };\n        Zone.prototype.run =
function (callback, applyThis, applyArgs, source) {\n            if (applyThis === void 0) { applyThis = undefined; }\n
        if (applyArgs === void 0) { applyArgs = null; }\n            if (source === void 0) { source = null; }\n
_currentZoneFrame = { parent: _currentZoneFrame, zone: this };\n            try {\n                return
this._zoneDelegate.invoke(this, callback, applyThis, applyArgs, source);\n            }\n            finally {\n
_currentZoneFrame = _currentZoneFrame.parent;\n            }\n        };\n        Zone.prototype.runGuarded = function
(callback, applyThis, applyArgs, source) {\n            if (applyThis === void 0) { applyThis = null; }\n            if
(applyArgs === void 0) { applyArgs = null; }\n            if (source === void 0) { source = null; }\n
_currentZoneFrame = { parent: _currentZoneFrame, zone: this };\n            try {\n                try {\n                    return
this._zoneDelegate.invoke(this, callback, applyThis, applyArgs, source);\n                }\n                catch (error) {\n
            if (this._zoneDelegate.handleError(this, error)) {\n                        throw error;\n                    }\n
}\n            }\n            finally {\n                _currentZoneFrame = _currentZoneFrame.parent;\n            }\n        };\n
Zone.prototype.runTask = function (task, applyThis, applyArgs) {\n            if (task.zone != this) {\n                throw
new Error('A task can only be run in the zone of creation! (Creation: ' +\n                    (task.zone || NO_ZONE).name
+ '; Execution: ' + this.name + ')');\n            }\n            // https://github.com/angular/zone.js/issues/778, sometimes
eventTask\n            // will run in notScheduled(canceled) state, we should not try to\n            // run such kind of task
but just return\n            // we have to define an variable here, if not\n            // typescript compiler will complain
below\n            var isNotScheduled = task.state === notScheduled;\n            if (isNotScheduled && task.type ===
eventTask) {\n                return;\n            }\n            var reEntryGuard = task.state != running;\n            reEntryGuard
&& task._transitionTo(running, scheduled);\n            task.runCount++;\n            var previousTask = _currentTask;\n
        _currentTask = task;\n            _currentZoneFrame = { parent: _currentZoneFrame, zone: this };\n            try {\n
            if (task.type == macroTask && task.data && !task.data.isPeriodic) {\n                    task.cancelFn = null;\n
            }\n                try {\n                    return this._zoneDelegate.invokeTask(this, task, applyThis, applyArgs);\n
        }\n                catch (error) {\n                    if (this._zoneDelegate.handleError(this, error)) {\n
throw error;\n                    }\n                }\n            }\n            finally {\n                // if the task's state is notScheduled
or unknown, then it has already been cancelled\n                // we should not reset the state to scheduled\n                if
(task.state !== notScheduled && task.state !== unknown) {\n                    if (task.type == eventTask || (task.data &&
task.data.isPeriodic)) {\n                        reEntryGuard && task._transitionTo(scheduled, running);\n                    }\n
                else {\n                        task.runCount = 0;\n                        this._updateTaskCount(task, -1);\n
 reEntryGuard &&\n                        task._transitionTo(notScheduled, running, notScheduled);\n                    }\n
        }\n                _currentZoneFrame = _currentZoneFrame.parent;\n                _currentTask = previousTask;\n
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    }\n        };\n        Zone.prototype.scheduleTask = function (task) {\n            if (task.zone && task.zone !== this)
{\n                // check if the task was rescheduled, the newZone\n                // should not be the children of the
original zone\n                var newZone = this;\n                while (newZone) {\n                    if (newZone ===
task.zone) {\n                        throw Error(\"can not reschedule task to \" + this\n                        .name + \" which is
descendants of the original zone \" + task.zone.name);\n                    }\n                    newZone = newZone.parent;\n
            }\n            }\n            task._transitionTo(scheduling, notScheduled);\n            var zoneDelegates = [];\n
task._zoneDelegates = zoneDelegates;\n            task._zone = this;\n            try {\n                task =
this._zoneDelegate.scheduleTask(this, task);\n            }\n            catch (err) {\n                // should set task's state to
unknown when scheduleTask throw error\n                // because the err may from reschedule, so the fromState
maybe notScheduled\n                task._transitionTo(unknown, scheduling, notScheduled);\n                // TODO:
@JiaLiPassion, should we check the result from handleError?\n                this._zoneDelegate.handleError(this,
err);\n                throw err;\n            }\n            if (task._zoneDelegates === zoneDelegates) {\n                // we have
to check because internally the delegate can reschedule the task.\n                this._updateTaskCount(task, 1);\n
}\n            if (task.state == scheduling) {\n                task._transitionTo(scheduled, scheduling);\n            }\n
return task;\n        };\n        Zone.prototype.scheduleMicroTask = function (source, callback, data, customSchedule)
{\n            return this.scheduleTask(new ZoneTask(microTask, source, callback, data, customSchedule, null));\n
};\n        Zone.prototype.scheduleMacroTask = function (source, callback, data, customSchedule, customCancel) {\n
            return this.scheduleTask(new ZoneTask(macroTask, source, callback, data, customSchedule,
customCancel));\n        };\n        Zone.prototype.scheduleEventTask = function (source, callback, data,
customSchedule, customCancel) {\n            return this.scheduleTask(new ZoneTask(eventTask, source, callback,
data, customSchedule, customCancel));\n        };\n        Zone.prototype.cancelTask = function (task) {\n            if
(task.zone != this)\n                throw new Error('A task can only be cancelled in the zone of creation! (Creation: ' +\n
                (task.zone || NO_ZONE).name + '; Execution: ' + this.name + ')');\n            task._transitionTo(canceling,
scheduled, running);\n            try {\n                this._zoneDelegate.cancelTask(this, task);\n            }\n            catch
(err) {\n                // if error occurs when cancelTask, transit the state to unknown\n
task._transitionTo(unknown, canceling);\n                this._zoneDelegate.handleError(this, err);\n                throw
err;\n            }\n            this._updateTaskCount(task, -1);\n            task._transitionTo(notScheduled, canceling);\n
    task.runCount = 0;\n            return task;\n        };\n        Zone.prototype._updateTaskCount = function (task, count)
{\n            var zoneDelegates = task._zoneDelegates;\n            if (count == -1) {\n                task._zoneDelegates =
null;\n            }\n            for (var i = 0; i < zoneDelegates.length; i++) {\n
zoneDelegates[i]._updateTaskCount(task.type, count);\n            }\n        };\n        Zone.__symbol__ = __symbol__;\n
        return Zone;\n    }());\n    var DELEGATE_ZS = {\n        name: '',\n        onHasTask: function (delegate, _,
target, hasTaskState) {\n            return delegate.hasTask(target, hasTaskState);\n        },\n        onScheduleTask:
function (delegate, _, target, task) {\n            return delegate.scheduleTask(target, task);\n        },\n
onInvokeTask: function (delegate, _, target, task, applyThis, applyArgs) { return delegate.invokeTask(target, task,
applyThis, applyArgs); },\n        onCancelTask: function (delegate, _, target, task) {\n            return
delegate.cancelTask(target, task);\n        }\n    };\n    var ZoneDelegate = /** @class */ (function () {\n        function
ZoneDelegate(zone, parentDelegate, zoneSpec) {\n            this._taskCounts = { 'microTask': 0, 'macroTask': 0,
'eventTask': 0 };\n            this.zone = zone;\n            this._parentDelegate = parentDelegate;\n            this._forkZS =
zoneSpec && (zoneSpec && zoneSpec.onFork ? zoneSpec : parentDelegate._forkZS);\n            this._forkDlgt =
zoneSpec && (zoneSpec.onFork ? parentDelegate : parentDelegate._forkDlgt);\n            this._forkCurrZone =
zoneSpec && (zoneSpec.onFork ? this.zone : parentDelegate.zone);\n            this._interceptZS =\n
zoneSpec && (zoneSpec.onIntercept ? zoneSpec : parentDelegate._interceptZS);\n            this._interceptDlgt =\n
        zoneSpec && (zoneSpec.onIntercept ? parentDelegate : parentDelegate._interceptDlgt);\n
this._interceptCurrZone =\n                zoneSpec && (zoneSpec.onIntercept ? this.zone : parentDelegate.zone);\n
   this._invokeZS = zoneSpec && (zoneSpec.onInvoke ? zoneSpec : parentDelegate._invokeZS);\n
this._invokeDlgt =\n                zoneSpec && (zoneSpec.onInvoke ? parentDelegate :
parentDelegate._invokeDlgt);\n            this._invokeCurrZone = zoneSpec && (zoneSpec.onInvoke ? this.zone :
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parentDelegate.zone);\n this._handleErrorZS =\n zoneSpec && (zoneSpec.onHandleError ? zoneSpec : parentDelegate._handleErrorZS);\n this._handleErrorDlgt =\n zoneSpec && (zoneSpec.onHandleError ? parentDelegate : parentDelegate._handleErrorDlgt);\n this._handleErrorCurrZone =\n zoneSpec && (zoneSpec.onHandleError ? this.zone : parentDelegate.zone);\n this._scheduleTaskZS =\n zoneSpec && (zoneSpec.onScheduleTask ? zoneSpec : parentDelegate._scheduleTaskZS);\n this._scheduleTaskDlgt =\n zoneSpec && (zoneSpec.onScheduleTask ? parentDelegate : parentDelegate._scheduleTaskDlgt);\n this._scheduleTaskCurrZone =\n zoneSpec && (zoneSpec.onScheduleTask ? this.zone : parentDelegate.zone);\n this._invokeTaskZS =\n zoneSpec && (zoneSpec.onInvokeTask ? zoneSpec : parentDelegate._invokeTaskZS);\n this._invokeTaskDlgt =\n zoneSpec && (zoneSpec.onInvokeTask ? parentDelegate : parentDelegate._invokeTaskDlgt);\n this._invokeTaskCurrZone =\n zoneSpec && (zoneSpec.onInvokeTask ? this.zone : parentDelegate.zone);\n this._cancelTaskZS =\n zoneSpec && (zoneSpec.onCancelTask ? zoneSpec : parentDelegate._cancelTaskZS);\n this._cancelTaskDlgt =\n zoneSpec && (zoneSpec.onCancelTask ? parentDelegate : parentDelegate._cancelTaskDlgt);\n this._cancelTaskCurrZone =\n zoneSpec && (zoneSpec.onCancelTask ? this.zone : parentDelegate.zone);\n this._hasTaskZS = null;\n this._hasTaskDlgt = null;\n this._hasTaskDlgtOwner = null;\n this._hasTaskCurrZone = null;\n var zoneSpecHasTask = zoneSpec && zoneSpec.onHasTask;\n var parentHasTask = parentDelegate && parentDelegate._hasTaskZS;\n if (zoneSpecHasTask || parentHasTask) {\n // If we need to report hasTask, than this ZS needs to do ref counting on tasks. In such\n // a case all task related interceptors must go through this ZD. We can't short circuit it.\n this._hasTaskZS = zoneSpecHasTask ? zoneSpec : DELEGATE_ZS;\n this._hasTaskDlgt = parentDelegate;\n this._hasTaskDlgtOwner = this;\n this._hasTaskCurrZone = zone;\n if (!zoneSpec.onScheduleTask) {\n this._scheduleTaskZS = DELEGATE_ZS;\n this._scheduleTaskDlgt = parentDelegate;\n this._scheduleTaskCurrZone = this.zone;\n }\n if (!zoneSpec.onInvokeTask) {\n this._invokeTaskZS = DELEGATE_ZS;\n this._invokeTaskDlgt = parentDelegate;\n this._invokeTaskCurrZone = this.zone;\n }\n if (!zoneSpec.onCancelTask) {\n this._cancelTaskZS = DELEGATE_ZS;\n this._cancelTaskDlgt = parentDelegate;\n this._cancelTaskCurrZone = this.zone;\n }\n }\n }\n ZoneDelegate.prototype.fork = function (targetZone, zoneSpec) {\n return this._forkZS ? this._forkZS.onFork(this._forkDlgt, this.zone, targetZone, zoneSpec) :\n new Zone(targetZone, zoneSpec);\n };\n ZoneDelegate.prototype.intercept = function (targetZone, callback, source) {\n return this._interceptZS ?\n this._interceptZS.onIntercept(this._interceptDlgt, this._interceptCurrZone, targetZone, callback, source) :\n callback;\n };\n ZoneDelegate.prototype.invoke = function (targetZone, callback, applyThis, applyArgs, source) {\n return this._invokeZS ?\n this._invokeZS.onInvoke(this._invokeDlgt, this._invokeCurrZone, targetZone, callback, applyThis, applyArgs, source) :\n callback.apply(applyThis, applyArgs);\n };\n ZoneDelegate.prototype.handleError = function (targetZone, error) {\n return this._handleErrorZS ?\n this._handleErrorZS.onHandleError(this._handleErrorDlgt, this._handleErrorCurrZone, targetZone, error) :\n true;\n };\n ZoneDelegate.prototype.scheduleTask = function (targetZone, task) {\n var returnTask = task;\n if (this._scheduleTaskZS) {\n if (this._hasTaskZS) {\n returnTask._zoneDelegates.push(this._hasTaskDlgtOwner);\n }\n returnTask = this._scheduleTaskZS.onScheduleTask(this._scheduleTaskDlgt, this._scheduleTaskCurrZone, targetZone, task);\n if (!returnTask)\n returnTask = task;\n }\n else {\n if (task.scheduleFn) {\n task.scheduleFn(task);\n }\n else if (task.type == microTask) {\n scheduleMicroTask(task);\n }\n else {\n throw new Error('Task is missing scheduleFn.');\n }\n }\n return returnTask;\n };\n ZoneDelegate.prototype.invokeTask = function (targetZone, task, applyThis, applyArgs) {\n return

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this._invokeTaskZS ?\n                this._invokeTaskZS.onInvokeTask(this._invokeTaskDlgt,
this._invokeTaskCurrZone, targetZone, task, applyThis, applyArgs) :\n                task.callback.apply(applyThis,
applyArgs);\n        };\n        ZoneDelegate.prototype.cancelTask = function (targetZone, task) {\n            var value;\n
        if (this._cancelTaskZS) {\n                value = this._cancelTaskZS.onCancelTask(this._cancelTaskDlgt,
this._cancelTaskCurrZone, targetZone, task);\n            }\n            else {\n                if (!task.cancelFn) {\n
throw Error('Task is not cancelable');\n                }\n                value = task.cancelFn(task);\n            }\n            return
value;\n        };\n        ZoneDelegate.prototype.hasTask = function (targetZone, isEmpty) {\n            // hasTask
should not throw error so other ZoneDelegate\n            // can still trigger hasTask callback\n            try {\n
return this._hasTaskZS &&\n                    this._hasTaskZS.onHasTask(this._hasTaskDlgt, this._hasTaskCurrZone,
targetZone, isEmpty);\n            }\n            catch (err) {\n                this.handleError(targetZone, err);\n            }\n
};\n        ZoneDelegate.prototype._updateTaskCount = function (type, count) {\n            var counts =
this._taskCounts;\n            var prev = counts[type];\n            var next = counts[type] = prev + count;\n            if (next
< 0) {\n                throw new Error('More tasks executed then were scheduled.');\n            }\n            if (prev == 0 ||
next == 0) {\n                var isEmpty = {\n                    microTask: counts['microTask'] > 0,\n
macroTask: counts['macroTask'] > 0,\n                    eventTask: counts['eventTask'] > 0,\n                    change: type\n
            };\n                this.hasTask(this.zone, isEmpty);\n            }\n        };\n        return ZoneDelegate;\n    }());\n
var ZoneTask = /** @class */ (function () {\n        function ZoneTask(type, source, callback, options, scheduleFn,
cancelFn) {\n            this._zone = null;\n            this.runCount = 0;\n            this._zoneDelegates = null;\n
this._state = 'notScheduled';\n            this.type = type;\n            this.source = source;\n            this.data = options;\n
      this.scheduleFn = scheduleFn;\n            this.cancelFn = cancelFn;\n            this.callback = callback;\n            var
self = this;\n            // TODO: @JiaLiPassion options should have interface\n            if (type === eventTask &&
options && options.useG) {\n                this.invoke = ZoneTask.invokeTask;\n            }\n            else {\n
this.invoke = function () {\n                    return ZoneTask.invokeTask.call(global, self, this, arguments);\n
};\n            }\n        }\n        ZoneTask.invokeTask = function (task, target, args) {\n            if (!task) {\n
task = this;\n            }\n            _numberOfNestedTaskFrames++;\n            try {\n                task.runCount++;\n
    return task.zone.runTask(task, target, args);\n            }\n            finally {\n                if
(_numberOfNestedTaskFrames == 1) {\n                    drainMicroTaskQueue();\n                }\n
_numberOfNestedTaskFrames--;\n            }\n        };\n        Object.defineProperty(ZoneTask.prototype, \"zone\", {\n
        get: function () {\n                return this._zone;\n            },\n            enumerable: true,\n            configurable:
true\n        });\n        Object.defineProperty(ZoneTask.prototype, \"state\", {\n            get: function () {\n
return this._state;\n            },\n            enumerable: true,\n            configurable: true\n        });\n
ZoneTask.prototype.cancelScheduleRequest = function () {\n            this._transitionTo(notScheduled, scheduling);\n
      };\n        ZoneTask.prototype._transitionTo = function (toState, fromState1, fromState2) {\n            if (this._state
=== fromState1 || this._state === fromState2) {\n                this._state = toState;\n                if (toState ==
notScheduled) {\n                    this._zoneDelegates = null;\n                }\n            }\n            else {\n                throw
new Error(this.type + \" '\" + this.source + \"': can not transition to '\" + toState + \"', expecting state '\" + fromState1
+ \"'\" + (fromState2 ?\n                    ' or \\" + fromState2 + '\\" :\n                    ") + \", was '\" + this._state + \"'.\");\n
        }\n        };\n        ZoneTask.prototype.toString = function () {\n            if (this.data && typeof this.data.handleId
!== 'undefined') {\n                return this.data.handleId;\n            }\n            else {\n                return
Object.prototype.toString.call(this);\n            }\n        };\n        // add toJSON method to prevent cyclic error when\n
    // call JSON.stringify(zoneTask)\n        ZoneTask.prototype.toJSON = function () {\n            return {\n
type: this.type,\n                state: this.state,\n                source: this.source,\n                zone: this.zone.name,\n
 runCount: this.runCount\n            };\n        };\n        return ZoneTask;\n    }());\n
//////////////////////////////////////////////////////\n    //////////////////////////////////////////////////////\n    ///  MICROTASK QUEUE\n
//////////////////////////////////////////////////////\n    //////////////////////////////////////////////////////\n    var symbolSetTimeout =
__symbol__('setTimeout');\n    var symbolPromise = __symbol__('Promise');\n    var symbolThen =
__symbol__('then');\n    var _microTaskQueue = [];\n    var _isDrainingMicrotaskQueue = false;\n    var
nativeMicroTaskQueuePromise;\n    function scheduleMicroTask(task) {\n        // if we are not running in any task,
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and there has not been anything scheduled\n // we must bootstrap the initial task creation by manually scheduling the drain\n if (_numberOfNestedTaskFrames === 0 && _microTaskQueue.length === 0) {\n // We are not running in Task, so we need to kickstart the microtask queue.\n if (!nativeMicroTaskQueuePromise) {\n if (global[symbolPromise]) {\n nativeMicroTaskQueuePromise = global[symbolPromise].resolve(0);\n }\n }\n if (nativeMicroTaskQueuePromise) {\n nativeMicroTaskQueuePromise[symbolThen](drainMicroTaskQueue);\n }\n else {\n global[symbolSetTimeout](drainMicroTaskQueue, 0);\n }\n }\n task && _microTaskQueue.push(task);\n }\n function drainMicroTaskQueue() {\n if (!_isDrainingMicrotaskQueue) {\n _isDrainingMicrotaskQueue = true;\n while (_microTaskQueue.length) {\n var queue = _microTaskQueue;\n _microTaskQueue = [];\n for (var i = 0; i < queue.length; i++) {\n var task = queue[i];\n try {\n task.zone.runTask(task, null, null);\n }\n catch (error) {\n _api.onUnhandledError(error);\n }\n }\n }\n _api.microtaskDrainDone();\n _isDrainingMicrotaskQueue = false;\n }\n }\n //\n //\n /// BOOTSTRAP\n //\n //\n var NO_ZONE = { name: 'NO ZONE' };\n var notScheduled = 'notScheduled', scheduling = 'scheduling', scheduled = 'scheduled', running = 'running', canceling = 'canceling', unknown = 'unknown';\n var microTask = 'microTask', macroTask = 'macroTask', eventTask = 'eventTask';\n var patches = {};\n var _api = {\n symbol: __symbol__,\n currentZoneFrame: function () { return _currentZoneFrame; },\n onUnhandledError: noop,\n microtaskDrainDone: noop,\n scheduleMicroTask: scheduleMicroTask,\n showUncaughtError: function () { return !Zone[__symbol__('ignoreConsoleErrorUncaughtError')]; },\n patchEventTarget: function () { return []; },\n patchOnProperties: noop,\n patchMethod: function () { return noop; },\n bindArguments: function () { return null; },\n setNativePromise: function (NativePromise) {\n // sometimes NativePromise.resolve static function\n // is not ready yet, (such as core-js/es6.promise)\n // so we need to check here.\n if (NativePromise && typeof NativePromise.resolve === FUNCTION) {\n nativeMicroTaskQueuePromise = NativePromise.resolve(0);\n }\n },\n };\n var _currentZoneFrame = { parent: null, zone: new Zone(null, null) };\n var _currentTask = null;\n var _numberOfNestedTaskFrames = 0;\n function noop() { }\n function __symbol__(name) {\n return '__zone_symbol__' + name;\n }\n performanceMeasure('Zone', 'Zone');\n return global['Zone'] = Zone;\n})(typeof window !== 'undefined' && window || typeof self !== 'undefined' && self || global);\n\nZone.__load_patch('ZoneAwarePromise', function (global, Zone, api) {\n var ObjectGetOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\n var ObjectDefineProperty = Object.defineProperty;\n function readableObjectToString(obj) {\n if (obj && obj.toString === Object.prototype.toString) {\n var className = obj.constructor && obj.constructor.name;\n return (className ? className : '') + ': ' + JSON.stringify(obj);\n }\n return obj ? obj.toString() : Object.prototype.toString.call(obj);\n }\n var __symbol__ = api.symbol;\n var _uncaughtPromiseErrors = [];\n var symbolPromise = __symbol__('Promise');\n var symbolThen = __symbol__('then');\n var creationTrace = '__creationTrace__';\n api.onUnhandledError = function (e) {\n if (api.showUncaughtError()) {\n var rejection = e && e.rejection;\n if (rejection) {\n console.error('Unhandled Promise rejection:', rejection instanceof Error ? rejection.message : rejection, '; Zone:', e.zone.name, '; Task:', e.task && e.task.source, '; Value:', rejection, rejection instanceof Error ? rejection.stack : undefined);\n }\n else {\n console.error(e);\n }\n }\n };\n api.microtaskDrainDone = function () {\n while (_uncaughtPromiseErrors.length) {\n var _loop_1 = function () {\n var uncaughtPromiseError = _uncaughtPromiseErrors.shift();\n try {\n uncaughtPromiseError.zone.runGuarded(function () {\n throw uncaughtPromiseError;\n });\n }\n catch (error) {\n handleUnhandledRejection(error);\n }\n };\n while (_uncaughtPromiseErrors.length) {\n _loop_1();\n }\n }\n };\n var UNHANDLED_PROMISE_REJECTION_HANDLER_SYMBOL = __symbol__('unhandledPromiseRejectionHandler');\n function handleUnhandledRejection(e) {\n

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api.onUnhandledError(e);\n        try {\n            var handler =
Zone[UNHANDLED_PROMISE_REJECTION_HANDLER_SYMBOL];\n            if (handler && typeof handler
=== 'function') {\n                handler.call(this, e);\n            }\n        }\n        catch (err) {\n        }\n    }\n    function
isThenable(value) {\n        return value && value.then;\n    }\n    function forwardResolution(value) {\n        return
value;\n    }\n    function forwardRejection(rejection) {\n        return ZoneAwarePromise.reject(rejection);\n    }\n
var symbolState = __symbol__('state');\n    var symbolValue = __symbol__('value');\n    var symbolFinally =
__symbol__('finally');\n    var symbolParentPromiseValue = __symbol__('parentPromiseValue');\n    var
symbolParentPromiseState = __symbol__('parentPromiseState');\n    var source = 'Promise.then';\n    var
UNRESOLVED = null;\n    var RESOLVED = true;\n    var REJECTED = false;\n    var REJECTED_NO_CATCH
= 0;\n    function makeResolver(promise, state) {\n        return function (v) {\n            try {\n
resolvePromise(promise, state, v);\n            }\n            catch (err) {\n                resolvePromise(promise, false, err);\n
        }\n            // Do not return value or you will break the Promise spec.\n        };\n    }\n    var once = function ()
{\n        var wasCalled = false;\n        return function wrapper(wrappedFunction) {\n            return function () {\n
        if (wasCalled) {\n                return;\n            }\n            wasCalled = true;\n
wrappedFunction.apply(null, arguments);\n            };\n        };\n    };\n    var TYPE_ERROR = 'Promise resolved
with itself';\n    var CURRENT_TASK_TRACE_SYMBOL = __symbol__('currentTaskTrace');\n    // Promise
Resolution\n    function resolvePromise(promise, state, value) {\n        var onceWrapper = once();\n        if (promise
=== value) {\n            throw new TypeError(TYPE_ERROR);\n        }\n        if (promise[symbolState] ===
UNRESOLVED) {\n            // should only get value.then once based on promise spec.\n            var then = null;\n
    try {\n                if (typeof value === 'object' || typeof value === 'function') {\n                    then = value &&
value.then;\n                }\n            }\n            catch (err) {\n                onceWrapper(function () {\n
resolvePromise(promise, false, err);\n                })();\n                return promise;\n            }\n            // if (value
instanceof ZoneAwarePromise) {\n            if (state !== REJECTED && value instanceof ZoneAwarePromise &&\n
            value.hasOwnProperty(symbolState) && value.hasOwnProperty(symbolValue) &&\n
value[symbolState] !== UNRESOLVED) {\n                clearRejectedNoCatch(value);\n
resolvePromise(promise, value[symbolState], value[symbolValue]);\n            }\n            else if (state !==
REJECTED && typeof then === 'function') {\n                try {\n                    then.call(value,
onceWrapper(makeResolver(promise, state)), onceWrapper(makeResolver(promise, false)));\n                }\n
catch (err) {\n                    onceWrapper(function () {\n                        resolvePromise(promise, false, err);\n
    })();\n                }\n            }\n            else {\n                promise[symbolState] = state;\n                var queue =
promise[symbolValue];\n                promise[symbolValue] = value;\n                if (promise[symbolFinally] ===
symbolFinally) {\n                    // the promise is generated by Promise.prototype.finally        \n                    if (state
=== RESOLVED) {\n                        // the state is resolved, should ignore the value\n                        // and use
parent promise value\n                        promise[symbolState] = promise[symbolParentPromiseState];\n
promise[symbolValue] = promise[symbolParentPromiseValue];\n                    }\n                }\n                // record
task information in value when error occurs, so we can\n                // do some additional work such as render
longStackTrace\n                if (state === REJECTED && value instanceof Error) {\n                    // check if
longStackTraceZone is here\n                    var trace = Zone.currentTask && Zone.currentTask.data &&\n
    Zone.currentTask.data[creationTrace];\n                    if (trace) {\n                        // only keep the long stack trace
into error when in longStackTraceZone\n                        ObjectDefineProperty(value,
CURRENT_TASK_TRACE_SYMBOL, { configurable: true, enumerable: false, writable: true, value: trace });\n
            }\n                }\n                for (var i = 0; i < queue.length;) {\n
scheduleResolveOrReject(promise, queue[i++], queue[i++], queue[i++], queue[i++]);\n                }\n                if
(queue.length == 0 && state == REJECTED) {\n                    promise[symbolState] = REJECTED_NO_CATCH;\n
                try {\n                        // try to print more readable error log\n                        throw new Error('Uncaught (in
promise): ' + readableObjectToString(value) +\n                        (value && value.stack ? '\\n' + value.stack : ''));\n
                }\n                    catch (err) {\n                        var error_1 = err;\n                        error_1.rejection = value;\n
                        error_1.promise = promise;\n                        error_1.zone = Zone.current;\n                        error_1.task
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= Zone.currentTask;\n                    _uncaughtPromiseErrors.push(error_1);\n
api.scheduleMicroTask(); // to make sure that it is running\n                }\n            }\n        }\n    }\n    //
Resolving an already resolved promise is a noop.\n        return promise;\n    }\n    var
REJECTION_HANDLED_HANDLER = __symbol__('rejectionHandledHandler');\n    function
clearRejectedNoCatch(promise) {\n        if (promise[symbolState] === REJECTED_NO_CATCH) {\n            // if
the promise is rejected no catch status\n            // and queue.length > 0, means there is a error handler\n            //
here to handle the rejected promise, we should trigger\n            // windows.rejectionhandled eventHandler or nodejs
rejectionHandled\n            // eventHandler\n            try {\n                var handler =
Zone[REJECTION_HANDLED_HANDLER];\n                if (handler && typeof handler === 'function') {\n
    handler.call(this, { rejection: promise[symbolValue], promise: promise });\n                }\n            }\n            catch
(err) {\n            }\n            promise[symbolState] = REJECTED;\n            for (var i = 0; i <
_uncaughtPromiseErrors.length; i++) {\n                if (promise === _uncaughtPromiseErrors[i].promise) {\n
   _uncaughtPromiseErrors.splice(i, 1);\n                }\n            }\n        }\n    }\n    function
scheduleResolveOrReject(promise, zone, chainPromise, onFulfilled, onRejected) {\n
clearRejectedNoCatch(promise);\n        var promiseState = promise[symbolState];\n        var delegate = promiseState
?\n            (typeof onFulfilled === 'function') ? onFulfilled : forwardResolution :\n            (typeof onRejected ===
'function') ? onRejected : forwardRejection;\n        zone.scheduleMicroTask(source, function () {\n            try {\n
        var parentPromiseValue = promise[symbolValue];\n                var isFinallyPromise = chainPromise &&
symbolFinally === chainPromise[symbolFinally];\n                if (isFinallyPromise) {\n                    // if the promise
is generated from finally call, keep parent promise's state and value\n
chainPromise[symbolParentPromiseValue] = parentPromiseValue;\n
chainPromise[symbolParentPromiseState] = promiseState;\n                }\n                // should not pass value to finally
callback\n                var value = zone.run(delegate, undefined, isFinallyPromise && delegate !== forwardRejection
&& delegate !== forwardResolution ? [] : [parentPromiseValue]);\n                resolvePromise(chainPromise, true,
value);\n            }\n            catch (error) {\n                // if error occurs, should always return this error\n
resolvePromise(chainPromise, false, error);\n            }\n        }, chainPromise);\n    }\n    var
ZONE_AWARE_PROMISE_TO_STRING = 'function ZoneAwarePromise() { [native code] }';\n    var
ZoneAwarePromise = /** @class */ (function () {\n        function ZoneAwarePromise(executor) {\n            var
promise = this;\n            if (!(promise instanceof ZoneAwarePromise)) {\n                throw new Error('Must be an
instanceof Promise.');\n            }\n            promise[symbolState] = UNRESOLVED;\n            promise[symbolValue]
= []; // queue;\n            try {\n                executor && executor(makeResolver(promise, RESOLVED),
makeResolver(promise, REJECTED));\n            }\n            catch (error) {\n                resolvePromise(promise, false,
error);\n            }\n        }\n        ZoneAwarePromise.toString = function () {\n            return
ZONE_AWARE_PROMISE_TO_STRING;\n        };\n        ZoneAwarePromise.resolve = function (value) {\n
 return resolvePromise(new this(null), RESOLVED, value);\n        };\n        ZoneAwarePromise.reject = function
(error) {\n            return resolvePromise(new this(null), REJECTED, error);\n        };\n        ZoneAwarePromise.race
= function (values) {\n            var resolve;\n            var reject;\n            var promise = new this(function (res, rej) {\n
            resolve = res;\n                reject = rej;\n            });\n            function onResolve(value) {\n                promise
&& (promise = null || resolve(value));\n            }\n            function onReject(error) {\n                promise &&
(promise = null || reject(error));\n            }\n            for (var _i = 0, values_1 = values; _i < values_1.length; _i++) {\n
                var value = values_1[_i];\n                if (!isThenable(value)) {\n                    value = this.resolve(value);\n
            }\n                value.then(onResolve, onReject);\n            }\n            return promise;\n        };\n
ZoneAwarePromise.all = function (values) {\n            var resolve;\n            var reject;\n            var promise = new
this(function (res, rej) {\n                resolve = res;\n                reject = rej;\n            });\n            var count = 0;\n
var resolvedValues = [];\n            for (var _i = 0, values_2 = values; _i < values_2.length; _i++) {\n                var
value = values_2[_i];\n                if (!isThenable(value)) {\n                    value = this.resolve(value);\n                }\n
            value.then((function (index) { return function (value) {\n                    resolvedValues[index] = value;\n
        count--;\n                    if (!count) {\n                        resolve(resolvedValues);\n                    }\n                };
```

})(count), reject);\n count++;\n }\n if (!count)\n resolve(resolvedValues);\n return promise;\n };\n ZoneAwarePromise.prototype.then = function (onFulfilled, onRejected) {\n var chainPromise = new this.constructor(null);\n var zone = Zone.current;\n if (this[symbolState] == UNRESOLVED) {\n this[symbolValue].push(zone, chainPromise, onFulfilled, onRejected);\n }\n else {\n scheduleResolveOrReject(this, zone, chainPromise, onFulfilled, onRejected);\n }\n return chainPromise;\n };\n ZoneAwarePromise.prototype.catch = function (onRejected) {\n return this.then(null, onRejected);\n };\n ZoneAwarePromise.prototype.finally = function (onFinally) {\n var chainPromise = new this.constructor(null);\n chainPromise[symbolFinally] = symbolFinally;\n var zone = Zone.current;\n if (this[symbolState] == UNRESOLVED) {\n this[symbolValue].push(zone, chainPromise, onFinally, onFinally);\n }\n else {\n scheduleResolveOrReject(this, zone, chainPromise, onFinally, onFinally);\n }\n return chainPromise;\n };\n return ZoneAwarePromise;\n }());\n // Protect against aggressive optimizers dropping seemingly unused properties.\n // E.g. Closure Compiler in advanced mode.\n ZoneAwarePromise['resolve'] = ZoneAwarePromise.resolve;\n ZoneAwarePromise['reject'] = ZoneAwarePromise.reject;\n ZoneAwarePromise['race'] = ZoneAwarePromise.race;\n ZoneAwarePromise['all'] = ZoneAwarePromise.all;\n var NativePromise = global[symbolPromise] = global['Promise'];\n var ZONE_AWARE_PROMISE = Zone.__symbol__('ZoneAwarePromise');\n var desc = ObjectGetOwnPropertyDescriptor(global, 'Promise');\n if (!desc || desc.configurable) {\n desc && delete desc.writable;\n desc && delete desc.value;\n if (!desc) {\n desc = { configurable: true, enumerable: true };\n }\n desc.get = function () {\n // if we already set ZoneAwarePromise, use patched one\n // otherwise return native one.\n return global[ZONE_AWARE_PROMISE] ? global[ZONE_AWARE_PROMISE] : global[symbolPromise];\n };\n desc.set = function (NewNativePromise) {\n if (NewNativePromise === ZoneAwarePromise) {\n // if the NewNativePromise is ZoneAwarePromise\n // save to global\n global[ZONE_AWARE_PROMISE] = NewNativePromise;\n }\n else {\n // if the NewNativePromise is not ZoneAwarePromise\n // for example: after load zone.js, some library just\n // set es6-promise to global, if we set it to global\n // directly, assertZonePatched will fail and angular\n // will not loaded, so we just set the NewNativePromise\n // to global[symbolPromise], so the result is just like\n // we load ES6 Promise before zone.js\n global[symbolPromise] = NewNativePromise;\n if (!NewNativePromise.prototype[symbolThen]) {\n patchThen(NewNativePromise);\n }\n api.setNativePromise(NewNativePromise);\n }\n };\n ObjectDefineProperty(global, 'Promise', desc);\n }\n global['Promise'] = ZoneAwarePromise;\n var symbolThenPatched = __symbol__('thenPatched');\n function patchThen(Ctor) {\n var proto = Ctor.prototype;\n var prop = ObjectGetOwnPropertyDescriptor(proto, 'then');\n if (prop && (prop.writable === false || !prop.configurable)) {\n // check Ctor.prototype.then propertyDescriptor is writable or not\n // in meteor env, writable is false, we should ignore such case\n return;\n }\n var originalThen = proto.then;\n // Keep a reference to the original method.\n proto[symbolThen] = originalThen;\n Ctor.prototype.then = function (onResolve, onReject) {\n var _this = this;\n var wrapped = new ZoneAwarePromise(function (resolve, reject) {\n originalThen.call(_this, resolve, reject);\n });\n return wrapped.then(onResolve, onReject);\n };\n Ctor[symbolThenPatched] = true;\n }\n function zoneify(fn) {\n return function () {\n var resultPromise = fn.apply(this, arguments);\n if (resultPromise instanceof ZoneAwarePromise) {\n return resultPromise;\n }\n var ctor = resultPromise.constructor;\n if (!ctor[symbolThenPatched]) {\n patchThen(ctor);\n }\n return resultPromise;\n };\n }\n if (NativePromise) {\n patchThen(NativePromise);\n var fetch_1 = global['fetch'];\n if (typeof fetch_1 == 'function') {\n global['fetch'] = zoneify(fetch_1);\n }\n }\n // This is not part of public API, but it is useful for tests, so we expose it.\n Promise[Zone.__symbol__('uncaughtPromiseErrors')] = _uncaughtPromiseErrors;\n return ZoneAwarePromise;\n});\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at

https://angular.io/license\n */\n/**\n * Suppress closure compiler errors about unknown 'Zone' variable\n * @fileoverview\n * @suppress {undefinedVars,globalThis,missingRequire}\n */\n// issue #989, to reduce bundle size, use short name\n/** Object.getOwnPropertyDescriptor */\nvar ObjectGetOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\n/** Object.defineProperty */\nvar ObjectDefineProperty = Object.defineProperty;\n/** Object.getPrototypeOf */\nvar ObjectGetPrototypeOf = Object.getPrototypeOf;\n/** Object.create */\nvar ObjectCreate = Object.create;\n/** Array.prototype.slice */\nvar ArraySlice = Array.prototype.slice;\n/** addEventListener string const */\nvar ADD_EVENT_LISTENER_STR = 'addEventListener';\n/** removeEventListener string const */\nvar REMOVE_EVENT_LISTENER_STR = 'removeEventListener';\n/** zoneSymbol addEventListener */\nvar ZONE_SYMBOL_ADD_EVENT_LISTENER = Zone.__symbol__(ADD_EVENT_LISTENER_STR);\n/** zoneSymbol removeEventListener */\nvar ZONE_SYMBOL_REMOVE_EVENT_LISTENER = Zone.__symbol__(REMOVE_EVENT_LISTENER_STR);\n/** true string const */\nvar TRUE_STR = 'true';\n/** false string const */\nvar FALSE_STR = 'false';\n/** __zone_symbol__ string const */\nvar ZONE_SYMBOL_PREFIX = '__zone_symbol__';\nfunction wrapWithCurrentZone(callback, source) {\n return Zone.current.wrap(callback, source);\n}\nfunction scheduleMacroTaskWithCurrentZone(source, callback, data, customSchedule, customCancel) {\n return Zone.current.scheduleMacroTask(source, callback, data, customSchedule, customCancel);\n}\nvar zoneSymbol = Zone.__symbol__;\nvar isWindowExists = typeof window !== 'undefined';\nvar internalWindow = isWindowExists ? window : undefined;\nvar _global = isWindowExists && internalWindow || typeof self === 'object' && self || global;\nvar REMOVE_ATTRIBUTE = 'removeAttribute';\nvar NULL_ON_PROP_VALUE = [null];\nfunction bindArguments(args, source) {\n for (var i = args.length - 1; i >= 0; i--) {\n   if (typeof args[i] === 'function') {\n   args[i] = wrapWithCurrentZone(args[i], source + '_' + i);\n   }\n }\n return args;\n}\nfunction patchPrototype(prototype, fnNames) {\n var source = prototype.constructor['name'];\n var _loop_1 = function (i) {\n   var name_1 = fnNames[i];\n   var delegate = prototype[name_1];\n   if (delegate) {\n   var prototypeDesc = ObjectGetOwnPropertyDescriptor(prototype, name_1);\n   if (!isPropertyWritable(prototypeDesc)) {\n   return \"continue\";\n   }\n   prototype[name_1] = (function (delegate) {\n   var patched = function () {\n   return delegate.apply(this, bindArguments(arguments, source + '.' + name_1));\n   };\n   attachOriginToPatched(patched, delegate);\n   return patched;\n   })(delegate);\n   }\n };\n for (var i = 0; i < fnNames.length; i++) {\n   _loop_1(i);\n }\n}\nfunction isPropertyWritable(propertyDesc) {\n if (!propertyDesc) {\n   return true;\n }\n if (propertyDesc.writable === false) {\n   return false;\n }\n return !(typeof propertyDesc.get === 'function' && typeof propertyDesc.set === 'undefined');\n}\nvar isWebWorker = (typeof WorkerGlobalScope !== 'undefined' && self instanceof WorkerGlobalScope);\n// Make sure to access `process` through `_global` so that WebPack does not accidentally browserify\n// this code.\nvar isNode = (!('nw' in _global) && typeof _global.process !== 'undefined' &&\n {}.toString.call(_global.process) === '[object process]');\nvar isBrowser = !isNode && !isWebWorker && !!(isWindowExists && internalWindow['HTMLElement']);\n// we are in electron of nw, so we are both browser and nodejs\n// Make sure to access `process` through `_global` so that WebPack does not accidentally browserify\n// this code.\nvar isMix = typeof _global.process !== 'undefined' &&\n {}.toString.call(_global.process) === '[object process]' && !isWebWorker &&\n !!(isWindowExists && internalWindow['HTMLElement']);\nvar zoneSymbolEventNames = {};\nvar wrapFn = function (event) {\n // https://github.com/angular/zone.js/issues/911, in IE, sometimes\n // event will be undefined, so we need to use window.event\n event = event || _global.event;\n if (!event) {\n   return;\n }\n var eventNameSymbol = zoneSymbolEventNames[event.type];\n if (!eventNameSymbol) {\n   eventNameSymbol = zoneSymbolEventNames[event.type] = zoneSymbol('ON_PROPERTY' + event.type);\n }\n var target = this || event.target || _global;\n var listener = target[eventNameSymbol];\n var result = listener && listener.apply(this, arguments);\n if (result != undefined && !result) {\n   event.preventDefault();\n }\n return result;\n};\nfunction patchProperty(obj, prop, prototype) {\n var desc = ObjectGetOwnPropertyDescriptor(obj, prop);\n if (!desc && prototype) {\n   // when patch window object, use prototype to check prop exist or not\n   var prototypeDesc = ObjectGetOwnPropertyDescriptor(prototype,

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prop);\n        if (prototypeDesc) {\n            desc = { enumerable: true, configurable: true };\n        }\n    }\n    // if the
descriptor not exists or is not configurable\n    // just return\n    if (!desc || !desc.configurable) {\n        return;\n    }\n
 // A property descriptor cannot have getter/setter and be writable\n    // deleting the writable and value properties
avoids this error:\n    //\n    // TypeError: property descriptors must not specify a value or be writable when a\n    //
getter or setter has been specified\n    delete desc.writable;\n    delete desc.value;\n    var originalDescGet =
desc.get;\n    var originalDescSet = desc.set;\n    // substr(2) cuz 'onclick' -> 'click', etc\n    var eventName =
prop.substr(2);\n    var eventNameSymbol = zoneSymbolEventNames[eventName];\n    if (!eventNameSymbol) {\n
    eventNameSymbol = zoneSymbolEventNames[eventName] = zoneSymbol('ON_PROPERTY' + eventName);\n
}\n    desc.set = function (newValue) {\n        // in some of windows's onproperty callback, this is undefined\n        //
so we need to check it\n        var target = this;\n        if (!target && obj === _global) {\n            target = _global;\n
  }\n        if (!target) {\n            return;\n        }\n        var previousValue = target[eventNameSymbol];\n        if
(previousValue) {\n            target.removeEventListener(eventName, wrapFn);\n        }\n        // issue #978, when
onload handler was added before loading zone.js\n        // we should remove it with originalDescSet\n        if
(originalDescSet) {\n            originalDescSet.apply(target, NULL_ON_PROP_VALUE);\n        }\n        if (typeof
newValue === 'function') {\n            target[eventNameSymbol] = newValue;\n
target.addEventListener(eventName, wrapFn, false);\n        }\n        else {\n            target[eventNameSymbol] =
null;\n        }\n    };\n    // The getter would return undefined for unassigned properties but the default value of an\n
// unassigned property is null\n    desc.get = function () {\n        // in some of windows's onproperty callback, this is
undefined\n        // so we need to check it\n        var target = this;\n        if (!target && obj === _global) {\n
target = _global;\n        }\n        if (!target) {\n            return null;\n        }\n        var listener =
target[eventNameSymbol];\n        if (listener) {\n            return listener;\n        }\n        else if (originalDescGet) {\n
        // result will be null when use inline event attribute,\n            // such as <button
onclick=\"func();\">OK</button>\n            // because the onclick function is internal raw uncompiled handler\n
 // the onclick will be evaluated when first time event was triggered or\n            // the property is accessed,
https://github.com/angular/zone.js/issues/525\n            // so we should use original native get to retrieve the
handler\n            var value = originalDescGet && originalDescGet.call(this);\n            if (value) {\n
desc.set.call(this, value);\n                if (typeof target[REMOVE_ATTRIBUTE] === 'function') {\n
target.removeAttribute(prop);\n                }\n                return value;\n            }\n        }\n        return null;\n    };\n
ObjectDefineProperty(obj, prop, desc);\n}\nfunction patchOnProperties(obj, properties, prototype) {\n    if
(properties) {\n        for (var i = 0; i < properties.length; i++) {\n            patchProperty(obj, 'on' + properties[i],
prototype);\n        }\n    }\n    else {\n        var onProperties = [];\n        for (var prop in obj) {\n            if
(prop.substr(0, 2) == 'on') {\n                onProperties.push(prop);\n            }\n        }\n        for (var j = 0; j <
onProperties.length; j++) {\n            patchProperty(obj, onProperties[j], prototype);\n        }\n    }\n}\nvar
originalInstanceKey = zoneSymbol('originalInstance');\n// wrap some native API on `window`\nfunction
patchClass(className) {\n    var OriginalClass = _global[className];\n    if (!OriginalClass)\n        return;\n    //
keep original class in global\n    _global[zoneSymbol(className)] = OriginalClass;\n    _global[className] =
function () {\n        var a = bindArguments(arguments, className);\n        switch (a.length) {\n            case 0:\n
    this[originalInstanceKey] = new OriginalClass();\n                break;\n            case 1:\n
this[originalInstanceKey] = new OriginalClass(a[0]);\n                break;\n            case 2:\n
this[originalInstanceKey] = new OriginalClass(a[0], a[1]);\n                break;\n            case 3:\n
this[originalInstanceKey] = new OriginalClass(a[0], a[1], a[2]);\n                break;\n            case 4:\n
this[originalInstanceKey] = new OriginalClass(a[0], a[1], a[2], a[3]);\n                break;\n            default:\n
throw new Error('Arg list too long.');\n        }\n    };\n    // attach original delegate to patched function\n
attachOriginToPatched(_global[className], OriginalClass);\n    var instance = new OriginalClass(function () { });\n
  var prop;\n    for (prop in instance) {\n        // https://bugs.webkit.org/show_bug.cgi?id=44721\n        if (className
=== 'XMLHttpRequest' && prop === 'responseBlob')\n            continue;\n        (function (prop) {\n            if (typeof
instance[prop] === 'function') {\n                _global[className].prototype[prop] = function () {\n                    return
this[originalInstanceKey][prop].apply(this[originalInstanceKey], arguments);\n                };\n            }\n            else
```

{\n ObjectDefineProperty(_global[className].prototype, prop, {\n set: function (fn) {\n if (typeof fn === 'function') {\n this[originalInstanceKey][prop] = wrapWithCurrentZone(fn, className + '.' + prop);\n // keep callback in wrapped function so we can\n // use it in Function.prototype.toString to return\n // the native one.\n attachOriginToPatched(this[originalInstanceKey][prop], fn);\n }\n else {\n this[originalInstanceKey][prop] = fn;\n }\n },\n get: function () {\n return this[originalInstanceKey][prop];\n }\n });\n }\n }(prop));\n }\n for (prop in OriginalClass) {\n if (prop !== 'prototype' && OriginalClass.hasOwnProperty(prop)) {\n _global[className][prop] = OriginalClass[prop];\n }\n }\n}\nfunction patchMethod(target, name, patchFn) {\n var proto = target;\n while (proto && !proto.hasOwnProperty(name)) {\n proto = ObjectGetPrototypeOf(proto);\n }\n if (!proto && target[name]) {\n // somehow we did not find it, but we can see it. This happens on IE for Window properties.\n proto = target;\n }\n var delegateName = zoneSymbol(name);\n var delegate;\n if (proto && !(delegate = proto[delegateName])) {\n delegate = proto[delegateName] = proto[name];\n // check whether proto[name] is writable\n // some property is readonly in safari, such as HtmlCanvasElement.prototype.toBlob\n var desc = proto && ObjectGetOwnPropertyDescriptor(proto, name);\n if (isPropertyWritable(desc)) {\n var patchDelegate_1 = patchFn(delegate, delegateName, name);\n proto[name] = function () {\n return patchDelegate_1(this, arguments);\n };\n attachOriginToPatched(proto[name], delegate);\n }\n }\n return delegate;\n}\n// TODO: @JiaLiPassion, support cancel task later if necessary\nfunction patchMacroTask(obj, funcName, metaCreator) {\n var setNative = null;\n function scheduleTask(task) {\n var data = task.data;\n data.args[data.cbIdx] = function () {\n task.invoke.apply(this, arguments);\n };\n setNative.apply(data.target, data.args);\n return task;\n }\n setNative = patchMethod(obj, funcName, function (delegate) { return function (self, args) {\n var meta = metaCreator(self, args);\n if (meta.cbIdx >= 0 && typeof args[meta.cbIdx] === 'function') {\n return scheduleMacroTaskWithCurrentZone(meta.name, args[meta.cbIdx], meta, scheduleTask, null);\n }\n else {\n // cause an error by calling it directly.\n return delegate.apply(self, args);\n }\n };\n });\n}\n\nfunction attachOriginToPatched(patched, original) {\n patched[zoneSymbol('OriginalDelegate')] = original;\n}\nvar isDetectedIEOrEdge = false;\nvar ieOrEdge = false;\nfunction isIEOrEdge() {\n if (isDetectedIEOrEdge) {\n return ieOrEdge;\n }\n isDetectedIEOrEdge = true;\n try {\n var ua = internalWindow.navigator.userAgent;\n if (ua.indexOf('MSIE ') !== -1 || ua.indexOf('Trident/') !== -1 || ua.indexOf('Edge/') !== -1) {\n ieOrEdge = true;\n }\n return ieOrEdge;\n }\n catch (error) {\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// override Function.prototype.toString to make zone.js patched function\n// look like native function\nZone.__load_patch('toString', function (global) {\n // patch Func.prototype.toString to let them look like native\n var originalFunctionToString = Function.prototype.toString;\n var ORIGINAL_DELEGATE_SYMBOL = zoneSymbol('OriginalDelegate');\n var PROMISE_SYMBOL = zoneSymbol('Promise');\n var ERROR_SYMBOL = zoneSymbol('Error');\n var newFunctionToString = function toString() {\n if (typeof this === 'function') {\n var originalDelegate = this[ORIGINAL_DELEGATE_SYMBOL];\n if (originalDelegate) {\n if (typeof originalDelegate === 'function') {\n return originalFunctionToString.apply(this[ORIGINAL_DELEGATE_SYMBOL], arguments);\n }\n else {\n return Object.prototype.toString.call(originalDelegate);\n }\n }\n if (this === Promise) {\n var nativePromise = global[PROMISE_SYMBOL];\n if (nativePromise) {\n return originalFunctionToString.apply(nativePromise, arguments);\n }\n }\n if (this === Error) {\n var nativeError = global[ERROR_SYMBOL];\n if (nativeError) {\n return originalFunctionToString.apply(nativeError, arguments);\n }\n }\n return originalFunctionToString.apply(this, arguments);\n };\n newFunctionToString[ORIGINAL_DELEGATE_SYMBOL] = originalFunctionToString;\n

Function.prototype.toString = newFunctionToString;\n   // patch Object.prototype.toString to let them look like native\n   var originalObjectToString = Object.prototype.toString;\n   var PROMISE_OBJECT_TO_STRING = '[object Promise]';\n   Object.prototype.toString = function () {\n   if (this instanceof Promise) {\n   return PROMISE_OBJECT_TO_STRING;\n   }\n   return originalObjectToString.apply(this, arguments);\n   };\n});\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @fileoverview\n * @suppress {missingRequire}\n */\n// an identifier to tell ZoneTask do not create a new invoke closure\nvar OPTIMIZED_ZONE_EVENT_TASK_DATA = {\n   useG: true\n};\nvar zoneSymbolEventNames$1 = {};\nvar globalSources = {};\nvar EVENT_NAME_SYMBOL_REGX = /^__zone_symbol__(\\w+)(true|false)$/;\nvar IMMEDIATE_PROPAGATION_SYMBOL = ('__zone_symbol__propagationStopped');\nfunction patchEventTarget(_global, apis, patchOptions) {\n   var ADD_EVENT_LISTENER = (patchOptions && patchOptions.add) || ADD_EVENT_LISTENER_STR;\n   var REMOVE_EVENT_LISTENER = (patchOptions && patchOptions.rm) || REMOVE_EVENT_LISTENER_STR;\n   var LISTENERS_EVENT_LISTENER = (patchOptions && patchOptions.listeners) || 'eventListeners';\n   var REMOVE_ALL_LISTENERS_EVENT_LISTENER = (patchOptions && patchOptions.rmAll) || 'removeAllListeners';\n   var zoneSymbolAddEventListener = zoneSymbol(ADD_EVENT_LISTENER);\n   var ADD_EVENT_LISTENER_SOURCE = '.' + ADD_EVENT_LISTENER + ':';\n   var PREPEND_EVENT_LISTENER = 'prependListener';\n   var PREPEND_EVENT_LISTENER_SOURCE = '.' + PREPEND_EVENT_LISTENER + ':';\n   var invokeTask = function (task, target, event) {\n   // for better performance, check isRemoved which is set\n   // by removeEventListener\n   if (task.isRemoved) {\n   return;\n   }\n   var delegate = task.callback;\n   if (typeof delegate === 'object' && delegate.handleEvent) {\n   // create the bind version of handleEvent when invoke\n   task.callback = function (event) { return delegate.handleEvent(event); };\n   task.originalDelegate = delegate;\n   }\n   // invoke static task.invoke\n   task.invoke(task, target, [event]);\n   var options = task.options;\n   if (options && typeof options === 'object' && options.once) {\n   // if options.once is true, after invoke once remove listener here\n   // only browser need to do this, nodejs eventEmitter will cal removeListener\n   // inside EventEmitter.once\n   var delegate_1 = task.originalDelegate ? task.originalDelegate : task.callback;\n   target[REMOVE_EVENT_LISTENER].call(target, event.type, delegate_1, options);\n   }\n   };\n   // global shared zoneAwareCallback to handle all event callback with capture = false\n   var globalZoneAwareCallback = function (event) {\n   // https://github.com/angular/zone.js/issues/911, in IE, sometimes\n   // event will be undefined, so we need to use window.event\n   event = event || _global.event;\n   if (!event) {\n   return;\n   }\n   // event.target is needed for Samsung TV and SourceBuffer\n   // || global is needed https://github.com/angular/zone.js/issues/190\n   var target = this || event.target || _global;\n   var tasks = target[zoneSymbolEventNames$1[event.type][FALSE_STR]];\n   if (tasks) {\n   // invoke all tasks which attached to current target with given event.type and capture = false\n   // for performance concern, if task.length === 1, just invoke\n   if (tasks.length === 1) {\n   invokeTask(tasks[0], target, event);\n   }\n   else {\n   // https://github.com/angular/zone.js/issues/836\n   // copy the tasks array before invoke, to avoid\n   // the callback will remove itself or other listener\n   var copyTasks = tasks.slice();\n   for (var i = 0; i < copyTasks.length; i++) {\n   if (event && event[IMMEDIATE_PROPAGATION_SYMBOL] === true) {\n   break;\n   }\n   invokeTask(copyTasks[i], target, event);\n   }\n   }\n   }\n   };\n   // global shared zoneAwareCallback to handle all event callback with capture = true\n   var globalZoneAwareCaptureCallback = function (event) {\n   // https://github.com/angular/zone.js/issues/911, in IE, sometimes\n   // event will be undefined, so we need to use window.event\n   event = event || _global.event;\n   if (!event) {\n   return;\n   }\n   // event.target is needed for Samsung TV and SourceBuffer\n   // || global is needed https://github.com/angular/zone.js/issues/190\n   var target = this || event.target || _global;\n   var tasks = target[zoneSymbolEventNames$1[event.type][TRUE_STR]];\n   if (tasks) {\n   // invoke all tasks which attached to current target with given event.type and capture = false\n   // for performance concern, if

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task.length === 1, just invoke\n            if (tasks.length === 1) {\n                invokeTask(tasks[0], target, event);\n
    }\n            else {\n                // https://github.com/angular/zone.js/issues/836\n                // copy the tasks array
before invoke, to avoid\n                // the callback will remove itself or other listener\n                var copyTasks =
tasks.slice();\n                for (var i = 0; i < copyTasks.length; i++) {\n                    if (event &&
event[IMMEDIATE_PROPAGATION_SYMBOL] === true) {\n                        break;\n                    }\n
invokeTask(copyTasks[i], target, event);\n                }\n            }\n        }\n    };\n    function
patchEventTargetMethods(obj, patchOptions) {\n        if (!obj) {\n            return false;\n        }\n        var
useGlobalCallback = true;\n        if (patchOptions && patchOptions.useG !== undefined) {\n
useGlobalCallback = patchOptions.useG;\n        }\n        var validateHandler = patchOptions && patchOptions.vh;\n
      var checkDuplicate = true;\n        if (patchOptions && patchOptions.chkDup !== undefined) {\n
checkDuplicate = patchOptions.chkDup;\n        }\n        var returnTarget = false;\n        if (patchOptions &&
patchOptions.rt !== undefined) {\n            returnTarget = patchOptions.rt;\n        }\n        var proto = obj;\n
while (proto && !proto.hasOwnProperty(ADD_EVENT_LISTENER)) {\n            proto =
ObjectGetPrototypeOf(proto);\n        }\n        if (!proto && obj[ADD_EVENT_LISTENER]) {\n            // somehow
we did not find it, but we can see it. This happens on IE for Window properties.\n            proto = obj;\n        }\n
if (!proto) {\n            return false;\n        }\n        if (proto[zoneSymbolAddEventListener]) {\n            return false;\n
    }\n        // a shared global taskData to pass data for scheduleEventTask\n        // so we do not need to create a new
object just for pass some data\n        var taskData = {};\n        var nativeAddEventListener =
proto[zoneSymbolAddEventListener] = proto[ADD_EVENT_LISTENER];\n        var nativeRemoveEventListener
= proto[zoneSymbol(REMOVE_EVENT_LISTENER)] =\n            proto[REMOVE_EVENT_LISTENER];\n
var nativeListeners = proto[zoneSymbol(LISTENERS_EVENT_LISTENER)] =\n
proto[LISTENERS_EVENT_LISTENER];\n        var nativeRemoveAllListeners =
proto[zoneSymbol(REMOVE_ALL_LISTENERS_EVENT_LISTENER)] =\n
proto[REMOVE_ALL_LISTENERS_EVENT_LISTENER];\n        var nativePrependEventListener;\n        if
(patchOptions && patchOptions.prepend) {\n            nativePrependEventListener =
proto[zoneSymbol(patchOptions.prepend)] =\n                proto[patchOptions.prepend];\n        }\n        var
customScheduleGlobal = function () {\n            // if there is already a task for the eventName + capture,\n            //
just return, because we use the shared globalZoneAwareCallback here.\n            if (taskData.isExisting) {\n
return;\n            }\n            return nativeAddEventListener.call(taskData.target, taskData.eventName,
taskData.capture ? globalZoneAwareCaptureCallback : globalZoneAwareCallback, taskData.options);\n        };\n
var customCancelGlobal = function (task) {\n            // if task is not marked as isRemoved, this call is directly\n
  // from Zone.prototype.cancelTask, we should remove the task\n            // from tasksList of target first\n            if
(!task.isRemoved) {\n                var symbolEventNames = zoneSymbolEventNames$1[task.eventName];\n
var symbolEventName = void 0;\n                if (symbolEventNames) {\n                    symbolEventName =
symbolEventNames[task.capture ? TRUE_STR : FALSE_STR];\n                }\n                var existingTasks =
symbolEventName && task.target[symbolEventName];\n                if (existingTasks) {\n                    for (var i = 0; i
< existingTasks.length; i++) {\n                        var existingTask = existingTasks[i];\n                        if (existingTask
=== task) {\n                            existingTasks.splice(i, 1);\n                            // set isRemoved to data for faster
invokeTask check\n                            task.isRemoved = true;\n                            if (existingTasks.length === 0) {\n
                            // all tasks for the eventName + capture have gone,\n                            // remove
globalZoneAwareCallback and remove the task cache from target\n                            task.allRemoved = true;\n
                            task.target[symbolEventName] = null;\n                            }\n                            break;\n
}\n                    }\n                }\n            }\n            // if all tasks for the eventName + capture have gone,\n            //
we will really remove the global event callback,\n            // if not, return\n            if (!task.allRemoved) {\n
return;\n            }\n            return nativeRemoveEventListener.call(task.target, task.eventName, task.capture ?
globalZoneAwareCaptureCallback : globalZoneAwareCallback, task.options);\n        };\n        var
customScheduleNonGlobal = function (task) {\n            return nativeAddEventListener.call(taskData.target,
taskData.eventName, task.invoke, taskData.options);\n        };\n        var customSchedulePrepend = function (task)
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{\n            return nativePrependEventListener.call(taskData.target, taskData.eventName, task.invoke,
taskData.options);\n        };\n        var customCancelNonGlobal = function (task) {\n            return
nativeRemoveEventListener.call(task.target, task.eventName, task.invoke, task.options);\n        };\n        var
customSchedule = useGlobalCallback ? customScheduleGlobal : customScheduleNonGlobal;\n        var
customCancel = useGlobalCallback ? customCancelGlobal : customCancelNonGlobal;\n        var
compareTaskCallbackVsDelegate = function (task, delegate) {\n            var typeOfDelegate = typeof delegate;\n
   return (typeOfDelegate === 'function' && task.callback === delegate) ||\n                (typeOfDelegate === 'object'
&& task.originalDelegate === delegate);\n        };\n        var compare = (patchOptions && patchOptions.diff) ?
patchOptions.diff : compareTaskCallbackVsDelegate;\n        var blackListedEvents =
Zone[Zone.__symbol__('BLACK_LISTED_EVENTS')];\n        var makeAddListener = function (nativeListener,
addSource, customScheduleFn, customCancelFn, returnTarget, prepend) {\n            if (returnTarget === void 0) {
returnTarget = false; }\n            if (prepend === void 0) { prepend = false; }\n            return function () {\n
var target = this || _global;\n                var delegate = arguments[1];\n                if (!delegate) {\n                    return
nativeListener.apply(this, arguments);\n                }\n                // don't create the bind delegate function for
handleEvent\n                // case here to improve addEventListener performance\n                // we will create the bind
delegate when invoke\n                var isHandleEvent = false;\n                if (typeof delegate !== 'function') {\n
     if (!delegate.handleEvent) {\n                        return nativeListener.apply(this, arguments);\n                    }\n
        isHandleEvent = true;\n                }\n                if (validateHandler && !validateHandler(nativeListener,
delegate, target, arguments)) {\n                    return;\n                }\n                var eventName = arguments[0];\n
    var options = arguments[2];\n                if (blackListedEvents) {\n                    // check black list\n                    for
(var i = 0; i < blackListedEvents.length; i++) {\n                        if (eventName === blackListedEvents[i]) {\n
            return nativeListener.apply(this, arguments);\n                        }\n                    }\n                }\n                var
capture;\n                var once = false;\n                if (options === undefined) {\n                    capture = false;\n
 }\n                else if (options === true) {\n                    capture = true;\n                }\n                else if (options ===
false) {\n                    capture = false;\n                }\n                else {\n                    capture = options ?
!!options.capture : false;\n                    once = options ? !!options.once : false;\n                }\n                var zone =
Zone.current;\n                var symbolEventNames = zoneSymbolEventNames$1[eventName];\n                var
symbolEventName;\n                if (!symbolEventNames) {\n                    // the code is duplicate, but I just want to
get some better performance\n                    var falseEventName = eventName + FALSE_STR;\n                    var
trueEventName = eventName + TRUE_STR;\n                    var symbol = ZONE_SYMBOL_PREFIX +
falseEventName;\n                    var symbolCapture = ZONE_SYMBOL_PREFIX + trueEventName;\n
zoneSymbolEventNames$1[eventName] = {};\n                    zoneSymbolEventNames$1[eventName][FALSE_STR]
= symbol;\n                    zoneSymbolEventNames$1[eventName][TRUE_STR] = symbolCapture;\n
symbolEventName = capture ? symbolCapture : symbol;\n                }\n                else {\n
symbolEventName = symbolEventNames[capture ? TRUE_STR : FALSE_STR];\n                }\n                var
existingTasks = target[symbolEventName];\n                var isExisting = false;\n                if (existingTasks) {\n
        // already have task registered\n                    isExisting = true;\n                    if (checkDuplicate) {\n
   for (var i = 0; i < existingTasks.length; i++) {\n                        if (compare(existingTasks[i], delegate)) {\n
                // same callback, same capture, same event name, just return\n                            return;\n
     }\n                    }\n                }\n                }\n                else {\n                    existingTasks =
target[symbolEventName] = [];\n                }\n                var source;\n                var constructorName =
target.constructor['name'];\n                var targetSource = globalSources[constructorName];\n                if
(targetSource) {\n                    source = targetSource[eventName];\n                }\n                if (!source) {\n
 source = constructorName + addSource + eventName;\n                }\n                // do not create a new object as
task.data to pass those things\n                // just use the global shared one\n                taskData.options = options;\n
        if (once) {\n                    // if addEventListener with once options, we don't pass it to\n                    // native
addEventListener, instead we keep the once setting\n                    // and handle ourselves.\n
taskData.options.once = false;\n                }\n                taskData.target = target;\n                taskData.capture =
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capture;\n            taskData.eventName = eventName;\n            taskData.isExisting = isExisting;\n            var
data = useGlobalCallback ? OPTIMIZED_ZONE_EVENT_TASK_DATA : null;\n            // keep taskData into
data to allow onScheduleEventTask to access the task information\n            if (data) {\n            data.taskData
= taskData;\n            }\n            var task = zone.scheduleEventTask(source, delegate, data, customScheduleFn,
customCancelFn);\n            // should clear taskData.target to avoid memory leak\n            // issue,
https://github.com/angular/angular/issues/20442\n            taskData.target = null;\n            // need to clear up
taskData because it is a global object\n            if (data) {\n            data.taskData = null;\n            }\n
  // have to save those information to task in case\n            // application may call task.zone.cancelTask() directly\n
            if (once) {\n            options.once = true;\n            }\n            task.options = options;\n
task.target = target;\n            task.capture = capture;\n            task.eventName = eventName;\n            if
(isHandleEvent) {\n            // save original delegate for compare to check duplicate\n
task.originalDelegate = delegate;\n            }\n            if (!prepend) {\n            existingTasks.push(task);\n
        }\n            else {\n            existingTasks.unshift(task);\n            }\n            if (returnTarget) {\n
        return target;\n            }\n            };\n        };\n        proto[ADD_EVENT_LISTENER] =
makeAddListener(nativeAddEventListener, ADD_EVENT_LISTENER_SOURCE, customSchedule,
customCancel, returnTarget);\n        if (nativePrependEventListener) {\n
proto[PREPEND_EVENT_LISTENER] = makeAddListener(nativePrependEventListener,
PREPEND_EVENT_LISTENER_SOURCE, customSchedulePrepend, customCancel, returnTarget, true);\n        }\n
    proto[REMOVE_EVENT_LISTENER] = function () {\n            var target = this || _global;\n            var
eventName = arguments[0];\n            var options = arguments[2];\n            var capture;\n            if (options ===
undefined) {\n            capture = false;\n            }\n            else if (options === true) {\n            capture = true;\n
        }\n            else if (options === false) {\n            capture = false;\n            }\n            else {\n            capture
= options ? !!options.capture : false;\n            }\n            var delegate = arguments[1];\n            if (!delegate) {\n
    return nativeRemoveEventListener.apply(this, arguments);\n            }\n            if (validateHandler &&\n
!validateHandler(nativeRemoveEventListener, delegate, target, arguments)) {\n            return;\n            }\n
var symbolEventNames = zoneSymbolEventNames$1[eventName];\n            var symbolEventName;\n            if
(symbolEventNames) {\n            symbolEventName = symbolEventNames[capture ? TRUE_STR :
FALSE_STR];\n            }\n            var existingTasks = symbolEventName && target[symbolEventName];\n
if (existingTasks) {\n            for (var i = 0; i < existingTasks.length; i++) {\n            var existingTask =
existingTasks[i];\n            if (compare(existingTask, delegate)) {\n            existingTasks.splice(i, 1);\n
            // set isRemoved to data for faster invokeTask check\n            existingTask.isRemoved = true;\n
            if (existingTasks.length === 0) {\n            // all tasks for the eventName + capture have
gone,\n            // remove globalZoneAwareCallback and remove the task cache from target\n
    existingTask.allRemoved = true;\n            target[symbolEventName] = null;\n            }\n
        existingTask.zone.cancelTask(existingTask);\n            if (returnTarget) {\n            return
target;\n            }\n            return;\n            }\n            }\n            }\n            // issue 930, didn't
find the event name or callback\n            // from zone kept existingTasks, the callback maybe\n            // added
outside of zone, we need to call native removeEventListener\n            // to try to remove it.\n            return
nativeRemoveEventListener.apply(this, arguments);\n        };\n        proto[LISTENERS_EVENT_LISTENER] =
function () {\n            var target = this || _global;\n            var eventName = arguments[0];\n            var listeners =
[];\n            var tasks = findEventTasks(target, eventName);\n            for (var i = 0; i < tasks.length; i++) {\n
var task = tasks[i];\n            var delegate = task.originalDelegate ? task.originalDelegate : task.callback;\n
listeners.push(delegate);\n            }\n            return listeners;\n        };\n
proto[REMOVE_ALL_LISTENERS_EVENT_LISTENER] = function () {\n            var target = this || _global;\n
    var eventName = arguments[0];\n            if (!eventName) {\n            var keys = Object.keys(target);\n
for (var i = 0; i < keys.length; i++) {\n            var prop = keys[i];\n            var match =
EVENT_NAME_SYMBOL_REGX.exec(prop);\n            var evtName = match && match[1];\n            //
in nodejs EventEmitter, removeListener event is\n            // used for monitoring the removeListener call,\n
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        // so just keep removeListener eventListener until\n                // all other eventListeners are removed\n
      if (evtName && evtName !== 'removeListener') {\n
this[REMOVE_ALL_LISTENERS_EVENT_LISTENER].call(this, evtName);\n                }\n            }\n
  // remove removeListener listener finally\n
this[REMOVE_ALL_LISTENERS_EVENT_LISTENER].call(this, 'removeListener');\n          }\n          else {\n
        var symbolEventNames = zoneSymbolEventNames$1[eventName];\n            if (symbolEventNames) {\n
          var symbolEventName = symbolEventNames[FALSE_STR];\n                var symbolCaptureEventName
= symbolEventNames[TRUE_STR];\n                var tasks = target[symbolEventName];\n                var
captureTasks = target[symbolCaptureEventName];\n                if (tasks) {\n                var removeTasks =
tasks.slice();\n                for (var i = 0; i < removeTasks.length; i++) {\n                var task =
removeTasks[i];\n                var delegate = task.originalDelegate ? task.originalDelegate : task.callback;\n
                this[REMOVE_EVENT_LISTENER].call(this, eventName, delegate, task.options);\n                }\n
              }\n                if (captureTasks) {\n                var removeTasks = captureTasks.slice();\n
    for (var i = 0; i < removeTasks.length; i++) {\n                var task = removeTasks[i];\n                var
delegate = task.originalDelegate ? task.originalDelegate : task.callback;\n
this[REMOVE_EVENT_LISTENER].call(this, eventName, delegate, task.options);\n                }\n
}\n            }\n          }\n          if (returnTarget) {\n            return this;\n          }\n      };\n      // for native
toString patch\n      attachOriginToPatched(proto[ADD_EVENT_LISTENER], nativeAddEventListener);\n
attachOriginToPatched(proto[REMOVE_EVENT_LISTENER], nativeRemoveEventListener);\n      if
(nativeRemoveAllListeners) {\n
attachOriginToPatched(proto[REMOVE_ALL_LISTENERS_EVENT_LISTENER], nativeRemoveAllListeners);\n
    }\n      if (nativeListeners) {\n          attachOriginToPatched(proto[LISTENERS_EVENT_LISTENER],
nativeListeners);\n      }\n      return true;\n    }\n    var results = [];\n    for (var i = 0; i < apis.length; i++) {\n
results[i] = patchEventTargetMethods(apis[i], patchOptions);\n    }\n    return results;\n}\nfunction
findEventTasks(target, eventName) {\n    var foundTasks = [];\n    for (var prop in target) {\n      var match =
EVENT_NAME_SYMBOL_REGX.exec(prop);\n      var evtName = match && match[1];\n      if (evtName &&
(!eventName || evtName === eventName)) {\n          var tasks = target[prop];\n          if (tasks) {\n            for
(var i = 0; i < tasks.length; i++) {\n                foundTasks.push(tasks[i]);\n            }\n          }\n      }\n    }\n
return foundTasks;\n}\nfunction patchEventPrototype(global, api) {\n    var Event = global['Event'];\n    if (Event
&& Event.prototype) {\n      api.patchMethod(Event.prototype, 'stopImmediatePropagation', function (delegate) {
return function (self, args) {\n          self[IMMEDIATE_PROPAGATION_SYMBOL] = true;\n          // we need
to call the native stopImmediatePropagation\n          // in case in some hybrid application, some part of\n          //
application will be controlled by zone, some are not\n          delegate && delegate.apply(self, args);\n      }; });\n
}\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is
governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n
* @fileoverview\n * @suppress {missingRequire}\n */\nvar taskSymbol = zoneSymbol('zoneTask');\nfunction
patchTimer(window, setName, cancelName, nameSuffix) {\n    var setNative = null;\n    var clearNative = null;\n
setName += nameSuffix;\n    cancelName += nameSuffix;\n    var tasksByHandleId = {};\n    function
scheduleTask(task) {\n      var data = task.data;\n      function timer() {\n          try {\n
task.invoke.apply(this, arguments);\n          }\n          finally {\n            // issue-934, task will be cancelled\n
      // even it is a periodic task such as\n            // setInterval\n            if (!(task.data && task.data.isPeriodic))
{\n                if (typeof data.handleId === 'number') {\n                // in non-nodejs env, we remove timerId\n
              // from local cache\n                delete tasksByHandleId[data.handleId];\n                }\n
else if (data.handleId) {\n                // Node returns complex objects as handleIds\n                // we remove
task reference from timer object\n                data.handleId[taskSymbol] = null;\n                }\n            }\n
    }\n      }\n      data.args[0] = timer;\n      data.handleId = setNative.apply(window, data.args);\n      return
task;\n    }\n    function clearTask(task) {\n      return clearNative(task.data.handleId);\n    }\n    setNative =\n
patchMethod(window, setName, function (delegate) { return function (self, args) {\n          if (typeof args[0] ===
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'function') {\n var options = {\n handleId: null,\n isPeriodic: nameSuffix === 'Interval',\n delay: (nameSuffix === 'Timeout' || nameSuffix === 'Interval') ? args[1] || 0 : null,\n args: args\n };\n var task = scheduleMacroTaskWithCurrentZone(setName, args[0], options, scheduleTask, clearTask);\n if (!task) {\n return task;\n }\n // Node.js must additionally support the ref and unref functions.\n var handle = task.data.handleId;\n if (typeof handle === 'number') {\n // for non nodejs env, we save handleId: task\n // mapping in local cache for clearTimeout\n tasksByHandleId[handle] = task;\n }\n else if (handle) {\n // for nodejs env, we save task\n // reference in timerId Object for clearTimeout\n handle[taskSymbol] = task;\n }\n // check whether handle is null, because some polyfill or browser\n // may return undefined from setTimeout/setInterval/setImmediate/requestAnimationFrame\n if (handle && handle.ref && handle.unref && typeof handle.ref === 'function' &&\n typeof handle.unref === 'function') {\n task.ref = handle.ref.bind(handle);\n task.unref = handle.unref.bind(handle);\n }\n if (typeof handle === 'number' || handle) {\n return handle;\n }\n return task;\n }\n else {\n // cause an error by calling it directly.\n return delegate.apply(window, args);\n }\n }; });\n clearNative =\n patchMethod(window, cancelName, function (delegate) { return function (self, args) {\n var id = args[0];\n var task;\n if (typeof id === 'number') {\n // non nodejs env.\n task = tasksByHandleId[id];\n }\n else {\n // nodejs env.\n task = id && id[taskSymbol];\n // other environments.\n if (!task) {\n task = id;\n }\n }\n if (task && typeof task.type === 'string') {\n if (task.state !== 'notScheduled' &&\n (task.cancelFn && task.data.isPeriodic || task.runCount === 0)) {\n if (typeof id === 'number') {\n delete tasksByHandleId[id];\n }\n else if (id) {\n id[taskSymbol] = null;\n }\n // Do not cancel already canceled functions\n task.zone.cancelTask(task);\n }\n }\n else {\n // cause an error by calling it directly.\n delegate.apply(window, args);\n }\n }; });\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/*\n * This is necessary for Chrome and Chrome mobile, to enable\n * things like redefining `createdCallback` on an element.\n */\nvar _defineProperty = Object[zoneSymbol('defineProperty')] = Object.defineProperty;\nvar _getOwnPropertyDescriptor = Object[zoneSymbol('getOwnPropertyDescriptor')] =\n Object.getOwnPropertyDescriptor;\nvar _create = Object.create;\nvar unconfigurablesKey = zoneSymbol('unconfigurables');\nfunction propertyPatch() {\n Object.defineProperty = function (obj, prop, desc) {\n if (isUnconfigurable(obj, prop)) {\n throw new TypeError('Cannot assign to read only property \\'' + prop + '\\' of ' + obj);\n }\n var originalConfigurableFlag = desc.configurable;\n if (prop !== 'prototype') {\n desc = rewriteDescriptor(obj, prop, desc);\n }\n return _tryDefineProperty(obj, prop, desc, originalConfigurableFlag);\n };\n Object.defineProperties = function (obj, props) {\n Object.keys(props).forEach(function (prop) {\n Object.defineProperty(obj, prop, props[prop]);\n });\n return obj;\n };\n Object.create = function (obj, proto) {\n if (typeof proto === 'object' && !Object.isFrozen(proto)) {\n Object.keys(proto).forEach(function (prop) {\n proto[prop] = rewriteDescriptor(obj, prop, proto[prop]);\n });\n }\n return _create(obj, proto);\n };\n Object.getOwnPropertyDescriptor = function (obj, prop) {\n var desc = _getOwnPropertyDescriptor(obj, prop);\n if (isUnconfigurable(obj, prop)) {\n desc.configurable = false;\n }\n return desc;\n };\n}\nfunction _redefineProperty(obj, prop, desc) {\n var originalConfigurableFlag = desc.configurable;\n desc = rewriteDescriptor(obj, prop, desc);\n return _tryDefineProperty(obj, prop, desc, originalConfigurableFlag);\n}\nfunction isUnconfigurable(obj, prop) {\n return obj && obj[unconfigurablesKey] && obj[unconfigurablesKey][prop];\n}\nfunction rewriteDescriptor(obj, prop, desc) {\n // issue-927, if the desc is frozen, don't try to change the desc\n if (!Object.isFrozen(desc)) {\n desc.configurable = true;\n }\n if (!desc.configurable) {\n // issue-927, if the obj is frozen, don't try to set the desc to obj\n if

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(!obj[unconfigurablesKey] && !Object.isFrozen(obj)) {\n            _defineProperty(obj, unconfigurablesKey, {
writable: true, value: {} });\n        }\n        if (obj[unconfigurablesKey]) {\n            obj[unconfigurablesKey][prop] =
true;\n        }\n    }\n    return desc;\n}\nfunction _tryDefineProperty(obj, prop, desc, originalConfigurableFlag) {\n
try {\n        return _defineProperty(obj, prop, desc);\n    }\n    catch (error) {\n        if (desc.configurable) {\n            //
In case of errors, when the configurable flag was likely set by rewriteDescriptor(), let's\n            // retry with the
original flag value\n            if (typeof originalConfigurableFlag == 'undefined') {\n                delete
desc.configurable;\n            }\n            else {\n                desc.configurable = originalConfigurableFlag;\n            }\n
        try {\n                return _defineProperty(obj, prop, desc);\n            }\n            catch (error) {\n                var
descJson = null;\n                try {\n                    descJson = JSON.stringify(desc);\n                }\n                catch
(error) {\n                    descJson = desc.toString();\n                }\n                console.log(\"Attempting to configure '\"
+ prop + \"' with descriptor '\" + descJson + \"' on object '\" + obj + \"' and got error, giving up: \" + error);\n
}\n        }\n        else {\n            throw error;\n        }\n    }\n}\n\n/**\n * @license\n * Copyright Google Inc. All
Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n// we have to patch the instance since the proto is non-
configurable\nfunction apply(api, _global) {\n    var WS = _global.WebSocket;\n    // On Safari
window.EventTarget doesn't exist so need to patch WS add/removeEventListener\n    // On older Chrome, no need
since EventTarget was already patched\n    if (!_global.EventTarget) {\n        patchEventTarget(_global,
[WS.prototype]);\n    }\n    _global.WebSocket = function (x, y) {\n        var socket = arguments.length > 1 ? new
WS(x, y) : new WS(x);\n        var proxySocket;\n        var proxySocketProto;\n        // Safari 7.0 has non-
configurable own 'onmessage' and friends properties on the socket instance\n        var onmessageDesc =
ObjectGetOwnPropertyDescriptor(socket, 'onmessage');\n        if (onmessageDesc && onmessageDesc.configurable
=== false) {\n            proxySocket = ObjectCreate(socket);\n            // socket have own property descriptor 'onopen',
'onmessage', 'onclose', 'onerror'\n            // but proxySocket not, so we will keep socket as prototype and pass it to\n
        // patchOnProperties method\n            proxySocketProto = socket;\n            [ADD_EVENT_LISTENER_STR,
REMOVE_EVENT_LISTENER_STR, 'send', 'close'].forEach(function (propName) {\n
proxySocket[propName] = function () {\n                var args = ArraySlice.call(arguments);\n                if
(propName === ADD_EVENT_LISTENER_STR || propName === REMOVE_EVENT_LISTENER_STR) {\n
            var eventName = args.length > 0 ? args[0] : undefined;\n                if (eventName) {\n
var propertySymbol = Zone.__symbol__('ON_PROPERTY' + eventName);\n
socket[propertySymbol] = proxySocket[propertySymbol];\n                }\n                }\n                return
socket[propName].apply(socket, args);\n            };\n            });\n        }\n        else {\n            // we can patch the
real socket\n            proxySocket = socket;\n        }\n        patchOnProperties(proxySocket, ['close', 'error', 'message',
'open'], proxySocketProto);\n        return proxySocket;\n    };\n    var globalWebSocket = _global['WebSocket'];\n
for (var prop in WS) {\n        globalWebSocket[prop] = WS[prop];\n    }\n}\n\n/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\n/**\n * @fileoverview\n * @suppress {globalThis}\n
*/\nvar globalEventHandlersEventNames = [\n    'abort',\n    'animationcancel',\n    'animationend',\n
'animationiteration',\n    'auxclick',\n    'beforeinput',\n    'blur',\n    'cancel',\n    'canplay',\n    'canplaythrough',\n
'change',\n    'compositionstart',\n    'compositionupdate',\n    'compositionend',\n    'cuechange',\n    'click',\n
'close',\n    'contextmenu',\n    'curechange',\n    'dblclick',\n    'drag',\n    'dragend',\n    'dragenter',\n    'dragexit',\n
'dragleave',\n    'dragover',\n    'drop',\n    'durationchange',\n    'emptied',\n    'ended',\n    'error',\n    'focus',\n
'focusin',\n    'focusout',\n    'gotpointercapture',\n    'input',\n    'invalid',\n    'keydown',\n    'keypress',\n    'keyup',\n
'load',\n    'loadstart',\n    'loadeddata',\n    'loadedmetadata',\n    'lostpointercapture',\n    'mousedown',\n
'mouseenter',\n    'mouseleave',\n    'mousemove',\n    'mouseout',\n    'mouseover',\n    'mouseup',\n    'mousewheel',\n
    'orientationchange',\n    'pause',\n    'play',\n    'playing',\n    'pointercancel',\n    'pointerdown',\n    'pointerenter',\n
'pointerleave',\n    'pointerlockchange',\n    'mozpointerlockchange',\n    'webkitpointerlockerchange',\n
'pointerlockerror',\n    'mozpointerlockerror',\n    'webkitpointerlockerror',\n    'pointermove',\n    'pointout',\n
'pointerover',\n    'pointerup',\n    'progress',\n    'ratechange',\n    'reset',\n    'resize',\n    'scroll',\n    'seeked',\n
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'seeking',\n 'select',\n 'selectionchange',\n 'selectstart',\n 'show',\n 'sort',\n 'stalled',\n 'submit',\n 'suspend',\n 'timeupdate',\n 'volumechange',\n 'touchcancel',\n 'touchmove',\n 'touchstart',\n 'touchend',\n 'transitioncancel',\n 'transitionend',\n 'waiting',\n 'wheel'\n];\nvar documentEventNames = [\n 'afterscriptexecute', 'beforescriptexecute', 'DOMContentLoaded', 'fullscreenchange',\n 'mozfullscreenchange', 'webkitfullscreenchange', 'msfullscreenchange', 'fullscreenerror',\n 'mozfullscreenerror', 'webkitfullscreenerror', 'msfullscreenerror', 'readystatechange',\n 'visibilitychange'\n];\nvar windowEventNames = [\n 'absolutedeviceorientation',\n 'afterinput',\n 'afterprint',\n 'appinstalled',\n 'beforeinstallprompt',\n 'beforeprint',\n 'beforeunload',\n 'devicelight',\n 'devicemotion',\n 'deviceorientation',\n 'deviceorientationabsolute',\n 'deviceproximity',\n 'hashchange',\n 'languagechange',\n 'message',\n 'mozbeforepaint',\n 'offline',\n 'online',\n 'paint',\n 'pageshow',\n 'pagehide',\n 'popstate',\n 'rejectionhandled',\n 'storage',\n 'unhandledrejection',\n 'unload',\n 'userproximity',\n 'vrdisplyconnected',\n 'vrdisplaydisconnected',\n 'vrdisplaypresentchange'\n];\nvar htmlElementEventNames = [\n 'beforecopy', 'beforecut', 'beforepaste', 'copy', 'cut', 'paste', 'dragstart', 'loadend',\n 'animationstart', 'search', 'transitionrun', 'transitionstart', 'webkitanimationend',\n 'webkitanimationiteration', 'webkitanimationstart', 'webkittransitionend'\n];\nvar mediaElementEventNames = ['encrypted', 'waitingforkey', 'msneedkey', 'mozinterruptbegin', 'mozinterruptend'];\nvar ieElementEventNames = [\n 'activate',\n 'afterupdate',\n 'ariarequest',\n 'beforeactivate',\n 'beforedeactivate',\n 'beforeeditfocus',\n 'beforeupdate',\n 'cellchange',\n 'controlselect',\n 'dataavailable',\n 'datasetchanged',\n 'datasetcomplete',\n 'errorupdate',\n 'filterchange',\n 'layoutcomplete',\n 'losecapture',\n 'move',\n 'moveend',\n 'movestart',\n 'propertychange',\n 'resizeend',\n 'resizestart',\n 'rowenter',\n 'rowexit',\n 'rowsdelete',\n 'rowsinserted',\n 'command',\n 'compassneedscalibration',\n 'deactivate',\n 'help',\n 'mscontentzoom',\n 'msmanipulationstatechanged',\n 'msgesturechange',\n 'msgesturedoubletap',\n 'msgestureend',\n 'msgesturehold',\n 'msgesturestart',\n 'msgesturetap',\n 'msgotpointercapture',\n 'msinertiastart',\n 'mslostpointercapture',\n 'mspointercancel',\n 'mspointerdown',\n 'mspointerenter',\n 'mspointerhover',\n 'mspointerleave',\n 'mspointermove',\n 'mspointerout',\n 'mspointerover',\n 'mspointerup',\n 'pointerout',\n 'mssitemodejumplistitemremoved',\n 'msthumbnailclick',\n 'stop',\n 'storagecommit'\n];\nvar webglEventNames = ['webglcontextrestored', 'webglcontextlost', 'webglcontextcreationerror'];\nvar formEventNames = ['autocomplete', 'autocompleteerror'];\nvar detailEventNames = ['toggle'];\nvar frameEventNames = ['load'];\nvar frameSetEventNames = ['blur', 'error', 'focus', 'load', 'resize', 'scroll', 'messageerror'];\nvar marqueeEventNames = ['bounce', 'finish', 'start'];\nvar XMLHttpRequestEventNames = [\n 'loadstart', 'progress', 'abort', 'error', 'load', 'progress', 'timeout', 'loadend',\n 'readystatechange'\n];\nvar IDBIndexEventNames = ['upgradeneeded', 'complete', 'abort', 'success', 'error', 'blocked', 'versionchange', 'close'];\nvar websocketEventNames = ['close', 'error', 'open', 'message'];\nvar workerEventNames = ['error', 'message'];\nvar eventNames = globalEventHandlersEventNames.concat(webglEventNames, formEventNames, detailEventNames, documentEventNames, windowEventNames, htmlElementEventNames, ieElementEventNames);\nfunction filterProperties(target, onProperties, ignoreProperties) {\n if (!ignoreProperties) {\n return onProperties;\n }\n var tip = ignoreProperties.filter(function (ip) { return ip.target === target; });\n if (!tip || tip.length === 0) {\n return onProperties;\n }\n var targetIgnoreProperties = tip[0].ignoreProperties;\n return onProperties.filter(function (op) { return targetIgnoreProperties.indexOf(op) === -1; });\n}\nfunction patchFilteredProperties(target, onProperties, ignoreProperties, prototype) {\n // check whether target is available, sometimes target will be undefined\n // because different browser or some 3rd party plugin.\n if (!target) {\n return;\n }\n var filteredProperties = filterProperties(target, onProperties, ignoreProperties);\n patchOnProperties(target, filteredProperties, prototype);\n}\nfunction propertyDescriptorPatch(api, _global) {\n if (isNode && !isMix) {\n return;\n }\n var supportsWebSocket = typeof WebSocket !== 'undefined';\n if (canPatchViaPropertyDescriptor()) {\n var ignoreProperties = _global.__Zone_ignore_on_properties;\n // for browsers that we can patch the descriptor: Chrome & Firefox\n if (isBrowser) {\n var internalWindow = window;\n // in IE/Edge, onProp not exist in window object, but in WindowPrototype\n // so we need to pass WindowPrototype to check onProp exist or not\n patchFilteredProperties(internalWindow, eventNames.concat(['messageerror']), ignoreProperties,

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ObjectGetPrototypeOf(internalWindow));\n            patchFilteredProperties(Document.prototype, eventNames,
ignoreProperties);\n            if (typeof internalWindow['SVGElement'] !== 'undefined') {\n
patchFilteredProperties(internalWindow['SVGElement'].prototype, eventNames, ignoreProperties);\n            }\n
  patchFilteredProperties(Element.prototype, eventNames, ignoreProperties);\n
patchFilteredProperties(HTMLElement.prototype, eventNames, ignoreProperties);\n
patchFilteredProperties(HTMLMediaElement.prototype, mediaElementEventNames, ignoreProperties);\n
patchFilteredProperties(HTMLFrameSetElement.prototype, windowEventNames.concat(frameSetEventNames),
ignoreProperties);\n            patchFilteredProperties(HTMLBodyElement.prototype,
windowEventNames.concat(frameSetEventNames), ignoreProperties);\n
patchFilteredProperties(HTMLFrameElement.prototype, frameEventNames, ignoreProperties);\n
patchFilteredProperties(HTMLIFrameElement.prototype, frameEventNames, ignoreProperties);\n            var
HTMLMarqueeElement_1 = internalWindow['HTMLMarqueeElement'];\n            if (HTMLMarqueeElement_1)
{\n                patchFilteredProperties(HTMLMarqueeElement_1.prototype, marqueeEventNames,
ignoreProperties);\n            }\n            var Worker_1 = internalWindow['Worker'];\n            if (Worker_1) {\n
  patchFilteredProperties(Worker_1.prototype, workerEventNames, ignoreProperties);\n            }\n        }\n
patchFilteredProperties(XMLHttpRequest.prototype, XMLHttpRequestEventNames, ignoreProperties);\n        var
XMLHttpRequestEventTarget = _global['XMLHttpRequestEventTarget'];\n        if (XMLHttpRequestEventTarget)
{\n            patchFilteredProperties(XMLHttpRequestEventTarget && XMLHttpRequestEventTarget.prototype,
XMLHttpRequestEventNames, ignoreProperties);\n        }\n        if (typeof IDBIndex !== 'undefined') {\n
patchFilteredProperties(IDBIndex.prototype, IDBIndexEventNames, ignoreProperties);\n
patchFilteredProperties(IDBRequest.prototype, IDBIndexEventNames, ignoreProperties);\n
patchFilteredProperties(IDBOpenDBRequest.prototype, IDBIndexEventNames, ignoreProperties);\n
patchFilteredProperties(IDBDatabase.prototype, IDBIndexEventNames, ignoreProperties);\n
patchFilteredProperties(IDBTransaction.prototype, IDBIndexEventNames, ignoreProperties);\n
patchFilteredProperties(IDBCursor.prototype, IDBIndexEventNames, ignoreProperties);\n        }\n        if
(supportsWebSocket) {\n            patchFilteredProperties(WebSocket.prototype, websocketEventNames,
ignoreProperties);\n        }\n    }\n    else {\n        // Safari, Android browsers (Jelly Bean)\n
patchViaCapturingAllTheEvents();\n        patchClass('XMLHttpRequest');\n        if (supportsWebSocket) {\n
apply(api, _global);\n        }\n    }\n}\nfunction canPatchViaPropertyDescriptor() {\n    if ((isBrowser || isMix) &&
!ObjectGetOwnPropertyDescriptor(HTMLElement.prototype, 'onclick') &&\n        typeof Element !== 'undefined')
{\n        // WebKit https://bugs.webkit.org/show_bug.cgi?id=134364\n        // IDL interface attributes are not
configurable\n        var desc = ObjectGetOwnPropertyDescriptor(Element.prototype, 'onclick');\n        if (desc &&
!desc.configurable)\n            return false;\n    }\n    var ON_READY_STATE_CHANGE = 'onreadystatechange';\n
var XMLHttpRequestPrototype = XMLHttpRequest.prototype;\n    var xhrDesc =
ObjectGetOwnPropertyDescriptor(XMLHttpRequestPrototype, ON_READY_STATE_CHANGE);\n    // add
enumerable and configurable here because in opera\n    // by default
XMLHttpRequest.prototype.onreadystatechange is undefined\n    // without adding enumerable and configurable
will cause onreadystatechange\n    // non-configurable\n    // and if XMLHttpRequest.prototype.onreadystatechange
is undefined,\n    // we should set a real desc instead a fake one\n    if (xhrDesc) {\n
ObjectDefineProperty(XMLHttpRequestPrototype, ON_READY_STATE_CHANGE, {\n            enumerable:
true,\n            configurable: true,\n            get: function () {\n                return true;\n            }\n        });\n        var req
= new XMLHttpRequest();\n        var result = !!req.onreadystatechange;\n        // restore original desc\n
ObjectDefineProperty(XMLHttpRequestPrototype, ON_READY_STATE_CHANGE, xhrDesc || {});\n        return
result;\n    }\n    else {\n        var SYMBOL_FAKE_ONREADYSTATECHANGE_1 = zoneSymbol('fake');\n
ObjectDefineProperty(XMLHttpRequestPrototype, ON_READY_STATE_CHANGE, {\n            enumerable:
true,\n            configurable: true,\n            get: function () {\n                return
this[SYMBOL_FAKE_ONREADYSTATECHANGE_1];\n            },\n            set: function (value) {\n
this[SYMBOL_FAKE_ONREADYSTATECHANGE_1] = value;\n            }\n        });\n        var req = new
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XMLHttpRequest();\n        var detectFunc = function () { };\n        req.onreadystatechange = detectFunc;\n        var
result = req[SYMBOL_FAKE_ONREADYSTATECHANGE_1] === detectFunc;\n        req.onreadystatechange =
null;\n        return result;\n    }\n}\nvar unboundKey = zoneSymbol('unbound');\n// Whenever any eventListener
fires, we check the eventListener target and all parents\n// for `onwhatever` properties and replace them with zone-
bound functions\n// - Chrome (for now)\nfunction patchViaCapturingAllTheEvents() {\n    var _loop_1 = function
(i) {\n        var property = eventNames[i];\n        var onproperty = 'on' + property;\n
self.addEventListener(property, function (event) {\n            var elt = event.target, bound, source;\n            if (elt) {\n
            source = elt.constructor['name'] + '.' + onproperty;\n            }\n            else {\n                source = 'unknown.'
+ onproperty;\n            }\n            while (elt) {\n                if (elt[onproperty] && !elt[onproperty][unboundKey]) {\n
                bound = wrapWithCurrentZone(elt[onproperty], source);\n                bound[unboundKey] =
elt[onproperty];\n                elt[onproperty] = bound;\n                }\n                elt = elt.parentElement;\n            }\n
    }, true);\n    };\n    for (var i = 0; i < eventNames.length; i++) {\n        _loop_1(i);\n    }\n}\n\n/**\n * @license\n
* Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license
that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction eventTargetPatch(_global, api)
{\n    var WTF_ISSUE_555 =
'Anchor,Area,Audio,BR,Base,BaseFont,Body,Button,Canvas,Content,DList,Directory,Div,Embed,FieldSet,Font,For
m,Frame,FrameSet,HR,Head,Heading,Html,IFrame,Image,Input,Keygen,LI,Label,Legend,Link,Map,Marquee,Medi
a,Menu,Meta,Meter,Mod,OList,Object,OptGroup,Option,Output,Paragraph,Pre,Progress,Quote,Script,Select,Source,
Span,Style,TableCaption,TableCell,TableCol,Table,TableRow,TableSection,TextArea,Title,Track,UList,Unknown,
Video';\n    var NO_EVENT_TARGET =
'ApplicationCache,EventSource,FileReader,InputMethodContext,MediaController,MessagePort,Node,Performance,
SVGElementInstance,SharedWorker,TextTrack,TextTrackCue,TextTrackList,WebKitNamedFlow,Window,Worker,
WorkerGlobalScope,XMLHttpRequest,XMLHttpRequestEventTarget,XMLHttpRequestUpload,IDBRequest,IDBO
penDBRequest,IDBDatabase,IDBTransaction,IDBCursor,DBIndex,WebSocket'\n        .split(',');\n    var
EVENT_TARGET = 'EventTarget';\n    var apis = [];\n    var isWtf = _global['wtf'];\n    var
WTF_ISSUE_555_ARRAY = WTF_ISSUE_555.split(',');\n    if (isWtf) {\n        // Workaround for:
https://github.com/google/tracing-framework/issues/555\n        apis = WTF_ISSUE_555_ARRAY.map(function (v)
{ return 'HTML' + v + 'Element'; }).concat(NO_EVENT_TARGET);\n    }\n    else if (_global[EVENT_TARGET])
{\n        apis.push(EVENT_TARGET);\n    }\n    else {\n        // Note: EventTarget is not available in all browsers,\n
    // if it's not available, we instead patch the APIs in the IDL that inherit from EventTarget\n        apis =
NO_EVENT_TARGET;\n    }\n    var isDisableIECheck = _global['__Zone_disable_IE_check'] || false;\n    var
isEnableCrossContextCheck = _global['__Zone_enable_cross_context_check'] || false;\n    var ieOrEdge =
isIEOrEdge();\n    var ADD_EVENT_LISTENER_SOURCE = '.addEventListener:';\n    var
FUNCTION_WRAPPER = '[object FunctionWrapper]';\n    var BROWSER_TOOLS = 'function
__BROWSERTOOLS_CONSOLE_SAFEFUNC() { [native code] }';\n    //  predefine all __zone_symbol__ +
eventName + true/false string\n    for (var i = 0; i < eventNames.length; i++) {\n        var eventName =
eventNames[i];\n        var falseEventName = eventName + FALSE_STR;\n        var trueEventName = eventName +
TRUE_STR;\n        var symbol = ZONE_SYMBOL_PREFIX + falseEventName;\n        var symbolCapture =
ZONE_SYMBOL_PREFIX + trueEventName;\n        zoneSymbolEventNames$1[eventName] = {};\n
zoneSymbolEventNames$1[eventName][FALSE_STR] = symbol;\n
zoneSymbolEventNames$1[eventName][TRUE_STR] = symbolCapture;\n    }\n    //  predefine all task.source
string\n    for (var i = 0; i < WTF_ISSUE_555.length; i++) {\n        var target = WTF_ISSUE_555_ARRAY[i];\n
var targets = globalSources[target] = {};\n        for (var j = 0; j < eventNames.length; j++) {\n            var eventName
= eventNames[j];\n            targets[eventName] = target + ADD_EVENT_LISTENER_SOURCE + eventName;\n
 }\n    }\n    var checkIEAndCrossContext = function (nativeDelegate, delegate, target, args) {\n        if
(!isDisableIECheck && ieOrEdge) {\n            if (isEnableCrossContextCheck) {\n                try {\n                    var
testString = delegate.toString();\n                    if ((testString === FUNCTION_WRAPPER || testString ==
BROWSER_TOOLS)) {\n                        nativeDelegate.apply(target, args);\n                        return false;\n
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}\n }\n catch (error) {\n nativeDelegate.apply(target, args);\n return false;\n }\n }\n else {\n var testString = delegate.toString();\n if ((testString === FUNCTION_WRAPPER || testString == BROWSER_TOOLS)) {\n nativeDelegate.apply(target, args);\n return false;\n }\n }\n }\n else if (isEnableCrossContextCheck) {\n try {\n delegate.toString();\n }\n catch (error) {\n nativeDelegate.apply(target, args);\n return false;\n }\n }\n return true;\n };\n var apiTypes = [];\n for (var i = 0; i < apis.length; i++) {\n var type = _global[apis[i]];\n apiTypes.push(type && type.prototype);\n }\n // vh is validateHandler to check event handler\n // is valid or not(for security check)\n patchEventTarget(_global, apiTypes, { vh: checkIEAndCrossContext });\n api.patchEventTarget = patchEventTarget;\n return true;\n}\nfunction patchEvent(global, api) {\n patchEventPrototype(global, api);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction registerElementPatch(_global) {\n if ((!isBrowser && !isMix) || !('registerElement' in _global.document)) {\n return;\n }\n var _registerElement = document.registerElement;\n var callbacks = ['createdCallback', 'attachedCallback', 'detachedCallback', 'attributeChangedCallback'];\n document.registerElement = function (name, opts) {\n if (opts && opts.prototype) {\n callbacks.forEach(function (callback) {\n var source = 'Document.registerElement::' + callback;\n var prototype = opts.prototype;\n if (prototype.hasOwnProperty(callback)) {\n var descriptor = ObjectGetOwnPropertyDescriptor(prototype, callback);\n if (descriptor && descriptor.value) {\n descriptor.value = wrapWithCurrentZone(descriptor.value, source);\n _redefineProperty(opts.prototype, callback, descriptor);\n }\n else {\n prototype[callback] = wrapWithCurrentZone(prototype[callback], source);\n }\n }\n else if (prototype[callback]) {\n prototype[callback] = wrapWithCurrentZone(prototype[callback], source);\n }\n });\n }\n return _registerElement.call(document, name, opts);\n };\n attachOriginToPatched(document.registerElement, _registerElement);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @fileoverview\n * @suppress {missingRequire}\n */\nZone.__load_patch('util', function (global, Zone, api) {\n api.patchOnProperties = patchOnProperties;\n api.patchMethod = patchMethod;\n api.bindArguments = bindArguments;\n});\nZone.__load_patch('timers', function (global) {\n var set = 'set';\n var clear = 'clear';\n patchTimer(global, set, clear, 'Timeout');\n patchTimer(global, set, clear, 'Interval');\n patchTimer(global, set, clear, 'Immediate');\n});\nZone.__load_patch('requestAnimationFrame', function (global) {\n patchTimer(global, 'request', 'cancel', 'AnimationFrame');\n patchTimer(global, 'mozRequest', 'mozCancel', 'AnimationFrame');\n patchTimer(global, 'webkitRequest', 'webkitCancel', 'AnimationFrame');\n});\nZone.__load_patch('blocking', function (global, Zone) {\n var blockingMethods = ['alert', 'prompt', 'confirm'];\n for (var i = 0; i < blockingMethods.length; i++) {\n var name_1 = blockingMethods[i];\n patchMethod(global, name_1, function (delegate, symbol, name) {\n return function (s, args) {\n return Zone.current.run(delegate, global, args, name);\n };\n });\n }\n});\nZone.__load_patch('EventTarget', function (global, Zone, api) {\n // load blackListEvents from global\n var SYMBOL_BLACK_LISTED_EVENTS = Zone.__symbol__('BLACK_LISTED_EVENTS');\n if (global[SYMBOL_BLACK_LISTED_EVENTS]) {\n Zone[SYMBOL_BLACK_LISTED_EVENTS] = global[SYMBOL_BLACK_LISTED_EVENTS];\n }\n patchEvent(global, api);\n eventTargetPatch(global, api);\n // patch XMLHttpRequestEventTarget's addEventListener/removeEventListener\n var XMLHttpRequestEventTarget = global['XMLHttpRequestEventTarget'];\n if (XMLHttpRequestEventTarget && XMLHttpRequestEventTarget.prototype) {\n api.patchEventTarget(global, [XMLHttpRequestEventTarget.prototype]);\n }\n patchClass('MutationObserver');\n patchClass('WebKitMutationObserver');\n patchClass('IntersectionObserver');\n patchClass('FileReader');\n});\nZone.__load_patch('on_property', function (global, Zone, api) {\n

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propertyDescriptorPatch(api, global);\n    propertyPatch();\n
registerElementPatch(global);\n});\nZone.__load_patch('canvas', function (global) {\n    var HTMLCanvasElement
= global['HTMLCanvasElement'];\n    if (typeof HTMLCanvasElement !== 'undefined' &&
HTMLCanvasElement.prototype &&\n        HTMLCanvasElement.prototype.toBlob) {\n
patchMacroTask(HTMLCanvasElement.prototype, 'toBlob', function (self, args) {\n            return { name:
'HTMLCanvasElement.toBlob', target: self, cbIdx: 0, args: args };\n        });\n    }\n});\nZone.__load_patch('XHR',
function (global, Zone) {\n    // Treat XMLHttpRequest as a macrotask.\n    patchXHR(global);\n    var XHR_TASK
= zoneSymbol('xhrTask');\n    var XHR_SYNC = zoneSymbol('xhrSync');\n    var XHR_LISTENER =
zoneSymbol('xhrListener');\n    var XHR_SCHEDULED = zoneSymbol('xhrScheduled');\n    var XHR_URL =
zoneSymbol('xhrURL');\n    function patchXHR(window) {\n        var XMLHttpRequestPrototype =
XMLHttpRequest.prototype;\n        function findPendingTask(target) {\n            return target[XHR_TASK];\n
}\n        var oriAddListener = XMLHttpRequestPrototype[ZONE_SYMBOL_ADD_EVENT_LISTENER];\n
var oriRemoveListener = XMLHttpRequestPrototype[ZONE_SYMBOL_REMOVE_EVENT_LISTENER];\n
if (!oriAddListener) {\n            var XMLHttpRequestEventTarget = window['XMLHttpRequestEventTarget'];\n
  if (XMLHttpRequestEventTarget) {\n                var XMLHttpRequestEventTargetPrototype =
XMLHttpRequestEventTarget.prototype;\n                oriAddListener =
XMLHttpRequestEventTargetPrototype[ZONE_SYMBOL_ADD_EVENT_LISTENER];\n
oriRemoveListener =
XMLHttpRequestEventTargetPrototype[ZONE_SYMBOL_REMOVE_EVENT_LISTENER];\n            }\n        }\n
    var READY_STATE_CHANGE = 'readystatechange';\n        var SCHEDULED = 'scheduled';\n        function
scheduleTask(task) {\n            XMLHttpRequest[XHR_SCHEDULED] = false;\n            var data = task.data;\n
 var target = data.target;\n            // remove existing event listener\n            var listener =
target[XHR_LISTENER];\n            if (!oriAddListener) {\n                oriAddListener =
target[ZONE_SYMBOL_ADD_EVENT_LISTENER];\n                oriRemoveListener =
target[ZONE_SYMBOL_REMOVE_EVENT_LISTENER];\n            }\n            if (listener) {\n
oriRemoveListener.call(target, READY_STATE_CHANGE, listener);\n            }\n            var newListener =
target[XHR_LISTENER] = function () {\n                if (target.readyState === target.DONE) {\n                    //
sometimes on some browsers XMLHttpRequest will fire onreadystatechange with\n                    // readyState=4
multiple times, so we need to check task state here\n                    if (!data.aborted &&
XMLHttpRequest[XHR_SCHEDULED] && task.state === SCHEDULED) {\n                        task.invoke();\n
        }\n                }\n            };\n            oriAddListener.call(target, READY_STATE_CHANGE, newListener);\n
     var storedTask = target[XHR_TASK];\n            if (!storedTask) {\n                target[XHR_TASK] = task;\n
 }\n            sendNative.apply(target, data.args);\n            XMLHttpRequest[XHR_SCHEDULED] = true;\n
return task;\n        }\n        function placeholderCallback() { }\n        function clearTask(task) {\n            var data =
task.data;\n            // Note - ideally, we would call data.target.removeEventListener here, but it's too late\n            //
to prevent it from firing. So instead, we store info for the event listener.\n            data.aborted = true;\n            return
abortNative.apply(data.target, data.args);\n        }\n        var openNative = patchMethod(XMLHttpRequestPrototype,
'open', function () { return function (self, args) {\n            self[XHR_SYNC] = args[2] == false;\n
self[XHR_URL] = args[1];\n            return openNative.apply(self, args);\n        }; });\n        var
XMLHTTPREQUEST_SOURCE = 'XMLHttpRequest.send';\n        var sendNative =
patchMethod(XMLHttpRequestPrototype, 'send', function () { return function (self, args) {\n            if
(self[XHR_SYNC]) {\n                // if the XHR is sync there is no task to schedule, just execute the code.\n
return sendNative.apply(self, args);\n            }\n            else {\n                var options = {\n                    target: self,\n
                    url: self[XHR_URL],\n                    isPeriodic: false,\n                    delay: null,\n                    args: args,\n
                    aborted: false\n                };\n                return
scheduleMacroTaskWithCurrentZone(XMLHTTPREQUEST_SOURCE, placeholderCallback, options,
scheduleTask, clearTask);\n            }\n        }; });\n        var abortNative = patchMethod(XMLHttpRequestPrototype,
'abort', function () { return function (self) {\n            var task = findPendingTask(self);\n            if (task && typeof
```

task.type == 'string') {\n // If the XHR has already completed, do nothing.\n // If the XHR has already been aborted, do nothing.\n // Fix #569, call abort multiple times before done will cause\n // macroTask task count be negative number\n if (task.cancelFn == null || (task.data && task.data.aborted)) {\n return;\n }\n task.zone.cancelTask(task);\n }\n // Otherwise, we are trying to abort an XHR which has not yet been sent, so there is no\n // task\n // to cancel. Do nothing.\n }; });\n }\n});\nZone.__load_patch('geolocation', function (global) {\n /// GEO_LOCATION\n if (global['navigator'] && global['navigator'].geolocation) {\n patchPrototype(global['navigator'].geolocation, ['getCurrentPosition', 'watchPosition']);\n }\n});\nZone.__load_patch('PromiseRejectionEvent', function (global, Zone) {\n // handle unhandled promise rejection\n function findPromiseRejectionHandler(evtName) {\n return function (e) {\n var eventTasks = findEventTasks(global, evtName);\n eventTasks.forEach(function (eventTask) {\n // windows has added unhandledrejection event listener\n // trigger the event listener\n var PromiseRejectionEvent = global['PromiseRejectionEvent'];\n if (PromiseRejectionEvent) {\n var evt = new PromiseRejectionEvent(evtName, { promise: e.promise, reason: e.rejection });\n eventTask.invoke(evt);\n }\n });\n };\n }\n if (global['PromiseRejectionEvent']) {\n Zone[zoneSymbol('unhandledPromiseRejectionHandler')] =\n findPromiseRejectionHandler('unhandledrejection');\n Zone[zoneSymbol('rejectionHandledHandler')] =\n findPromiseRejectionHandler('rejectionhandled');\n }\n});\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n}))\n","/**\r\n * This file includes polyfills needed by Angular and is loaded before the app.\r\n * You can add your own extra polyfills to this file.\r\n *\r\n * This file is divided into 2 sections:\r\n * 1. Browser polyfills. These are applied before loading ZoneJS and are sorted by browsers.\r\n * 2. Application imports. Files imported after ZoneJS that should be loaded before your main\r\n * file.\r\n *\r\n * The current setup is for so-called \"evergreen\" browsers; the last versions of browsers that\r\n * automatically update themselves. This includes Safari >= 10, Chrome >= 55 (including Opera),\r\n * Edge >= 13 on the desktop, and iOS 10 and Chrome on mobile.\r\n *\r\n * Learn more in https://angular.io/guide/browser-support\r\n */\r\n\r\n/**\r\n * BROWSER POLYFILLS\r\n */\r\n\r\n/** IE9, IE10 and IE11 requires all of the following polyfills. **/\r\n// import 'core-js/es6/symbol';\r\n// import 'core-js/es6/object';\r\n// import 'core-js/es6/function';\r\n// import 'core-js/es6/parse-int';\r\n// import 'core-js/es6/parse-float';\r\n// import 'core-js/es6/number';\r\n// import 'core-js/es6/math';\r\n// import 'core-js/es6/string';\r\n// import 'core-js/es6/date';\r\n// import 'core-js/es6/array';\r\n// import 'core-js/es6/regexp';\r\n// import 'core-js/es6/map';\r\n// import 'core-js/es6/weak-map';\r\n// import 'core-js/es6/set';\r\n\r\n/**\r\n * If the application will be indexed by Google Search, the following is required.\r\n * Googlebot uses a renderer based on Chrome 41.\r\n * https://developers.google.com/search/docs/guides/rendering\r\n **/\r\n// import 'core-js/es6/array';\r\n\r\n/** IE10 and IE11 requires the following for NgClass support on SVG elements */\r\n// import 'classlist.js'; // Run `npm install --save classlist.js`.\r\n\r\n/** IE10 and IE11 requires the following for the Reflect API. */\r\n// import 'core-js/es6/reflect';\r\n\r\n/**\r\n * Web Animations `@angular/platform-browser/animations`\r\n * Only required if AnimationBuilder is used within the application and using IE/Edge or Safari.\r\n * Standard animation support in Angular DOES NOT require any polyfills (as of Angular 6.0).\r\n **/\r\n// import 'web-animations-js'; // Run `npm install --save web-animations-js`.\r\n\r\n/**\r\n * By default, zone.js will patch all possible macroTask and DomEvents\r\n * user can disable parts of macroTask/DomEvents patch by setting following flags\r\n */\r\n\r\n // (window as any).__Zone_disable_requestAnimationFrame = true; // disable patch requestAnimationFrame\r\n // (window as any).__Zone_disable_on_property = true; // disable patch onProperty such as onclick\r\n // (window as any).__zone_symbol__BLACK_LISTED_EVENTS = ['scroll', 'mousemove']; // disable patch specified eventNames\r\n\r\n /*\r\n * in IE/Edge developer tools, the addEventListener will also be wrapped by zone.js\r\n * with the following flag, it will bypass `zone.js` patch for IE/Edge\r\n */\r\n// (window as any).__Zone_enable_cross_context_check = true;\r\n\r\n/**

**********\r\n * Zone JS is required by default for Angular itself.\r\n */\r\nimport 'zone.js/dist/zone'; // Included with Angular CLI.\r\n\r\n\r\n/**********\r\n * APPLICATION IMPORTS\r\n */\r\n"],"sourceRoot":""}

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* /opt/cola/permits/1329885207_1652907858.2800329/0/ngx-material-drawer-2-0-2-zip/ngx-material-drawer-2.0.2/dist/AngularMaterialDrawer/polyfills.js.map
No license file was found, but licenses were detected in source scan.

{"version":3,"sources":["webpack:///./node_modules/@angular/animations/fesm5/animations.js","webpack:///./node_modules/@angular/animations/fesm5/browser.js","webpack:///./node_modules/@angular/cdk/esm5/a11y.es5.js","webpack:///./node_modules/@angular/cdk/esm5/accordion.es5.js","webpack:///./node_modules/@angular/cdk/esm5/bidi.es5.js","webpack:///./node_modules/@angular/cdk/esm5/coercion.es5.js","webpack:///./node_modules/@angular/cdk/esm5/collections.es5.js","webpack:///./node_modules/@angular/cdk/esm5/keycodes.es5.js","webpack:///./node_modules/@angular/cdk/esm5/layout.es5.js","webpack:///./node_modules/@angular/cdk/esm5/observers.es5.js","webpack:///./node_modules/@angular/cdk/esm5/overlay.es5.js","webpack:///./node_modules/@angular/cdk/esm5/platform.es5.js","webpack:///./node_modules/@angular/cdk/esm5/portal.es5.js","webpack:///./node_modules/@angular/cdk/esm5/scrolling.es5.js","webpack:///./node_modules/@angular/cdk/esm5/stepper.es5.js","webpack:///./node_modules/@angular/cdk/esm5/table.es5.js","webpack:///./node_modules/@angular/cdk/esm5/text-field.es5.js","webpack:///./node_modules/@angular/cdk/esm5/tree.es5.js","webpack:///./node_modules/@angular/common/fesm5/common.js","webpack:///./node_modules/@angular/common/fesm5/http.js","webpack:///./node_modules/@angular/compiler/fesm5/compiler.js","webpack:///./node_modules/@angular/core/fesm5/core.js","webpack:///./node_modules/@angular/flex-layout/esm5/core.es5.js","webpack:///./node_modules/@angular/flex-layout/esm5/extended.es5.js","webpack:///./node_modules/@angular/flex-layout/esm5/flex-layout.es5.js","webpack:///./node_modules/@angular/flex-layout/esm5/flex.es5.js","webpack:///./node_modules/@angular/flex-layout/esm5/grid.es5.js","webpack:///./node_modules/@angular/forms/fesm5/forms.js","webpack:///./node_modules/@angular/material/esm5/autocomplete.es5.js","webpack:///./node_modules/@angular/material/esm5/badge.es5.js","webpack:///./node_modules/@angular/material/esm5/bottom-sheet.es5.js","webpack:///./node_modules/@angular/material/esm5/button-toggle.es5.js","webpack:///./node_modules/@angular/material/esm5/button.es5.js","webpack:///./node_modules/@angular/material/esm5/card.es5.js","webpack:///./node_modules/@angular/material/esm5/checkbox.es5.js","webpack:///./node_modules/@angular/material/esm5/chips.es5.js","webpack:///./node_modules/@angular/material/esm5/core.es5.js","webpack:///./node_modules/@angular/material/esm5/datepicker.es5.js","webpack:///./node_modules/@angular/material/esm5/dialog.es5.js","webpack:///./node_modules/@angular/material/esm5/divider.es5.js","webpack:///./node_modules/@angular/material/esm5/expansion.es5.js","webpack:///./node_modules/@angular/material/esm5/form-field.es5.js","webpack:///./node_modules/@angular/material/esm5/grid-list.es5.js","webpack:///./node_modules/@angular/material/esm5/icon.es5.js","webpack:///./node_modules/@angular/material/esm5/input.es5.js","webpack:///./node_modules/@angular/material/esm5/list.es5.js","webpack:///./node_modules/@angular/material/esm5/material.es5.js","webpack:///./node_modules/@angular/material/esm5/menu.es5.js","webpack:///./node_modules/@angular/material/esm5/paginator.es5.js","webpack:///./node_modules/@angular/material/esm5/progress-bar.es5.js","webpack:///./node_modules/@angular/material/esm5/progress-spinner.es5.js","webpack:///./node_modules/@angular/material/esm5/radio.es5.js","webpack:///./node_modules/@angular/material/esm5/select.es5.js","webpack:///./node_modules/@angular/material/esm5/sidenav.es5.js","webpack:///./node_modules/@angular/material/esm5/slide-toggle.es5.js","webpack:///./node_modules/@angular/material/esm5/slider.es5.js","webpack:///./node_modules/@angular/material/esm5/snack-

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AACA","file":"vendor.js","sourcesContent":["/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\n/**\n * An injectable service that produces an animation sequence programmatically within an\n * Angular component or directive.\n * Provided by the `BrowserAnimationsModule` or `NoopAnimationsModule`.\n *\n * @usageNotes\n *\n * To use this service, add it to your component or directive as a dependency.\n * The service is instantiated along with your component.\n *\n * Apps do not typically need to create their own animation players, but if you\n * do need to, follow these steps:\n *\n * 1. Use the `build()` method to create a programmatic animation using the\n * `animate()` function. The method returns an `AnimationFactory` instance.\n *\n * 2. Use the factory object to create an `AnimationPlayer` and attach it to a DOM element.\n *\n * 3. Use the player object to control the animation programmatically.\n *\n * For example:\n *\n * ```ts\n * // import the service from BrowserAnimationsModule\n * import {AnimationBuilder} from '@angular/animations';\n * // require the service as a dependency\n * class MyCmp {\n *   constructor(private _builder: AnimationBuilder) {}\n *\n *   makeAnimation(element: any) {\n *   // first define a reusable animation\n *   const myAnimation = this._builder.build([\n *   style({ width: 0 }),\n *   animate(1000, style({ width: '100px' }))\n *   ]);\n *\n *   // use the returned factory object to create a player\n *   const player = myAnimation.create(element);\n *\n *   player.play();\n *   }\n * }\n * ```\n *\n * @publicApi\n */\nvar AnimationBuilder = /** @class */ (function () {\n   function AnimationBuilder() {\n   }\n   return AnimationBuilder;\n}());\n/**\n * A factory object returned from the `AnimationBuilder`.`build()` method.\n *\n * @publicApi\n */\nvar AnimationFactory = /** @class */ (function () {\n   function AnimationFactory() {\n   }\n   return AnimationFactory;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Specifies automatic styling.\n *\n * @publicApi\n */\nvar AUTO_STYLE = '*';\n/**\n * Creates a named animation trigger, containing a list of `state()`\n * and `transition()` entries to be evaluated when the expression\n * bound to the trigger changes.\n *\n * @param name An identifying string.\n * @param definitions An animation definition object, containing an array of `state()`\n * and `transition()` declarations.\n *\n * @return An object that encapsulates the trigger data.\n *\n * @usageNotes\n * Define an animation trigger in the `animations` section of `@Component` metadata.\n * In the template, reference the trigger by name and bind it to a trigger expression that\n * evaluates to a defined animation state, using the following format:\n *\n * `[@triggerName]=\"expression\"`\n *\n * Animation trigger bindings convert all values to strings, and then match the\n * previous and current values against any linked transitions.\n * Booleans can be specified as

`1` or `true` and `0` or `false`.\n *\n * ### Usage Example\n *\n * The following example creates an animation trigger reference based on the provided\n * name value.\n * The provided animation value is expected to be an array consisting of state and\n * transition declarations.\n *\n * ```typescript\n * @Component({\n * selector: \"my-component\",\n * templateUrl: \"my-component-tpl.html\",\n * animations: [\n * trigger(\"myAnimationTrigger\", [\n * state(...),\n * state(...),\n * transition(...),\n * transition(...)\n *])\n *]\n * })\n * class MyComponent {\n * myStatusExp = \"something\";\n * }\n * ```\n *\n * The template associated with this component makes use of the defined trigger\n * by binding to an element within its template code.\n *\n * ```html\n * <!-- somewhere inside of my-component-tpl.html -->\n * <div [@myAnimationTrigger]=\"myStatusExp\">...</div>\n * ```\n *\n * ### Using an inline function\n * The `transition` animation method also supports reading an inline function which can decide\n * if its associated animation should be run.\n *\n * ```typescript\n * // this method is run each time the `myAnimationTrigger` trigger value changes.\n * function myInlineMatcherFn(fromState: string, toState: string, element: any, params: {[key:\n string]: any}): boolean {\n * // notice that `element` and `params` are also available here\n * return toState == 'yes-please-animate';\n * }\n *\n * @Component({\n * selector: 'my-component',\n * templateUrl: 'my-component-tpl.html',\n * animations: [\n * trigger('myAnimationTrigger', [\n * transition(myInlineMatcherFn, [\n * // the animation sequence code\n *]),\n *])\n *]\n * })\n * class MyComponent {\n * myStatusExp = \"yes-please-animate\";\n * }\n * ```\n *\n * ### Disabling Animations\n * When true, the special animation control binding `@.disabled` binding prevents\n * all animations from rendering.\n * Place the `@.disabled` binding on an element to disable\n * animations on the element itself, as well as any inner animation triggers\n * within the element.\n *\n * The following example shows how to use this feature:\n *\n * ```typescript\n * @Component({\n * selector: 'my-component',\n * template: `\n *  <div [@.disabled]=\"isDisabled\">\n *  <div [@childAnimation]=\"exp\"></div>\n *  </div>\n *  `,\n * animations: [\n * trigger(\"childAnimation\", [\n * // ...\n *])\n *]\n * })\n * class MyComponent {\n * isDisabled = true;\n * exp = '...';\n * }\n * ```\n *\n * When `@.disabled` is true, it prevents the `@childAnimation` trigger from animating,\n * along with any inner animations.\n *\n * ### Disable animations application-wide\n * When an area of the template is set to have animations disabled,\n * **all** inner components have their animations disabled as well.\n * This means that you can disable all animations for an app\n * by placing a host binding set on `@.disabled` on the topmost Angular component.\n *\n * ```typescript\n * import {Component, HostBinding} from '@angular/core';\n *\n * @Component({\n * selector: 'app-component',\n * templateUrl: 'app.component.html',\n * })\n * class AppComponent {\n * @HostBinding('@.disabled')\n * public animationsDisabled = true;\n * }\n * ```\n *\n * ### Overriding disablement of inner animations\n * Despite inner animations being disabled, a parent animation can `query()`\n * for inner elements located in disabled areas of the template and still animate\n * them if needed. This is also the case for when a sub animation is\n * queried by a parent and then later animated using `animateChild()`.\n *\n * ### Detecting when an animation is disabled\n * If a region of the DOM (or the entire application) has its animations disabled, the animation\n * trigger callbacks still fire, but for zero seconds. When the callback fires, it provides\n * an instance of an `AnimationEvent`. If animations are disabled,\n * the `.disabled` flag on the event is true.\n *\n * @publicApi\n */\nfunction trigger(name, definitions) {\n return { type: 7 /* Trigger */, name: name, definitions: definitions, options: {} };\n}\n/**\n * Defines an animation step that combines styling information with timing information.\n *\n * @param timings Sets `AnimateTimings` for the parent animation.\n * A string in the format \"duration [delay] [easing]\".\n * - Duration and delay are expressed as a number and optional time unit,\n * such as \"1s\" or \"10ms\" for one second and 10 milliseconds, respectively.\n * The default unit is milliseconds.\n * - The easing value controls how the animation accelerates and decelerates\n * during its runtime. Value is one of `ease`, `ease-in`, `ease-out`,\n * `ease-in-out`, or a `cubic-bezier()` function call.\n * If not supplied, no easing is applied.\n *\n * For example, the string \"1s 100ms ease-out\" specifies a duration of\n * 1000 milliseconds, and delay of 100 ms, and the \"ease-out\" easing style,\n * which decelerates near the end of the duration.\n * @param styles Sets AnimationStyles for the parent animation.\n * A function call to either `style()` or `keyframes()`\n * that returns a collection of CSS style entries to be applied to the parent animation.\n * When null, uses the styles from the destination state.\n * This is useful when describing an animation step that will complete an

animation;\n * see \"Animating to the final state\" in `transitions()`.\n * @returns An object that encapsulates the animation step.\n *\n * @usageNotes\n * Call within an animation `sequence()`, `{@link animations/group group()}`, or\n * `transition()` call to specify an animation step\n * that applies given style data to the parent animation for a given amount of time.\n *\n * ### Syntax Examples\n * **Timing examples**\n *\n * The following examples show various `timings` specifications.\n * - `animate(500)` : Duration is 500 milliseconds.\n * - `animate(\"1s\")` : Duration is 1000 milliseconds.\n * - `animate(\"100ms 0.5s\")` : Duration is 100 milliseconds, delay is 500 milliseconds.\n * - `animate(\"5s ease-in\")` : Duration is 5000 milliseconds, easing in.\n * - `animate(\"5s 10ms cubic-bezier(.17,.67,.88,.1)\")` : Duration is 5000 milliseconds, delay is 10\n * milliseconds, easing according to a bezier curve.\n *\n * **Style examples**\n *\n * The following example calls `style()` to set a single CSS style.\n * ```typescript\n * animate(500, style({ background: \"red\" }))\n * ```\n * The following example calls `keyframes()` to set a CSS style\n * to different values for successive keyframes.\n * ```typescript\n * animate(500, keyframes(\n * [\n * style({ background: \"blue\" })),\n * style({ background: \"red\" }))\n *])\n * ```\n *\n * @publicApi\n */\nfunction animate(timings, styles) {\n if (styles === void 0) { styles = null; }\n return { type: 4 /* Animate */, styles: styles, timings: timings };\n}\n/**\n * @description Defines a list of animation steps to be run in parallel.\n *\n * @param steps An array of animation step objects.\n * - When steps are defined by `style()` or `animate()`\n * function calls, each call within the group is executed instantly.\n * - To specify offset styles to be applied at a later time, define steps with\n * `keyframes()`, or use `animate()` calls with a delay value.\n * For example:\n *\n * ```typescript\n * group([\n * animate(\"1s\", { background: \"black\" }))\n * animate(\"2s\", { color: \"white\" }))\n *])\n * ```\n *\n * @param options An options object containing a delay and\n * developer-defined parameters that provide styling defaults and\n * can be overridden on invocation.\n *\n * @return An object that encapsulates the group data.\n *\n * @usageNotes\n * Grouped animations are useful when a series of styles must be\n * animated at different starting times and closed off at different ending times.\n *\n * When called within a `sequence()` or a\n * `transition()` call, does not continue to the next\n * instruction until all of the inner animation steps have completed.\n *\n * @publicApi\n */\nfunction group(steps, options) {\n if (options === void 0) { options = null; }\n return { type: 3 /* Group */, steps: steps, options: options };\n}\n/**\n * Defines a list of animation steps to be run sequentially, one by one.\n *\n * @param steps An array of animation step objects.\n * - Steps defined by `style()` calls apply the styling data immediately.\n * - Steps defined by `animate()` calls apply the styling data over time\n * as specified by the timing data.\n *\n * ```typescript\n * sequence([\n * style({ opacity: 0 })),\n * animate(\"1s\", { opacity: 1 }))\n *])\n * ```\n *\n * @param options An options object containing a delay and\n * developer-defined parameters that provide styling defaults and\n * can be overridden on invocation.\n *\n * @return An object that encapsulates the sequence data.\n *\n * @usageNotes\n * When you pass an array of steps to a\n * `transition()` call, the steps run sequentially by default.\n * Compare this to the `{@link animations/group group()}` call, which runs animation steps in parallel.\n *\n * When a sequence is used within a `{@link animations/group group()}` or a `transition()` call,\n * execution continues to the next instruction only after each of the inner animation\n * steps have completed.\n *\n * @publicApi\n **/\nfunction sequence(steps, options) {\n if (options === void 0) { options = null; }\n return { type: 2 /* Sequence */, steps: steps, options: options };\n}\n/**\n * Declares a key/value object containing CSS properties/styles that\n * can then be used for an animation `state`, within an animation `sequence`,\n * or as styling data for calls to `animate()` and `keyframes()`.\n *\n * @param tokens A set of CSS styles or HTML styles associated with an animation state.\n * The value can be any of the following:\n * - A key-value style pair associating a CSS property with a value.\n * - An array of key-value style pairs.\n * - An asterisk (*), to use auto-styling, where styles are derived from the element\n * being animated and applied to the animation when it starts.\n *\n * Auto-styling can be used to define a state that depends on layout or other\n * environmental factors.\n *\n * @return An object that encapsulates the style data.\n *\n * @usageNotes\n * The following examples create animation styles that collect a set of\n * CSS property values:\n *\n * ```typescript\n * // string values for CSS properties\n * style({ background: \"red\", color: \"blue\" })\n *\n * // numerical pixel values\n * style({ width: 100, height: 0 })\n * ```\n *\n * The following example uses auto-styling to allow a component to animate from\n * a height of 0 up to the height of the parent element:\n *\n * ```\n * style({ height: 0 }),\n * animate(\"1s\", style({ height: \"*\" }))\n * ```\n *\n * @publicApi\n **/\nfunction style(tokens) {\n

return { type: 6 /* Style */, styles: tokens, offset: null };\n}\n/**\n * Declares an animation state within a trigger attached to an element.\n *\n * @param name One or more names for the defined state in a comma-separated string.\n * The following reserved state names can be supplied to define a style for specific use\n * cases:\n *\n * - `void` You can associate styles with this name to be used when\n * the element is detached from the application. For example, when an `ngIf` evaluates\n * to false, the state of the associated element is void.\n * - `*` (asterisk) Indicates the default state. You can associate styles with this name\n * to be used as the fallback when the state that is being animated is not declared\n * within the trigger.\n *\n * @param styles A set of CSS styles associated with this state, created using the\n * `style()` function.\n * This set of styles persists on the element once the state has been reached.\n * @param options Parameters that can be passed to the state when it is invoked.\n * 0 or more key-value pairs.\n * @return An object that encapsulates the new state data.\n *\n * @usageNotes\n * Use the `trigger()` function to register states to an animation trigger.\n * Use the `transition()` function to animate between states.\n * When a state is active within a component, its associated styles persist on the element,\n * even when the animation ends.\n *\n * @publicApi\n **/\nfunction state(name, styles, options) {\n   return { type: 0 /* State */, name: name, styles: styles, options: options };\n}\n/**\n * Defines a set of animation styles, associating each style with an optional `offset` value.\n *\n * @param steps A set of animation styles with optional offset data.\n * The optional `offset` value for a style specifies a percentage of the total animation\n * time at which that style is applied.\n * @returns An object that encapsulates the keyframes data.\n *\n * @usageNotes\n * Use with the `animate()` call. Instead of applying animations\n * from the current state\n * to the destination state, keyframes describe how each style entry is applied and at what point\n * within the animation arc.\n * Compare [CSS Keyframe Animations](https://www.w3schools.com/css/css3_animations.asp).\n *\n * ### Usage\n *\n * In the following example, the offset values describe\n * when each `backgroundColor` value is applied. The color is red at the start, and changes to\n * blue when 20% of the total time has elapsed.\n *\n * ```typescript\n * // the provided offset values\n * animate(\"5s\", keyframes([\n *   style({ backgroundColor: \"red\", offset: 0 }),\n *   style({ backgroundColor: \"blue\", offset: 0.2 }),\n *   style({ backgroundColor: \"orange\", offset: 0.3 }),\n *   style({ backgroundColor: \"black\", offset: 1 })\n *]))\n * ```\n *\n * If there are no `offset` values specified in the style entries, the offsets\n * are calculated automatically.\n *\n * ```typescript\n * animate(\"5s\", keyframes([\n *   style({ backgroundColor: \"red\" }) // offset = 0\n *   style({ backgroundColor: \"blue\" }) // offset = 0.33\n *   style({ backgroundColor: \"orange\" }) // offset = 0.66\n *   style({ backgroundColor: \"black\" }) // offset = 1\n *]))\n *```\n\n * @publicApi\n */\nfunction keyframes(steps) {\n   return { type: 5 /* Keyframes */, steps: steps };\n}\n/**\n * Declares an animation transition as a sequence of animation steps to run when a given\n * condition is satisfied. The condition is a Boolean expression or function that compares\n * the previous and current animation states, and returns true if this transition should occur.\n * When the state criteria of a defined transition are met, the associated animation is\n * triggered.\n *\n * @param stateChangeExpr A Boolean expression or function that compares the previous and current\n * animation states, and returns true if this transition should occur. Note that \"true\" and \"false\"\n * match 1 and 0, respectively. An expression is evaluated each time a state change occurs in the\n * animation trigger element.\n * The animation steps run when the expression evaluates to true.\n *\n * - A state-change string takes the form \"state1 => state2\", where each side is a defined animation\n * state, or an asterix (*) to refer to a dynamic start or end state.\n * - The expression string can contain multiple comma-separated statements;\n * for example \"state1 => state2, state3 => state4\".\n * - Special values `:enter` and `:leave` initiate a transition on the entry and exit states,\n * equivalent to \"void => *\" and \"* => void\".\n * - Special values `:increment` and `:decrement` initiate a transition when a numeric value has\n * increased or decreased in value.\n * - A function is executed each time a state change occurs in the animation trigger element.\n * The animation steps run when the function returns true.\n *\n * @param steps One or more animation objects, as returned by the `animate()` or\n * `sequence()` function, that form a transformation from one state to another.\n * A sequence is used by default when you pass an array.\n * @param options An options object that can contain a delay value for the start of the animation,\n * and additional developer-defined parameters. Provided values for additional parameters are used\n * as defaults, and override values can be passed to the caller on invocation.\n * @returns An object that encapsulates the transition data.\n *\n * @usageNotes\n * The template associated with a component binds an

animation trigger to an element.\n *\n * ```HTML\n * <!-- somewhere inside of my-component-tpl.html -->\n * <div [@myAnimationTrigger]=\"myStatusExp\">...</div>\n * ```\n *\n * All transitions are defined within an animation trigger,\n * along with named states that the transitions change to and from.\n *\n * ```typescript\n * trigger(\"myAnimationTrigger\", [\n * // define states\n * state(\"on\", style({ background: \"green\" })),\n * state(\"off\", style({ background: \"grey\" })),\n * ...]\n * ```\n *\n * Note that when you call the `sequence()` function within a `{@link animations/group group()}`\n * or a `transition()` call, execution does not continue to the next instruction\n * until each of the inner animation steps have completed.\n *\n * ### Syntax examples\n *\n * The following examples define transitions between the two defined states (and default states),\n * using various options:\n *\n * ```typescript\n * // Transition occurs when the state value\n * // bound to \"myAnimationTrigger\" changes from \"on\" to \"off\"\n * transition(\"on => off\", animate(500))\n * // Run the same animation for both directions\n * transition(\"on <=> off\", animate(500))\n * // Define multiple state-change pairs separated by commas\n * transition(\"on => off, off => void\", animate(500))\n * ```\n *\n * ### Special values for state-change expressions\n *\n * - Catch-all state change for when an element is inserted into the page and the\n * destination state is unknown:\n *\n * ```typescript\n * transition(\"void => *\", [\n * style({ opacity: 0 }),\n * animate(500)\n *])\n * ```\n *\n * - Capture a state change between any states:\n *\n * `transition(\"* => *\", animate(\"1s 0s\"))`\n *\n * - Entry and exit transitions:\n *\n * ```typescript\n * transition(\":enter\", [\n * style({ opacity: 0 }),\n * animate(500, style({ opacity: 1 }))\n *]),\n * transition(\":leave\", [\n * animate(500, style({ opacity: 0 }))\n *])\n * ```\n *\n * - Use `:increment` and `:decrement` to initiate transitions:\n *\n * ```typescript\n * transition(\":increment\", group([\n * query(':enter', [\n * style({ left: '100%' }),\n * animate('0.5s ease-out', style('*'))\n *]),\n * query(':leave', [\n * animate('0.5s ease-out', style({ left: '-100%' }))\n *])\n *]))\n *\n * transition(\":decrement\", group([\n * query(':enter', [\n * style({ left: '100%' }),\n * animate('0.5s ease-out', style('*'))\n *]),\n * query(':leave', [\n * animate('0.5s ease-out', style({ left: '-100%' }))\n *])\n *]))\n * ```\n *\n * ### State-change functions\n *\n * Here is an example of a `fromState` specified as a state-change function that invokes an\n * animation when true:\n *\n * ```typescript\n * transition((fromState, toState) =>\n * {\n * return fromState == \"off\" && toState == \"on\";\n * },\n * animate(\"1s 0s\"))\n * ```\n *\n * ### Animating to the final state\n *\n * If the final step in a transition is a call to `animate()` that uses a timing value\n * with no style data, that step is automatically considered the final animation arc,\n * for the element to reach the final state. Angular automatically adds or removes\n * CSS styles to ensure that the element is in the correct final state.\n *\n * The following example defines a transition that starts by hiding the element,\n * then makes sure that it animates properly to whatever state is currently active for trigger:\n *\n * ```typescript\n * transition(\"void => *\", [\n * style({ opacity: 0 }),\n * animate(500)\n *])\n * ```\n * ### Boolean value matching\n * If a trigger binding value is a Boolean, it can be matched using a transition expression\n * that compares true and false or 1 and 0. For example:\n *\n * ```\n * // in the template\n * <div [@openClose]=\"open ? true : false\">...</div>\n * // in the component metadata\n * trigger('openClose', [\n * state('true', style({ height: '*' })),\n * state('false', style({ height: '0px' })),\n * transition('false <=> true', animate(500))\n *])\n * ```\n *\n * @publicApi\n **/\nfunction transition(stateChangeExpr, steps, options) {\n if (options === void 0) { options = null; }\n return { type: 1 /* Transition */, expr: stateChangeExpr, animation: steps, options: options };\n}\n/**\n * Produces a reusable animation that can be invoked in another animation or sequence,\n * by calling the `useAnimation()` function.\n *\n * @param steps One or more animation objects, as returned by the `animate()`\n * or `sequence()` function, that form a transformation from one state to another.\n * A sequence is used by default when you pass an array.\n * @param options An options object that can contain a delay value for the start of the\n * animation, and additional developer-defined parameters.\n * Provided values for additional parameters are used as defaults,\n * and override values can be passed to the caller on invocation.\n * @returns An object that encapsulates the animation data.\n *\n * @usageNotes\n * The following example defines a reusable animation, providing some default parameter\n * values.\n *\n * ```typescript\n * var fadeAnimation = animation([\n * style({ opacity: '{{ start }}' }),\n * animate('{{ time }}',\n * style({ opacity: '{{ end }}'}))\n *],\n * { params: { time: '1000ms', start: 0, end: 1 }});\n * ```\n *\n * The following invokes the defined animation with a call to `useAnimation()`,\n * passing in override parameter values.\n *\n * ```js\n * useAnimation(fadeAnimation, {\n * params: {\n * time: '2s',\n *

start: 1,\n * end: 0\n * }\n * })\n * ```\n *\n * If any of the passed-in parameter values are missing from this call,\n * the default values are used. If one or more parameter values are missing before a step is\n * animated, `useAnimation()` throws an error.\n *\n * @publicApi\n */\nfunction animation(steps, options) {\n if (options === void 0) { options = null; }\n return { type: 8 /* Reference */, animation: steps, options: options };\n}\n/**\n * Executes a queried inner animation element within an animation sequence.\n *\n * @param options An options object that can contain a delay value for the start of the\n * animation, and additional override values for developer-defined parameters.\n * @return An object that encapsulates the child animation data.\n *\n * @usageNotes\n * Each time an animation is triggered in Angular, the parent animation\n * has priority and any child animations are blocked. In order\n * for a child animation to run, the parent animation must query each of the elements\n * containing child animations, and run them using this function.\n *\n * Note that this feature designed to be used with `query()` and it will only work\n * with animations that are assigned using the Angular animation library. CSS keyframes\n * and transitions are not handled by this API.\n *\n * @publicApi\n */\nfunction animateChild(options) {\n if (options === void 0) { options = null; }\n return { type: 9 /* AnimateChild */, options: options };\n}\n/**\n * Starts a reusable animation that is created using the `animation()` function.\n *\n * @param animation The reusable animation to start.\n * @param options An options object that can contain a delay value for the start of\n * the animation, and additional override values for developer-defined parameters.\n * @return An object that contains the animation parameters.\n *\n * @publicApi\n */\nfunction useAnimation(animation, options) {\n if (options === void 0) { options = null; }\n return { type: 10 /* AnimateRef */, animation: animation, options: options };\n}\n/**\n * Finds one or more inner elements within the current element that is\n * being animated within a sequence. Use with `animateChild()`.\n *\n * @param selector The element to query, or a set of elements that contain Angular-specific\n * characteristics, specified with one or more of the following tokens.\n * - `query(\":enter\")` or `query(\":leave\")` : Query for newly inserted/removed elements.\n * - `query(\":animating\")` : Query all currently animating elements.\n * - `query(\"@triggerName\")` : Query elements that contain an animation trigger.\n * - `query(\"@*\")` : Query all elements that contain an animation triggers.\n * - `query(\":self\")` : Include the current element into the animation sequence.\n *\n * @param animation One or more animation steps to apply to the queried element or elements.\n * An array is treated as an animation sequence.\n * @param options An options object. Use the 'limit' field to limit the total number of\n * items to collect.\n * @return An object that encapsulates the query data.\n *\n * @usageNotes\n * Tokens can be merged into a combined query selector string. For example:\n *\n * ```typescript\n * query(':self, .record:enter, .record:leave, @subTrigger', [...])\n * ```\n *\n * The `query()` function collects multiple elements and works internally by using\n * `element.querySelectorAll`. Use the `limit` field of an options object to limit\n * the total number of items to be collected. For example:\n *\n * ```js\n * query('div', [\n * animate(...),\n * animate(...)\n *], { limit: 1 })\n * ```\n *\n * By default, throws an error when zero items are found. Set the\n * `optional` flag to ignore this error. For example:\n *\n * ```js\n * query('.some-element-that-may-not-be-there', [\n * animate(...),\n * animate(...)\n *], { optional: true })\n * ```\n *\n * ### Usage Example\n *\n * The following example queries for inner elements and animates them\n * individually using `animateChild()`.\n *\n * ```typescript\n * @Component({\n * selector: 'inner',\n * template: `\n *  <div [@queryAnimation]=\"exp\">\n *  <h1>Title</h1>\n *  <div class=\"content\">\n *  Blah blah blah\n *  </div>\n *  </div>\n *  `,\n * animations: [\n * trigger('queryAnimation', [\n * transition('* => goAnimate', [\n * // hide the inner elements\n * query('h1', style({ opacity: 0 })),\n * query('.content', style({ opacity: 0 })),\n *\n * // animate the inner elements in, one by one\n * query('h1', animate(1000, style({ opacity: 1 })),\n * query('.content', animate(1000, style({ opacity: 1 })),\n *])\n *])\n *]\n * })\n * class Cmp {\n * exp = '';\n *\n * goAnimate() {\n * this.exp = 'goAnimate';\n * }\n * }\n * ```\n *\n * @publicApi\n */\nfunction query(selector, animation, options) {\n if (options === void 0) { options = null; }\n return { type: 11 /* Query */, selector: selector, animation: animation, options: options };\n}\n/**\n * Use within an animation `query()` call to issue a timing gap after\n * each queried item is animated.\n *\n * @param timings A delay value.\n * @param animation One ore more animation steps.\n * @returns An object that encapsulates the stagger data.\n *\n * @usageNotes\n * In the following example, a container element wraps a list of items stamped out\n * by an `ngFor`. The container

element contains an animation trigger that will later be set\n * to query for each of the inner items.\n *\n * Each time items are added, the opacity fade-in animation runs,\n * and each removed item is faded out.\n * When either of these animations occur, the stagger effect is\n * applied after each item's animation is started.\n *\n * ```html\n * <!--list.component.html -->\n * <button (click)=\"toggle()\">Show / Hide Items</button>\n * <hr />\n * <div [@listAnimation]=\"items.length\">\n * <div *ngFor=\"let item of items\">\n * {{ item }}\n * </div>\n * </div>\n * ```\n *\n * Here is the component code:\n *\n * ```typescript\n * import {trigger, transition, style, animate, query, stagger} from '@angular/animations';\n * @Component({\n * templateUrl: 'list.component.html',\n * animations: [\n * trigger('listAnimation', [\n * ...\n *])\n *]\n * })\n * class ListComponent {\n * items = [];\n *\n * showItems() {\n * this.items = [0,1,2,3,4];\n * }\n *\n * hideItems() {\n * this.items = [];\n * }\n *\n * toggle() {\n * this.items.length ? this.hideItems() : this.showItems();\n * }\n * }\n * ```\n *\n * Here is the animation trigger code:\n *\n * ```typescript\n * trigger('listAnimation', [\n * transition('* => *', [// each time the binding value changes\n * query(':leave', [\n * stagger(100, [\n * animate('0.5s', style({ opacity: 0 }))\n *])\n *]),\n * query(':enter', [\n * style({ opacity: 0 }),\n * stagger(100, [\n * animate('0.5s', style({ opacity: 1 }))\n *])\n *])\n *])\n *])\n * ```\n *\n * @publicApi\n */\nfunction stagger(timings, animation) {\n return { type: 12 /* Stagger */, timings: timings, animation: animation };\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction scheduleMicroTask(cb) {\n Promise.resolve(null).then(cb);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An empty programmatic controller for reusable animations.\n * Used internally when animations are disabled, to avoid\n * checking for the null case when an animation player is expected.\n *\n * @see `animate()`\n * @see `AnimationPlayer`\n * @see `GroupPlayer`\n *\n * @publicApi\n */\nvar NoopAnimationPlayer = /** @class */ (function () {\n function NoopAnimationPlayer(duration, delay) {\n if (duration === void 0) { duration = 0; }\n if (delay === void 0) { delay = 0; }\n this._onDoneFns = [];\n this._onStartFns = [];\n this._onDestroyFns = [];\n this._started = false;\n this._destroyed = false;\n this._finished = false;\n this.parentPlayer = null;\n this.totalTime = duration + delay;\n }\n NoopAnimationPlayer.prototype._onFinish = function () {\n if (!this._finished) {\n this._finished = true;\n this._onDoneFns.forEach(function (fn) { return fn(); });\n this._onDoneFns = [];\n }\n };\n NoopAnimationPlayer.prototype.onStart = function (fn) { this._onStartFns.push(fn); };\n NoopAnimationPlayer.prototype.onDone = function (fn) { this._onDoneFns.push(fn); };\n NoopAnimationPlayer.prototype.onDestroy = function (fn) { this._onDestroyFns.push(fn); };\n NoopAnimationPlayer.prototype.hasStarted = function () { return this._started; };\n NoopAnimationPlayer.prototype.init = function () { };\n NoopAnimationPlayer.prototype.play = function () {\n if (!this.hasStarted()) {\n this._onStart();\n this.triggerMicrotask();\n }\n this._started = true;\n };\n /** @internal */\n NoopAnimationPlayer.prototype.triggerMicrotask = function () {\n var _this = this;\n scheduleMicroTask(function () { return _this._onFinish(); });\n };\n NoopAnimationPlayer.prototype._onStart = function () {\n this._onStartFns.forEach(function (fn) { return fn(); });\n this._onStartFns = [];\n };\n NoopAnimationPlayer.prototype.pause = function () { };\n NoopAnimationPlayer.prototype.restart = function () { };\n NoopAnimationPlayer.prototype.finish = function () { this._onFinish(); };\n NoopAnimationPlayer.prototype.destroy = function () {\n if (!this._destroyed) {\n this._destroyed = true;\n if (!this.hasStarted()) {\n this._onStart();\n }\n this.finish();\n this._onDestroyFns.forEach(function (fn) { return fn(); });\n this._onDestroyFns = [];\n }\n };\n NoopAnimationPlayer.prototype.reset = function () { };\n NoopAnimationPlayer.prototype.setPosition = function (position) { };\n NoopAnimationPlayer.prototype.getPosition = function () { return 0; };\n /** @internal */\n NoopAnimationPlayer.prototype.triggerCallback = function (phaseName) {\n var methods = phaseName == 'start' ? this._onStartFns : this._onDoneFns;\n methods.forEach(function (fn) { return fn(); });\n methods.length = 0;\n };\n return NoopAnimationPlayer;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in

the LICENSE file at https://angular.io/license\n */\n/**\n * A programmatic controller for a group of reusable animations.\n * Used internally to control animations.\n *\n * @see `AnimationPlayer`\n * @see `{@link animations/group group()}`\n *\n */\nvar AnimationGroupPlayer = /** @class */ (function () {\n function AnimationGroupPlayer(_players) {\n var _this = this;\n this._onDoneFns = [];\n this._onStartFns = [];\n this._finished = false;\n this._started = false;\n this._destroyed = false;\n this._onDestroyFns = [];\n this.parentPlayer = null;\n this.totalTime = 0;\n this.players = _players;\n var doneCount = 0;\n var destroyCount = 0;\n var startCount = 0;\n var total = this.players.length;\n if (total == 0) {\n scheduleMicroTask(function () { return _this._onFinish(); });\n }\n else {\n this.players.forEach(function (player) {\n player.onDone(function () {\n if (++doneCount == total) {\n _this._onFinish();\n }\n });\n player.onDestroy(function () {\n if (++destroyCount == total) {\n _this._onDestroy();\n }\n });\n player.onStart(function () {\n if (++startCount == total) {\n _this._onStart();\n }\n });\n });\n }\n this.totalTime = this.players.reduce(function (time, player) { return Math.max(time, player.totalTime); }, 0);\n }\n AnimationGroupPlayer.prototype._onFinish = function () {\n if (!this._finished) {\n this._finished = true;\n this._onDoneFns.forEach(function (fn) { return fn(); });\n this._onDoneFns = [];\n }\n };\n AnimationGroupPlayer.prototype.init = function () { this.players.forEach(function (player) { return player.init(); }); };\n AnimationGroupPlayer.prototype.onStart = function (fn) { this._onStartFns.push(fn); };\n AnimationGroupPlayer.prototype._onStart = function () {\n if (!this.hasStarted()) {\n this._started = true;\n this._onStartFns.forEach(function (fn) { return fn(); });\n this._onStartFns = [];\n }\n };\n AnimationGroupPlayer.prototype.onDone = function (fn) { this._onDoneFns.push(fn); };\n AnimationGroupPlayer.prototype.onDestroy = function (fn) { this._onDestroyFns.push(fn); };\n AnimationGroupPlayer.prototype.hasStarted = function () { return this._started; };\n AnimationGroupPlayer.prototype.play = function () {\n if (!this.parentPlayer) {\n this.init();\n }\n this._onStart();\n this.players.forEach(function (player) { return player.play(); });\n };\n AnimationGroupPlayer.prototype.pause = function () { this.players.forEach(function (player) { return player.pause(); }); };\n AnimationGroupPlayer.prototype.restart = function () { this.players.forEach(function (player) { return player.restart(); }); };\n AnimationGroupPlayer.prototype.finish = function () {\n this._onFinish();\n this.players.forEach(function (player) { return player.finish(); });\n };\n AnimationGroupPlayer.prototype.destroy = function () { this._onDestroy(); };\n AnimationGroupPlayer.prototype._onDestroy = function () {\n if (!this._destroyed) {\n this._destroyed = true;\n this._onFinish();\n this.players.forEach(function (player) { return player.destroy(); });\n this._onDestroyFns.forEach(function (fn) { return fn(); });\n this._onDestroyFns = [];\n }\n };\n AnimationGroupPlayer.prototype.reset = function () {\n this.players.forEach(function (player) { return player.reset(); });\n this._destroyed = false;\n this._finished = false;\n this._started = false;\n };\n AnimationGroupPlayer.prototype.setPosition = function (p) {\n var timeAtPosition = p * this.totalTime;\n this.players.forEach(function (player) {\n var position = player.totalTime ? Math.min(1, timeAtPosition / player.totalTime) : 1;\n player.setPosition(position);\n });\n };\n AnimationGroupPlayer.prototype.getPosition = function () {\n var min = 0;\n this.players.forEach(function (player) {\n var p = player.getPosition();\n min = Math.min(p, min);\n });\n return min;\n };\n AnimationGroupPlayer.prototype.beforeDestroy = function () {\n this.players.forEach(function (player) {\n if (player.beforeDestroy) {\n player.beforeDestroy();\n }\n });\n };\n /** @internal */\n AnimationGroupPlayer.prototype.triggerCallback = function (phaseName) {\n var methods = phaseName == 'start' ? this._onStartFns : this._onDoneFns;\n methods.forEach(function (fn) { return fn(); });\n methods.length = 0;\n };\n return AnimationGroupPlayer;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar PRE_STYLE = '!';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All

Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Generated bundle index. Do not edit.\n */\n\nexport { AnimationBuilder, AnimationFactory, AUTO_STYLE, animate, animateChild, animation, group, keyframes, query, sequence, stagger, state, style, transition, trigger, useAnimation, NoopAnimationPlayer, PRE_STYLE, AnimationGroupPlayer as AnimationGroupPlayer };\n//# sourceMappingURL=animations.js.map\n","/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\nimport { __decorate, __extends, __read, __spread, __assign, __values } from 'tslib';\nimport { AUTO_STYLE, NoopAnimationPlayer, AnimationGroupPlayer, PRE_STYLE, sequence, style } from '@angular/animations';\nimport { Injectable } from '@angular/core';\n\nfunction isBrowser() {\n return (typeof window !== 'undefined' && typeof window.document !== 'undefined');\n}\nfunction isNode() {\n return (typeof process !== 'undefined');\n}\nfunction optimizeGroupPlayer(players) {\n switch (players.length) {\n   case 0:\n   return new NoopAnimationPlayer();\n   case 1:\n   return players[0];\n   default:\n   return new AnimationGroupPlayer(players);\n }\n}\nfunction normalizeKeyframes(driver, normalizer, element, keyframes, preStyles, postStyles) {\n if (preStyles === void 0) { preStyles = {}; }\n if (postStyles === void 0) { postStyles = {}; }\n var errors = [];\n var normalizedKeyframes = [];\n var previousOffset = -1;\n var previousKeyframe = null;\n keyframes.forEach(function (kf) {\n   var offset = kf['offset'];\n   var isSameOffset = offset == previousOffset;\n   var normalizedKeyframe = (isSameOffset && previousKeyframe) || {};\n   Object.keys(kf).forEach(function (prop) {\n   var normalizedProp = prop;\n   var normalizedValue = kf[prop];\n   if (prop !== 'offset') {\n   normalizedProp = normalizer.normalizePropertyName(normalizedProp, errors);\n   switch (normalizedValue) {\n   case PRE_STYLE:\n   normalizedValue = preStyles[prop];\n   break;\n   case AUTO_STYLE:\n   normalizedValue = postStyles[prop];\n   break;\n   default:\n   normalizedValue =\n   normalizer.normalizeStyleValue(prop, normalizedProp, normalizedValue, errors);\n   break;\n   }\n   }\n   normalizedKeyframe[normalizedProp] = normalizedValue;\n   });\n   if (!isSameOffset) {\n   normalizedKeyframes.push(normalizedKeyframe);\n   }\n   previousKeyframe = normalizedKeyframe;\n   previousOffset = offset;\n });\n if (errors.length) {\n   var LINE_START = '\\n - ';\n   throw new Error(\"Unable to animate due to the following errors:\" + LINE_START + errors.join(LINE_START));\n }\n return normalizedKeyframes;\n}\nfunction listenOnPlayer(player, eventName, event, callback) {\n switch (eventName) {\n   case 'start':\n   player.onStart(function () { return callback(event && copyAnimationEvent(event, 'start', player)); });\n   break;\n   case 'done':\n   player.onDone(function () { return callback(event && copyAnimationEvent(event, 'done', player)); });\n   break;\n   case 'destroy':\n   player.onDestroy(function () { return callback(event && copyAnimationEvent(event, 'destroy', player)); });\n   break;\n }\n}\nfunction copyAnimationEvent(e, phaseName, player) {\n var totalTime = player.totalTime;\n var disabled = player.disabled ? true : false;\n var event = makeAnimationEvent(e.element, e.triggerName, e.fromState, e.toState, phaseName || e.phaseName, totalTime == undefined ? e.totalTime : totalTime, disabled);\n var data = e['_data'];\n if (data != null) {\n   event['_data'] = data;\n }\n return event;\n}\nfunction makeAnimationEvent(element, triggerName, fromState, toState, phaseName, totalTime, disabled) {\n if (phaseName === void 0) { phaseName = ''; }\n if (totalTime === void 0) { totalTime = 0; }\n return { element: element, triggerName: triggerName, fromState: fromState, toState: toState, phaseName: phaseName, totalTime: totalTime, disabled: !!disabled };\n}\nfunction getOrSetAsInMap(map, key, defaultValue) {\n var value;\n if (map instanceof Map) {\n   value = map.get(key);\n   if (!value) {\n   map.set(key, value = defaultValue);\n   }\n }\n else {\n   value = map[key];\n   if (!value) {\n   value = map[key] = defaultValue;\n   }\n }\n return value;\n}\nfunction parseTimelineCommand(command) {\n var separatorPos = command.indexOf(':');\n var id = command.substring(1, separatorPos);\n var action = command.substr(separatorPos + 1);\n return [id, action];\n}\nvar _contains = function (elm1, elm2) { return false;

};\nvar _matches = function (element, selector) {\n   return false;\n};\nvar _query = function (element, selector, multi) {\n   return [];\n};\n// Define utility methods for browsers and platform-server(domino) where Element\n// and utility methods exist.\nvar _isNode = isNode();\nif (_isNode || typeof Element !== 'undefined') {\n   // this is well supported in all browsers\n   _contains = function (elm1, elm2) { return elm1.contains(elm2); };\n   if (_isNode || Element.prototype.matches) {\n   _matches = function (element, selector) { return element.matches(selector); };\n   }\n   else {\n   var proto = Element.prototype;\n   var fn_1 = proto.matchesSelector || proto.mozMatchesSelector || proto.msMatchesSelector ||\n   proto.oMatchesSelector || proto.webkitMatchesSelector;\n   if (fn_1) {\n   _matches = function (element, selector) { return fn_1.apply(element, [selector]); };\n   }\n   }\n   _query = function (element, selector, multi) {\n   var results = [];\n   if (multi) {\n   results.push.apply(results, __spread(element.querySelectorAll(selector)));\n   }\n   else {\n   var elm = element.querySelector(selector);\n   if (elm) {\n   results.push(elm);\n   }\n   }\n   return results;\n   };\n}\nfunction containsVendorPrefix(prop) {\n   // Webkit is the only real popular vendor prefix nowadays\n   // cc: http://shouldiprefix.com/\n   return prop.substring(1, 6) == 'ebkit'; // webkit or Webkit\n}\nvar _CACHED_BODY = null;\nvar _IS_WEBKIT = false;\nfunction validateStyleProperty(prop) {\n   if (!_CACHED_BODY) {\n   _CACHED_BODY = getBodyNode() || {};\n   _IS_WEBKIT = _CACHED_BODY.style ? ('WebkitAppearance' in _CACHED_BODY.style) : false;\n   }\n   var result = true;\n   if (_CACHED_BODY.style && !containsVendorPrefix(prop)) {\n   result = prop in _CACHED_BODY.style;\n   if (!result && _IS_WEBKIT) {\n   var camelProp = 'Webkit' + prop.charAt(0).toUpperCase() + prop.substr(1);\n   result = camelProp in _CACHED_BODY.style;\n   }\n   }\n   return result;\n}\nfunction getBodyNode() {\n   if (typeof document != 'undefined') {\n   return document.body;\n   }\n   return null;\n}\nvar matchesElement = _matches;\nvar containsElement = _contains;\nvar invokeQuery = _query;\nfunction hypenatePropsObject(object) {\n   var newObj = {};\n   Object.keys(object).forEach(function (prop) {\n   var newProp = prop.replace(/([a-z])([A-Z])/g, '$1-$2');\n   newObj[newProp] = object[prop];\n   });\n   return newObj;\n}\n\n/**\n * @publicApi\n */\nvar NoopAnimationDriver = /** @class */ (function () {\n   function NoopAnimationDriver() {\n   }\n   NoopAnimationDriver.prototype.validateStyleProperty = function (prop) { return validateStyleProperty(prop); };\n   NoopAnimationDriver.prototype.matchesElement = function (element, selector) {\n   return matchesElement(element, selector);\n   };\n   NoopAnimationDriver.prototype.containsElement = function (elm1, elm2) { return containsElement(elm1, elm2); };\n   NoopAnimationDriver.prototype.query = function (element, selector, multi) {\n   return invokeQuery(element, selector, multi);\n   };\n   NoopAnimationDriver.prototype.computeStyle = function (element, prop, defaultValue) {\n   return defaultValue || '';\n   };\n   NoopAnimationDriver.prototype.animate = function (element, keyframes, duration, delay, easing, previousPlayers, scrubberAccessRequested) {\n   if (previousPlayers === void 0) { previousPlayers = []; }\n   return new NoopAnimationPlayer(duration, delay);\n   };\n   NoopAnimationDriver = __decorate([\n   Injectable()\n   ], NoopAnimationDriver);\n   return NoopAnimationDriver;\n}());\n/**\n * @publicApi\n */\nvar AnimationDriver = /** @class */ (function () {\n   function AnimationDriver() {\n   }\n   AnimationDriver.NOOP = new NoopAnimationDriver();\n   return AnimationDriver;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ONE_SECOND = 1000;\nvar SUBSTITUTION_EXPR_START = '{{';\nvar SUBSTITUTION_EXPR_END = '}}';\nvar ENTER_CLASSNAME = 'ng-enter';\nvar LEAVE_CLASSNAME = 'ng-leave';\nvar NG_TRIGGER_CLASSNAME = 'ng-trigger';\nvar NG_TRIGGER_SELECTOR = '.ng-trigger';\nvar NG_ANIMATING_CLASSNAME = 'ng-animating';\nvar NG_ANIMATING_SELECTOR = '.ng-animating';\nfunction resolveTimingValue(value) {\n   if (typeof value == 'number')\n   return value;\n   var matches = value.match(/^(-?[\\.\\d]+)(m?s)/);\n   if (!matches || matches.length < 2)\n   return 0;\n   return _convertTimeValueToMS(parseFloat(matches[1]), matches[2]);\n}\nfunction _convertTimeValueToMS(value, unit) {\n   switch (unit) {\n   case 's':\n   return value * ONE_SECOND;\n   default: // ms or something else\n   return value;\n   }\n}\nfunction resolveTiming(timings, errors, allowNegativeValues) {\n   return timings.hasOwnProperty('duration') ?\n   timings :\n

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parseTimeExpression(timings, errors, allowNegativeValues);\n}\nfunction parseTimeExpression(exp, errors,
allowNegativeValues) {\n    var regex = /^(-?[\\.\\d]+)(m?s)(?:\\s+(-?[\\.\\d]+)(m?s))?(?:\\s+([-a-
z]+(?:\\(.+?\\))?))?$/i;\n    var duration;\n    var delay = 0;\n    var easing = '';\n    if (typeof exp === 'string') {\n
var matches = exp.match(regex);\n        if (matches === null) {\n            errors.push(\"The provided timing value
\\\"\" + exp + \"\\\" is invalid.\");\n            return { duration: 0, delay: 0, easing: '' };\n        }\n        duration =
_convertTimeValueToMS(parseFloat(matches[1]), matches[2]);\n        var delayMatch = matches[3];\n        if
(delayMatch != null) {\n            delay = _convertTimeValueToMS(Math.floor(parseFloat(delayMatch)),
matches[4]);\n        }\n        var easingVal = matches[5];\n        if (easingVal) {\n            easing = easingVal;\n
}\n    }\n    else {\n        duration = exp;\n    }\n    if (!allowNegativeValues) {\n        var containsErrors = false;\n
var startIndex = errors.length;\n        if (duration < 0) {\n            errors.push(\"Duration values below 0 are not
allowed for this animation step.\");\n            containsErrors = true;\n        }\n        if (delay < 0) {\n
errors.push(\"Delay values below 0 are not allowed for this animation step.\");\n            containsErrors = true;\n
}\n        if (containsErrors) {\n            errors.splice(startIndex, 0, \"The provided timing value \\\"\" + exp + \"\\\" is
invalid.\");\n        }\n    }\n    return { duration: duration, delay: delay, easing: easing };\n}\nfunction copyObj(obj,
destination) {\n    if (destination === void 0) { destination = {}; }\n    Object.keys(obj).forEach(function (prop) {
destination[prop] = obj[prop]; });\n    return destination;\n}\nfunction normalizeStyles(styles) {\n    var
normalizedStyles = {};\n    if (Array.isArray(styles)) {\n        styles.forEach(function (data) { return copyStyles(data,
false, normalizedStyles); });\n    }\n    else {\n        copyStyles(styles, false, normalizedStyles);\n    }\n    return
normalizedStyles;\n}\nfunction copyStyles(styles, readPrototype, destination) {\n    if (destination === void 0) {
destination = {}; }\n    if (readPrototype) {\n        // we make use of a for-in loop so that the\n        // prototypically
inherited properties are\n        // revealed from the backFill map\n        for (var prop in styles) {\n
destination[prop] = styles[prop];\n        }\n    }\n    else {\n        copyObj(styles, destination);\n    }\n    return
destination;\n}\nfunction getStyleAttributeString(element, key, value) {\n    // Return the key-value pair string to be
added to the style attribute for the\n    // given CSS style key.\n    if (value) {\n        return key + ':' + value + ';';\n
}\n    else {\n        return '';\n    }\n}\nfunction writeStyleAttribute(element) {\n    // Read the style property of the
element and manually reflect it to the\n    // style attribute. This is needed because Domino on platform-server
doesn't\n    // understand the full set of allowed CSS properties and doesn't reflect some\n    // of them
automatically.\n    var styleAttrValue = '';\n    for (var i = 0; i < element.style.length; i++) {\n        var key =
element.style.item(i);\n        styleAttrValue += getStyleAttributeString(element, key,
element.style.getPropertyValue(key));\n    }\n    for (var key in element.style) {\n        // Skip internal Domino
properties that don't need to be reflected.\n        if (!element.style.hasOwnProperty(key) || key.startsWith('_')) {\n
    continue;\n        }\n        var dashKey = camelCaseToDashCase(key);\n        styleAttrValue +=
getStyleAttributeString(element, dashKey, element.style[key]);\n    }\n    element.setAttribute('style',
styleAttrValue);\n}\nfunction setStyles(element, styles) {\n    if (element['style']) {\n
Object.keys(styles).forEach(function (prop) {\n            var camelProp = dashCaseToCamelCase(prop);\n
element.style[camelProp] = styles[prop];\n        });\n        // On the server set the 'style' attribute since it's not
automatically reflected.\n        if (isNode()) {\n            writeStyleAttribute(element);\n        }\n    }\n}\nfunction
eraseStyles(element, styles) {\n    if (element['style']) {\n        Object.keys(styles).forEach(function (prop) {\n
var camelProp = dashCaseToCamelCase(prop);\n            element.style[camelProp] = '';\n        });\n        // On the
server set the 'style' attribute since it's not automatically reflected.\n        if (isNode()) {\n
writeStyleAttribute(element);\n        }\n    }\n}\nfunction normalizeAnimationEntry(steps) {\n    if
(Array.isArray(steps)) {\n        if (steps.length == 1)\n            return steps[0];\n        return sequence(steps);\n    }\n
return steps;\n}\nfunction validateStyleParams(value, options, errors) {\n    var params = options.params || {};\n
var matches = extractStyleParams(value);\n    if (matches.length) {\n        matches.forEach(function (varName) {\n
        if (!params.hasOwnProperty(varName)) {\n                errors.push(\"Unable to resolve the local animation param
\" + varName + \" in the given list of values\");\n            }\n        });\n    }\n}\nvar PARAM_REGEX = new
RegExp(SUBSTITUTION_EXPR_START + \"\\\\s*(.+?)\\\\s*\" + SUBSTITUTION_EXPR_END, 'g');\nfunction
extractStyleParams(value) {\n    var params = [];\n    if (typeof value === 'string') {\n        var val =
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value.toString();\n        var match = void 0;\n        while (match = PARAM_REGEX.exec(val)) {\n
params.push(match[1]);\n        }\n        PARAM_REGEX.lastIndex = 0;\n    }\n    return params;\n}\nfunction
interpolateParams(value, params, errors) {\n    var original = value.toString();\n    var str =
original.replace(PARAM_REGEX, function (_, varName) {\n        var localVal = params[varName];\n        // this
means that the value was never overridden by the data passed in by the user\n        if
(!params.hasOwnProperty(varName)) {\n            errors.push(\"Please provide a value for the animation param \" +
varName);\n            localVal = '';\n        }\n        return localVal.toString();\n    });\n    // we do this to assert that
numeric values stay as they are\n    return str == original ? value : str;\n}\nfunction iteratorToArray(iterator) {\n
var arr = [];\n    var item = iterator.next();\n    while (!item.done) {\n        arr.push(item.value);\n        item =
iterator.next();\n    }\n    return arr;\n}\nvar DASH_CASE_REGEXP = /-+([a-z0-9])/g;\nfunction
dashCaseToCamelCase(input) {\n    return input.replace(DASH_CASE_REGEXP, function () {\n        var m = [];\n
    for (var _i = 0; _i < arguments.length; _i++) {\n            m[_i] = arguments[_i];\n        }\n        return
m[1].toUpperCase();\n    });\n}\nfunction camelCaseToDashCase(input) {\n    return input.replace(/([a-z])([A-Z])/g,
'$1-$2').toLowerCase();\n}\nfunction allowPreviousPlayerStylesMerge(duration, delay) {\n    return duration === 0
|| delay === 0;\n}\nfunction balancePreviousStylesIntoKeyframes(element, keyframes, previousStyles) {\n    var
previousStyleProps = Object.keys(previousStyles);\n    if (previousStyleProps.length && keyframes.length) {\n
var startingKeyframe_1 = keyframes[0];\n        var missingStyleProps_1 = [];\n
previousStyleProps.forEach(function (prop) {\n            if (!startingKeyframe_1.hasOwnProperty(prop)) {\n
missingStyleProps_1.push(prop);\n            }\n            startingKeyframe_1[prop] = previousStyles[prop];\n        });\n
    if (missingStyleProps_1.length) {\n            var _loop_1 = function () {\n                var kf = keyframes[i];\n
 missingStyleProps_1.forEach(function (prop) { kf[prop] = computeStyle(element, prop); });\n            };\n            //
tslint:disable-next-line\n            for (var i = 1; i < keyframes.length; i++) {\n                _loop_1();\n            }\n
}\n    }\n    return keyframes;\n}\nfunction visitDslNode(visitor, node, context) {\n    switch (node.type) {\n        case
7 /* Trigger */:\n            return visitor.visitTrigger(node, context);\n        case 0 /* State */:\n            return
visitor.visitState(node, context);\n        case 1 /* Transition */:\n            return visitor.visitTransition(node,
context);\n        case 2 /* Sequence */:\n            return visitor.visitSequence(node, context);\n        case 3 /* Group
*/:\n            return visitor.visitGroup(node, context);\n        case 4 /* Animate */:\n            return
visitor.visitAnimate(node, context);\n        case 5 /* Keyframes */:\n            return visitor.visitKeyframes(node,
context);\n        case 6 /* Style */:\n            return visitor.visitStyle(node, context);\n        case 8 /* Reference */:\n
    return visitor.visitReference(node, context);\n        case 9 /* AnimateChild */:\n            return
visitor.visitAnimateChild(node, context);\n        case 10 /* AnimateRef */:\n            return
visitor.visitAnimateRef(node, context);\n        case 11 /* Query */:\n            return visitor.visitQuery(node,
context);\n        case 12 /* Stagger */:\n            return visitor.visitStagger(node, context);\n        default:\n
throw new Error(\"Unable to resolve animation metadata node #\" + node.type);\n    }\n}\nfunction
computeStyle(element, prop) {\n    return window.getComputedStyle(element)[prop];\n}\n\n/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ANY_STATE = '*';\nfunction
parseTransitionExpr(transitionValue, errors) {\n    var expressions = [];\n    if (typeof transitionValue == 'string') {\n
      transitionValue\n            .split(/\\s*,\\s*/)\n            .forEach(function (str) { return parseInnerTransitionStr(str,
expressions, errors); });\n    }\n    else {\n        expressions.push(transitionValue);\n    }\n    return
expressions;\n}\nfunction parseInnerTransitionStr(eventStr, expressions, errors) {\n    if (eventStr[0] == ':') {\n
var result = parseAnimationAlias(eventStr, errors);\n        if (typeof result == 'function') {\n
expressions.push(result);\n            return;\n        }\n        eventStr = result;\n    }\n    var match =
eventStr.match(/^(\\*|[-\\w]+)\\s*(<?[=-]>)\\s*(\\*|[-\\w]+)$/);\n    if (match == null || match.length < 4) {\n
errors.push(\"The provided transition expression \\\"\" + eventStr + \"\\\" is not supported\");\n        return
expressions;\n    }\n    var fromState = match[1];\n    var separator = match[2];\n    var toState = match[3];\n
expressions.push(makeLambdaFromStates(fromState, toState));\n    var isFullAnyStateExpr = fromState ==
ANY_STATE && toState == ANY_STATE;\n    if (separator[0] == '<' && !isFullAnyStateExpr) {\n
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expressions.push(makeLambdaFromStates(toState, fromState));\n   }\n}\nfunction parseAnimationAlias(alias, errors) {\n   switch (alias) {\n   case ':enter':\n   return 'void => *';\n   case ':leave':\n   return '* => void';\n   case ':increment':\n   return function (fromState, toState) { return parseFloat(toState) > parseFloat(fromState); };\n   case ':decrement':\n   return function (fromState, toState) { return parseFloat(toState) < parseFloat(fromState); };\n   default:\n   errors.push(\"The transition alias value \\\"\" + alias + \"\\\" is not supported\");\n   return '* => *';\n   }\n}\n// DO NOT REFACTOR ... keep the follow set instantiations\n// with the values intact (closure compiler for some reason\n// removes follow-up lines that add the values outside of\n// the constructor...\nvar TRUE_BOOLEAN_VALUES = new Set(['true', '1']);\nvar FALSE_BOOLEAN_VALUES = new Set(['false', '0']);\nfunction makeLambdaFromStates(lhs, rhs) {\n   var LHS_MATCH_BOOLEAN = TRUE_BOOLEAN_VALUES.has(lhs) || FALSE_BOOLEAN_VALUES.has(lhs);\n var RHS_MATCH_BOOLEAN = TRUE_BOOLEAN_VALUES.has(rhs) || FALSE_BOOLEAN_VALUES.has(rhs);\n   return function (fromState, toState) {\n   var lhsMatch = lhs == ANY_STATE || lhs == fromState;\n   var rhsMatch = rhs == ANY_STATE || rhs == toState;\n   if (!lhsMatch && LHS_MATCH_BOOLEAN && typeof fromState === 'boolean') {\n   lhsMatch = fromState ? TRUE_BOOLEAN_VALUES.has(lhs) : FALSE_BOOLEAN_VALUES.has(lhs);\n   }\n   if (!rhsMatch && RHS_MATCH_BOOLEAN && typeof toState === 'boolean') {\n   rhsMatch = toState ? TRUE_BOOLEAN_VALUES.has(rhs) : FALSE_BOOLEAN_VALUES.has(rhs);\n   }\n   return lhsMatch && rhsMatch;\n   };\n}\n\nvar SELF_TOKEN = ':self';\nvar SELF_TOKEN_REGEX = new RegExp(\"s*\" + SELF_TOKEN + \"s*,?\", 'g');\n/*\n * [Validation]\n * The visitor code below will traverse the animation AST generated by the animation verb functions\n * (the output is a tree of objects) and attempt to perform a series of validations on the data. The\n * following corner-cases will be validated:\n *\n * 1. Overlap of animations\n * Given that a CSS property cannot be animated in more than one place at the same time, it's\n * important that this behaviour is detected and validated. The way in which this occurs is that\n * each time a style property is examined, a string-map containing the property will be updated with\n * the start and end times for when the property is used within an animation step.\n *\n * If there are two or more parallel animations that are currently running (these are invoked by the\n * group()) on the same element then the validator will throw an error. Since the start/end timing\n * values are collected for each property then if the current animation step is animating the same\n * property and its timing values fall anywhere into the window of time that the property is\n * currently being animated within then this is what causes an error.\n *\n * 2. Timing values\n * The validator will validate to see if a timing value of `duration delay easing` or\n * `durationNumber` is valid or not.\n *\n * (note that upon validation the code below will replace the timing data with an object containing\n * {duration,delay,easing}.\n *\n * 3. Offset Validation\n * Each of the style() calls are allowed to have an offset value when placed inside of keyframes().\n * Offsets within keyframes() are considered valid when:\n *\n *   - No offsets are used at all\n *   - Each style() entry contains an offset value\n *   - Each offset is between 0 and 1\n *   - Each offset is greater to or equal than the previous one\n *\n * Otherwise an error will be thrown.\n */\nfunction buildAnimationAst(driver, metadata, errors) {\n   return new AnimationAstBuilderVisitor(driver).build(metadata, errors);\n}\nvar ROOT_SELECTOR = '';\nvar AnimationAstBuilderVisitor = /** @class */ (function () {\n   function AnimationAstBuilderVisitor(_driver) {\n this._driver = _driver;\n   }\n   AnimationAstBuilderVisitor.prototype.build = function (metadata, errors) {\n var context = new AnimationAstBuilderContext(errors);\n   this._resetContextStyleTimingState(context);\n return visitDslNode(this, normalizeAnimationEntry(metadata), context);\n   };\n AnimationAstBuilderVisitor.prototype._resetContextStyleTimingState = function (context) {\n context.currentQuerySelector = ROOT_SELECTOR;\n   context.collectedStyles = {};\n context.collectedStyles[ROOT_SELECTOR] = {};\n   context.currentTime = 0;\n   };\n AnimationAstBuilderVisitor.prototype.visitTrigger = function (metadata, context) {\n   var _this = this;\n   var queryCount = context.queryCount = 0;\n   var depCount = context.depCount = 0;\n   var states = [];\n   var transitions = [];\n   if (metadata.name.charAt(0) == '@') {\n   context.errors.push('animation triggers cannot be prefixed with an `@` sign (e.g. trigger(\\'@foo\\', [...]))');\n   }\n   metadata.definitions.forEach(function (def) {\n   _this._resetContextStyleTimingState(context);\n   if (def.type == 0 /* State */) {\n

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var stateDef_1 = def;\n            var name_1 = stateDef_1.name;\n
name_1.toString().split(/\\s*,\\s*/).forEach(function (n) {\n                stateDef_1.name = n;\n
states.push(_this.visitState(stateDef_1, context));\n            });\n            stateDef_1.name = name_1;\n        }\n
        else if (def.type == 1 /* Transition */) {\n            var transition = _this.visitTransition(def, context);\n
  queryCount += transition.queryCount;\n            depCount += transition.depCount;\n
transitions.push(transition);\n        }\n        else {\n            context.errors.push('only state() and transition()
definitions can sit inside of a trigger()');\n        }\n    });\n    return {\n        type: 7 /* Trigger */,\n
name: metadata.name, states: states, transitions: transitions, queryCount: queryCount, depCount: depCount,\n
options: null\n    };\n  };\n  AnimationAstBuilderVisitor.prototype.visitState = function (metadata, context) {\n
  var styleAst = this.visitStyle(metadata.styles, context);\n    var astParams = (metadata.options &&
metadata.options.params) || null;\n    if (styleAst.containsDynamicStyles) {\n        var missingSubs_1 = new
Set();\n        var params_1 = astParams || {};\n        styleAst.styles.forEach(function (value) {\n            if
(isObject(value)) {\n                var stylesObj_1 = value;\n                Object.keys(stylesObj_1).forEach(function
(prop) {\n                    extractStyleParams(stylesObj_1[prop]).forEach(function (sub) {\n                        if
(!params_1.hasOwnProperty(sub)) {\n                            missingSubs_1.add(sub);\n                        }\n
    });\n                });\n            }\n        });\n        if (missingSubs_1.size) {\n            var missingSubsArr =
iteratorToArray(missingSubs_1.values());\n            context.errors.push(\"state(\\\"\" + metadata.name + \"\\\", ...)
must define default values for all the following style substitutions: \" + missingSubsArr.join(', '));\n        }\n
}\n    return {\n        type: 0 /* State */,\n        name: metadata.name,\n        style: styleAst,\n
options: astParams ? { params: astParams } : null\n    };\n  };\n
AnimationAstBuilderVisitor.prototype.visitTransition = function (metadata, context) {\n    context.queryCount =
0;\n    context.depCount = 0;\n    var animation = visitDslNode(this,
normalizeAnimationEntry(metadata.animation), context);\n    var matchers = parseTransitionExpr(metadata.expr,
context.errors);\n    return {\n        type: 1 /* Transition */,\n        matchers: matchers,\n        animation:
animation,\n        queryCount: context.queryCount,\n        depCount: context.depCount,\n        options:
normalizeAnimationOptions(metadata.options)\n    };\n  };\n
AnimationAstBuilderVisitor.prototype.visitSequence = function (metadata, context) {\n    var _this = this;\n
return {\n        type: 2 /* Sequence */,\n        steps: metadata.steps.map(function (s) { return visitDslNode(_this,
s, context); }),\n        options: normalizeAnimationOptions(metadata.options)\n    };\n  };\n
AnimationAstBuilderVisitor.prototype.visitGroup = function (metadata, context) {\n    var _this = this;\n    var
currentTime = context.currentTime;\n    var furthestTime = 0;\n    var steps = metadata.steps.map(function
(step) {\n        context.currentTime = currentTime;\n        var innerAst = visitDslNode(_this, step, context);\n
    furthestTime = Math.max(furthestTime, context.currentTime);\n        return innerAst;\n    });\n
context.currentTime = furthestTime;\n    return {\n        type: 3 /* Group */,\n        steps: steps,\n
options: normalizeAnimationOptions(metadata.options)\n    };\n  };\n
AnimationAstBuilderVisitor.prototype.visitAnimate = function (metadata, context) {\n    var timingAst =
constructTimingAst(metadata.timings, context.errors);\n    context.currentAnimateTimings = timingAst;\n
var styleAst;\n    var styleMetadata = metadata.styles ? metadata.styles : style({});\n    if (styleMetadata.type ==
5 /* Keyframes */) {\n        styleAst = this.visitKeyframes(styleMetadata, context);\n    }\n    else {\n
var styleMetadata_1 = metadata.styles;\n        var isEmpty = false;\n        if (!styleMetadata_1) {\n
isEmpty = true;\n            var newStyleData = {};\n            if (timingAst.easing) {\n
newStyleData['easing'] = timingAst.easing;\n            }\n            styleMetadata_1 = style(newStyleData);\n
}\n        context.currentTime += timingAst.duration + timingAst.delay;\n        var _styleAst =
this.visitStyle(styleMetadata_1, context);\n        _styleAst.isEmptyStep = isEmpty;\n        styleAst =
_styleAst;\n    }\n    context.currentAnimateTimings = null;\n    return {\n        type: 4 /* Animate */,\n
  timings: timingAst,\n        style: styleAst,\n        options: null\n    };\n  };\n
AnimationAstBuilderVisitor.prototype.visitStyle = function (metadata, context) {\n    var ast =
this._makeStyleAst(metadata, context);\n    this._validateStyleAst(ast, context);\n    return ast;\n  };\n
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AnimationAstBuilderVisitor.prototype._makeStyleAst = function (metadata, context) {\n        var styles = [];\n
if (Array.isArray(metadata.styles)) {\n            metadata.styles.forEach(function (styleTuple) {\n                if (typeof
styleTuple == 'string') {\n                    if (styleTuple == AUTO_STYLE) {\n
styles.push(styleTuple);\n                    }\n                    else {\n                        context.errors.push(\"The provided
style string value \" + styleTuple + \" is not allowed.\");\n                    }\n                }\n                else {\n
styles.push(styleTuple);\n                }\n            });\n        }\n        else {\n            styles.push(metadata.styles);\n
}\n        var containsDynamicStyles = false;\n        var collectedEasing = null;\n        styles.forEach(function
(styleData) {\n            if (isObject(styleData)) {\n                var styleMap = styleData;\n                var easing =
styleMap['easing'];\n                if (easing) {\n                    collectedEasing = easing;\n                    delete
styleMap['easing'];\n                }\n                if (!containsDynamicStyles) {\n                    for (var prop in styleMap)
{\n                        var value = styleMap[prop];\n                        if
(value.toString().indexOf(SUBSTITUTION_EXPR_START) >= 0) {\n                            containsDynamicStyles =
true;\n                            break;\n                        }\n                    }\n                }\n            }\n        });\n        return {\n
    type: 6 /* Style */,\n            styles: styles,\n            easing: collectedEasing,\n            offset: metadata.offset,
containsDynamicStyles: containsDynamicStyles,\n            options: null\n        };\n    };\n
AnimationAstBuilderVisitor.prototype._validateStyleAst = function (ast, context) {\n        var _this = this;\n        var
timings = context.currentAnimateTimings;\n        var endTime = context.currentTime;\n        var startTime =
context.currentTime;\n        if (timings && startTime > 0) {\n            startTime -= timings.duration +
timings.delay;\n        }\n        ast.styles.forEach(function (tuple) {\n            if (typeof tuple == 'string')\n
return;\n            Object.keys(tuple).forEach(function (prop) {\n                if
(!_this._driver.validateStyleProperty(prop)) {\n                    context.errors.push(\"The provided animation property
\\\"\" + prop + \"\\\" is not a supported CSS property for animations\");\n                    return;\n                }\n
var collectedStyles = context.collectedStyles[context.currentQuerySelector];\n                var collectedEntry =
collectedStyles[prop];\n                var updateCollectedStyle = true;\n                if (collectedEntry) {\n                    if
(startTime != endTime && startTime >= collectedEntry.startTime &&\n                        endTime <=
collectedEntry.endTime) {\n                        context.errors.push(\"The CSS property \\\"\" + prop + \"\\\" that exists
between the times of \\\"\" + collectedEntry.startTime + \"ms\\\" and \\\"\" + collectedEntry.endTime + \"ms\\\" is
also being animated in a parallel animation between the times of \\\"\" + startTime + \"ms\\\" and \\\"\" + endTime +
\"ms\\\"\");\n                        updateCollectedStyle = false;\n                    }\n                    // we always choose the
smaller start time value since we\n                    // want to have a record of the entire animation window where\n
        // the style property is being animated in between\n                    startTime = collectedEntry.startTime;\n
  }\n                if (updateCollectedStyle) {\n                    collectedStyles[prop] = { startTime: startTime, endTime:
endTime };\n                }\n                if (context.options) {\n                    validateStyleParams(tuple[prop],
context.options, context.errors);\n                }\n            });\n        });\n    };\n
AnimationAstBuilderVisitor.prototype.visitKeyframes = function (metadata, context) {\n        var _this = this;\n
var ast = { type: 5 /* Keyframes */, styles: [], options: null };\n        if (!context.currentAnimateTimings) {\n
context.errors.push(\"keyframes() must be placed inside of a call to animate()\");\n            return ast;\n        }\n
var MAX_KEYFRAME_OFFSET = 1;\n        var totalKeyframesWithOffsets = 0;\n        var offsets = [];\n        var
offsetsOutOfOrder = false;\n        var keyframesOutOfRange = false;\n        var previousOffset = 0;\n        var
keyframes = metadata.steps.map(function (styles) {\n            var style$$1 = _this._makeStyleAst(styles, context);\n
        var offsetVal = style$$1.offset != null ? style$$1.offset : consumeOffset(style$$1.styles);\n            var offset =
0;\n            if (offsetVal != null) {\n                totalKeyframesWithOffsets++;\n                offset = style$$1.offset =
offsetVal;\n            }\n            keyframesOutOfRange = keyframesOutOfRange || offset < 0 || offset > 1;\n
offsetsOutOfOrder = offsetsOutOfOrder || offset < previousOffset;\n            previousOffset = offset;\n
offsets.push(offset);\n            return style$$1;\n        });\n        if (keyframesOutOfRange) {\n
context.errors.push(\"Please ensure that all keyframe offsets are between 0 and 1\");\n        }\n        if
(offsetsOutOfOrder) {\n            context.errors.push(\"Please ensure that all keyframe offsets are in order\");\n
}\n        var length = metadata.steps.length;\n        var generatedOffset = 0;\n        if (totalKeyframesWithOffsets > 0
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&& totalKeyframesWithOffsets < length) {\n context.errors.push(\"Not all style() steps within the declared keyframes() contain offsets\");\n }\n else if (totalKeyframesWithOffsets == 0) {\n generatedOffset = MAX_KEYFRAME_OFFSET / (length - 1);\n }\n var limit = length - 1;\n var currentTime = context.currentTime;\n var currentAnimateTimings = context.currentAnimateTimings;\n var animateDuration = currentAnimateTimings.duration;\n keyframes.forEach(function (kf, i) {\n var offset = generatedOffset > 0 ? (i == limit ? 1 : (generatedOffset * i)) : offsets[i];\n var durationUpToThisFrame = offset * animateDuration;\n context.currentTime = currentTime + currentAnimateTimings.delay + durationUpToThisFrame;\n currentAnimateTimings.duration = durationUpToThisFrame;\n _this._validateStyleAst(kf, context);\n kf.offset = offset;\n ast.styles.push(kf);\n });\n return ast;\n };\n AnimationAstBuilderVisitor.prototype.visitReference = function (metadata, context) {\n return {\n type: 8 /* Reference */,\n animation: visitDslNode(this, normalizeAnimationEntry(metadata.animation), context),\n options: normalizeAnimationOptions(metadata.options)\n };\n };\n AnimationAstBuilderVisitor.prototype.visitAnimateChild = function (metadata, context) {\n context.depCount++;\n return {\n type: 9 /* AnimateChild */,\n options: normalizeAnimationOptions(metadata.options)\n };\n };\n AnimationAstBuilderVisitor.prototype.visitAnimateRef = function (metadata, context) {\n return {\n type: 10 /* AnimateRef */,\n animation: this.visitReference(metadata.animation, context),\n options: normalizeAnimationOptions(metadata.options)\n };\n };\n AnimationAstBuilderVisitor.prototype.visitQuery = function (metadata, context) {\n var parentSelector = context.currentQuerySelector;\n var options = (metadata.options || {});\n context.queryCount++;\n context.currentQuery = metadata;\n var _a = __read(normalizeSelector(metadata.selector), 2), selector = _a[0], includeSelf = _a[1];\n context.currentQuerySelector =\n parentSelector.length ? (parentSelector + ' ' + selector) : selector;\n getOrSetAsInMap(context.collectedStyles, context.currentQuerySelector, {});\n var animation = visitDslNode(this, normalizeAnimationEntry(metadata.animation), context);\n context.currentQuery = null;\n context.currentQuerySelector = parentSelector;\n return {\n type: 11 /* Query */,\n selector: selector,\n limit: options.limit || 0,\n optional: !!options.optional, includeSelf: includeSelf, animation: animation,\n originalSelector: metadata.selector,\n options: normalizeAnimationOptions(metadata.options)\n };\n };\n AnimationAstBuilderVisitor.prototype.visitStagger = function (metadata, context) {\n if (!context.currentQuery) {\n context.errors.push(\"stagger() can only be used inside of query()\");\n }\n var timings = metadata.timings === 'full' ?\n { duration: 0, delay: 0, easing: 'full' } :\n resolveTiming(metadata.timings, context.errors, true);\n return {\n type: 12 /* Stagger */,\n animation: visitDslNode(this, normalizeAnimationEntry(metadata.animation), context), timings: timings,\n options: null\n };\n };\n return AnimationAstBuilderVisitor;\n}());\nfunction normalizeSelector(selector) {\n var hasAmpersand = selector.split(/\\s*,\\s*/).find(function (token) { return token == SELF_TOKEN; }) ? true : false;\n if (hasAmpersand) {\n selector = selector.replace(SELF_TOKEN_REGEX, '');\n }\n // the :enter and :leave selectors are filled in at runtime during timeline building\n selector = selector.replace(/@*/g, NG_TRIGGER_SELECTOR)\n .replace(/@\\w+/g, function (match) { return NG_TRIGGER_SELECTOR + '-' + match.substr(1); })\n .replace(/:animating/g, NG_ANIMATING_SELECTOR);\n return [selector, hasAmpersand];\n}\nfunction normalizeParams(obj) {\n return obj ? copyObj(obj) : null;\n}\nvar AnimationAstBuilderContext = /** @class */ (function () {\n function AnimationAstBuilderContext(errors) {\n this.errors = errors;\n this.queryCount = 0;\n this.depCount = 0;\n this.currentTransition = null;\n this.currentQuery = null;\n this.currentQuerySelector = null;\n this.currentAnimateTimings = null;\n this.currentTime = 0;\n this.collectedStyles = {};\n this.options = null;\n }\n return AnimationAstBuilderContext;\n}());\nfunction consumeOffset(styles) {\n if (typeof styles == 'string')\n return null;\n var offset = null;\n if (Array.isArray(styles)) {\n styles.forEach(function (styleTuple) {\n if (isObject(styleTuple) && styleTuple.hasOwnProperty('offset')) {\n var obj = styleTuple;\n offset

= parseFloat(obj['offset']);\n delete obj['offset'];\n }\n });\n }\n else if (isObject(styles) && styles.hasOwnProperty('offset')) {\n var obj = styles;\n offset = parseFloat(obj['offset']);\n delete obj['offset'];\n }\n return offset;\n}\nfunction isObject(value) {\n return !Array.isArray(value) && typeof value == 'object';\n}\nfunction constructTimingAst(value, errors) {\n var timings = null;\n if (value.hasOwnProperty('duration')) {\n timings = value;\n }\n else if (typeof value == 'number') {\n var duration = resolveTiming(value, errors).duration;\n return makeTimingAst(duration, 0, '');\n }\n var strValue = value;\n var isDynamic = strValue.split(/\\s+/).some(function (v) { return v.charAt(0) == '{' && v.charAt(1) == '{'; });\n if (isDynamic) {\n var ast = makeTimingAst(0, 0, '');\n ast.dynamic = true;\n ast.strValue = strValue;\n return ast;\n }\n timings = timings || resolveTiming(strValue, errors);\n return makeTimingAst(timings.duration, timings.delay, timings.easing);\n}\nfunction normalizeAnimationOptions(options) {\n if (options) {\n options = copyObj(options);\n if (options['params']) {\n options['params'] = normalizeParams(options['params']);\n }\n }\n else {\n options = {};\n }\n return options;\n}\nfunction makeTimingAst(duration, delay, easing) {\n return { duration: duration, delay: delay, easing: easing };\n}\n\nfunction createTimelineInstruction(element, keyframes, preStyleProps, postStyleProps, duration, delay, easing, subTimeline) {\n if (easing === void 0) { easing = null; }\n if (subTimeline === void 0) { subTimeline = false; }\n return {\n type: 1 /* TimelineAnimation */,\n element: element,\n keyframes: keyframes,\n preStyleProps: preStyleProps,\n postStyleProps: postStyleProps,\n duration: duration,\n delay: delay,\n totalTime: duration + delay, easing: easing, subTimeline: subTimeline\n };\n}\n\nvar ElementInstructionMap = /** @class */ (function () {\n function ElementInstructionMap() {\n this._map = new Map();\n }\n ElementInstructionMap.prototype.consume = function (element) {\n var instructions = this._map.get(element);\n if (instructions) {\n this._map.delete(element);\n }\n else {\n instructions = [];\n }\n return instructions;\n };\n ElementInstructionMap.prototype.append = function (element, instructions) {\n var existingInstructions = this._map.get(element);\n if (!existingInstructions) {\n this._map.set(element, existingInstructions = []);\n }\n existingInstructions.push.apply(existingInstructions, __spread(instructions));\n };\n ElementInstructionMap.prototype.has = function (element) { return this._map.has(element); };\n ElementInstructionMap.prototype.clear = function () { this._map.clear(); };\n return ElementInstructionMap;\n}());\n\nvar ONE_FRAME_IN_MILLISECONDS = 1;\nvar ENTER_TOKEN = ':enter';\nvar ENTER_TOKEN_REGEX = new RegExp(ENTER_TOKEN, 'g');\nvar LEAVE_TOKEN = ':leave';\nvar LEAVE_TOKEN_REGEX = new RegExp(LEAVE_TOKEN, 'g');\n/*\n * The code within this file aims to generate web-animations-compatible keyframes from Angular's\n * animation DSL code.\n *\n * The code below will be converted from:\n *\n * ```\n * sequence([\n * style({ opacity: 0 }),\n * animate(1000, style({ opacity: 0 }))\n *])\n * ```\n *\n * To:\n * ```\n * keyframes = [{ opacity: 0, offset: 0 }, { opacity: 1, offset: 1 }]\n * duration = 1000\n * delay = 0\n * easing = ''\n * ```\n *\n * For this operation to cover the combination of animation verbs (style, animate, group, etc...) a\n * combination of prototypical inheritance, AST traversal and merge-sort-like algorithms are used.\n *\n * [AST Traversal]\n * Each of the animation verbs, when executed, will return an string-map object representing what\n * type of action it is (style, animate, group, etc...) and the data associated with it. This means\n * that when functional composition mix of these functions is evaluated (like in the example above)\n * then it will end up producing a tree of objects representing the animation itself.\n *\n * When this animation object tree is processed by the visitor code below it will visit each of the\n * verb statements within the visitor. And during each visit it will build the context of the\n * animation keyframes by interacting with the `TimelineBuilder`.\n *\n * [TimelineBuilder]\n * This class is responsible for tracking the styles and building a series of keyframe objects for a\n * timeline between a start and end time. The builder starts off with an initial timeline and each\n * time the AST comes across a `group()`, `keyframes()` or a combination of the two wihtin a\n * `sequence()` then it will generate a sub timeline for each step as well as a new one after\n * they are complete.\n *\n * As the AST is traversed, the timing state on each of the timelines will be incremented. If a sub\n * timeline was created (based on one of the cases above) then the parent timeline will attempt to\n * merge the styles used within the sub timelines into itself (only with group() this will happen).\n * This happens with a merge operation (much like how the merge works in

mergesort) and it will only\n * copy the most recently used styles from the sub timelines into the parent timeline. This ensures\n * that if the styles are used later on in another phase of the animation then they will be the most\n * up-to-date values.\n *\n * [How Missing Styles Are Updated]\n * Each timeline has a `backFill` property which is responsible for filling in new styles into\n * already processed keyframes if a new style shows up later within the animation sequence.\n *\n * ```\n * sequence([\n * style({ width: 0 }),\n * animate(1000, style({ width: 100 })),\n * animate(1000, style({ width: 200 })),\n * animate(1000, style({ width: 300 }))\n * animate(1000, style({ width: 400, height: 400 })) // notice how `height` doesn't exist anywhere\n * else\n *])\n * ```\n *\n * What is happening here is that the `height` value is added later in the sequence, but is missing\n * from all previous animation steps. Therefore when a keyframe is created it would also be missing\n * from all previous keyframes up until where it is first used. For the timeline keyframe generation\n * to properly fill in the style it will place the previous value (the value from the parent\n * timeline) or a default value of `*` into the backFill object. Given that each of the keyframe\n * styles are objects that prototypically inhert from the backFill object, this means that if a\n * value is added into the backFill then it will automatically propagate any missing values to all\n * keyframes. Therefore the missing `height` value will be properly filled into the already\n * processed keyframes.\n *\n * When a sub-timeline is created it will have its own backFill property. This is done so that\n * styles present within the sub-timeline do not accidentally seep into the previous/future timeline\n * keyframes\n *\n * (For prototypically-inherited contents to be detected a `for(i in obj)` loop must be used.)\n *\n * [Validation]\n * The code in this file is not responsible for validation. That functionality happens with within\n * the `AnimationValidatorVisitor` code.\n */\nfunction buildAnimationTimelines(driver, rootElement, ast, enterClassName, leaveClassName, startingStyles, finalStyles, options, subInstructions, errors) {\n if (startingStyles === void 0) { startingStyles = {}; }\n if (finalStyles === void 0) { finalStyles = {}; }\n if (errors === void 0) { errors = []; }\n return new AnimationTimelineBuilderVisitor().buildKeyframes(driver, rootElement, ast, enterClassName, leaveClassName, startingStyles, finalStyles, options, subInstructions, errors);\n}\nvar AnimationTimelineBuilderVisitor = /** @class */ (function () {\n function AnimationTimelineBuilderVisitor() {\n }\n AnimationTimelineBuilderVisitor.prototype.buildKeyframes = function (driver, rootElement, ast, enterClassName, leaveClassName, startingStyles, finalStyles, options, subInstructions, errors) {\n if (errors === void 0) { errors = []; }\n subInstructions = subInstructions || new ElementInstructionMap();\n var context = new AnimationTimelineContext(driver, rootElement, subInstructions, enterClassName, leaveClassName, errors, []);\n context.options = options;\n context.currentTimeline.setStyles([startingStyles], null, context.errors, options);\n visitDslNode(this, ast, context);\n // this checks to see if an actual animation happened\n var timelines = context.timelines.filter(function (timeline) { return timeline.containsAnimation(); });\n if (timelines.length && Object.keys(finalStyles).length) {\n var tl = timelines[timelines.length - 1];\n if (!tl.allowOnlyTimelineStyles()) {\n tl.setStyles([finalStyles], null, context.errors, options);\n }\n }\n return timelines.length ? timelines.map(function (timeline) { return timeline.buildKeyframes(); }) :\n [createTimelineInstruction(rootElement, [], [], [], 0, 0, '', false)];\n };\n AnimationTimelineBuilderVisitor.prototype.visitTrigger = function (ast, context) {\n // these values are not visited in this AST\n };\n AnimationTimelineBuilderVisitor.prototype.visitState = function (ast, context) {\n // these values are not visited in this AST\n };\n AnimationTimelineBuilderVisitor.prototype.visitTransition = function (ast, context) {\n // these values are not visited in this AST\n };\n AnimationTimelineBuilderVisitor.prototype.visitAnimateChild = function (ast, context) {\n var elementInstructions = context.subInstructions.consume(context.element);\n if (elementInstructions) {\n var innerContext = context.createSubContext(ast.options);\n var startTime = context.currentTimeline.currentTime;\n var endTime = this._visitSubInstructions(elementInstructions, innerContext, innerContext.options);\n if (startTime != endTime) {\n // we do this on the upper context because we created a sub context for\n // the sub child animations\n context.transformIntoNewTimeline(endTime);\n }\n }\n context.previousNode = ast;\n };\n AnimationTimelineBuilderVisitor.prototype.visitAnimateRef = function (ast, context) {\n var innerContext = context.createSubContext(ast.options);\n innerContext.transformIntoNewTimeline();\n

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this.visitReference(ast.animation, innerContext);\n
context.transformIntoNewTimeline(innerContext.currentTimeline.currentTime);\n        context.previousNode =
ast;\n    };\n    AnimationTimelineBuilderVisitor.prototype._visitSubInstructions = function (instructions, context,
options) {\n        var startTime = context.currentTimeline.currentTime;\n        var furthestTime = startTime;\n        //
this is a special-case for when a user wants to skip a sub\n        // animation from being fired entirely.\n        var
duration = options.duration != null ? resolveTimingValue(options.duration) : null;\n        var delay = options.delay
!= null ? resolveTimingValue(options.delay) : null;\n        if (duration !== 0) {\n
instructions.forEach(function (instruction) {\n                var instructionTimings =
context.appendInstructionToTimeline(instruction, duration, delay);\n                furthestTime =\n
Math.max(furthestTime, instructionTimings.duration + instructionTimings.delay);\n            });\n        }\n        return
furthestTime;\n    };\n    AnimationTimelineBuilderVisitor.prototype.visitReference = function (ast, context) {\n
context.updateOptions(ast.options, true);\n        visitDslNode(this, ast.animation, context);\n
context.previousNode = ast;\n    };\n    AnimationTimelineBuilderVisitor.prototype.visitSequence = function (ast,
context) {\n        var _this = this;\n        var subContextCount = context.subContextCount;\n        var ctx = context;\n
    var options = ast.options;\n        if (options && (options.params || options.delay)) {\n            ctx =
context.createSubContext(options);\n            ctx.transformIntoNewTimeline();\n            if (options.delay != null) {\n
            if (ctx.previousNode.type == 6 /* Style */) {\n                ctx.currentTimeline.snapshotCurrentStyles();\n
            ctx.previousNode = DEFAULT_NOOP_PREVIOUS_NODE;\n                }\n                var delay =
resolveTimingValue(options.delay);\n                ctx.delayNextStep(delay);\n            }\n        }\n        if
(ast.steps.length) {\n            ast.steps.forEach(function (s) { return visitDslNode(_this, s, ctx); });\n            // this is
here just incase the inner steps only contain or end with a style() call\n
ctx.currentTimeline.applyStylesToKeyframe();\n            // this means that some animation function within the
sequence\n            // ended up creating a sub timeline (which means the current\n            // timeline cannot overlap
with the contents of the sequence)\n            if (ctx.subContextCount > subContextCount) {\n
ctx.transformIntoNewTimeline();\n            }\n        }\n        context.previousNode = ast;\n    };\n
AnimationTimelineBuilderVisitor.prototype.visitGroup = function (ast, context) {\n        var _this = this;\n        var
innerTimelines = [];\n        var furthestTime = context.currentTimeline.currentTime;\n        var delay = ast.options
&& ast.options.delay ? resolveTimingValue(ast.options.delay) : 0;\n        ast.steps.forEach(function (s) {\n
var innerContext = context.createSubContext(ast.options);\n            if (delay) {\n
innerContext.delayNextStep(delay);\n            }\n            visitDslNode(_this, s, innerContext);\n            furthestTime
= Math.max(furthestTime, innerContext.currentTimeline.currentTime);\n
innerTimelines.push(innerContext.currentTimeline);\n        });\n        // this operation is run after the AST loop
because otherwise\n        // if the parent timeline's collected styles were updated then\n        // it would pass in invalid
data into the new-to-be forked items\n        innerTimelines.forEach(function (timeline) { return
context.currentTimeline.mergeTimelineCollectedStyles(timeline); });\n
context.transformIntoNewTimeline(furthestTime);\n        context.previousNode = ast;\n    };\n
AnimationTimelineBuilderVisitor.prototype._visitTiming = function (ast, context) {\n        if (ast.dynamic) {\n
 var strValue = ast.strValue;\n            var timingValue = context.params ? interpolateParams(strValue,
context.params, context.errors) : strValue;\n            return resolveTiming(timingValue, context.errors);\n        }\n
else {\n            return { duration: ast.duration, delay: ast.delay, easing: ast.easing };\n        }\n    };\n
AnimationTimelineBuilderVisitor.prototype.visitAnimate = function (ast, context) {\n        var timings =
context.currentAnimateTimings = this._visitTiming(ast.timings, context);\n        var timeline =
context.currentTimeline;\n        if (timings.delay) {\n            context.incrementTime(timings.delay);\n
timeline.snapshotCurrentStyles();\n        }\n        var style$$1 = ast.style;\n        if (style$$1.type == 5 /* Keyframes
*/) {\n            this.visitKeyframes(style$$1, context);\n        }\n        else {\n
context.incrementTime(timings.duration);\n            this.visitStyle(style$$1, context);\n
timeline.applyStylesToKeyframe();\n        }\n        context.currentAnimateTimings = null;\n
context.previousNode = ast;\n    };\n    AnimationTimelineBuilderVisitor.prototype.visitStyle = function (ast,
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context) {\n        var timeline = context.currentTimeline;\n        var timings = context.currentAnimateTimings;\n
// this is a special case for when a style() call\n        // directly follows  an animate() call (but not inside of an
animate() call)\n        if (!timings && timeline.getCurrentStyleProperties().length) {\n
timeline.forwardFrame();\n        }\n        var easing = (timings && timings.easing) || ast.easing;\n        if
(ast.isEmptyStep) {\n            timeline.applyEmptyStep(easing);\n        }\n        else {\n
timeline.setStyles(ast.styles, easing, context.errors, context.options);\n        }\n        context.previousNode = ast;\n
};\n    AnimationTimelineBuilderVisitor.prototype.visitKeyframes = function (ast, context) {\n        var
currentAnimateTimings = context.currentAnimateTimings;\n        var startTime =
(context.currentTimeline).duration;\n        var duration = currentAnimateTimings.duration;\n        var innerContext =
context.createSubContext();\n        var innerTimeline = innerContext.currentTimeline;\n        innerTimeline.easing =
currentAnimateTimings.easing;\n        ast.styles.forEach(function (step) {\n            var offset = step.offset || 0;\n
  innerTimeline.forwardTime(offset * duration);\n            innerTimeline.setStyles(step.styles, step.easing,
context.errors, context.options);\n            innerTimeline.applyStylesToKeyframe();\n        });\n        // this will ensure
that the parent timeline gets all the styles from\n        // the child even if the new timeline below is not used\n
context.currentTimeline.mergeTimelineCollectedStyles(innerTimeline);\n        // we do this because the window
between this timeline and the sub timeline\n        // should ensure that the styles within are exactly the same as they
were before\n        context.transformIntoNewTimeline(startTime + duration);\n        context.previousNode = ast;\n
};\n    AnimationTimelineBuilderVisitor.prototype.visitQuery = function (ast, context) {\n        var _this = this;\n
// in the event that the first step before this is a style step we need\n        // to ensure the styles are applied before the
children are animated\n        var startTime = context.currentTimeline.currentTime;\n        var options = (ast.options ||
{});\n        var delay = options.delay ? resolveTimingValue(options.delay) : 0;\n        if (delay &&
(context.previousNode.type === 6 /* Style */ ||\n            (startTime == 0 &&
context.currentTimeline.getCurrentStyleProperties().length))) {\n
context.currentTimeline.snapshotCurrentStyles();\n            context.previousNode =
DEFAULT_NOOP_PREVIOUS_NODE;\n        }\n        var furthestTime = startTime;\n        var elms =
context.invokeQuery(ast.selector, ast.originalSelector, ast.limit, ast.includeSelf, options.optional ? true : false,
context.errors);\n        context.currentQueryTotal = elms.length;\n        var sameElementTimeline = null;\n
elms.forEach(function (element, i) {\n            context.currentQueryIndex = i;\n            var innerContext =
context.createSubContext(ast.options, element);\n            if (delay) {\n
innerContext.delayNextStep(delay);\n            }\n            if (element === context.element) {\n
sameElementTimeline = innerContext.currentTimeline;\n            }\n            visitDslNode(_this, ast.animation,
innerContext);\n            // this is here just incase the inner steps only contain or end\n            // with a style() call
(which is here to signal that this is a preparatory\n            // call to style an element before it is animated again)\n
   innerContext.currentTimeline.applyStylesToKeyframe();\n            var endTime =
innerContext.currentTimeline.currentTime;\n            furthestTime = Math.max(furthestTime, endTime);\n        });\n
    context.currentQueryIndex = 0;\n        context.currentQueryTotal = 0;\n
context.transformIntoNewTimeline(furthestTime);\n        if (sameElementTimeline) {\n
context.currentTimeline.mergeTimelineCollectedStyles(sameElementTimeline);\n
context.currentTimeline.snapshotCurrentStyles();\n        }\n        context.previousNode = ast;\n    };\n
AnimationTimelineBuilderVisitor.prototype.visitStagger = function (ast, context) {\n        var parentContext =
context.parentContext;\n        var tl = context.currentTimeline;\n        var timings = ast.timings;\n        var duration =
Math.abs(timings.duration);\n        var maxTime = duration * (context.currentQueryTotal - 1);\n        var delay =
duration * context.currentQueryIndex;\n        var staggerTransformer = timings.duration < 0 ? 'reverse' :
timings.easing;\n        switch (staggerTransformer) {\n            case 'reverse':\n                delay = maxTime - delay;\n
            break;\n            case 'full':\n                delay = parentContext.currentStaggerTime;\n                break;\n        }\n
     var timeline = context.currentTimeline;\n        if (delay) {\n            timeline.delayNextStep(delay);\n        }\n
var startingTime = timeline.currentTime;\n        visitDslNode(this, ast.animation, context);\n
context.previousNode = ast;\n        // time = duration + delay\n        // the reason why this computation is so complex
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is because\n // the inner timeline may either have a delay value or a stretched\n // keyframe depending on if a subtimeline is not used or is used.\n parentContext.currentStaggerTime =\n (tl.currentTime - startingTime) + (tl.startTime - parentContext.currentTimeline.startTime);\n };\n return AnimationTimelineBuilderVisitor;\n}());\nvar DEFAULT_NOOP_PREVIOUS_NODE = {};\nvar AnimationTimelineContext = /** @class */ (function () {\n function AnimationTimelineContext(_driver, element, subInstructions, _enterClassName, _leaveClassName, errors, timelines, initialTimeline) {\n this._driver = _driver;\n this.element = element;\n this.subInstructions = subInstructions;\n this._enterClassName = _enterClassName;\n this._leaveClassName = _leaveClassName;\n this.errors = errors;\n this.timelines = timelines;\n this.parentContext = null;\n this.currentAnimateTimings = null;\n this.previousNode = DEFAULT_NOOP_PREVIOUS_NODE;\n this.subContextCount = 0;\n this.options = {};\n this.currentQueryIndex = 0;\n this.currentQueryTotal = 0;\n this.currentStaggerTime = 0;\n this.currentTimeline = initialTimeline || new TimelineBuilder(this._driver, element, 0);\n timelines.push(this.currentTimeline);\n }\n Object.defineProperty(AnimationTimelineContext.prototype, \"params\", {\n get: function () { return this.options.params; },\n enumerable: true,\n configurable: true\n });\n AnimationTimelineContext.prototype.updateOptions = function (options, skipIfExists) {\n var _this = this;\n if (!options)\n return;\n var newOptions = options;\n var optionsToUpdate = this.options;\n // NOTE: this will get patched up when other animation methods support duration overrides\n if (newOptions.duration != null) {\n optionsToUpdate.duration = resolveTimingValue(newOptions.duration);\n }\n if (newOptions.delay != null) {\n optionsToUpdate.delay = resolveTimingValue(newOptions.delay);\n }\n var newParams = newOptions.params;\n if (newParams) {\n var paramsToUpdate_1 = optionsToUpdate.params;\n if (!paramsToUpdate_1) {\n paramsToUpdate_1 = this.options.params = {};\n }\n Object.keys(newParams).forEach(function (name) {\n if (!skipIfExists || !paramsToUpdate_1.hasOwnProperty(name)) {\n paramsToUpdate_1[name] = interpolateParams(newParams[name], paramsToUpdate_1, _this.errors);\n }\n });\n }\n };\n AnimationTimelineContext.prototype._copyOptions = function () {\n var options = {};\n if (this.options) {\n var oldParams_1 = this.options.params;\n if (oldParams_1) {\n var params_1 = options['params'] = {};\n Object.keys(oldParams_1).forEach(function (name) { params_1[name] = oldParams_1[name]; });\n }\n }\n return options;\n };\n AnimationTimelineContext.prototype.createSubContext = function (options, element, newTime) {\n if (options === void 0) { options = null; }\n var target = element || this.element;\n var context = new AnimationTimelineContext(this._driver, target, this.subInstructions, this._enterClassName, this._leaveClassName, this.errors, this.timelines, this.currentTimeline.fork(target, newTime || 0));\n context.previousNode = this.previousNode;\n context.currentAnimateTimings = this.currentAnimateTimings;\n context.options = this._copyOptions();\n context.updateOptions(options);\n context.currentQueryIndex = this.currentQueryIndex;\n context.currentQueryTotal = this.currentQueryTotal;\n context.parentContext = this;\n this.subContextCount++;\n return context;\n };\n AnimationTimelineContext.prototype.transformIntoNewTimeline = function (newTime) {\n this.previousNode = DEFAULT_NOOP_PREVIOUS_NODE;\n this.currentTimeline = this.currentTimeline.fork(this.element, newTime);\n this.timelines.push(this.currentTimeline);\n return this.currentTimeline;\n };\n AnimationTimelineContext.prototype.appendInstructionToTimeline = function (instruction, duration, delay) {\n var updatedTimings = {\n duration: duration != null ? duration : instruction.duration,\n delay: this.currentTimeline.currentTime + (delay != null ? delay : 0) + instruction.delay,\n easing: "\n };\n var builder = new SubTimelineBuilder(this._driver, instruction.element, instruction.keyframes, instruction.preStyleProps, instruction.postStyleProps, updatedTimings, instruction.stretchStartingKeyframe);\n this.timelines.push(builder);\n return updatedTimings;\n };\n AnimationTimelineContext.prototype.incrementTime = function (time) {\n this.currentTimeline.forwardTime(this.currentTimeline.duration + time);\n };\n

AnimationTimelineContext.prototype.delayNextStep = function (delay) {\n // negative delays are not yet supported\n if (delay > 0) {\n this.currentTimeline.delayNextStep(delay);\n }\n };\n AnimationTimelineContext.prototype.invokeQuery = function (selector, originalSelector, limit, includeSelf, optional, errors) {\n var results = [];\n if (includeSelf) {\n results.push(this.element);\n }\n if (selector.length > 0) { // if :self is only used then the selector is empty\n selector = selector.replace(ENTER_TOKEN_REGEX, '.' + this._enterClassName);\n selector = selector.replace(LEAVE_TOKEN_REGEX, '.' + this._leaveClassName);\n var multi = limit != 1;\n var elements = this._driver.query(this.element, selector, multi);\n if (limit !== 0) {\n elements = limit < 0 ? elements.slice(elements.length + limit, elements.length) :\n elements.slice(0, limit);\n }\n results.push.apply(results, __spread(elements));\n }\n if (!optional && results.length == 0) {\n errors.push(\"`query(\\\"\" + originalSelector + \"\\\")` returned zero elements. (Use `query(\\\"\" + originalSelector + \"\\\", { optional: true })` if you wish to allow this.)\");\n }\n return results;\n };\n return AnimationTimelineContext;\n}());\nvar TimelineBuilder = /** @class */ (function () {\n function TimelineBuilder(_driver, element, startTime, _elementTimelineStylesLookup) {\n this._driver = _driver;\n this.element = element;\n this.startTime = startTime;\n this._elementTimelineStylesLookup = _elementTimelineStylesLookup;\n this.duration = 0;\n this._previousKeyframe = {};\n this._currentKeyframe = {};\n this._keyframes = new Map();\n this._styleSummary = {};\n this._pendingStyles = {};\n this._backFill = {};\n this._currentEmptyStepKeyframe = null;\n if (!this._elementTimelineStylesLookup) {\n this._elementTimelineStylesLookup = new Map();\n }\n this._localTimelineStyles = Object.create(this._backFill, {});\n this._globalTimelineStyles = this._elementTimelineStylesLookup.get(element);\n if (!this._globalTimelineStyles) {\n this._globalTimelineStyles = this._localTimelineStyles;\n this._elementTimelineStylesLookup.set(element, this._localTimelineStyles);\n }\n this._loadKeyframe();\n }\n TimelineBuilder.prototype.containsAnimation = function () {\n switch (this._keyframes.size) {\n case 0:\n return false;\n case 1:\n return this.getCurrentStyleProperties().length > 0;\n default:\n return true;\n }\n };\n TimelineBuilder.prototype.getCurrentStyleProperties = function () { return Object.keys(this._currentKeyframe); };\n Object.defineProperty(TimelineBuilder.prototype, \"currentTime\", {\n get: function () { return this.startTime + this.duration; },\n enumerable: true,\n configurable: true\n });\n TimelineBuilder.prototype.delayNextStep = function (delay) {\n // in the event that a style() step is placed right before a stagger()\n // and that style() step is the very first style() value in the animation\n // then we need to make a copy of the keyframe [0, copy, 1] so that the delay\n // properly applies the style() values to work with the stagger...\n var hasPreStyleStep = this._keyframes.size == 1 && Object.keys(this._pendingStyles).length;\n if (this.duration || hasPreStyleStep) {\n this.forwardTime(this.currentTime + delay);\n if (hasPreStyleStep) {\n this.snapshotCurrentStyles();\n }\n }\n else {\n this.startTime += delay;\n }\n };\n TimelineBuilder.prototype.fork = function (element, currentTime) {\n this.applyStylesToKeyframe();\n return new TimelineBuilder(this._driver, element, currentTime || this.currentTime, this._elementTimelineStylesLookup);\n };\n TimelineBuilder.prototype._loadKeyframe = function () {\n if (this._currentKeyframe) {\n this._previousKeyframe = this._currentKeyframe;\n }\n this._currentKeyframe = this._keyframes.get(this.duration);\n if (!this._currentKeyframe) {\n this._currentKeyframe = Object.create(this._backFill, {});\n this._keyframes.set(this.duration, this._currentKeyframe);\n }\n };\n TimelineBuilder.prototype.forwardFrame = function () {\n this.duration += ONE_FRAME_IN_MILLISECONDS;\n this._loadKeyframe();\n };\n TimelineBuilder.prototype.forwardTime = function (time) {\n this.applyStylesToKeyframe();\n this.duration = time;\n this._loadKeyframe();\n };\n TimelineBuilder.prototype._updateStyle = function (prop, value) {\n this._localTimelineStyles[prop] = value;\n this._globalTimelineStyles[prop] = value;\n this._styleSummary[prop] = { time: this.currentTime, value: value };\n };\n TimelineBuilder.prototype.allowOnlyTimelineStyles = function () { return this._currentEmptyStepKeyframe !==

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this._currentKeyframe; };\n    TimelineBuilder.prototype.applyEmptyStep = function (easing) {\n        var _this =
this;\n        if (easing) {\n            this._previousKeyframe['easing'] = easing;\n        }\n        // special case for
animate(duration):\n        // all missing styles are filled with a `*` value then\n        // if any destination styles are
filled in later on the same\n        // keyframe then they will override the overridden styles\n        // We use
`_globalTimelineStyles` here because there may be\n        // styles in previous keyframes that are not present in this
timeline\n        Object.keys(this._globalTimelineStyles).forEach(function (prop) {\n            _this._backFill[prop] =
_this._globalTimelineStyles[prop] || AUTO_STYLE;\n            _this._currentKeyframe[prop] = AUTO_STYLE;\n
  });\n        this._currentEmptyStepKeyframe = this._currentKeyframe;\n    };\n
TimelineBuilder.prototype.setStyles = function (input, easing, errors, options) {\n        var _this = this;\n        if
(easing) {\n            this._previousKeyframe['easing'] = easing;\n        }\n        var params = (options &&
options.params) || {};\n        var styles = flattenStyles(input, this._globalTimelineStyles);\n
Object.keys(styles).forEach(function (prop) {\n            var val = interpolateParams(styles[prop], params, errors);\n
    _this._pendingStyles[prop] = val;\n            if (!_this._localTimelineStyles.hasOwnProperty(prop)) {\n
_this._backFill[prop] = _this._globalTimelineStyles.hasOwnProperty(prop) ?\n
_this._globalTimelineStyles[prop] :\n                    AUTO_STYLE;\n            }\n            _this._updateStyle(prop,
val);\n        });\n    };\n    TimelineBuilder.prototype.applyStylesToKeyframe = function () {\n        var _this = this;\n
    var styles = this._pendingStyles;\n        var props = Object.keys(styles);\n        if (props.length == 0)\n
return;\n        this._pendingStyles = {};\n        props.forEach(function (prop) {\n            var val = styles[prop];\n
  _this._currentKeyframe[prop] = val;\n        });\n        Object.keys(this._localTimelineStyles).forEach(function
(prop) {\n            if (!_this._currentKeyframe.hasOwnProperty(prop)) {\n                _this._currentKeyframe[prop] =
_this._localTimelineStyles[prop];\n            }\n        });\n    };\n    TimelineBuilder.prototype.snapshotCurrentStyles =
function () {\n        var _this = this;\n        Object.keys(this._localTimelineStyles).forEach(function (prop) {\n
var val = _this._localTimelineStyles[prop];\n            _this._pendingStyles[prop] = val;\n
_this._updateStyle(prop, val);\n        });\n    };\n    TimelineBuilder.prototype.getFinalKeyframe = function () {
return this._keyframes.get(this.duration); };\n    Object.defineProperty(TimelineBuilder.prototype, \"properties\", {\n
    get: function () {\n            var properties = [];\n            for (var prop in this._currentKeyframe) {\n
properties.push(prop);\n            }\n            return properties;\n        },\n        enumerable: true,\n        configurable:
true\n    });\n    TimelineBuilder.prototype.mergeTimelineCollectedStyles = function (timeline) {\n        var _this =
this;\n        Object.keys(timeline._styleSummary).forEach(function (prop) {\n            var details0 =
_this._styleSummary[prop];\n            var details1 = timeline._styleSummary[prop];\n            if (!details0 ||
details1.time > details0.time) {\n                _this._updateStyle(prop, details1.value);\n            }\n        });\n    };\n
TimelineBuilder.prototype.buildKeyframes = function () {\n        var _this = this;\n
this.applyStylesToKeyframe();\n        var preStyleProps = new Set();\n        var postStyleProps = new Set();\n
var isEmpty = this._keyframes.size === 1 && this.duration === 0;\n        var finalKeyframes = [];\n
this._keyframes.forEach(function (keyframe, time) {\n            var finalKeyframe = copyStyles(keyframe, true);\n
    Object.keys(finalKeyframe).forEach(function (prop) {\n                var value = finalKeyframe[prop];\n                if
(value == PRE_STYLE) {\n                    preStyleProps.add(prop);\n                }\n                else if (value ==
AUTO_STYLE) {\n                    postStyleProps.add(prop);\n                }\n            });\n            if (!isEmpty) {\n
     finalKeyframe['offset'] = time / _this.duration;\n            }\n            finalKeyframes.push(finalKeyframe);\n
});\n        var preProps = preStyleProps.size ? iteratorToArray(preStyleProps.values()) : [];\n        var postProps =
postStyleProps.size ? iteratorToArray(postStyleProps.values()) : [];\n        // special case for a 0-second animation
(which is designed just to place styles onscreen)\n        if (isEmpty) {\n            var kf0 = finalKeyframes[0];\n
var kf1 = copyObj(kf0);\n            kf0['offset'] = 0;\n            kf1['offset'] = 1;\n            finalKeyframes = [kf0, kf1];\n
    }\n        return createTimelineInstruction(this.element, finalKeyframes, preProps, postProps, this.duration,
this.startTime, this.easing, false);\n    };\n    return TimelineBuilder;\n}());\nvar SubTimelineBuilder = /** @class */
(function (_super) {\n    __extends(SubTimelineBuilder, _super);\n    function SubTimelineBuilder(driver, element,
keyframes, preStyleProps, postStyleProps, timings, _stretchStartingKeyframe) {\n        if (_stretchStartingKeyframe
=== void 0) { _stretchStartingKeyframe = false; }\n        var _this = _super.call(this, driver, element, timings.delay)
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|| this;\n _this.element = element;\n _this.keyframes = keyframes;\n _this.preStyleProps = preStyleProps;\n _this.postStyleProps = postStyleProps;\n _this._stretchStartingKeyframe = _stretchStartingKeyframe;\n _this.timings = { duration: timings.duration, delay: timings.delay, easing: timings.easing };\n return _this;\n }\n SubTimelineBuilder.prototype.containsAnimation = function () { return this.keyframes.length > 1; };\n SubTimelineBuilder.prototype.buildKeyframes = function () {\n var keyframes = this.keyframes;\n var _a = this.timings, delay = _a.delay, duration = _a.duration, easing = _a.easing;\n if (this._stretchStartingKeyframe && delay) {\n var newKeyframes = [];\n var totalTime = duration + delay;\n var startingGap = delay / totalTime;\n // the original starting keyframe now starts once the delay is done\n var newFirstKeyframe = copyStyles(keyframes[0], false);\n newFirstKeyframe['offset'] = 0;\n newKeyframes.push(newFirstKeyframe);\n var oldFirstKeyframe = copyStyles(keyframes[0], false);\n oldFirstKeyframe['offset'] = roundOffset(startingGap);\n newKeyframes.push(oldFirstKeyframe);\n /*\n When the keyframe is stretched then it means that the delay before the animation\n starts is gone. Instead the first keyframe is placed at the start of the animation\n and it is then copied to where it starts when the original delay is over. This basically\n means nothing animates during that delay, but the styles are still renderered. For this\n to work the original offset values that exist in the original keyframes must be \"warped\"\n so that they can take the new keyframe + delay into account.\n \n delay=1000, duration=1000, keyframes = 0 .5 1\n \n turns into\n \n delay=0, duration=2000, keyframes = 0 .33 .66 1\n */\n // offsets between 1 ... n -1 are all warped by the keyframe stretch\n var limit = keyframes.length - 1;\n for (var i = 1; i <= limit; i++) {\n var kf = copyStyles(keyframes[i], false);\n var oldOffset = kf['offset'];\n var timeAtKeyframe = delay + oldOffset * duration;\n kf['offset'] = roundOffset(timeAtKeyframe / totalTime);\n newKeyframes.push(kf);\n }\n // the new starting keyframe should be added at the start\n duration = totalTime;\n delay = 0;\n easing = '';\n keyframes = newKeyframes;\n }\n return createTimelineInstruction(this.element, keyframes, this.preStyleProps, this.postStyleProps, duration, delay, easing, true);\n };\n return SubTimelineBuilder;\n}(TimelineBuilder));\nfunction roundOffset(offset, decimalPoints) {\n if (decimalPoints === void 0) { decimalPoints = 3; }\n var mult = Math.pow(10, decimalPoints - 1);\n return Math.round(offset * mult) / mult;\n}\nfunction flattenStyles(input, allStyles) {\n var styles = {};\n var allProperties;\n input.forEach(function (token) {\n if (token === '*') {\n allProperties = allProperties || Object.keys(allStyles);\n allProperties.forEach(function (prop) { styles[prop] = AUTO_STYLE; });\n }\n else {\n copyStyles(token, false, styles);\n }\n });\n return styles;\n}\n\nvar Animation = /** @class */ (function () {\n function Animation(_driver, input) {\n this._driver = _driver;\n var errors = [];\n var ast = buildAnimationAst(_driver, input, errors);\n if (errors.length) {\n var errorMessage = \"animation validation failed:\\n\" + errors.join(\"\\n\");\n throw new Error(errorMessage);\n }\n this._animationAst = ast;\n }\n Animation.prototype.buildTimelines = function (element, startingStyles, destinationStyles, options, subInstructions) {\n var start = Array.isArray(startingStyles) ? normalizeStyles(startingStyles) :\n startingStyles;\n var dest = Array.isArray(destinationStyles) ? normalizeStyles(destinationStyles) :\n destinationStyles;\n var errors = [];\n subInstructions = subInstructions || new ElementInstructionMap();\n var result = buildAnimationTimelines(this._driver, element, this._animationAst, ENTER_CLASSNAME, LEAVE_CLASSNAME, start, dest, options, subInstructions, errors);\n if (errors.length) {\n var errorMessage = \"animation building failed:\\n\" + errors.join(\"\\n\");\n throw new Error(errorMessage);\n }\n return result;\n };\n return Animation;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @publicApi\n */\nvar AnimationStyleNormalizer = /** @class */ (function () {\n function AnimationStyleNormalizer() {\n }\n return AnimationStyleNormalizer;\n}());\n/**\n * @publicApi\n */\nvar NoopAnimationStyleNormalizer = /** @class */ (function () {\n function NoopAnimationStyleNormalizer() {\n }\n NoopAnimationStyleNormalizer.prototype.normalizePropertyName = function (propertyName, errors) { return

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propertyName; };\n    NoopAnimationStyleNormalizer.prototype.normalizeStyleValue = function
(userProvidedProperty, normalizedProperty, value, errors) {\n        return value;\n    };\n    return
NoopAnimationStyleNormalizer;\n}());\n\nvar WebAnimationsStyleNormalizer = /** @class */ (function (_super)
{\n    __extends(WebAnimationsStyleNormalizer, _super);\n    function WebAnimationsStyleNormalizer() {\n
return _super !== null && _super.apply(this, arguments) || this;\n    }\n
WebAnimationsStyleNormalizer.prototype.normalizePropertyName = function (propertyName, errors) {\n
return dashCaseToCamelCase(propertyName);\n    };\n
WebAnimationsStyleNormalizer.prototype.normalizeStyleValue = function (userProvidedProperty,
normalizedProperty, value, errors) {\n        var unit = '';\n        var strVal = value.toString().trim();\n        if
(DIMENSIONAL_PROP_MAP[normalizedProperty] && value !== 0 && value !== '0') {\n            if (typeof value
=== 'number') {\n                unit = 'px';\n            }\n            else {\n                var valAndSuffixMatch =
value.match(/^[+-]?[\\d\\.]+([a-z]*)$/);\n                if (valAndSuffixMatch && valAndSuffixMatch[1].length == 0)
{\n                    errors.push(\"Please provide a CSS unit value for \" + userProvidedProperty + \":\" + value);\n
   }\n            }\n        }\n        return strVal + unit;\n    };\n    return
WebAnimationsStyleNormalizer;\n}(AnimationStyleNormalizer));\nvar DIMENSIONAL_PROP_MAP =
makeBooleanMap('width,height,minWidth,minHeight,maxWidth,maxHeight,left,top,bottom,right,fontSize,outlineW
idth,outlineOffset,paddingTop,paddingLeft,paddingBottom,paddingRight,marginTop,marginLeft,marginBottom,ma
rginRight,borderRadius,borderWidth,borderTopWidth,borderLeftWidth,borderRightWidth,borderBottomWidth,text
Indent,perspective'\n    .split(','));\nfunction makeBooleanMap(keys) {\n    var map = {};\n    keys.forEach(function
(key) { return map[key] = true; });\n    return map;\n}\n\nfunction createTransitionInstruction(element, triggerName,
fromState, toState, isRemovalTransition, fromStyles, toStyles, timelines, queriedElements, preStyleProps,
postStyleProps, totalTime, errors) {\n    return {\n        type: 0 /* TransitionAnimation */,\n        element: element,\n
    triggerName: triggerName,\n        isRemovalTransition: isRemovalTransition,\n        fromState: fromState,\n
fromStyles: fromStyles,\n        toState: toState,\n        toStyles: toStyles,\n        timelines: timelines,\n
queriedElements: queriedElements,\n        preStyleProps: preStyleProps,\n        postStyleProps: postStyleProps,\n
 totalTime: totalTime,\n        errors: errors\n    };\n}\n\nvar EMPTY_OBJECT = {};\nvar
AnimationTransitionFactory = /** @class */ (function () {\n    function AnimationTransitionFactory(_triggerName,
ast, _stateStyles) {\n        this._triggerName = _triggerName;\n        this.ast = ast;\n        this._stateStyles =
_stateStyles;\n    }\n    AnimationTransitionFactory.prototype.match = function (currentState, nextState, element,
params) {\n        return oneOrMoreTransitionsMatch(this.ast.matchers, currentState, nextState, element, params);\n
};\n    AnimationTransitionFactory.prototype.buildStyles = function (stateName, params, errors) {\n        var
backupStateStyler = this._stateStyles['*'];\n        var stateStyler = this._stateStyles[stateName];\n        var
backupStyles = backupStateStyler ? backupStateStyler.buildStyles(params, errors) : {};\n        return stateStyler ?
stateStyler.buildStyles(params, errors) : backupStyles;\n    };\n    AnimationTransitionFactory.prototype.build =
function (driver, element, currentState, nextState, enterClassName, leaveClassName, currentOptions, nextOptions,
subInstructions, skipAstBuild) {\n        var errors = [];\n        var transitionAnimationParams = this.ast.options &&
this.ast.options.params || EMPTY_OBJECT;\n        var currentAnimationParams = currentOptions &&
currentOptions.params || EMPTY_OBJECT;\n        var currentStateStyles = this.buildStyles(currentState,
currentAnimationParams, errors);\n        var nextAnimationParams = nextOptions && nextOptions.params ||
EMPTY_OBJECT;\n        var nextStateStyles = this.buildStyles(nextState, nextAnimationParams, errors);\n        var
queriedElements = new Set();\n        var preStyleMap = new Map();\n        var postStyleMap = new Map();\n
var isRemoval = nextState === 'void';\n        var animationOptions = { params: __assign({},
transitionAnimationParams, nextAnimationParams) };\n        var timelines = skipAstBuild ? [] :
buildAnimationTimelines(driver, element, this.ast.animation, enterClassName, leaveClassName, currentStateStyles,
nextStateStyles, animationOptions, subInstructions, errors);\n        var totalTime = 0;\n
timelines.forEach(function (tl) { totalTime = Math.max(tl.duration + tl.delay, totalTime); });\n        if (errors.length)
{\n            return createTransitionInstruction(element, this._triggerName, currentState, nextState, isRemoval,
currentStateStyles, nextStateStyles, [], [], preStyleMap, postStyleMap, totalTime, errors);\n        }\n
```

timelines.forEach(function (tl) {\n var elm = tl.element;\n var preProps = getOrSetAsInMap(preStyleMap, elm, {});\n tl.preStyleProps.forEach(function (prop) { return preProps[prop] = true; });\n var postProps = getOrSetAsInMap(postStyleMap, elm, {});\n tl.postStyleProps.forEach(function (prop) { return postProps[prop] = true; });\n if (elm !== element) {\n queriedElements.add(elm);\n }\n });\n var queriedElementsList = iteratorToArray(queriedElements.values());\n return createTransitionInstruction(element, this._triggerName, currentState, nextState, isRemoval, currentStateStyles, nextStateStyles, timelines, queriedElementsList, preStyleMap, postStyleMap, totalTime);\n };\n return AnimationTransitionFactory;\n}());\nfunction oneOrMoreTransitionsMatch(matchFns, currentState, nextState, element, params) {\n return matchFns.some(function (fn) { return fn(currentState, nextState, element, params); });\n}\nvar AnimationStateStyles = /** @class */ (function () {\n function AnimationStateStyles(styles, defaultParams) {\n this.styles = styles;\n this.defaultParams = defaultParams;\n }\n AnimationStateStyles.prototype.buildStyles = function (params, errors) {\n var finalStyles = {};\n var combinedParams = copyObj(this.defaultParams);\n Object.keys(params).forEach(function (key) {\n var value = params[key];\n if (value != null) {\n combinedParams[key] = value;\n }\n });\n this.styles.styles.forEach(function (value) {\n if (typeof value !== 'string') {\n var styleObj_1 = value;\n Object.keys(styleObj_1).forEach(function (prop) {\n var val = styleObj_1[prop];\n if (val.length > 1) {\n val = interpolateParams(val, combinedParams, errors);\n }\n finalStyles[prop] = val;\n });\n }\n });\n return finalStyles;\n };\n return AnimationStateStyles;\n}());\n\n/**\n * @publicApi\n */\nfunction buildTrigger(name, ast) {\n return new AnimationTrigger(name, ast);\n}\n/**\n* @publicApi\n*/\nvar AnimationTrigger = /** @class */ (function () {\n function AnimationTrigger(name, ast) {\n var _this = this;\n this.name = name;\n this.ast = ast;\n this.transitionFactories = [];\n this.states = {};\n ast.states.forEach(function (ast) {\n var defaultParams = (ast.options && ast.options.params) || {};\n _this.states[ast.name] = new AnimationStateStyles(ast.style, defaultParams);\n });\n balanceProperties(this.states, 'true', '1');\n balanceProperties(this.states, 'false', '0');\n ast.transitions.forEach(function (ast) {\n _this.transitionFactories.push(new AnimationTransitionFactory(name, ast, _this.states));\n });\n this.fallbackTransition = createFallbackTransition(name, this.states);\n }\n Object.defineProperty(AnimationTrigger.prototype, \"containsQueries\", {\n get: function () { return this.ast.queryCount > 0; },\n enumerable: true,\n configurable: true\n });\n AnimationTrigger.prototype.matchTransition = function (currentState, nextState, element, params) {\n var entry = this.transitionFactories.find(function (f) { return f.match(currentState, nextState, element, params); });\n return entry || null;\n };\n AnimationTrigger.prototype.matchStyles = function (currentState, params, errors) {\n return this.fallbackTransition.buildStyles(currentState, params, errors);\n };\n return AnimationTrigger;\n}());\nfunction createFallbackTransition(triggerName, states) {\n var matchers = [function (fromState, toState) { return true; }];\n var animation = { type: 2 /* Sequence */, steps: [], options: null };\n var transition = {\n type: 1 /* Transition */,\n animation: animation,\n matchers: matchers,\n options: null,\n queryCount: 0,\n depCount: 0\n };\n return new AnimationTransitionFactory(triggerName, transition, states);\n}\nfunction balanceProperties(obj, key1, key2) {\n if (obj.hasOwnProperty(key1)) {\n if (!obj.hasOwnProperty(key2)) {\n obj[key2] = obj[key1];\n }\n }\n else if (obj.hasOwnProperty(key2)) {\n obj[key1] = obj[key2];\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar EMPTY_INSTRUCTION_MAP = new ElementInstructionMap();\nvar TimelineAnimationEngine = /** @class */ (function () {\n function TimelineAnimationEngine(bodyNode, _driver, _normalizer) {\n this.bodyNode = bodyNode;\n this._driver = _driver;\n this._normalizer = _normalizer;\n this._animations = {};\n this._playersById = {};\n this.players = [];\n }\n TimelineAnimationEngine.prototype.register = function (id, metadata) {\n var errors = [];\n var ast = buildAnimationAst(this._driver, metadata, errors);\n if (errors.length) {\n throw new

Error(\"Unable to build the animation due to the following errors: \" + errors.join(\"\\n\"));\n }\n else {\n this._animations[id] = ast;\n }\n };\n TimelineAnimationEngine.prototype._buildPlayer = function (i, preStyles, postStyles) {\n var element = i.element;\n var keyframes = normalizeKeyframes(this._driver, this._normalizer, element, i.keyframes, preStyles, postStyles);\n return this._driver.animate(element, keyframes, i.duration, i.delay, i.easing, [], true);\n };\n TimelineAnimationEngine.prototype.create = function (id, element, options) {\n var _this = this;\n if (options === void 0) { options = {}; }\n var errors = [];\n var ast = this._animations[id];\n var instructions;\n var autoStylesMap = new Map();\n if (ast) {\n instructions = buildAnimationTimelines(this._driver, element, ast, ENTER_CLASSNAME, LEAVE_CLASSNAME, {}, {}, options, EMPTY_INSTRUCTION_MAP, errors);\n instructions.forEach(function (inst) {\n var styles = getOrSetAsInMap(autoStylesMap, inst.element, {});\n inst.postStyleProps.forEach(function (prop) { return styles[prop] = null; });\n });\n }\n else {\n errors.push('The requested animation doesn\\'t exist or has already been destroyed');\n instructions = [];\n }\n if (errors.length) {\n throw new Error(\"Unable to create the animation due to the following errors: \" + errors.join(\"\\n\"));\n }\n autoStylesMap.forEach(function (styles, element) {\n Object.keys(styles).forEach(function (prop) { styles[prop] = _this._driver.computeStyle(element, prop, AUTO_STYLE); });\n });\n var players = instructions.map(function (i) {\n var styles = autoStylesMap.get(i.element);\n return _this._buildPlayer(i, {}, styles);\n });\n var player = optimizeGroupPlayer(players);\n this._playersById[id] = player;\n player.onDestroy(function () { return _this.destroy(id); });\n this.players.push(player);\n return player;\n };\n TimelineAnimationEngine.prototype.destroy = function (id) {\n var player = this._getPlayer(id);\n player.destroy();\n delete this._playersById[id];\n var index = this.players.indexOf(player);\n if (index >= 0) {\n this.players.splice(index, 1);\n }\n };\n TimelineAnimationEngine.prototype._getPlayer = function (id) {\n var player = this._playersById[id];\n if (!player) {\n throw new Error(\"Unable to find the timeline player referenced by \" + id);\n }\n return player;\n };\n TimelineAnimationEngine.prototype.listen = function (id, element, eventName, callback) {\n // triggerName, fromState, toState are all ignored for timeline animations\n var baseEvent = makeAnimationEvent(element, '', '', '');\n listenOnPlayer(this._getPlayer(id), eventName, baseEvent, callback);\n return function () { };\n };\n TimelineAnimationEngine.prototype.command = function (id, element, command, args) {\n if (command == 'register') {\n this.register(id, args[0]);\n return;\n }\n if (command == 'create') {\n var options = (args[0] || {});\n this.create(id, element, options);\n return;\n }\n var player = this._getPlayer(id);\n switch (command) {\n case 'play':\n player.play();\n break;\n case 'pause':\n player.pause();\n break;\n case 'reset':\n player.reset();\n break;\n case 'restart':\n player.restart();\n break;\n case 'finish':\n player.finish();\n break;\n case 'init':\n player.init();\n break;\n case 'setPosition':\n player.setPosition(parseFloat(args[0]));\n break;\n case 'destroy':\n this.destroy(id);\n break;\n }\n };\n return TimelineAnimationEngine;\n}());\n\nvar QUEUED_CLASSNAME = 'ng-animate-queued';\nvar QUEUED_SELECTOR = '.ng-animate-queued';\nvar DISABLED_CLASSNAME = 'ng-animate-disabled';\nvar DISABLED_SELECTOR = '.ng-animate-disabled';\nvar STAR_CLASSNAME = 'ng-star-inserted';\nvar STAR_SELECTOR = '.ng-star-inserted';\nvar EMPTY_PLAYER_ARRAY = [];\nvar NULL_REMOVAL_STATE = {\n namespaceId: '',\n setForRemoval: false,\n setForMove: false,\n hasAnimation: false,\n removedBeforeQueried: false\n};\nvar NULL_REMOVED_QUERIED_STATE = {\n namespaceId: '',\n setForMove: false,\n setForRemoval: false,\n hasAnimation: false,\n removedBeforeQueried: true\n};\nvar REMOVAL_FLAG = '__ng_removed';\nvar StateValue = /** @class */ (function () {\n function StateValue(input, namespaceId) {\n if (namespaceId === void 0) { namespaceId = ''; }\n this.namespaceId = namespaceId;\n var isObj = input && input.hasOwnProperty('value');\n var value = isObj ? input['value'] : input;\n this.value = normalizeTriggerValue(value);\n if (isObj) {\n var options = copyObj(input);\n delete options['value'];\n this.options = options;\n }\n else {\n this.options = {};\n }\n if

(!this.options.params) {\n this.options.params = {};\n }\n }\n Object.defineProperty(StateValue.prototype, \"params\", {\n get: function () { return this.options.params; },\n enumerable: true,\n configurable: true\n });\n StateValue.prototype.absorbOptions = function (options) {\n var newParams = options.params;\n if (newParams) {\n var oldParams_1 = this.options.params;\n Object.keys(newParams).forEach(function (prop) {\n if (oldParams_1[prop] == null) {\n oldParams_1[prop] = newParams[prop];\n }\n });\n }\n };\n return StateValue;\n}());\nvar VOID_VALUE = 'void';\nvar DEFAULT_STATE_VALUE = new StateValue(VOID_VALUE);\nvar AnimationTransitionNamespace = /** @class */ (function () {\n function AnimationTransitionNamespace(id, hostElement, _engine) {\n this.id = id;\n this.hostElement = hostElement;\n this._engine = _engine;\n this.players = [];\n this._triggers = {};\n this._queue = [];\n this._elementListeners = new Map();\n this._hostClassName = 'ng-tns-' + id;\n addClass(hostElement, this._hostClassName);\n }\n AnimationTransitionNamespace.prototype.listen = function (element, name, phase, callback) {\n var _this = this;\n if (!this._triggers.hasOwnProperty(name)) {\n throw new Error(\"Unable to listen on the animation trigger event \\\"\" + phase + \"\\\" because the animation trigger \\\"\" + name + \"\\\" doesn't exist!\");\n }\n if (phase == null || phase.length == 0) {\n throw new Error(\"Unable to listen on the animation trigger \\\"\" + name + \"\\\" because the provided event is undefined!\");\n }\n if (!isTriggerEventValid(phase)) {\n throw new Error(\"The provided animation trigger event \\\"\" + phase + \"\\\" for the animation trigger \\\"\" + name + \"\\\" is not supported!\");\n }\n var listeners = getOrSetAsInMap(this._elementListeners, element, []);\n var data = { name: name, phase: phase, callback: callback };\n listeners.push(data);\n var triggersWithStates = getOrSetAsInMap(this._engine.statesByElement, element, {});\n if (!triggersWithStates.hasOwnProperty(name)) {\n addClass(element, NG_TRIGGER_CLASSNAME);\n addClass(element, NG_TRIGGER_CLASSNAME + '-' + name);\n triggersWithStates[name] = DEFAULT_STATE_VALUE;\n }\n return function () {\n // the event listener is removed AFTER the flush has occurred such\n // that leave animations callbacks can fire (otherwise if the node\n // is removed in between then the listeners would be deregistered)\n _this._engine.afterFlush(function () {\n var index = listeners.indexOf(data);\n if (index >= 0) {\n listeners.splice(index, 1);\n }\n if (!_this._triggers[name]) {\n delete triggersWithStates[name];\n }\n });\n };\n };\n AnimationTransitionNamespace.prototype.register = function (name, ast) {\n if (this._triggers[name]) {\n // throw\n return false;\n }\n else {\n this._triggers[name] = ast;\n return true;\n }\n };\n AnimationTransitionNamespace.prototype._getTrigger = function (name) {\n var trigger = this._triggers[name];\n if (!trigger) {\n throw new Error(\"The provided animation trigger \\\"\" + name + \"\\\" has not been registered!\");\n }\n return trigger;\n };\n AnimationTransitionNamespace.prototype.trigger = function (element, triggerName, value, defaultToFallback) {\n var _this = this;\n if (defaultToFallback === void 0) { defaultToFallback = true; }\n var trigger = this._getTrigger(triggerName);\n var player = new TransitionAnimationPlayer(this.id, triggerName, element);\n var triggersWithStates = this._engine.statesByElement.get(element);\n if (!triggersWithStates) {\n addClass(element, NG_TRIGGER_CLASSNAME);\n addClass(element, NG_TRIGGER_CLASSNAME + '-' + triggerName);\n this._engine.statesByElement.set(element, triggersWithStates = {});\n }\n var fromState = triggersWithStates[triggerName];\n var toState = new StateValue(value, this.id);\n var isObj = value && value.hasOwnProperty('value');\n if (!isObj && fromState) {\n toState.absorbOptions(fromState.options);\n }\n triggersWithStates[triggerName] = toState;\n if (!fromState) {\n fromState = DEFAULT_STATE_VALUE;\n }\n var isRemoval = toState.value === VOID_VALUE;\n // normally this isn't reached by here, however, if an object expression\n // is passed in then it may be a new object each time. Comparing the value\n // is important since that will stay the same despite there being a new object.\n // The removal arc here is special cased because the same element is triggered\n // twice in the event that it contains animations on the outer/inner portions\n // of the host container\n if (!isRemoval && fromState.value === toState.value) {\n // this means that despite the value

not changing, some inner params\n // have changed which means that the animation final styles need to be applied\n if (!objEquals(fromState.params, toState.params)) {\n var errors = [];\n var fromStyles_1 = trigger.matchStyles(fromState.value, fromState.params, errors);\n var toStyles_1 = trigger.matchStyles(toState.value, toState.params, errors);\n if (errors.length) {\n this._engine.reportError(errors);\n }\n else {\n this._engine.afterFlush(function () {\n eraseStyles(element, fromStyles_1);\n setStyles(element, toStyles_1);\n });\n }\n }\n return;\n }\n var playersOnElement = getOrSetAsInMap(this._engine.playersByElement, element, []);\n playersOnElement.forEach(function (player) {\n // only remove the player if it is queued on the EXACT same trigger/namespace\n // we only also deal with queued players here because if the animation has\n // started then we want to keep the player alive until the flush happens\n // (which is where the previousPlayers are passed into the new palyer)\n if (player.namespaceId == _this.id && player.triggerName == triggerName && player.queued) {\n player.destroy();\n }\n });\n var transition = trigger.matchTransition(fromState.value, toState.value, element, toState.params);\n var isFallbackTransition = false;\n if (!transition) {\n if (!defaultToFallback)\n return;\n transition = trigger.fallbackTransition;\n isFallbackTransition = true;\n }\n this._engine.totalQueuedPlayers++;\n this._queue.push({ element: element, triggerName: triggerName, transition: transition, fromState: fromState, toState: toState, player: player, isFallbackTransition: isFallbackTransition });\n if (!isFallbackTransition) {\n addClass(element, QUEUED_CLASSNAME);\n player.onStart(function () { removeClass(element, QUEUED_CLASSNAME); });\n }\n player.onDone(function () {\n var index = _this.players.indexOf(player);\n if (index >= 0) {\n _this.players.splice(index, 1);\n }\n var players = _this._engine.playersByElement.get(element);\n if (players) {\n var index_1 = players.indexOf(player);\n if (index_1 >= 0) {\n players.splice(index_1, 1);\n }\n }\n });\n this.players.push(player);\n playersOnElement.push(player);\n return player;\n };\n AnimationTransitionNamespace.prototype.deregister = function (name) {\n var _this = this;\n delete this._triggers[name];\n this._engine.statesByElement.forEach(function (stateMap, element) { delete stateMap[name]; });\n this._elementListeners.forEach(function (listeners, element) {\n _this._elementListeners.set(element, listeners.filter(function (entry) { return entry.name != name; }));\n });\n };\n AnimationTransitionNamespace.prototype.clearElementCache = function (element) {\n this._engine.statesByElement.delete(element);\n this._elementListeners.delete(element);\n var elementPlayers = this._engine.playersByElement.get(element);\n if (elementPlayers) {\n elementPlayers.forEach(function (player) { return player.destroy(); });\n this._engine.playersByElement.delete(element);\n }\n };\n AnimationTransitionNamespace.prototype._signalRemovalForInnerTriggers = function (rootElement, context, animate) {\n var _this = this;\n if (animate === void 0) { animate = false; }\n // emulate a leave animation for all inner nodes within this node.\n // If there are no animations found for any of the nodes then clear the cache\n // for the element.\n this._engine.driver.query(rootElement, NG_TRIGGER_SELECTOR, true).forEach(function (elm) {\n // this means that an inner remove() operation has already kicked off\n // the animation on this element...\n if (elm[REMOVAL_FLAG])\n return;\n var namespaces = _this._engine.fetchNamespacesByElement(elm);\n if (namespaces.size) {\n namespaces.forEach(function (ns) { return ns.triggerLeaveAnimation(elm, context, false, true); });\n }\n else {\n _this.clearElementCache(elm);\n }\n });\n };\n AnimationTransitionNamespace.prototype.triggerLeaveAnimation = function (element, context, destroyAfterComplete, defaultToFallback) {\n var _this = this;\n var triggerStates = this._engine.statesByElement.get(element);\n if (triggerStates) {\n var players_1 = [];\n Object.keys(triggerStates).forEach(function (triggerName) {\n // this check is here in the event that an element is removed\n // twice (both on the host level and the component level)\n if (_this._triggers[triggerName]) {\n var player = _this.trigger(element, triggerName, VOID_VALUE,

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defaultToFallback);\n                if (player) {\n                    players_1.push(player);\n                }\n
}\n            });\n            if (players_1.length) {\n                this._engine.markElementAsRemoved(this.id, element,
true, context);\n                if (destroyAfterComplete) {\n
optimizeGroupPlayer(players_1).onDone(function () { return _this._engine.processLeaveNode(element); });\n
    }\n                return true;\n            }\n        }\n        return false;\n    };\n
AnimationTransitionNamespace.prototype.prepareLeaveAnimationListeners = function (element) {\n        var _this
= this;\n        var listeners = this._elementListeners.get(element);\n        if (listeners) {\n            var visitedTriggers_1
= new Set();\n            listeners.forEach(function (listener) {\n                var triggerName = listener.name;\n
if (visitedTriggers_1.has(triggerName))\n                    return;\n                visitedTriggers_1.add(triggerName);\n
      var trigger = _this._triggers[triggerName];\n                var transition = trigger.fallbackTransition;\n                var
elementStates = _this._engine.statesByElement.get(element);\n                var fromState =
elementStates[triggerName] || DEFAULT_STATE_VALUE;\n                var toState = new
StateValue(VOID_VALUE);\n                var player = new TransitionAnimationPlayer(_this.id, triggerName,
element);\n                _this._engine.totalQueuedPlayers++;\n                _this._queue.push({\n                    element:
element,\n                    triggerName: triggerName,\n                    transition: transition,\n                    fromState:
fromState,\n                    toState: toState,\n                    player: player,\n                    isFallbackTransition: true\n
      });\n            });\n        }\n    };\n    AnimationTransitionNamespace.prototype.removeNode = function (element,
context) {\n        var _this = this;\n        var engine = this._engine;\n        if (element.childElementCount) {\n
this._signalRemovalForInnerTriggers(element, context, true);\n        }\n        // this means that a * => VOID
animation was detected and kicked off\n        if (this.triggerLeaveAnimation(element, context, true))\n
return;\n        // find the player that is animating and make sure that the\n        // removal is delayed until that player
has completed\n        var containsPotentialParentTransition = false;\n        if (engine.totalAnimations) {\n            var
currentPlayers = engine.players.length ? engine.playersByQueriedElement.get(element) : [];\n            // when this `if
statement` does not continue forward it means that\n            // a previous animation query has selected the current
element and\n            // is animating it. In this situation want to continue forwards and\n            // allow the element
to be queued up for animation later.\n            if (currentPlayers && currentPlayers.length) {\n
containsPotentialParentTransition = true;\n            }\n            else {\n                var parent_1 = element;\n
while (parent_1 = parent_1.parentNode) {\n                    var triggers = engine.statesByElement.get(parent_1);\n
        if (triggers) {\n                        containsPotentialParentTransition = true;\n                        break;\n
}\n                }\n            }\n        }\n        // at this stage we know that the element will either get removed\n        //
during flush or will be picked up by a parent query. Either way\n        // we need to fire the listeners for this element
when it DOES get\n        // removed (once the query parent animation is done or after flush)\n
this.prepareLeaveAnimationListeners(element);\n        // whether or not a parent has an animation we need to delay
the deferral of the leave\n        // operation until we have more information (which we do after flush() has been
called)\n        if (containsPotentialParentTransition) {\n            engine.markElementAsRemoved(this.id, element,
false, context);\n        }\n        else {\n            // we do this after the flush has occurred such\n            // that the
callbacks can be fired\n            engine.afterFlush(function () { return _this.clearElementCache(element); });\n
engine.destroyInnerAnimations(element);\n            engine._onRemovalComplete(element, context);\n        }\n    };\n
  AnimationTransitionNamespace.prototype.insertNode = function (element, parent) { addClass(element,
this._hostClassName); };\n    AnimationTransitionNamespace.prototype.drainQueuedTransitions = function
(microtaskId) {\n        var _this = this;\n        var instructions = [];\n        this._queue.forEach(function (entry) {\n
    var player = entry.player;\n            if (player.destroyed)\n                return;\n            var element = entry.element;\n
        var listeners = _this._elementListeners.get(element);\n            if (listeners) {\n
listeners.forEach(function (listener) {\n                if (listener.name == entry.triggerName) {\n                    var
baseEvent = makeAnimationEvent(element, entry.triggerName, entry.fromState.value, entry.toState.value);\n
         baseEvent['_data'] = microtaskId;\n                    listenOnPlayer(entry.player, listener.phase, baseEvent,
listener.callback);\n                }\n            });\n            }\n            if (player.markedForDestroy) {\n
_this._engine.afterFlush(function () {\n                // now we can destroy the element properly since the event
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listeners have\n                    // been bound to the player\n                    player.destroy();\n                });\n            }\n
    else {\n                instructions.push(entry);\n            }\n        });\n        this._queue = [];\n        return
instructions.sort(function (a, b) {\n            // if depCount == 0 them move to front\n            // otherwise if a contains
b then move back\n            var d0 = a.transition.ast.depCount;\n            var d1 = b.transition.ast.depCount;\n            if
(d0 == 0 || d1 == 0) {\n                return d0 - d1;\n            }\n            return
_this._engine.driver.containsElement(a.element, b.element) ? 1 : -1;\n        });\n    };\n
AnimationTransitionNamespace.prototype.destroy = function (context) {\n        this.players.forEach(function (p) {
return p.destroy(); });\n        this._signalRemovalForInnerTriggers(this.hostElement, context);\n    };\n
AnimationTransitionNamespace.prototype.elementContainsData = function (element) {\n        var containsData =
false;\n        if (this._elementListeners.has(element))\n            containsData = true;\n        containsData =\n
(this._queue.find(function (entry) { return entry.element === element; }) ? true : false) || containsData;\n        return
containsData;\n    };\n    return AnimationTransitionNamespace;\n}());\nvar TransitionAnimationEngine = /**
@class */ (function () {\n    function TransitionAnimationEngine(bodyNode, driver, _normalizer) {\n
this.bodyNode = bodyNode;\n        this.driver = driver;\n        this._normalizer = _normalizer;\n        this.players =
[];\n        this.newHostElements = new Map();\n        this.playersByElement = new Map();\n
this.playersByQueriedElement = new Map();\n        this.statesByElement = new Map();\n        this.disabledNodes =
new Set();\n        this.totalAnimations = 0;\n        this.totalQueuedPlayers = 0;\n        this._namespaceLookup = {};\n
      this._namespaceList = [];\n        this._flushFns = [];\n        this._whenQuietFns = [];\n
this.namespacesByHostElement = new Map();\n        this.collectedEnterElements = [];\n
this.collectedLeaveElements = [];\n        // this method is designed to be overridden by the code that uses this
engine\n        this.onRemovalComplete = function (element, context) { };\n    }\n    /** @internal */\n
TransitionAnimationEngine.prototype._onRemovalComplete = function (element, context) {
this.onRemovalComplete(element, context); };\n    Object.defineProperty(TransitionAnimationEngine.prototype,
\"queuedPlayers\", {\n        get: function () {\n            var players = [];\n
this._namespaceList.forEach(function (ns) {\n                ns.players.forEach(function (player) {\n                    if
(player.queued) {\n                        players.push(player);\n                    }\n                });\n            });\n            return
players;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
TransitionAnimationEngine.prototype.createNamespace = function (namespaceId, hostElement) {\n        var ns =
new AnimationTransitionNamespace(namespaceId, hostElement, this);\n        if (hostElement.parentNode) {\n
this._balanceNamespaceList(ns, hostElement);\n        }\n        else {\n            // defer this later until flush during
when the host element has\n            // been inserted so that we know exactly where to place it in\n            // the
namespace list\n            this.newHostElements.set(hostElement, ns);\n            // given that this host element is apart
of the animation code, it\n            // may or may not be inserted by a parent node that is an of an\n            //
animation renderer type. If this happens then we can still have\n            // access to this item when we query for
:enter nodes. If the parent\n            // is a renderer then the set data-structure will normalize the entry\n
this.collectEnterElement(hostElement);\n        }\n        return this._namespaceLookup[namespaceId] = ns;\n    };\n
TransitionAnimationEngine.prototype._balanceNamespaceList = function (ns, hostElement) {\n        var limit =
this._namespaceList.length - 1;\n        if (limit >= 0) {\n            var found = false;\n            for (var i = limit; i >= 0; i-
-) {\n                var nextNamespace = this._namespaceList[i];\n                if
(this.driver.containsElement(nextNamespace.hostElement, hostElement)) {\n
this._namespaceList.splice(i + 1, 0, ns);\n                    found = true;\n                    break;\n                }\n            }\n
    if (!found) {\n                this._namespaceList.splice(0, 0, ns);\n            }\n        }\n        else {\n
this._namespaceList.push(ns);\n        }\n        this.namespacesByHostElement.set(hostElement, ns);\n        return
ns;\n    };\n    TransitionAnimationEngine.prototype.register = function (namespaceId, hostElement) {\n        var ns
= this._namespaceLookup[namespaceId];\n        if (!ns) {\n            ns = this.createNamespace(namespaceId,
hostElement);\n        }\n        return ns;\n    };\n    TransitionAnimationEngine.prototype.registerTrigger = function
(namespaceId, name, trigger) {\n        var ns = this._namespaceLookup[namespaceId];\n        if (ns &&
ns.register(name, trigger)) {\n            this.totalAnimations++;\n        }\n    };\n
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TransitionAnimationEngine.prototype.destroy = function (namespaceId, context) {\n        var _this = this;\n        if
(!namespaceId)\n            return;\n        var ns = this._fetchNamespace(namespaceId);\n        this.afterFlush(function
() {\n            _this.namespacesByHostElement.delete(ns.hostElement);\n            delete
_this._namespaceLookup[namespaceId];\n            var index = _this._namespaceList.indexOf(ns);\n            if (index
>= 0) {\n                _this._namespaceList.splice(index, 1);\n            }\n        });\n
this.afterFlushAnimationsDone(function () { return ns.destroy(context); });\n    };\n
TransitionAnimationEngine.prototype._fetchNamespace = function (id) { return this._namespaceLookup[id]; };\n
TransitionAnimationEngine.prototype.fetchNamespacesByElement = function (element) {\n        // normally there
should only be one namespace per element, however\n        // if @triggers are placed on both the component element
and then\n        // its host element (within the component code) then there will be\n        // two namespaces returned.
We use a set here to simply the dedupe\n        // of namespaces incase there are multiple triggers both the elm and
host\n        var namespaces = new Set();\n        var elementStates = this.statesByElement.get(element);\n        if
(elementStates) {\n            var keys = Object.keys(elementStates);\n            for (var i = 0; i < keys.length; i++) {\n
        var nsId = elementStates[keys[i]].namespaceId;\n                if (nsId) {\n                    var ns =
this._fetchNamespace(nsId);\n                    if (ns) {\n                        namespaces.add(ns);\n                    }\n
}\n            }\n        }\n        return namespaces;\n    };\n    TransitionAnimationEngine.prototype.trigger = function
(namespaceId, element, name, value) {\n        if (isElementNode(element)) {\n            var ns =
this._fetchNamespace(namespaceId);\n            if (ns) {\n                ns.trigger(element, name, value);\n
return true;\n            }\n        }\n        return false;\n    };\n    TransitionAnimationEngine.prototype.insertNode =
function (namespaceId, element, parent, insertBefore) {\n        if (!isElementNode(element))\n            return;\n        //
special case for when an element is removed and reinserted (move operation)\n        // when this occurs we do not
want to use the element for deletion later\n        var details = element[REMOVAL_FLAG];\n        if (details &&
details.setForRemoval) {\n            details.setForRemoval = false;\n            details.setForMove = true;\n            var
index = this.collectedLeaveElements.indexOf(element);\n            if (index >= 0) {\n
this.collectedLeaveElements.splice(index, 1);\n            }\n        }\n        // in the event that the namespaceId is blank
then the caller\n        // code does not contain any animation code in it, but it is\n        // just being called so that the
node is marked as being inserted\n        if (namespaceId) {\n            var ns = this._fetchNamespace(namespaceId);\n
        // This if-statement is a workaround for router issue #21947.\n            // The router sometimes hits a race
condition where while a route\n            // is being instantiated a new navigation arrives, triggering leave\n            //
animation of DOM that has not been fully initialized, until this\n            // is resolved, we need to handle the scenario
when DOM is not in a\n            // consistent state during the animation.\n            if (ns) {\n
ns.insertNode(element, parent);\n            }\n        }\n        // only *directives and host elements are inserted before\n
   if (insertBefore) {\n            this.collectEnterElement(element);\n        }\n    };\n
TransitionAnimationEngine.prototype.collectEnterElement = function (element) {
this.collectedEnterElements.push(element); };\n    TransitionAnimationEngine.prototype.markElementAsDisabled =
function (element, value) {\n        if (value) {\n            if (!this.disabledNodes.has(element)) {\n
this.disabledNodes.add(element);\n                addClass(element, DISABLED_CLASSNAME);\n            }\n        }\n
    else if (this.disabledNodes.has(element)) {\n            this.disabledNodes.delete(element);\n
removeClass(element, DISABLED_CLASSNAME);\n        }\n    };\n
TransitionAnimationEngine.prototype.removeNode = function (namespaceId, element, context) {\n        if
(!isElementNode(element)) {\n            this._onRemovalComplete(element, context);\n            return;\n        }\n
var ns = namespaceId ? this._fetchNamespace(namespaceId) : null;\n        if (ns) {\n            ns.removeNode(element,
context);\n        }\n        else {\n            this.markElementAsRemoved(namespaceId, element, false, context);\n
}\n    };\n    TransitionAnimationEngine.prototype.markElementAsRemoved = function (namespaceId, element,
hasAnimation, context) {\n        this.collectedLeaveElements.push(element);\n        element[REMOVAL_FLAG] =
{\n            namespaceId: namespaceId,\n            setForRemoval: context, hasAnimation: hasAnimation,\n
removedBeforeQueried: false\n        };\n    };\n    TransitionAnimationEngine.prototype.listen = function
(namespaceId, element, name, phase, callback) {\n        if (isElementNode(element)) {\n            return
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this._fetchNamespace(namespaceId).listen(element, name, phase, callback);\n        }\n        return function () { };\n
};\n    TransitionAnimationEngine.prototype._buildInstruction = function (entry, subTimelines, enterClassName,
leaveClassName, skipBuildAst) {\n        return entry.transition.build(this.driver, entry.element,
entry.fromState.value, entry.toState.value, enterClassName, leaveClassName, entry.fromState.options,
entry.toState.options, subTimelines, skipBuildAst);\n    };\n
TransitionAnimationEngine.prototype.destroyInnerAnimations = function (containerElement) {\n        var _this =
this;\n        var elements = this.driver.query(containerElement, NG_TRIGGER_SELECTOR, true);\n
elements.forEach(function (element) { return _this.destroyActiveAnimationsForElement(element); });\n        if
(this.playersByQueriedElement.size == 0)\n            return;\n        elements = this.driver.query(containerElement,
NG_ANIMATING_SELECTOR, true);\n        elements.forEach(function (element) { return
_this.finishActiveQueriedAnimationOnElement(element); });\n    };\n
TransitionAnimationEngine.prototype.destroyActiveAnimationsForElement = function (element) {\n        var
players = this.playersByElement.get(element);\n        if (players) {\n            players.forEach(function (player) {\n
        // special case for when an element is set for destruction, but hasn't started.\n                // in this situation we
want to delay the destruction until the flush occurs\n                // so that any event listeners attached to the player are
triggered.\n                if (player.queued) {\n                    player.markedForDestroy = true;\n                }\n
else {\n                    player.destroy();\n                }\n            });\n        }\n    };\n
TransitionAnimationEngine.prototype.finishActiveQueriedAnimationOnElement = function (element) {\n        var
players = this.playersByQueriedElement.get(element);\n        if (players) {\n            players.forEach(function
(player) { return player.finish(); });\n        }\n    };\n    TransitionAnimationEngine.prototype.whenRenderingDone =
function () {\n        var _this = this;\n        return new Promise(function (resolve) {\n            if (_this.players.length)
{\n                return optimizeGroupPlayer(_this.players).onDone(function () { return resolve(); });\n            }\n
else {\n                resolve();\n            }\n        });\n    };\n    TransitionAnimationEngine.prototype.processLeaveNode
= function (element) {\n        var _this = this;\n        var details = element[REMOVAL_FLAG];\n        if (details &&
details.setForRemoval) {\n            // this will prevent it from removing it twice\n
element[REMOVAL_FLAG] = NULL_REMOVAL_STATE;\n            if (details.namespaceId) {\n
this.destroyInnerAnimations(element);\n                var ns = this._fetchNamespace(details.namespaceId);\n
if (ns) {\n                    ns.clearElementCache(element);\n                }\n            }\n
this._onRemovalComplete(element, details.setForRemoval);\n        }\n        if (this.driver.matchesElement(element,
DISABLED_SELECTOR)) {\n            this.markElementAsDisabled(element, false);\n        }\n
this.driver.query(element, DISABLED_SELECTOR, true).forEach(function (node) {\n
_this.markElementAsDisabled(element, false);\n        });\n    };\n    TransitionAnimationEngine.prototype.flush =
function (microtaskId) {\n        var _this = this;\n        if (microtaskId === void 0) { microtaskId = -1; }\n        var
players = [];\n        if (this.newHostElements.size) {\n            this.newHostElements.forEach(function (ns, element) {
return _this._balanceNamespaceList(ns, element); });\n            this.newHostElements.clear();\n        }\n        if
(this.totalAnimations && this.collectedEnterElements.length) {\n            for (var i = 0; i <
this.collectedEnterElements.length; i++) {\n                var elm = this.collectedEnterElements[i];\n
addClass(elm, STAR_CLASSNAME);\n            }\n        }\n        if (this._namespaceList.length &&\n
(this.totalQueuedPlayers || this.collectedLeaveElements.length)) {\n            var cleanupFns = [];\n            try {\n
    players = this._flushAnimations(cleanupFns, microtaskId);\n            }\n            finally {\n                for (var i = 0;
i < cleanupFns.length; i++) {\n                    cleanupFns[i]();\n                }\n            }\n        }\n        else {\n            for
(var i = 0; i < this.collectedLeaveElements.length; i++) {\n                var element = this.collectedLeaveElements[i];\n
            this.processLeaveNode(element);\n            }\n        }\n        this.totalQueuedPlayers = 0;\n
this.collectedEnterElements.length = 0;\n        this.collectedLeaveElements.length = 0;\n
this._flushFns.forEach(function (fn) { return fn(); });\n        this._flushFns = [];\n        if (this._whenQuietFns.length)
{\n            // we move these over to a variable so that\n            // if any new callbacks are registered in another\n
  // flush they do not populate the existing set\n            var quietFns_1 = this._whenQuietFns;\n
this._whenQuietFns = [];\n            if (players.length) {\n                optimizeGroupPlayer(players).onDone(function ()
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{ quietFns_1.forEach(function (fn) { return fn(); }); });\n            }\n            else {\n
quietFns_1.forEach(function (fn) { return fn(); });\n            }\n        }\n    };\n
TransitionAnimationEngine.prototype.reportError = function (errors) {\n        throw new Error(\"Unable to process
animations due to the following failed trigger transitions\\n \" + errors.join('\\n'));\n    };\n
TransitionAnimationEngine.prototype._flushAnimations = function (cleanupFns, microtaskId) {\n        var _this =
this;\n        var subTimelines = new ElementInstructionMap();\n        var skippedPlayers = [];\n        var
skippedPlayersMap = new Map();\n        var queuedInstructions = [];\n        var queriedElements = new Map();\n
var allPreStyleElements = new Map();\n        var allPostStyleElements = new Map();\n        var disabledElementsSet
= new Set();\n        this.disabledNodes.forEach(function (node) {\n            disabledElementsSet.add(node);\n
var nodesThatAreDisabled = _this.driver.query(node, QUEUED_SELECTOR, true);\n            for (var i_1 = 0; i_1 <
nodesThatAreDisabled.length; i_1++) {\n                disabledElementsSet.add(nodesThatAreDisabled[i_1]);\n
}\n        });\n        var bodyNode = this.bodyNode;\n        var allTriggerElements =
Array.from(this.statesByElement.keys());\n        var enterNodeMap = buildRootMap(allTriggerElements,
this.collectedEnterElements);\n        // this must occur before the instructions are built below such that\n        // the
:enter queries match the elements (since the timeline queries\n        // are fired during instruction building).\n        var
enterNodeMapIds = new Map();\n        var i = 0;\n        enterNodeMap.forEach(function (nodes, root) {\n            var
className = ENTER_CLASSNAME + i++;\n            enterNodeMapIds.set(root, className);\n
nodes.forEach(function (node) { return addClass(node, className); });\n        });\n        var allLeaveNodes = [];\n
 var mergedLeaveNodes = new Set();\n        var leaveNodesWithoutAnimations = new Set();\n        for (var i_2 = 0;
i_2 < this.collectedLeaveElements.length; i_2++) {\n            var element = this.collectedLeaveElements[i_2];\n
  var details = element[REMOVAL_FLAG];\n            if (details && details.setForRemoval) {\n
allLeaveNodes.push(element);\n                mergedLeaveNodes.add(element);\n                if (details.hasAnimation)
{\n                    this.driver.query(element, STAR_SELECTOR, true).forEach(function (elm) { return
mergedLeaveNodes.add(elm); });\n                }\n                else {\n
leaveNodesWithoutAnimations.add(element);\n                }\n            }\n        }\n        var leaveNodeMapIds = new
Map();\n        var leaveNodeMap = buildRootMap(allTriggerElements, Array.from(mergedLeaveNodes));\n
leaveNodeMap.forEach(function (nodes, root) {\n            var className = LEAVE_CLASSNAME + i++;\n
leaveNodeMapIds.set(root, className);\n            nodes.forEach(function (node) { return addClass(node,
className); });\n        });\n        cleanupFns.push(function () {\n            enterNodeMap.forEach(function (nodes,
root) {\n                var className = enterNodeMapIds.get(root);\n                nodes.forEach(function (node) { return
removeClass(node, className); });\n            });\n            leaveNodeMap.forEach(function (nodes, root) {\n
var className = leaveNodeMapIds.get(root);\n                nodes.forEach(function (node) { return removeClass(node,
className); });\n            });\n            allLeaveNodes.forEach(function (element) {
_this.processLeaveNode(element); });\n        });\n        var allPlayers = [];\n        var erroneousTransitions = [];\n
for (var i_3 = this._namespaceList.length - 1; i_3 >= 0; i_3--) {\n            var ns = this._namespaceList[i_3];\n
ns.drainQueuedTransitions(microtaskId).forEach(function (entry) {\n                var player = entry.player;\n
var element = entry.element;\n                allPlayers.push(player);\n                if (_this.collectedEnterElements.length)
{\n                    var details = element[REMOVAL_FLAG];\n                    // move animations are currently not
supported...\n                    if (details && details.setForMove) {\n                        player.destroy();\n
return;\n                    }\n                }\n                var nodeIsOrphaned = !bodyNode ||
!_this.driver.containsElement(bodyNode, element);\n                var leaveClassName =
leaveNodeMapIds.get(element);\n                var enterClassName = enterNodeMapIds.get(element);\n                var
instruction = _this._buildInstruction(entry, subTimelines, enterClassName, leaveClassName, nodeIsOrphaned);\n
        if (instruction.errors && instruction.errors.length) {\n                    erroneousTransitions.push(instruction);\n
            return;\n                }\n                // even though the element may not be apart of the DOM, it may\n
// still be added at a later point (due to the mechanics of content\n                // projection and/or dynamic component
insertion) therefore it's\n                // important we still style the element.\n                if (nodeIsOrphaned) {\n
    player.onStart(function () { return eraseStyles(element, instruction.fromStyles); });\n
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player.onDestroy(function () { return setStyles(element, instruction.toStyles); });\n
skippedPlayers.push(player);\n                return;\n            }\n            // if a unmatched transition is queued to
go then it SHOULD NOT render\n            // an animation and cancel the previously running animations.\n
 if (entry.isFallbackTransition) {\n                player.onStart(function () { return eraseStyles(element,
instruction.fromStyles); });\n                player.onDestroy(function () { return setStyles(element,
instruction.toStyles); });\n                skippedPlayers.push(player);\n                return;\n            }\n            //
this means that if a parent animation uses this animation as a sub trigger\n            // then it will instruct the
timeline builder to not add a player delay, but\n            // instead stretch the first keyframe gap up until the
animation starts. The\n            // reason this is important is to prevent extra initialization styles from being\n
   // required by the user in the animation.\n            instruction.timelines.forEach(function (tl) { return
tl.stretchStartingKeyframe = true; });\n            subTimelines.append(element, instruction.timelines);\n
var tuple = { instruction: instruction, player: player, element: element };\n
queuedInstructions.push(tuple);\n            instruction.queriedElements.forEach(function (element) { return
getOrSetAsInMap(queriedElements, element, []).push(player); });\n
instruction.preStyleProps.forEach(function (stringMap, element) {\n                var props =
Object.keys(stringMap);\n                if (props.length) {\n                var setVal_1 =
allPreStyleElements.get(element);\n                if (!setVal_1) {\n
allPreStyleElements.set(element, setVal_1 = new Set());\n                }\n                props.forEach(function
(prop) { return setVal_1.add(prop); });\n                }\n            });\n
instruction.postStyleProps.forEach(function (stringMap, element) {\n                var props =
Object.keys(stringMap);\n                var setVal = allPostStyleElements.get(element);\n                if (!setVal) {\n
                allPostStyleElements.set(element, setVal = new Set());\n                }\n
props.forEach(function (prop) { return setVal.add(prop); });\n            });\n        });\n    }\n    if
(erroneousTransitions.length) {\n        var errors_1 = [];\n        erroneousTransitions.forEach(function
(instruction) {\n            errors_1.push(\"@\" + instruction.triggerName + \" has failed due to:\\n\");\n
instruction.errors.forEach(function (error) { return errors_1.push(\"- \" + error + \"\\n\"); });\n        });\n
allPlayers.forEach(function (player) { return player.destroy(); });\n        this.reportError(errors_1);\n    }\n
var allPreviousPlayersMap = new Map();\n    // this map works to tell which element in the DOM tree is
contained by\n    // which animation. Further down below this map will get populated once\n    // the players are
built and in doing so it can efficiently figure out\n    // if a sub player is skipped due to a parent player having
priority.\n    var animationElementMap = new Map();\n    queuedInstructions.forEach(function (entry) {\n
 var element = entry.element;\n        if (subTimelines.has(element)) {\n
animationElementMap.set(element, element);\n            _this._beforeAnimationBuild(entry.player.namespaceId,
entry.instruction, allPreviousPlayersMap);\n        }\n    });\n    skippedPlayers.forEach(function (player) {\n
    var element = player.element;\n        var previousPlayers = _this._getPreviousPlayers(element, false,
player.namespaceId, player.triggerName, null);\n        previousPlayers.forEach(function (prevPlayer) {\n
getOrSetAsInMap(allPreviousPlayersMap, element, []).push(prevPlayer);\n            prevPlayer.destroy();\n
});\n    });\n    // this is a special case for nodes that will be removed (either by)\n    // having their own leave
animations or by being queried in a container\n    // that will be removed once a parent animation is complete. The
idea\n    // here is that * styles must be identical to ! styles because of\n    // backwards compatibility (* is also
filled in by default in many places).\n    // Otherwise * styles will return an empty value or auto since the
element\n    // that is being getComputedStyle'd will not be visible (since * = destination)\n    var replaceNodes
= allLeaveNodes.filter(function (node) {\n        return replacePostStylesAsPre(node, allPreStyleElements,
allPostStyleElements);\n    });\n    // POST STAGE: fill the * styles\n    var postStylesMap = new Map();\n
  var allLeaveQueriedNodes = cloakAndComputeStyles(postStylesMap, this.driver, leaveNodesWithoutAnimations,
allPostStyleElements, AUTO_STYLE);\n    allLeaveQueriedNodes.forEach(function (node) {\n        if
(replacePostStylesAsPre(node, allPreStyleElements, allPostStyleElements)) {\n
replaceNodes.push(node);\n        }\n    });\n    // PRE STAGE: fill the ! styles\n    var preStylesMap = new
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Map();\n        enterNodeMap.forEach(function (nodes, root) {\n            cloakAndComputeStyles(preStylesMap,
_this.driver, new Set(nodes), allPreStyleElements, PRE_STYLE);\n        });\n        replaceNodes.forEach(function
(node) {\n            var post = postStylesMap.get(node);\n            var pre = preStylesMap.get(node);\n
postStylesMap.set(node, __assign({}, post, pre));\n        });\n        var rootPlayers = [];\n        var subPlayers = [];\n
   var NO_PARENT_ANIMATION_ELEMENT_DETECTED = {};\n        queuedInstructions.forEach(function
(entry) {\n            var element = entry.element, player = entry.player, instruction = entry.instruction;\n            // this
means that it was never consumed by a parent animation which\n            // means that it is independent and therefore
should be set for animation\n            if (subTimelines.has(element)) {\n                if
(disabledElementsSet.has(element)) {\n                    player.onDestroy(function () { return setStyles(element,
instruction.toStyles); });\n                    player.disabled = true;\n
player.overrideTotalTime(instruction.totalTime);\n                    skippedPlayers.push(player);\n                    return;\n
            }\n                // this will flow up the DOM and query the map to figure out\n                // if a parent animation
has priority over it. In the situation\n                // that a parent is detected then it will cancel the loop. If\n                //
nothing is detected, or it takes a few hops to find a parent,\n                // then it will fill in the missing nodes and
signal them as having\n                // a detected parent (or a NO_PARENT value via a special constant).\n
var parentWithAnimation_1 = NO_PARENT_ANIMATION_ELEMENT_DETECTED;\n                if
(animationElementMap.size > 1) {\n                    var elm = element;\n                    var parentsToAdd = [];\n
    while (elm = elm.parentNode) {\n                        var detectedParent = animationElementMap.get(elm);\n
      if (detectedParent) {\n                            parentWithAnimation_1 = detectedParent;\n                            break;\n
                }\n                        parentsToAdd.push(elm);\n                    }\n
parentsToAdd.forEach(function (parent) { return animationElementMap.set(parent, parentWithAnimation_1); });\n
            }\n                var innerPlayer = _this._buildAnimation(player.namespaceId, instruction,
allPreviousPlayersMap, skippedPlayersMap, preStylesMap, postStylesMap);\n
player.setRealPlayer(innerPlayer);\n                if (parentWithAnimation_1 ===
NO_PARENT_ANIMATION_ELEMENT_DETECTED) {\n                    rootPlayers.push(player);\n                }\n
            else {\n                    var parentPlayers = _this.playersByElement.get(parentWithAnimation_1);\n
if (parentPlayers && parentPlayers.length) {\n                        player.parentPlayer =
optimizeGroupPlayer(parentPlayers);\n                    }\n                    skippedPlayers.push(player);\n                }\n
  }\n            else {\n                eraseStyles(element, instruction.fromStyles);\n                player.onDestroy(function ()
{ return setStyles(element, instruction.toStyles); });\n                // there still might be a ancestor player animating
this\n                // element therefore we will still add it as a sub player\n                // even if its animation may be
disabled\n                subPlayers.push(player);\n                if (disabledElementsSet.has(element)) {\n
skippedPlayers.push(player);\n                }\n            }\n        });\n        // find all of the sub players' corresponding
inner animation player\n        subPlayers.forEach(function (player) {\n            // even if any players are not found for
a sub animation then it\n            // will still complete itself after the next tick since it's Noop\n            var
playersForElement = skippedPlayersMap.get(player.element);\n            if (playersForElement &&
playersForElement.length) {\n                var innerPlayer = optimizeGroupPlayer(playersForElement);\n
player.setRealPlayer(innerPlayer);\n            }\n        });\n        // the reason why we don't actually play the animation
is\n        // because all that a skipped player is designed to do is to\n        // fire the start/done transition callback
events\n        skippedPlayers.forEach(function (player) {\n            if (player.parentPlayer) {\n
player.syncPlayerEvents(player.parentPlayer);\n            }\n            else {\n                player.destroy();\n            }\n
 });\n        // run through all of the queued removals and see if they\n        // were picked up by a query. If not then
perform the removal\n        // operation right away unless a parent animation is ongoing.\n        for (var i_4 = 0; i_4 <
allLeaveNodes.length; i_4++) {\n            var element = allLeaveNodes[i_4];\n            var details =
element[REMOVAL_FLAG];\n            removeClass(element, LEAVE_CLASSNAME);\n            // this means the
element has a removal animation that is being\n            // taken care of and therefore the inner elements will hang
around\n            // until that animation is over (or the parent queried animation)\n            if (details &&
details.hasAnimation)\n                continue;\n            var players = [];\n            // if this element is queried or if it
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contains queried children\n            // then we want for the element not to be removed from the page\n            // until
the queried animations have finished\n            if (queriedElements.size) {\n                var queriedPlayerResults =
queriedElements.get(element);\n                if (queriedPlayerResults && queriedPlayerResults.length) {\n
players.push.apply(players, __spread(queriedPlayerResults));\n                }\n                var queriedInnerElements =
this.driver.query(element, NG_ANIMATING_SELECTOR, true);\n                for (var j = 0; j <
queriedInnerElements.length; j++) {\n                    var queriedPlayers =
queriedElements.get(queriedInnerElements[j]);\n                    if (queriedPlayers && queriedPlayers.length) {\n
            players.push.apply(players, __spread(queriedPlayers));\n                    }\n                }\n            }\n            var
activePlayers = players.filter(function (p) { return !p.destroyed; });\n            if (activePlayers.length) {\n
removeNodesAfterAnimationDone(this, element, activePlayers);\n            }\n            else {\n
this.processLeaveNode(element);\n            }\n        }\n        // this is required so the cleanup method doesn't remove
them\n        allLeaveNodes.length = 0;\n        rootPlayers.forEach(function (player) {\n
_this.players.push(player);\n            player.onDone(function () {\n                player.destroy();\n                var index =
_this.players.indexOf(player);\n                _this.players.splice(index, 1);\n            });\n            player.play();\n
});\n        return rootPlayers;\n    };\n    TransitionAnimationEngine.prototype.elementContainsData = function
(namespaceId, element) {\n        var containsData = false;\n        var details = element[REMOVAL_FLAG];\n        if
(details && details.setForRemoval)\n            containsData = true;\n        if (this.playersByElement.has(element))\n
    containsData = true;\n        if (this.playersByQueriedElement.has(element))\n            containsData = true;\n
if (this.statesByElement.has(element))\n            containsData = true;\n        return
this._fetchNamespace(namespaceId).elementContainsData(element) || containsData;\n    };\n
TransitionAnimationEngine.prototype.afterFlush = function (callback) { this._flushFns.push(callback); };\n
TransitionAnimationEngine.prototype.afterFlushAnimationsDone = function (callback) {
this._whenQuietFns.push(callback); };\n    TransitionAnimationEngine.prototype._getPreviousPlayers = function
(element, isQueriedElement, namespaceId, triggerName, toStateValue) {\n        var players = [];\n        if
(isQueriedElement) {\n            var queriedElementPlayers = this.playersByQueriedElement.get(element);\n            if
(queriedElementPlayers) {\n                players = queriedElementPlayers;\n            }\n        }\n        else {\n            var
elementPlayers = this.playersByElement.get(element);\n            if (elementPlayers) {\n                var
isRemovalAnimation_1 = !toStateValue || toStateValue == VOID_VALUE;\n
elementPlayers.forEach(function (player) {\n                    if (player.queued)\n                        return;\n                    if
(!isRemovalAnimation_1 && player.triggerName != triggerName)\n                        return;\n
players.push(player);\n                });\n            }\n        }\n        if (namespaceId || triggerName) {\n            players =
players.filter(function (player) {\n                if (namespaceId && namespaceId != player.namespaceId)\n
return false;\n                if (triggerName && triggerName != player.triggerName)\n                    return false;\n
   return true;\n            });\n        }\n        return players;\n    };\n
TransitionAnimationEngine.prototype._beforeAnimationBuild = function (namespaceId, instruction,
allPreviousPlayersMap) {\n        var e_1, _a;\n        var triggerName = instruction.triggerName;\n        var
rootElement = instruction.element;\n        // when a removal animation occurs, ALL previous players are collected\n
    // and destroyed (even if they are outside of the current namespace)\n        var targetNameSpaceId =
instruction.isRemovalTransition ? undefined : namespaceId;\n        var targetTriggerName =
instruction.isRemovalTransition ? undefined : triggerName;\n        var _loop_1 = function (timelineInstruction) {\n
      var element = timelineInstruction.element;\n            var isQueriedElement = element !== rootElement;\n
var players = getOrSetAsInMap(allPreviousPlayersMap, element, []);\n            var previousPlayers =
this_1._getPreviousPlayers(element, isQueriedElement, targetNameSpaceId, targetTriggerName,
instruction.toState);\n            previousPlayers.forEach(function (player) {\n                var realPlayer =
player.getRealPlayer();\n                if (realPlayer.beforeDestroy) {\n                    realPlayer.beforeDestroy();\n
   }\n                player.destroy();\n                players.push(player);\n            });\n        };\n        var this_1 = this;\n
try {\n            for (var _b = __values(instruction.timelines), _c = _b.next(); !_c.done; _c = _b.next()) {\n
var timelineInstruction = _c.value;\n                _loop_1(timelineInstruction);\n            }\n        }\n        catch (e_1_1)
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{ e_1 = { error: e_1_1 }; }\n        finally {\n            try {\n                if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n            }\n            finally { if (e_1) throw e_1.error; }\n        }\n        // this needs to be done so that the PRE/POST styles can be\n        // computed properly without interfering with the previous animation\n        eraseStyles(rootElement, instruction.fromStyles);\n    };\n    TransitionAnimationEngine.prototype._buildAnimation = function (namespaceId, instruction, allPreviousPlayersMap, skippedPlayersMap, preStylesMap, postStylesMap) {\n        var _this = this;\n        var triggerName = instruction.triggerName;\n        var rootElement = instruction.element;\n        // we first run this so that the previous animation player\n        // data can be passed into the successive animation players\n        var allQueriedPlayers = [];\n        var allConsumedElements = new Set();\n        var allSubElements = new Set();\n        var allNewPlayers = instruction.timelines.map(function (timelineInstruction) {\n            var element = timelineInstruction.element;\n            allConsumedElements.add(element);\n            // FIXME (matsko): make sure to-be-removed animations are removed properly\n            var details = element[REMOVAL_FLAG];\n            if (details && details.removedBeforeQueried)\n                return new NoopAnimationPlayer(timelineInstruction.duration, timelineInstruction.delay);\n            var isQueriedElement = element !== rootElement;\n            var previousPlayers = flattenGroupPlayers((allPreviousPlayersMap.get(element) || EMPTY_PLAYER_ARRAY)\n                .map(function (p) { return p.getRealPlayer(); }))\n                .filter(function (p) {\n                // the `element` is not apart of the AnimationPlayer definition, but\n                // Mock/WebAnimations\n                // use the element within their implementation. This will be added in Angular5 to\n                // AnimationPlayer\n                var pp = p;\n                return pp.element ? pp.element === element : false;\n            });\n            var preStyles = preStylesMap.get(element);\n            var postStyles = postStylesMap.get(element);\n            var keyframes = normalizeKeyframes(_this.driver, _this._normalizer, element, timelineInstruction.keyframes, preStyles, postStyles);\n            var player = _this._buildPlayer(timelineInstruction, keyframes, previousPlayers);\n            // this means that this particular player belongs to a sub trigger. It is\n            // important that we match this player up with the corresponding (@trigger.listener)\n            if (timelineInstruction.subTimeline && skippedPlayersMap) {\n                allSubElements.add(element);\n            }\n            if (isQueriedElement) {\n                var wrappedPlayer = new TransitionAnimationPlayer(namespaceId, triggerName, element);\n                wrappedPlayer.setRealPlayer(player);\n                allQueriedPlayers.push(wrappedPlayer);\n            }\n            return player;\n        });\n        allQueriedPlayers.forEach(function (player) {\n            getOrSetAsInMap(_this.playersByQueriedElement, player.element, []).push(player);\n            player.onDone(function () { return deleteOrUnsetInMap(_this.playersByQueriedElement, player.element, player); });\n        });\n        allConsumedElements.forEach(function (element) { return addClass(element, NG_ANIMATING_CLASSNAME); });\n        var player = optimizeGroupPlayer(allNewPlayers);\n        player.onDestroy(function () {\n            allConsumedElements.forEach(function (element) { return removeClass(element, NG_ANIMATING_CLASSNAME); });\n            setStyles(rootElement, instruction.toStyles);\n        });\n        // this basically makes all of the callbacks for sub element animations\n        // be dependent on the upper players for when they finish\n        allSubElements.forEach(function (element) { getOrSetAsInMap(skippedPlayersMap, element, []).push(player); });\n        return player;\n    };\n    TransitionAnimationEngine.prototype._buildPlayer = function (instruction, keyframes, previousPlayers) {\n        if (keyframes.length > 0) {\n            return this.driver.animate(instruction.element, keyframes, instruction.duration, instruction.delay, instruction.easing, previousPlayers);\n        }\n        // special case for when an empty transition|definition is provided\n        // ... there is no point in rendering an empty animation\n        return new NoopAnimationPlayer(instruction.duration, instruction.delay);\n    };\n    return TransitionAnimationEngine;\n}());\nvar TransitionAnimationPlayer = /** @class */ (function () {\n    function TransitionAnimationPlayer(namespaceId, triggerName, element) {\n        this.namespaceId = namespaceId;\n        this.triggerName = triggerName;\n        this.element = element;\n        this._player = new NoopAnimationPlayer();\n        this._containsRealPlayer = false;\n        this._queuedCallbacks = {};\n        this.destroyed = false;\n        this.markedForDestroy = false;\n        this.disabled = false;\n        this.queued = true;\n        this.totalTime = 0;\n    }\n    TransitionAnimationPlayer.prototype.setRealPlayer = function (player) {\n        var _this = this;\n        if
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(this._containsRealPlayer)\n            return;\n        this._player = player;\n
Object.keys(this._queuedCallbacks).forEach(function (phase) {\n
_this._queuedCallbacks[phase].forEach(function (callback) { return listenOnPlayer(player, phase, undefined,
callback); });\n        });\n        this._queuedCallbacks = {};\n        this._containsRealPlayer = true;\n
this.overrideTotalTime(player.totalTime);\n        this.queued = false;\n    };\n
TransitionAnimationPlayer.prototype.getRealPlayer = function () { return this._player; };\n
TransitionAnimationPlayer.prototype.overrideTotalTime = function (totalTime) { this.totalTime = totalTime; };\n
TransitionAnimationPlayer.prototype.syncPlayerEvents = function (player) {\n        var _this = this;\n        var p =
this._player;\n        if (p.triggerCallback) {\n            player.onStart(function () { return p.triggerCallback('start'); });\n
    }\n        player.onDone(function () { return _this.finish(); });\n        player.onDestroy(function () { return
_this.destroy(); });\n    };\n    TransitionAnimationPlayer.prototype._queueEvent = function (name, callback) {\n
getOrSetAsInMap(this._queuedCallbacks, name, []).push(callback);\n    };\n
TransitionAnimationPlayer.prototype.onDone = function (fn) {\n        if (this.queued) {\n
this._queueEvent('done', fn);\n        }\n        this._player.onDone(fn);\n    };\n
TransitionAnimationPlayer.prototype.onStart = function (fn) {\n        if (this.queued) {\n
this._queueEvent('start', fn);\n        }\n        this._player.onStart(fn);\n    };\n
TransitionAnimationPlayer.prototype.onDestroy = function (fn) {\n        if (this.queued) {\n
this._queueEvent('destroy', fn);\n        }\n        this._player.onDestroy(fn);\n    };\n
TransitionAnimationPlayer.prototype.init = function () { this._player.init(); };\n
TransitionAnimationPlayer.prototype.hasStarted = function () { return this.queued ? false : this._player.hasStarted();
};\n    TransitionAnimationPlayer.prototype.play = function () { !this.queued && this._player.play(); };\n
TransitionAnimationPlayer.prototype.pause = function () { !this.queued && this._player.pause(); };\n
TransitionAnimationPlayer.prototype.restart = function () { !this.queued && this._player.restart(); };\n
TransitionAnimationPlayer.prototype.finish = function () { this._player.finish(); };\n
TransitionAnimationPlayer.prototype.destroy = function () {\n        this.destroyed = true;\n
this._player.destroy();\n    };\n    TransitionAnimationPlayer.prototype.reset = function () { !this.queued &&
this._player.reset(); };\n    TransitionAnimationPlayer.prototype.setPosition = function (p) {\n        if (!this.queued)
{\n            this._player.setPosition(p);\n        }\n    };\n    TransitionAnimationPlayer.prototype.getPosition = function
() { return this.queued ? 0 : this._player.getPosition(); };\n    /** @internal */\n
TransitionAnimationPlayer.prototype.triggerCallback = function (phaseName) {\n        var p = this._player;\n        if
(p.triggerCallback) {\n            p.triggerCallback(phaseName);\n        }\n    };\n    return
TransitionAnimationPlayer;\n}());\nfunction deleteOrUnsetInMap(map, key, value) {\n    var currentValues;\n    if
(map instanceof Map) {\n        currentValues = map.get(key);\n        if (currentValues) {\n            if
(currentValues.length) {\n                var index = currentValues.indexOf(value);\n
currentValues.splice(index, 1);\n            }\n            if (currentValues.length == 0) {\n                map.delete(key);\n
    }\n        }\n    }\n    else {\n        currentValues = map[key];\n        if (currentValues) {\n            if
(currentValues.length) {\n                var index = currentValues.indexOf(value);\n
currentValues.splice(index, 1);\n            }\n            if (currentValues.length == 0) {\n                delete map[key];\n
    }\n        }\n    }\n    return currentValues;\n}\nfunction normalizeTriggerValue(value) {\n    // we use `!= null`
here because it's the most simple\n    // way to test against a \"falsy\" value without mixing\n    // in empty strings or
a zero value. DO NOT OPTIMIZE.\n    return value != null ? value : null;\n}\nfunction isElementNode(node) {\n
return node && node['nodeType'] === 1;\n}\nfunction isTriggerEventValid(eventName) {\n    return eventName ==
'start' || eventName == 'done';\n}\nfunction cloakElement(element, value) {\n    var oldValue =
element.style.display;\n    element.style.display = value != null ? value : 'none';\n    return oldValue;\n}\nfunction
cloakAndComputeStyles(valuesMap, driver, elements, elementPropsMap, defaultStyle) {\n    var cloakVals = [];\n
elements.forEach(function (element) { return cloakVals.push(cloakElement(element)); });\n    var failedElements =
[];\n    elementPropsMap.forEach(function (props, element) {\n        var styles = {};\n        props.forEach(function
(prop) {\n            var value = styles[prop] = driver.computeStyle(element, prop, defaultStyle);\n            // there is no
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easy way to detect this because a sub element could be removed\n            // by a parent animation element being
detached.\n            if (!value || value.length == 0) {\n                element[REMOVAL_FLAG] =
NULL_REMOVED_QUERIED_STATE;\n                failedElements.push(element);\n            }\n        });\n
valuesMap.set(element, styles);\n    });\n    // we use a index variable here since Set.forEach(a, i) does not return\n
// an index value for the closure (but instead just the value)\n    var i = 0;\n    elements.forEach(function (element) {
return cloakElement(element, cloakVals[i++]); });\n    return failedElements;\n}\n/*\nSince the Angular renderer
code will return a collection of inserted\nnodes in all areas of a DOM tree, it's up to this algorithm to figure\nout
which nodes are roots for each animation @trigger.\n\nBy placing each inserted node into a Set and traversing
upwards, it\nis possible to find the @trigger elements and well any direct *star\ninsertion nodes, if a @trigger root is
found then the enter element\nis placed into the Map[@trigger] spot.\n */\nfunction buildRootMap(roots, nodes) {\n
 var rootMap = new Map();\n    roots.forEach(function (root) { return rootMap.set(root, []); });\n    if (nodes.length
== 0)\n        return rootMap;\n    var NULL_NODE = 1;\n    var nodeSet = new Set(nodes);\n    var localRootMap =
new Map();\n    function getRoot(node) {\n        if (!node)\n            return NULL_NODE;\n        var root =
localRootMap.get(node);\n        if (root)\n            return root;\n        var parent = node.parentNode;\n        if
(rootMap.has(parent)) { // ngIf inside @trigger\n            root = parent;\n        }\n        else if (nodeSet.has(parent)) {
// ngIf inside ngIf\n            root = NULL_NODE;\n        }\n        else { // recurse upwards\n            root =
getRoot(parent);\n        }\n        localRootMap.set(node, root);\n        return root;\n    }\n    nodes.forEach(function
(node) {\n        var root = getRoot(node);\n        if (root !== NULL_NODE) {\n
rootMap.get(root).push(node);\n        }\n    });\n    return rootMap;\n}\nvar CLASSES_CACHE_KEY =
'$$classes';\nfunction addClass(element, className) {\n    if (element.classList) {\n
element.classList.add(className);\n    }\n    else {\n        var classes = element[CLASSES_CACHE_KEY];\n        if
(!classes) {\n            classes = element[CLASSES_CACHE_KEY] = {};\n        }\n        classes[className] = true;\n
 }\n}\nfunction removeClass(element, className) {\n    if (element.classList) {\n
element.classList.remove(className);\n    }\n    else {\n        var classes = element[CLASSES_CACHE_KEY];\n
 if (classes) {\n            delete classes[className];\n        }\n    }\n}\nfunction
removeNodesAfterAnimationDone(engine, element, players) {\n    optimizeGroupPlayer(players).onDone(function
() { return engine.processLeaveNode(element); });\n}\nfunction flattenGroupPlayers(players) {\n    var finalPlayers
= [];\n    _flattenGroupPlayersRecur(players, finalPlayers);\n    return finalPlayers;\n}\nfunction
_flattenGroupPlayersRecur(players, finalPlayers) {\n    for (var i = 0; i < players.length; i++) {\n        var player =
players[i];\n        if (player instanceof AnimationGroupPlayer) {\n            _flattenGroupPlayersRecur(player.players,
finalPlayers);\n        }\n        else {\n            finalPlayers.push(player);\n        }\n    }\n}\nfunction objEquals(a, b) {\n
  var k1 = Object.keys(a);\n    var k2 = Object.keys(b);\n    if (k1.length != k2.length)\n        return false;\n    for (var
i = 0; i < k1.length; i++) {\n        var prop = k1[i];\n        if (!b.hasOwnProperty(prop) || a[prop] !== b[prop])\n
return false;\n    }\n    return true;\n}\nfunction replacePostStylesAsPre(element, allPreStyleElements,
allPostStyleElements) {\n    var postEntry = allPostStyleElements.get(element);\n    if (!postEntry)\n        return
false;\n    var preEntry = allPreStyleElements.get(element);\n    if (preEntry) {\n        postEntry.forEach(function
(data) { return preEntry.add(data); });\n    }\n    else {\n        allPreStyleElements.set(element, postEntry);\n    }\n
allPostStyleElements.delete(element);\n    return true;\n}\n\nvar AnimationEngine = /** @class */ (function () {\n
function AnimationEngine(bodyNode, _driver, normalizer) {\n        var _this = this;\n        this.bodyNode =
bodyNode;\n        this._driver = _driver;\n        this._triggerCache = {};\n        // this method is designed to be
overridden by the code that uses this engine\n        this.onRemovalComplete = function (element, context) { };\n
this._transitionEngine = new TransitionAnimationEngine(bodyNode, _driver, normalizer);\n
this._timelineEngine = new TimelineAnimationEngine(bodyNode, _driver, normalizer);\n
this._transitionEngine.onRemovalComplete = function (element, context) {\n            return
_this.onRemovalComplete(element, context);\n        };\n    }\n    AnimationEngine.prototype.registerTrigger =
function (componentId, namespaceId, hostElement, name, metadata) {\n        var cacheKey = componentId + '-' +
name;\n        var trigger = this._triggerCache[cacheKey];\n        if (!trigger) {\n            var errors = [];\n            var
ast = buildAnimationAst(this._driver, metadata, errors);\n            if (errors.length) {\n                throw new
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Error(\"The animation trigger \\\"\" + name + \"\\\" has failed to build due to the following errors:\\n - \" +
errors.join(\"\\n - \"));\n            }\n            trigger = buildTrigger(name, ast);\n            this._triggerCache[cacheKey] =
trigger;\n        }\n        this._transitionEngine.registerTrigger(namespaceId, name, trigger);\n    };\n
AnimationEngine.prototype.register = function (namespaceId, hostElement) {\n
this._transitionEngine.register(namespaceId, hostElement);\n    };\n    AnimationEngine.prototype.destroy =
function (namespaceId, context) {\n        this._transitionEngine.destroy(namespaceId, context);\n    };\n
AnimationEngine.prototype.onInsert = function (namespaceId, element, parent, insertBefore) {\n
this._transitionEngine.insertNode(namespaceId, element, parent, insertBefore);\n    };\n
AnimationEngine.prototype.onRemove = function (namespaceId, element, context) {\n
this._transitionEngine.removeNode(namespaceId, element, context);\n    };\n
AnimationEngine.prototype.disableAnimations = function (element, disable) {\n
this._transitionEngine.markElementAsDisabled(element, disable);\n    };\n    AnimationEngine.prototype.process =
function (namespaceId, element, property, value) {\n        if (property.charAt(0) == '@') {\n            var _a =
__read(parseTimelineCommand(property), 2), id = _a[0], action = _a[1];\n            var args = value;\n
this._timelineEngine.command(id, element, action, args);\n        }\n        else {\n
this._transitionEngine.trigger(namespaceId, element, property, value);\n        }\n    };\n
AnimationEngine.prototype.listen = function (namespaceId, element, eventName, eventPhase, callback) {\n        //
@@listen\n        if (eventName.charAt(0) == '@') {\n            var _a = __read(parseTimelineCommand(eventName),
2), id = _a[0], action = _a[1];\n            return this._timelineEngine.listen(id, element, action, callback);\n        }\n
return this._transitionEngine.listen(namespaceId, element, eventName, eventPhase, callback);\n    };\n
AnimationEngine.prototype.flush = function (microtaskId) {\n        if (microtaskId === void 0) { microtaskId = -1;
}\n        this._transitionEngine.flush(microtaskId);\n    };\n    Object.defineProperty(AnimationEngine.prototype,
\"players\", {\n        get: function () {\n            return this._transitionEngine.players\n
.concat(this._timelineEngine.players);\n        },\n        enumerable: true,\n        configurable: true\n    });\n
AnimationEngine.prototype.whenRenderingDone = function () { return
this._transitionEngine.whenRenderingDone(); };\n    return AnimationEngine;\n}());\n\n/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar
ELAPSED_TIME_MAX_DECIMAL_PLACES = 3;\nvar ANIMATION_PROP = 'animation';\nvar
ANIMATIONEND_EVENT = 'animationend';\nvar ONE_SECOND$1 = 1000;\nvar
ElementAnimationStyleHandler = /** @class */ (function () {\n    function
ElementAnimationStyleHandler(_element, _name, _duration, _delay, _easing, _fillMode, _onDoneFn) {\n        var
_this = this;\n        this._element = _element;\n        this._name = _name;\n        this._duration = _duration;\n
this._delay = _delay;\n        this._easing = _easing;\n        this._fillMode = _fillMode;\n        this._onDoneFn =
_onDoneFn;\n        this._finished = false;\n        this._destroyed = false;\n        this._startTime = 0;\n
this._position = 0;\n        this._eventFn = function (e) { return _this._handleCallback(e); };\n    }\n
ElementAnimationStyleHandler.prototype.apply = function () {\n        applyKeyframeAnimation(this._element,
this._duration + \"ms \" + this._easing + \" \" + this._delay + \"ms 1 normal \" + this._fillMode + \" \" +
this._name);\n        addRemoveAnimationEvent(this._element, this._eventFn, false);\n        this._startTime =
Date.now();\n    };\n    ElementAnimationStyleHandler.prototype.pause = function () {
playPauseAnimation(this._element, this._name, 'paused'); };\n    ElementAnimationStyleHandler.prototype.resume
= function () { playPauseAnimation(this._element, this._name, 'running'); };\n
ElementAnimationStyleHandler.prototype.setPosition = function (position) {\n        var index =
findIndexForAnimation(this._element, this._name);\n        this._position = position * this._duration;\n
setAnimationStyle(this._element, 'Delay', \"-\" + this._position + \"ms\", index);\n    };\n
ElementAnimationStyleHandler.prototype.getPosition = function () { return this._position; };\n
ElementAnimationStyleHandler.prototype._handleCallback = function (event) {\n        var timestamp =
event._ngTestManualTimestamp || Date.now();\n        var elapsedTime =
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parseFloat(event.elapsedTime.toFixed(ELAPSED_TIME_MAX_DECIMAL_PLACES)) * ONE_SECOND$1;\n
 if (event.animationName == this._name &&\n            Math.max(timestamp - this._startTime, 0) >= this._delay &&
elapsedTime >= this._duration) {\n            this.finish();\n        }\n    };\n
ElementAnimationStyleHandler.prototype.finish = function () {\n        if (this._finished)\n            return;\n
this._finished = true;\n        this._onDoneFn();\n        addRemoveAnimationEvent(this._element, this._eventFn,
true);\n    };\n    ElementAnimationStyleHandler.prototype.destroy = function () {\n        if (this._destroyed)\n
return;\n        this._destroyed = true;\n        this.finish();\n        removeKeyframeAnimation(this._element,
this._name);\n    };\n    return ElementAnimationStyleHandler;\n}());\nfunction playPauseAnimation(element, name,
status) {\n    var index = findIndexForAnimation(element, name);\n    setAnimationStyle(element, 'PlayState', status,
index);\n}\nfunction applyKeyframeAnimation(element, value) {\n    var anim = getAnimationStyle(element,
'').trim();\n    var index = 0;\n    if (anim.length) {\n        index = countChars(anim, ',') + 1;\n        value = anim + \",
\" + value;\n    }\n    setAnimationStyle(element, '', value);\n    return index;\n}\nfunction
removeKeyframeAnimation(element, name) {\n    var anim = getAnimationStyle(element, '');\n    var tokens =
anim.split(',');\n    var index = findMatchingTokenIndex(tokens, name);\n    if (index >= 0) {\n
tokens.splice(index, 1);\n        var newValue = tokens.join(',');\n        setAnimationStyle(element, '', newValue);\n
}\n}\nfunction findIndexForAnimation(element, value) {\n    var anim = getAnimationStyle(element, '');\n    if
(anim.indexOf(',') > 0) {\n        var tokens = anim.split(',');\n        return findMatchingTokenIndex(tokens, value);\n
}\n    return findMatchingTokenIndex([anim], value);\n}\nfunction findMatchingTokenIndex(tokens, searchToken)
{\n    for (var i = 0; i < tokens.length; i++) {\n        if (tokens[i].indexOf(searchToken) >= 0) {\n            return i;\n
 }\n    }\n    return -1;\n}\nfunction addRemoveAnimationEvent(element, fn, doRemove) {\n    doRemove ?
element.removeEventListener(ANIMATIONEND_EVENT, fn) :\n
element.addEventListener(ANIMATIONEND_EVENT, fn);\n}\nfunction setAnimationStyle(element, name, value,
index) {\n    var prop = ANIMATION_PROP + name;\n    if (index != null) {\n        var oldValue =
element.style[prop];\n        if (oldValue.length) {\n            var tokens = oldValue.split(',');\n            tokens[index] =
value;\n            value = tokens.join(',');\n        }\n    }\n    element.style[prop] = value;\n}\nfunction
getAnimationStyle(element, name) {\n    return element.style[ANIMATION_PROP + name];\n}\nfunction
countChars(value, char) {\n    var count = 0;\n    for (var i = 0; i < value.length; i++) {\n        var c =
value.charAt(i);\n        if (c === char)\n            count++;\n    }\n    return count;\n}\n\nvar DEFAULT_FILL_MODE
= 'forwards';\nvar DEFAULT_EASING = 'linear';\nvar CssKeyframesPlayer = /** @class */ (function () {\n
function CssKeyframesPlayer(element, keyframes, animationName, _duration, _delay, easing, _finalStyles) {\n
this.element = element;\n        this.keyframes = keyframes;\n        this.animationName = animationName;\n
this._duration = _duration;\n        this._delay = _delay;\n        this._finalStyles = _finalStyles;\n
this._onDoneFns = [];\n        this._onStartFns = [];\n        this._onDestroyFns = [];\n        this._started = false;\n
this.currentSnapshot = {};\n        this._state = 0;\n        this.easing = easing || DEFAULT_EASING;\n
this.totalTime = _duration + _delay;\n        this._buildStyler();\n    }\n    CssKeyframesPlayer.prototype.onStart =
function (fn) { this._onStartFns.push(fn); };\n    CssKeyframesPlayer.prototype.onDone = function (fn) {
this._onDoneFns.push(fn); };\n    CssKeyframesPlayer.prototype.onDestroy = function (fn) {
this._onDestroyFns.push(fn); };\n    CssKeyframesPlayer.prototype.destroy = function () {\n        this.init();\n        if
(this._state >= 4 /* DESTROYED */)\n            return;\n        this._state = 4 /* DESTROYED */;\n
this._styler.destroy();\n        this._flushStartFns();\n        this._flushDoneFns();\n
this._onDestroyFns.forEach(function (fn) { return fn(); });\n        this._onDestroyFns = [];\n    };\n
CssKeyframesPlayer.prototype._flushDoneFns = function () {\n        this._onDoneFns.forEach(function (fn) { return
fn(); });\n        this._onDoneFns = [];\n    };\n    CssKeyframesPlayer.prototype._flushStartFns = function () {\n
this._onStartFns.forEach(function (fn) { return fn(); });\n        this._onStartFns = [];\n    };\n
CssKeyframesPlayer.prototype.finish = function () {\n        this.init();\n        if (this._state >= 3 /* FINISHED */)\n
        return;\n        this._state = 3 /* FINISHED */;\n        this._styler.finish();\n        this._flushStartFns();\n
this._flushDoneFns();\n    };\n    CssKeyframesPlayer.prototype.setPosition = function (value) {
this._styler.setPosition(value); };\n    CssKeyframesPlayer.prototype.getPosition = function () { return
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this._styler.getPosition(); };\n    CssKeyframesPlayer.prototype.hasStarted = function () { return this._state >= 2 /*
STARTED */; };\n    CssKeyframesPlayer.prototype.init = function () {\n        if (this._state >= 1 /* INITIALIZED
*/)\n            return;\n        this._state = 1 /* INITIALIZED */;\n        var elm = this.element;\n
this._styler.apply();\n        if (this._delay) {\n            this._styler.pause();\n        }\n    };\n
CssKeyframesPlayer.prototype.play = function () {\n        this.init();\n        if (!this.hasStarted()) {\n
this._flushStartFns();\n            this._state = 2 /* STARTED */;\n        }\n        this._styler.resume();\n    };\n
CssKeyframesPlayer.prototype.pause = function () {\n        this.init();\n        this._styler.pause();\n    };\n
CssKeyframesPlayer.prototype.restart = function () {\n        this.reset();\n        this.play();\n    };\n
CssKeyframesPlayer.prototype.reset = function () {\n        this._styler.destroy();\n        this._buildStyler();\n
this._styler.apply();\n    };\n    CssKeyframesPlayer.prototype._buildStyler = function () {\n        var _this = this;\n
  this._styler = new ElementAnimationStyleHandler(this.element, this.animationName, this._duration, this._delay,
this.easing, DEFAULT_FILL_MODE, function () { return _this.finish(); });\n    };\n    /** @internal */\n
CssKeyframesPlayer.prototype.triggerCallback = function (phaseName) {\n        var methods = phaseName == 'start'
? this._onStartFns : this._onDoneFns;\n        methods.forEach(function (fn) { return fn(); });\n        methods.length =
0;\n    };\n    CssKeyframesPlayer.prototype.beforeDestroy = function () {\n        var _this = this;\n        this.init();\n
    var styles = {};\n        if (this.hasStarted()) {\n            var finished_1 = this._state >= 3 /* FINISHED */;\n
Object.keys(this._finalStyles).forEach(function (prop) {\n                if (prop != 'offset') {\n                    styles[prop] =
finished_1 ? _this._finalStyles[prop] : computeStyle(_this.element, prop);\n                }\n            });\n        }\n
this.currentSnapshot = styles;\n    };\n    return CssKeyframesPlayer;\n}());\n\nvar DirectStylePlayer = /** @class */
(function (_super) {\n    __extends(DirectStylePlayer, _super);\n    function DirectStylePlayer(element, styles) {\n
  var _this = _super.call(this) || this;\n        _this.element = element;\n        _this._startingStyles = {};\n
_this.__initialized = false;\n        _this._styles = hypenatePropsObject(styles);\n        return _this;\n    }\n
DirectStylePlayer.prototype.init = function () {\n        var _this = this;\n        if (this.__initialized ||
!this._startingStyles)\n            return;\n        this.__initialized = true;\n
Object.keys(this._styles).forEach(function (prop) {\n            _this._startingStyles[prop] =
_this.element.style[prop];\n        });\n        _super.prototype.init.call(this);\n    };\n
DirectStylePlayer.prototype.play = function () {\n        var _this = this;\n        if (!this._startingStyles)\n
return;\n        this.init();\n        Object.keys(this._styles)\n            .forEach(function (prop) { return
_this.element.style.setProperty(prop, _this._styles[prop]); });\n        _super.prototype.play.call(this);\n    };\n
DirectStylePlayer.prototype.destroy = function () {\n        var _this = this;\n        if (!this._startingStyles)\n
return;\n        Object.keys(this._startingStyles).forEach(function (prop) {\n            var value =
_this._startingStyles[prop];\n            if (value) {\n                _this.element.style.setProperty(prop, value);\n            }\n
        else {\n                _this.element.style.removeProperty(prop);\n            }\n        });\n        this._startingStyles =
null;\n        _super.prototype.destroy.call(this);\n    };\n    return
DirectStylePlayer;\n}(NoopAnimationPlayer));\n\nvar KEYFRAMES_NAME_PREFIX = 'gen_css_kf_';\nvar
TAB_SPACE = ' ';\nvar CssKeyframesDriver = /** @class */ (function () {\n    function CssKeyframesDriver() {\n
    this._count = 0;\n        this._head = document.querySelector('head');\n        this._warningIssued = false;\n    }\n
CssKeyframesDriver.prototype.validateStyleProperty = function (prop) { return validateStyleProperty(prop); };\n
CssKeyframesDriver.prototype.matchesElement = function (element, selector) {\n        return
matchesElement(element, selector);\n    };\n    CssKeyframesDriver.prototype.containsElement = function (elm1,
elm2) { return containsElement(elm1, elm2); };\n    CssKeyframesDriver.prototype.query = function (element,
selector, multi) {\n        return invokeQuery(element, selector, multi);\n    };\n
CssKeyframesDriver.prototype.computeStyle = function (element, prop, defaultValue) {\n        return
window.getComputedStyle(element)[prop];\n    };\n    CssKeyframesDriver.prototype.buildKeyframeElement =
function (element, name, keyframes) {\n        keyframes = keyframes.map(function (kf) { return
hypenatePropsObject(kf); });\n        var keyframeStr = \"@keyframes \" + name + \" {\\n\";\n        var tab = '';\n
keyframes.forEach(function (kf) {\n            tab = TAB_SPACE;\n            var offset = parseFloat(kf.offset);\n
keyframeStr += \"\" + tab + offset * 100 + \"% {\\n\";\n            tab += TAB_SPACE;\n
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Object.keys(kf).forEach(function (prop) {\n            var value = kf[prop];\n            switch (prop) {\n
case 'offset':\n                return;\n                case 'easing':\n                if (value) {\n
keyframeStr += tab + \"animation-timing-function: \" + value + \";\\n\";\n                }\n                return;\n
            default:\n                keyframeStr += \"\" + tab + prop + \": \" + value + \";\\n\";\n
return;\n            }\n        });\n        keyframeStr += tab + \"}\\n\";\n    });\n    keyframeStr += \"}\\n\";\n
  var kfElm = document.createElement('style');\n    kfElm.innerHTML = keyframeStr;\n    return kfElm;\n
};\n    CssKeyframesDriver.prototype.animate = function (element, keyframes, duration, delay, easing,
previousPlayers, scrubberAccessRequested) {\n    if (previousPlayers === void 0) { previousPlayers = []; }\n
if (scrubberAccessRequested) {\n        this._notifyFaultyScrubber();\n    }\n    var
previousCssKeyframePlayers = previousPlayers.filter(function (player) { return player instanceof
CssKeyframesPlayer; });\n    var previousStyles = {};\n    if (allowPreviousPlayerStylesMerge(duration,
delay)) {\n        previousCssKeyframePlayers.forEach(function (player) {\n            var styles =
player.currentSnapshot;\n            Object.keys(styles).forEach(function (prop) { return previousStyles[prop] =
styles[prop]; });\n        });\n    }\n    keyframes = balancePreviousStylesIntoKeyframes(element, keyframes,
previousStyles);\n    var finalStyles = flattenKeyframesIntoStyles(keyframes);\n    // if there is no animation
then there is no point in applying\n    // styles and waiting for an event to get fired. This causes lag.\n    // It's
better to just directly apply the styles to the element\n    // via the direct styling animation player.\n    if
(duration == 0) {\n        return new DirectStylePlayer(element, finalStyles);\n    }\n    var animationName =
\"\" + KEYFRAMES_NAME_PREFIX + this._count++;\n    var kfElm = this.buildKeyframeElement(element,
animationName, keyframes);\n    document.querySelector('head').appendChild(kfElm);\n    var player = new
CssKeyframesPlayer(element, keyframes, animationName, duration, delay, easing, finalStyles);\n
player.onDestroy(function () { return removeElement(kfElm); });\n    return player;\n    };\n
CssKeyframesDriver.prototype._notifyFaultyScrubber = function () {\n    if (!this._warningIssued) {\n
console.warn('@angular/animations: please load the web-animations.js polyfill to allow programmatic access...\\n', '
visit http://bit.ly/IWukam to learn more about using the web-animation-js polyfill.');\n        this._warningIssued =
true;\n    }\n    };\n    return CssKeyframesDriver;\n}));\nfunction flattenKeyframesIntoStyles(keyframes) {\n
var flatKeyframes = {};\n    if (keyframes) {\n    var kfs = Array.isArray(keyframes) ? keyframes : [keyframes];\n
    kfs.forEach(function (kf) {\n        Object.keys(kf).forEach(function (prop) {\n            if (prop == 'offset' ||
prop == 'easing')\n                return;\n            flatKeyframes[prop] = kf[prop];\n        });\n    });\n    }\n
return flatKeyframes;\n}\nfunction removeElement(node) {\n    node.parentNode.removeChild(node);\n}\n\nvar
WebAnimationsPlayer = /** @class */ (function () {\n    function WebAnimationsPlayer(element, keyframes,
options) {\n    this.element = element;\n    this.keyframes = keyframes;\n    this.options = options;\n
this._onDoneFns = [];\n    this._onStartFns = [];\n    this._onDestroyFns = [];\n    this._initialized = false;\n
  this._finished = false;\n    this._started = false;\n    this._destroyed = false;\n    this.time = 0;\n
this.parentPlayer = null;\n    this.currentSnapshot = {};\n    this._duration = options['duration'];\n
this._delay = options['delay'] || 0;\n    this.time = this._duration + this._delay;\n    }\n
WebAnimationsPlayer.prototype._onFinish = function () {\n    if (!this._finished) {\n        this._finished =
true;\n        this._onDoneFns.forEach(function (fn) { return fn(); });\n        this._onDoneFns = [];\n    }\n
};\n    WebAnimationsPlayer.prototype.init = function () {\n    this._buildPlayer();\n
this._preparePlayerBeforeStart();\n    };\n    WebAnimationsPlayer.prototype._buildPlayer = function () {\n    var
_this = this;\n    if (this._initialized)\n        return;\n    this._initialized = true;\n    var keyframes =
this.keyframes;\n    this.domPlayer =\n        this._triggerWebAnimation(this.element, keyframes,
this.options);\n    this._finalKeyframe = keyframes.length ? keyframes[keyframes.length - 1] : {};\n
this.domPlayer.addEventListener('finish', function () { return _this._onFinish(); });\n    };\n
WebAnimationsPlayer.prototype._preparePlayerBeforeStart = function () {\n    // this is required so that the player
doesn't start to animate right away\n    if (this._delay) {\n        this._resetDomPlayerState();\n    }\n    else
{\n        this.domPlayer.pause();\n    }\n    };\n    /** @internal */\n
WebAnimationsPlayer.prototype._triggerWebAnimation = function (element, keyframes, options) {\n    //
```

jscompiler doesn't seem to know animate is a native property because it's not fully\n // supported yet across common browsers (we polyfill it for Edge/Safari) [CL #143630929]\n return element['animate'](keyframes, options);\n };\n WebAnimationsPlayer.prototype.onStart = function (fn) { this._onStartFns.push(fn); };\n WebAnimationsPlayer.prototype.onDone = function (fn) { this._onDoneFns.push(fn); };\n WebAnimationsPlayer.prototype.onDestroy = function (fn) { this._onDestroyFns.push(fn); };\n WebAnimationsPlayer.prototype.play = function () {\n this._buildPlayer();\n if (!this.hasStarted()) {\n this._onStartFns.forEach(function (fn) { return fn(); });\n this._onStartFns = [];\n this._started = true;\n }\n this.domPlayer.play();\n };\n WebAnimationsPlayer.prototype.pause = function () {\n this.init();\n this.domPlayer.pause();\n };\n WebAnimationsPlayer.prototype.finish = function () {\n this.init();\n this._onFinish();\n this.domPlayer.finish();\n };\n WebAnimationsPlayer.prototype.reset = function () {\n this._resetDomPlayerState();\n this._destroyed = false;\n this._finished = false;\n this._started = false;\n };\n WebAnimationsPlayer.prototype._resetDomPlayerState = function () {\n if (this.domPlayer) {\n this.domPlayer.cancel();\n }\n };\n WebAnimationsPlayer.prototype.restart = function () {\n this.reset();\n this.play();\n };\n WebAnimationsPlayer.prototype.hasStarted = function () { return this._started; };\n WebAnimationsPlayer.prototype.destroy = function () {\n if (!this._destroyed) {\n this._destroyed = true;\n this._resetDomPlayerState();\n this._onFinish();\n this._onDestroyFns.forEach(function (fn) { return fn(); });\n this._onDestroyFns = [];\n }\n };\n WebAnimationsPlayer.prototype.setPosition = function (p) { this.domPlayer.currentTime = p * this.time; };\n WebAnimationsPlayer.prototype.getPosition = function () { return this.domPlayer.currentTime / this.time; };\n Object.defineProperty(WebAnimationsPlayer.prototype, \"totalTime\", {\n get: function () { return this._delay + this._duration; },\n enumerable: true,\n configurable: true\n });\n WebAnimationsPlayer.prototype.beforeDestroy = function () {\n var _this = this;\n var styles = {};\n if (this.hasStarted()) {\n Object.keys(this._finalKeyframe).forEach(function (prop) {\n if (prop != 'offset') {\n styles[prop] =\n _this._finished ? _this._finalKeyframe[prop] : computeStyle(_this.element, prop);\n }\n });\n }\n this.currentSnapshot = styles;\n };\n /** @internal */\n WebAnimationsPlayer.prototype.triggerCallback = function (phaseName) {\n var methods = phaseName == 'start' ? this._onStartFns : this._onDoneFns;\n methods.forEach(function (fn) { return fn(); });\n methods.length = 0;\n };\n return WebAnimationsPlayer;\n}());\n\nvar WebAnimationsDriver = /** @class */ (function () {\n function WebAnimationsDriver() {\n this._isNativeImpl = /\\{\\s*\\[native\\s+code\\]\\s*\\}/.test(getElementAnimateFn().toString());\n this._cssKeyframesDriver = new CssKeyframesDriver();\n }\n WebAnimationsDriver.prototype.validateStyleProperty = function (prop) { return validateStyleProperty(prop); };\n WebAnimationsDriver.prototype.matchesElement = function (element, selector) {\n return matchesElement(element, selector);\n };\n WebAnimationsDriver.prototype.containsElement = function (elm1, elm2) { return containsElement(elm1, elm2); };\n WebAnimationsDriver.prototype.query = function (element, selector, multi) {\n return invokeQuery(element, selector, multi);\n };\n WebAnimationsDriver.prototype.computeStyle = function (element, prop, defaultValue) {\n return window.getComputedStyle(element)[prop];\n };\n WebAnimationsDriver.prototype.overrideWebAnimationsSupport = function (supported) { this._isNativeImpl = supported; };\n WebAnimationsDriver.prototype.animate = function (element, keyframes, duration, delay, easing, previousPlayers, scrubberAccessRequested) {\n if (previousPlayers === void 0) { previousPlayers = []; }\n var useKeyframes = !scrubberAccessRequested && !this._isNativeImpl;\n if (useKeyframes) {\n return this._cssKeyframesDriver.animate(element, keyframes, duration, delay, easing, previousPlayers);\n }\n var fill = delay == 0 ? 'both' : 'forwards';\n var playerOptions = { duration: duration, delay: delay, fill: fill };\n // we check for this to avoid having a null|undefined value be present\n // for the easing (which results in an error for certain browsers #9752)\n if (easing) {\n playerOptions['easing'] = easing;\n }\n var previousStyles = {};\n var previousWebAnimationPlayers = previousPlayers.filter(function (player) { return player instanceof WebAnimationsPlayer; });\n if (allowPreviousPlayerStylesMerge(duration, delay)) {\n previousWebAnimationPlayers.forEach(function (player) {\n var styles = player.currentSnapshot;\n

Object.keys(styles).forEach(function (prop) { return previousStyles[prop] = styles[prop]; });\n });\n }\n keyframes = keyframes.map(function (styles) { return copyStyles(styles, false); });\n keyframes = balancePreviousStylesIntoKeyframes(element, keyframes, previousStyles);\n return new WebAnimationsPlayer(element, keyframes, playerOptions);\n };\n return WebAnimationsDriver;\n}());\nfunction supportsWebAnimations() {\n return typeof getElementAnimateFn() === 'function';\n}\nfunction getElementAnimateFn() {\n return (isBrowser() && Element.prototype['animate']) || {};\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Generated bundle index. Do not edit.\n */\n\nexport { AnimationDriver, Animation as Animation, AnimationStyleNormalizer as AnimationStyleNormalizer, NoopAnimationStyleNormalizer as NoopAnimationStyleNormalizer, WebAnimationsStyleNormalizer as WebAnimationsStyleNormalizer, AnimationDriver as AnimationDriver, NoopAnimationDriver as NoopAnimationDriver, AnimationEngine as AnimationEngine, CssKeyframesDriver as CssKeyframesDriver, CssKeyframesPlayer as CssKeyframesPlayer, containsElement as containsElement, invokeQuery as invokeQuery, matchesElement as matchesElement, validateStyleProperty as validateStyleProperty, WebAnimationsDriver as WebAnimationsDriver, supportsWebAnimations as supportsWebAnimations, WebAnimationsPlayer as WebAnimationsPlayer, allowPreviousPlayerStylesMerge as allowPreviousPlayerStylesMerge };\n//# sourceMappingURL=browser.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport { Inject, Injectable, Optional, SkipSelf, QueryList, Directive, ElementRef, Input, NgZone, isDevMode, InjectionToken, EventEmitter, Output, NgModule, defineInjectable, inject } from '@angular/core';\nimport { Subject, Subscription, of } from 'rxjs';\nimport { UP_ARROW, DOWN_ARROW, LEFT_ARROW, RIGHT_ARROW, TAB, A, Z, ZERO, NINE, hasModifierKey } from '@angular/cdk/keycodes';\nimport { debounceTime, filter, map, tap, take } from 'rxjs/operators';\nimport { __extends } from 'tslib';\nimport { Platform, normalizePassiveListenerOptions, PlatformModule } from '@angular/cdk/platform';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { ContentObserver, ObserversModule } from '@angular/cdk/observers';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * IDs are deliminated by an empty space, as per the spec.\n * @type {?}\n */\nvar ID_DELIMINATOR = ' ';\n/**\n * Adds the given ID to the specified ARIA attribute on an element.\n * Used for attributes such as aria-labelledby, aria-owns, etc.\n * @param {?} el\n * @param {?} attr\n * @param {?} id\n * @return {?}\n */\nfunction addAriaReferencedId(el, attr, id) {\n /** @type {?} */\n var ids = getAriaReferenceIds(el, attr);\n if (ids.some(function (existingId) { return existingId.trim() == id.trim(); })) {\n   return;\n }\n ids.push(id.trim());\n el.setAttribute(attr, ids.join(ID_DELIMINATOR));\n}\n/**\n * Removes the given ID from the specified ARIA attribute on an element.\n * Used for attributes such as aria-labelledby, aria-owns, etc.\n * @param {?} el\n * @param {?} attr\n * @param {?} id\n * @return {?}\n */\nfunction removeAriaReferencedId(el, attr, id) {\n /** @type {?} */\n var ids = getAriaReferenceIds(el, attr);\n /** @type {?} */\n var filteredIds = ids.filter(function (val) { return val != id.trim(); });\n el.setAttribute(attr, filteredIds.join(ID_DELIMINATOR));\n}\n/**\n * Gets the list of IDs referenced by the given ARIA attribute on an element.\n * Used for attributes such as aria-labelledby, aria-owns, etc.\n * @param {?} el\n * @param {?} attr\n * @return {?}\n */\nfunction getAriaReferenceIds(el, attr) {\n // Get string array of all individual ids (whitespace deliminated) in the attribute value\n return (el.getAttribute(attr) || '').match(/\\S+/g) || [];\n}\n\n/**\n *

@fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * ID used for the body container where all messages are appended.\n * @type {?}\n */\nvar MESSAGES_CONTAINER_ID = 'cdk-describedby-message-container';\n/**\n * ID prefix used for each created message element.\n * @type {?}\n */\nvar CDK_DESCRIBEDBY_ID_PREFIX = 'cdk-describedby-message';\n/**\n * Attribute given to each host element that is described by a message element.\n * @type {?}\n */\nvar CDK_DESCRIBEDBY_HOST_ATTRIBUTE = 'cdk-describedby-host';\n/**\n * Global incremental identifier for each registered message element.\n * @type {?}\n */\nvar nextId = 0;\n/**\n * Global map of all registered message elements that have been placed into the document.\n * @type {?}\n */\nvar messageRegistry = new Map();\n/**\n * Container for all registered messages.\n * @type {?}\n */\nvar messagesContainer = null;\n/**\n * Utility that creates visually hidden elements with a message content. Useful for elements that\n * want to use aria-describedby to further describe themselves without adding additional visual\n * content.\n * \\@docs-private\n */\nvar AriaDescriber = /** @class */ (function () {\n function AriaDescriber(_document) {\n this._document = _document;\n }\n /**\n * Adds to the host element an aria-describedby reference to a hidden element that contains\n * the message. If the same message has already been registered, then it will reuse the created\n * message element.\n */\n /**\n * Adds to the host element an aria-describedby reference to a hidden element that contains\n * the message. If the same message has already been registered, then it will reuse the created\n * message element.\n * @param {?} hostElement\n * @param {?} message\n * @return {?}\n */\n AriaDescriber.prototype.describe = /**\n * Adds to the host element an aria-describedby reference to a hidden element that contains\n * the message. If the same message has already been registered, then it will reuse the created\n * message element.\n * @param {?} hostElement\n * @param {?} message\n * @return {?}\n */\n function (hostElement, message) {\n if (!this._canBeDescribed(hostElement, message)) {\n return;\n }\n if (!messageRegistry.has(message)) {\n this._createMessageElement(message);\n }\n if (!this._isElementDescribedByMessage(hostElement, message)) {\n this._addMessageReference(hostElement, message);\n }\n };\n /** Removes the host element's aria-describedby reference to the message element. */\n /**\n * Removes the host element's aria-describedby reference to the message element.\n * @param {?} hostElement\n * @param {?} message\n * @return {?}\n */\n AriaDescriber.prototype.removeDescription = /**\n * Removes the host element's aria-describedby reference to the message element.\n * @param {?} hostElement\n * @param {?} message\n * @return {?}\n */\n function (hostElement, message) {\n if (!this._canBeDescribed(hostElement, message)) {\n return;\n }\n if (this._isElementDescribedByMessage(hostElement, message)) {\n this._removeMessageReference(hostElement, message);\n }\n /** @type {?} */\n var registeredMessage = messageRegistry.get(message);\n if (registeredMessage && registeredMessage.referenceCount === 0) {\n this._deleteMessageElement(message);\n }\n if (messagesContainer && messagesContainer.childNodes.length === 0) {\n this._deleteMessagesContainer();\n }\n };\n /** Unregisters all created message elements and removes the message container. */\n /**\n * Unregisters all created message elements and removes the message container.\n * @return {?}\n */\n AriaDescriber.prototype.ngOnDestroy = /**\n * Unregisters all created message elements and removes the message container.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var describedElements = this._document.querySelectorAll(\"[\" + CDK_DESCRIBEDBY_HOST_ATTRIBUTE + \"]\");\n for (var i = 0; i < describedElements.length; i++) {\n this._removeCdkDescribedByReferenceIds(describedElements[i]);\n describedElements[i].removeAttribute(CDK_DESCRIBEDBY_HOST_ATTRIBUTE);\n }\n if (messagesContainer) {\n this._deleteMessagesContainer();\n }\n messageRegistry.clear();\n };\n /**\n * Creates a new element in the visually hidden message container element with the message\n * as its content and adds it to the message registry.\n */\n /**\n * Creates a new element in the visually hidden message container element with the message\n * as its content and adds it to the message registry.\n * @private\n * @param {?} message\n * @return {?}\n */\n

AriaDescriber.prototype._createMessageElement = /**\n * Creates a new element in the visually hidden message container element with the message\n * as its content and adds it to the message registry.\n * @private\n * @param {?} message\n * @return {?}\n */\n function (message) {\n /** @type {?} */\n var messageElement = this._document.createElement('div');\n messageElement.setAttribute('id', CDK_DESCRIBEDBY_ID_PREFIX + \"-\" + nextId++);\n messageElement.appendChild((/** @type {?} */ (this._document.createTextNode(message))));\n this._createMessagesContainer();\n (/** @type {?} */ (messagesContainer)).appendChild(messageElement);\n messageRegistry.set(message, { messageElement: messageElement, referenceCount: 0 });\n };\n /** Deletes the message element from the global messages container. */\n /**\n * Deletes the message element from the global messages container.\n * @private\n * @param {?} message\n * @return {?}\n */\n AriaDescriber.prototype._deleteMessageElement = /**\n * Deletes the message element from the global messages container.\n * @private\n * @param {?} message\n * @return {?}\n */\n function (message) {\n /** @type {?} */\n var registeredMessage = messageRegistry.get(message);\n /** @type {?} */\n var messageElement = registeredMessage && registeredMessage.messageElement;\n if (messagesContainer && messageElement) {\n messagesContainer.removeChild(messageElement);\n }\n messageRegistry.delete(message);\n };\n /** Creates the global container for all aria-describedby messages. */\n /**\n * Creates the global container for all aria-describedby messages.\n * @private\n * @return {?}\n */\n AriaDescriber.prototype._createMessagesContainer = /**\n * Creates the global container for all aria-describedby messages.\n * @private\n * @return {?}\n */\n function () {\n if (!messagesContainer) {\n /** @type {?} */\n var preExistingContainer = this._document.getElementById(MESSAGES_CONTAINER_ID);\n // When going from the server to the client, we may end up in a situation where there's\n // already a container on the page, but we don't have a reference to it. Clear the\n // old container so we don't get duplicates. Doing this, instead of emptying the previous\n // container, should be slightly faster.\n if (preExistingContainer) {\n (/** @type {?} */ (preExistingContainer.parentNode)).removeChild(preExistingContainer);\n }\n messagesContainer = this._document.createElement('div');\n messagesContainer.id = MESSAGES_CONTAINER_ID;\n messagesContainer.setAttribute('aria-hidden', 'true');\n messagesContainer.style.display = 'none';\n this._document.body.appendChild(messagesContainer);\n }\n };\n /** Deletes the global messages container. */\n /**\n * Deletes the global messages container.\n * @private\n * @return {?}\n */\n AriaDescriber.prototype._deleteMessagesContainer = /**\n * Deletes the global messages container.\n * @private\n * @return {?}\n */\n function () {\n if (messagesContainer && messagesContainer.parentNode) {\n messagesContainer.parentNode.removeChild(messagesContainer);\n messagesContainer = null;\n }\n };\n /** Removes all cdk-describedby messages that are hosted through the element. */\n /**\n * Removes all cdk-describedby messages that are hosted through the element.\n * @private\n * @param {?} element\n * @return {?}\n */\n AriaDescriber.prototype._removeCdkDescribedByReferenceIds = /**\n * Removes all cdk-describedby messages that are hosted through the element.\n * @private\n * @param {?} element\n * @return {?}\n */\n function (element) {\n // Remove all aria-describedby reference IDs that are prefixed by CDK_DESCRIBEDBY_ID_PREFIX\n /** @type {?} */\n var originalReferenceIds = getAriaReferenceIds(element, 'aria-describedby')\n .filter(function (id) { return id.indexOf(CDK_DESCRIBEDBY_ID_PREFIX) != 0; });\n element.setAttribute('aria-describedby', originalReferenceIds.join(' '));\n };\n /**\n * Adds a message reference to the element using aria-describedby and increments the registered\n * message's reference count.\n */\n /**\n * Adds a message reference to the element using aria-describedby and increments the registered\n * message's reference count.\n * @private\n * @param {?} element\n * @param {?} message\n * @return {?}\n */\n AriaDescriber.prototype._addMessageReference = /**\n * Adds a message reference to the element using aria-describedby and increments the registered\n * message's reference count.\n * @private\n * @param {?} element\n * @param {?} message\n * @return {?}\n */\n function (element, message) {\n /** @type

{?} */\n var registeredMessage = (/** @type {?} */ (messageRegistry.get(message)));\n // Add the aria-describedby reference and set the\n // describedby_host attribute to mark the element.\n addAriaReferencedId(element, 'aria-describedby', registeredMessage.messageElement.id);\n element.setAttribute(CDK_DESCRIBEDBY_HOST_ATTRIBUTE, '');\n registeredMessage.referenceCount++;\n };\n /**\n * Removes a message reference from the element using aria-describedby\n * and decrements the registered message's reference count.\n */\n /**\n * Removes a message reference from the element using aria-describedby\n * and decrements the registered message's reference count.\n * @private\n * @param {?} element\n * @param {?} message\n * @return {?}\n */\n AriaDescriber.prototype._removeMessageReference = /**\n * Removes a message reference from the element using aria-describedby\n * and decrements the registered message's reference count.\n * @private\n * @param {?} element\n * @param {?} message\n * @return {?}\n */\n function (element, message) {\n /** @type {?} */\n var registeredMessage = (/** @type {?} */ (messageRegistry.get(message)));\n registeredMessage.referenceCount--;\n removeAriaReferencedId(element, 'aria-describedby', registeredMessage.messageElement.id);\n element.removeAttribute(CDK_DESCRIBEDBY_HOST_ATTRIBUTE);\n };\n /** Returns true if the element has been described by the provided message ID. */\n /**\n * Returns true if the element has been described by the provided message ID.\n * @private\n * @param {?} element\n * @param {?} message\n * @return {?}\n */\n AriaDescriber.prototype._isElementDescribedByMessage = /**\n * Returns true if the element has been described by the provided message ID.\n * @private\n * @param {?} element\n * @param {?} message\n * @return {?}\n */\n function (element, message) {\n /** @type {?} */\n var referenceIds = getAriaReferenceIds(element, 'aria-describedby');\n /** @type {?} */\n var registeredMessage = messageRegistry.get(message);\n /** @type {?} */\n var messageId = registeredMessage && registeredMessage.messageElement.id;\n return !!messageId && referenceIds.indexOf(messageId) != -1;\n };\n /** Determines whether a message can be described on a particular element. */\n /**\n * Determines whether a message can be described on a particular element.\n * @private\n * @param {?} element\n * @param {?} message\n * @return {?}\n */\n AriaDescriber.prototype._canBeDescribed = /**\n * Determines whether a message can be described on a particular element.\n * @private\n * @param {?} element\n * @param {?} message\n * @return {?}\n */\n function (element, message) {\n return element.nodeType === this._document.ELEMENT_NODE && message != null &&\n !!(\"\" + message).trim();\n };\n AriaDescriber.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n AriaDescriber.ctorParameters = function () { return [\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n /** @nocollapse */ AriaDescriber.ngInjectableDef = defineInjectable({ factory: function AriaDescriber_Factory() { return new AriaDescriber(inject(DOCUMENT)); }, token: AriaDescriber, providedIn: \"root\" });\n return AriaDescriber;\n}());\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @param {?} parentDispatcher\n * @param {?} _document\n * @return {?}\n */\nfunction ARIA_DESCRIBER_PROVIDER_FACTORY(parentDispatcher, _document) {\n return parentDispatcher || new AriaDescriber(_document);\n}\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @type {?}\n */\nvar ARIA_DESCRIBER_PROVIDER = {\n // If there is already an AriaDescriber available, use that. Otherwise, provide a new one.\n provide: AriaDescriber,\n deps: [\n [new Optional(), new SkipSelf(), AriaDescriber],\n (/** @type {?} */ (DOCUMENT))\n],\n useFactory: ARIA_DESCRIBER_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * This class manages keyboard events for selectable lists. If you pass it a query list\n * of items, it will set the active item correctly when arrow events occur.\n * @template T\n */\nvar /**\n * This class manages keyboard events for selectable lists. If you pass it a query list\n * of items, it will set the active item correctly when arrow events occur.\n * @template T\n */\nListKeyManager = /** @class */ (function () {\n function ListKeyManager(_items) {\n var _this = this;\n this._items = _items;\n this._activeItemIndex = -1;\n this._activeItem = null;\n

this._wrap = false;\n this._letterKeyStream = new Subject();\n this._typeaheadSubscription = Subscription.EMPTY;\n this._vertical = true;\n this._allowedModifierKeys = [];\n /**\n * Predicate function that can be used to check whether an item should be skipped\n * by the key manager. By default, disabled items are skipped.\n */\n this._skipPredicateFn = function (item) { return item.disabled; };\n // Buffer for the letters that the user has pressed when the typeahead option is turned on.\n this._pressedLetters = [];\n /**\n * Stream that emits any time the TAB key is pressed, so components can react\n * when focus is shifted off of the list.\n */\n this.tabOut = new Subject();\n /**\n * Stream that emits whenever the active item of the list manager changes.\n */\n this.change = new Subject();\n // We allow for the items to be an array because, in some cases, the consumer may\n // not have access to a QueryList of the items they want to manage (e.g. when the\n // items aren't being collected via `ViewChildren` or `ContentChildren`).\n if (_items instanceof QueryList) {\n _items.changes.subscribe(function (newItems) {\n if (_this._activeItem) {\n /** @type {?} */\n var itemArray = newItems.toArray();\n /** @type {?} */\n var newIndex = itemArray.indexOf(_this._activeItem);\n if (newIndex > -1 && newIndex !== _this._activeItemIndex) {\n _this._activeItemIndex = newIndex;\n }\n }\n });\n }\n }\n /**\n * Sets the predicate function that determines which items should be skipped by the\n * list key manager.\n * @param predicate Function that determines whether the given item should be skipped.\n */\n /**\n * Sets the predicate function that determines which items should be skipped by the\n * list key manager.\n * @template THIS\n * @this {THIS}\n * @param {?} predicate Function that determines whether the given item should be skipped.\n * @return {THIS}\n */\n ListKeyManager.prototype.skipPredicate = /**\n * Sets the predicate function that determines which items should be skipped by the\n * list key manager.\n * @template THIS\n * @this {THIS}\n * @param {?} predicate Function that determines whether the given item should be skipped.\n * @return {THIS}\n */\n function (predicate) {\n (/** @type {?} */ (this))._skipPredicateFn = predicate;\n return (/** @type {?} */ (this));\n };\n /**\n * Configures wrapping mode, which determines whether the active item will wrap to\n * the other end of list when there are no more items in the given direction.\n * @param shouldWrap Whether the list should wrap when reaching the end.\n */\n /**\n * Configures wrapping mode, which determines whether the active item will wrap to\n * the other end of list when there are no more items in the given direction.\n * @template THIS\n * @this {THIS}\n * @param {?=} shouldWrap Whether the list should wrap when reaching the end.\n * @return {THIS}\n */\n ListKeyManager.prototype.withWrap = /**\n * Configures wrapping mode, which determines whether the active item will wrap to\n * the other end of list when there are no more items in the given direction.\n * @template THIS\n * @this {THIS}\n * @param {?=} shouldWrap Whether the list should wrap when reaching the end.\n * @return {THIS}\n */\n function (shouldWrap) {\n if (shouldWrap === void 0) { shouldWrap = true; }\n (/** @type {?} */ (this))._wrap = shouldWrap;\n return (/** @type {?} */ (this));\n };\n /**\n * Configures whether the key manager should be able to move the selection vertically.\n * @param enabled Whether vertical selection should be enabled.\n */\n /**\n * Configures whether the key manager should be able to move the selection vertically.\n * @template THIS\n * @this {THIS}\n * @param {?=} enabled Whether vertical selection should be enabled.\n * @return {THIS}\n */\n ListKeyManager.prototype.withVerticalOrientation = /**\n * Configures whether the key manager should be able to move the selection vertically.\n * @template THIS\n * @this {THIS}\n * @param {?=} enabled Whether vertical selection should be enabled.\n * @return {THIS}\n */\n function (enabled) {\n if (enabled === void 0) { enabled = true; }\n (/** @type {?} */ (this))._vertical = enabled;\n return (/** @type {?} */ (this));\n };\n /**\n * Configures the key manager to move the selection horizontally.\n * Passing in `null` will disable horizontal movement.\n * @param direction Direction in which the selection can be moved.\n */\n /**\n * Configures the key manager to move the selection horizontally.\n * Passing in `null` will disable horizontal movement.\n * @template THIS\n * @this {THIS}\n * @param {?} direction Direction in which the selection can be moved.\n * @return {THIS}\n */\n ListKeyManager.prototype.withHorizontalOrientation = /**\n * Configures the key manager to move the

selection horizontally.\n * Passing in `null` will disable horizontal movement.\n * @template THIS\n * @this {THIS}\n * @param {?} direction Direction in which the selection can be moved.\n * @return {THIS}\n */\n function (direction) {\n (/** @type {?} */ (this))._horizontal = direction;\n return (/** @type {?} */ (this));\n };\n /**\n * Modifier keys which are allowed to be held down and whose default actions will be prevented\n * as the user is pressing the arrow keys. Defaults to not allowing any modifier keys.\n */\n /**\n * Modifier keys which are allowed to be held down and whose default actions will be prevented\n * as the user is pressing the arrow keys. Defaults to not allowing any modifier keys.\n * @template THIS\n * @this {THIS}\n * @param {?} keys\n * @return {THIS}\n */\n ListKeyManager.prototype.withAllowedModifierKeys = /**\n * Modifier keys which are allowed to be held down and whose default actions will be prevented\n * as the user is pressing the arrow keys. Defaults to not allowing any modifier keys.\n * @template THIS\n * @this {THIS}\n * @param {?} keys\n * @return {THIS}\n */\n function (keys) {\n (/** @type {?} */ (this))._allowedModifierKeys = keys;\n return (/** @type {?} */ (this));\n };\n /**\n * Turns on typeahead mode which allows users to set the active item by typing.\n * @param debounceInterval Time to wait after the last keystroke before setting the active item.\n */\n /**\n * Turns on typeahead mode which allows users to set the active item by typing.\n * @template THIS\n * @this {THIS}\n * @param {?=} debounceInterval Time to wait after the last keystroke before setting the active item.\n * @return {THIS}\n */\n ListKeyManager.prototype.withTypeAhead = /**\n * Turns on typeahead mode which allows users to set the active item by typing.\n * @template THIS\n * @this {THIS}\n * @param {?=} debounceInterval Time to wait after the last keystroke before setting the active item.\n * @return {THIS}\n */\n function (debounceInterval) {\n var _this = this;\n if (debounceInterval === void 0) { debounceInterval = 200; }\n if ((/** @type {?} */ (this))._items.length && (/** @type {?} */ (this))._items.some(function (item) { return typeof item.getLabel !== 'function'; })) {\n throw Error('ListKeyManager items in typeahead mode must implement the `getLabel` method.');\n }\n (/** @type {?} */ (this))._typeaheadSubscription.unsubscribe();\n // Debounce the presses of non-navigational keys, collect the ones that correspond to letters\n // and convert those letters back into a string. Afterwards find the first item that starts\n // with that string and select it.\n (/** @type {?} */ (this))._typeaheadSubscription = (/** @type {?} */ (this))._letterKeyStream.pipe(tap(function (keyCode) { return (/** @type {?} */ (_this))._pressedLetters.push(keyCode); }), debounceTime(debounceInterval), filter(function () { return (/** @type {?} */ (_this))._pressedLetters.length > 0; }), map(function () { return (/** @type {?} */ (_this))._pressedLetters.join(''); })).subscribe(function (inputString) {\n /** @type {?} */\n var items = (/** @type {?} */ (_this))._getItemsArray();\n // Start at 1 because we want to start searching at the item immediately\n // following the current active item.\n for (var i = 1; i < items.length + 1; i++) {\n /** @type {?} */\n var index = ((/** @type {?} */ (_this))._activeItemIndex + i) % items.length;\n /** @type {?} */\n var item = items[index];\n if (!(/** @type {?} */ (_this))._skipPredicateFn(item) &&\n (/** @type {?} */ (item.getLabel))().toUpperCase().trim().indexOf(inputString) === 0) {\n (/** @type {?} */ (_this)).setActiveItem(index);\n break;\n }\n }\n (/** @type {?} */ (_this))._pressedLetters = [];\n });\n return (/** @type {?} */ (this));\n };\n /**\n * @param {?} item\n * @return {?}\n */\n ListKeyManager.prototype.setActiveItem = /**\n * @param {?} item\n * @return {?}\n */\n function (item) {\n /** @type {?} */\n var previousIndex = this._activeItemIndex;\n this.updateActiveItem(item);\n if (this._activeItemIndex !== previousIndex) {\n this.change.next(this._activeItemIndex);\n }\n };\n /**\n * Sets the active item depending on the key event passed in.\n * @param event Keyboard event to be used for determining which element should be active.\n */\n /**\n * Sets the active item depending on the key event passed in.\n * @param {?} event Keyboard event to be used for determining which element should be active.\n * @return {?}\n */\n ListKeyManager.prototype.onKeydown = /**\n * Sets the active item depending on the key event passed in.\n * @param {?} event Keyboard event to be used for determining which element should be active.\n * @return {?}\n */\n function (event) {\n var _this = this;\n /** @type {?} */\n var keyCode =

event.keyCode;\n /** @type {?} */\n var modifiers = ['altKey', 'ctrlKey', 'metaKey', 'shiftKey'];\n /** @type {?} */\n var isModifierAllowed = modifiers.every(function (modifier) {\n return !event[modifier] || _this._allowedModifierKeys.indexOf(modifier) > -1;\n });\n switch (keyCode) {\n case TAB:\n this.tabOut.next();\n return;\n case DOWN_ARROW:\n if (this._vertical && isModifierAllowed) {\n this.setNextItemActive();\n break;\n }\n else {\n return;\n }\n case UP_ARROW:\n if (this._vertical && isModifierAllowed) {\n this.setPreviousItemActive();\n break;\n }\n else {\n return;\n }\n case RIGHT_ARROW:\n if (this._horizontal && isModifierAllowed) {\n this._horizontal === 'rtl' ? this.setPreviousItemActive() : this.setNextItemActive();\n break;\n }\n else {\n return;\n }\n case LEFT_ARROW:\n if (this._horizontal && isModifierAllowed) {\n this._horizontal === 'rtl' ? this.setNextItemActive() : this.setPreviousItemActive();\n break;\n }\n else {\n return;\n }\n default:\n if (isModifierAllowed || hasModifierKey(event, 'shiftKey')) {\n // Attempt to use the `event.key` which also maps it to the user's keyboard language,\n // otherwise fall back to resolving alphanumeric characters via the keyCode.\n if (event.key && event.key.length === 1) {\n this._letterKeyStream.next(event.key.toLocaleUpperCase());\n }\n else if ((keyCode >= A && keyCode <= Z) || (keyCode >= ZERO && keyCode <= NINE)) {\n this._letterKeyStream.next(String.fromCharCode(keyCode));\n }\n }\n // Note that we return here, in order to avoid preventing\n // the default action of non-navigational keys.\n return;\n }\n this._pressedLetters = [];\n event.preventDefault();\n };\n Object.defineProperty(ListKeyManager.prototype, \"activeItemIndex\", {\n /** Index of the currently active item. */\n get: /**\n * Index of the currently active item.\n * @return {?}\n */\n function () {\n return this._activeItemIndex;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(ListKeyManager.prototype, \"activeItem\", {\n /** The active item. */\n get: /**\n * The active item.\n * @return {?}\n */\n function () {\n return this._activeItem;\n },\n enumerable: true,\n configurable: true\n });\n /** Sets the active item to the first enabled item in the list. */\n /**\n * Sets the active item to the first enabled item in the list.\n * @return {?}\n */\n ListKeyManager.prototype.setFirstItemActive = /**\n * Sets the active item to the first enabled item in the list.\n * @return {?}\n */\n function () {\n this._setActiveItemByIndex(0, 1);\n };\n /** Sets the active item to the last enabled item in the list. */\n /**\n * Sets the active item to the last enabled item in the list.\n * @return {?}\n */\n ListKeyManager.prototype.setLastItemActive = /**\n * Sets the active item to the last enabled item in the list.\n * @return {?}\n */\n function () {\n this._setActiveItemByIndex(this._items.length - 1, -1);\n };\n /** Sets the active item to the next enabled item in the list. */\n /**\n * Sets the active item to the next enabled item in the list.\n * @return {?}\n */\n ListKeyManager.prototype.setNextItemActive = /**\n * Sets the active item to the next enabled item in the list.\n * @return {?}\n */\n function () {\n this._activeItemIndex < 0 ? this.setFirstItemActive() : this._setActiveItemByDelta(1);\n };\n /** Sets the active item to a previous enabled item in the list. */\n /**\n * Sets the active item to a previous enabled item in the list.\n * @return {?}\n */\n ListKeyManager.prototype.setPreviousItemActive = /**\n * Sets the active item to a previous enabled item in the list.\n * @return {?}\n */\n function () {\n this._activeItemIndex < 0 && this._wrap ? this.setLastItemActive()\n : this._setActiveItemByDelta(-1);\n };\n /**\n * @param {?} item\n * @return {?}\n */\n ListKeyManager.prototype.updateActiveItem = /**\n * @param {?} item\n * @return {?}\n */\n function (item) {\n /** @type {?} */\n var itemArray = this._getItemsArray();\n /** @type {?} */\n var index = typeof item === 'number' ? item : itemArray.indexOf(item);\n /** @type {?} */\n var activeItem = itemArray[index];\n // Explicitly check for `null` and `undefined` because other falsy values are valid.\n this._activeItem = activeItem == null ? null : activeItem;\n this._activeItemIndex = index;\n };\n /**\n * Allows setting of the activeItemIndex without any other effects.\n * @param index The new activeItemIndex.\n * @deprecated Use `updateActiveItem` instead.\n * @breaking-change 8.0.0\n

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*/\n    /**\n     * Allows setting of the activeItemIndex without any other effects.\n     * @deprecated Use
`updateActiveItem` instead.\n     * \\@breaking-change 8.0.0\n     * @param {?} index The new activeItemIndex.\n
 * @return {?}\n     */\n    ListKeyManager.prototype.updateActiveItemIndex = /**\n     * Allows setting of the
activeItemIndex without any other effects.\n     * @deprecated Use `updateActiveItem` instead.\n     * \\@breaking-
change 8.0.0\n     * @param {?} index The new activeItemIndex.\n     * @return {?}\n     */\n    function (index) {\n
    this.updateActiveItem(index);\n    };\n    /**\n     * This method sets the active item, given a list of items and the
delta between the\n     * currently active item and the new active item. It will calculate differently\n     * depending
on whether wrap mode is turned on.\n     */\n    /**\n     * This method sets the active item, given a list of items and
the delta between the\n     * currently active item and the new active item. It will calculate differently\n     *
depending on whether wrap mode is turned on.\n     * @private\n     * @param {?} delta\n     * @return {?}\n     */\n
  ListKeyManager.prototype._setActiveItemByDelta = /**\n     * This method sets the active item, given a list of
items and the delta between the\n     * currently active item and the new active item. It will calculate differently\n
* depending on whether wrap mode is turned on.\n     * @private\n     * @param {?} delta\n     * @return {?}\n
*/\n    function (delta) {\n        this._wrap ? this._setActiveInWrapMode(delta) :
this._setActiveInDefaultMode(delta);\n    };\n    /**\n     * Sets the active item properly given \"wrap\" mode. In
other words, it will continue to move\n     * down the list until it finds an item that is not disabled, and it will wrap if
it\n     * encounters either end of the list.\n     */\n    /**\n     * Sets the active item properly given \"wrap\" mode. In
other words, it will continue to move\n     * down the list until it finds an item that is not disabled, and it will wrap if
it\n     * encounters either end of the list.\n     * @private\n     * @param {?} delta\n     * @return {?}\n     */\n
ListKeyManager.prototype._setActiveInWrapMode = /**\n     * Sets the active item properly given \"wrap\" mode.
In other words, it will continue to move\n     * down the list until it finds an item that is not disabled, and it will wrap
if it\n     * encounters either end of the list.\n     * @private\n     * @param {?} delta\n     * @return {?}\n     */\n
function (delta) {\n        /** @type {?} */\n        var items = this._getItemsArray();\n        for (var i = 1; i <=
items.length; i++) {\n            /** @type {?} */\n            var index = (this._activeItemIndex + (delta * i) +
items.length) % items.length;\n            /** @type {?} */\n            var item = items[index];\n            if
(!this._skipPredicateFn(item)) {\n                this.setActiveItem(index);\n                return;\n            }\n        }\n    };\n
 /**\n     * Sets the active item properly given the default mode. In other words, it will\n     * continue to move down
the list until it finds an item that is not disabled. If\n     * it encounters either end of the list, it will stop and not
wrap.\n     */\n    /**\n     * Sets the active item properly given the default mode. In other words, it will\n     *
continue to move down the list until it finds an item that is not disabled. If\n     * it encounters either end of the list,
it will stop and not wrap.\n     * @private\n     * @param {?} delta\n     * @return {?}\n     */\n
ListKeyManager.prototype._setActiveInDefaultMode = /**\n     * Sets the active item properly given the default
mode. In other words, it will\n     * continue to move down the list until it finds an item that is not disabled. If\n     *
it encounters either end of the list, it will stop and not wrap.\n     * @private\n     * @param {?} delta\n     * @return
{?}\n     */\n    function (delta) {\n        this._setActiveItemByIndex(this._activeItemIndex + delta, delta);\n    };\n
/**\n     * Sets the active item to the first enabled item starting at the index specified. If the\n     * item is disabled, it
will move in the fallbackDelta direction until it either\n     * finds an enabled item or encounters the end of the list.\n
   */\n    /**\n     * Sets the active item to the first enabled item starting at the index specified. If the\n     * item is
disabled, it will move in the fallbackDelta direction until it either\n     * finds an enabled item or encounters the end
of the list.\n     * @private\n     * @param {?} index\n     * @param {?} fallbackDelta\n     * @return {?}\n     */\n
ListKeyManager.prototype._setActiveItemByIndex = /**\n     * Sets the active item to the first enabled item starting
at the index specified. If the\n     * item is disabled, it will move in the fallbackDelta direction until it either\n     *
finds an enabled item or encounters the end of the list.\n     * @private\n     * @param {?} index\n     * @param {?}
fallbackDelta\n     * @return {?}\n     */\n    function (index, fallbackDelta) {\n        /** @type {?} */\n        var
items = this._getItemsArray();\n        if (!items[index]) {\n            return;\n        }\n        while
(this._skipPredicateFn(items[index])) {\n            index += fallbackDelta;\n            if (!items[index]) {\n
return;\n            }\n        }\n        this.setActiveItem(index);\n    };\n    /** Returns the items as an array. */\n    /**\n
* Returns the items as an array.\n     * @private\n     * @return {?}\n     */\n
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ListKeyManager.prototype._getItemsArray = /**\n     * Returns the items as an array.\n     * @private\n     *
@return {?}\n     */\n    function () {\n        return this._items instanceof QueryList ? this._items.toArray() :
this._items;\n    };\n    return ListKeyManager;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
@template T\n */\nvar  /**\n * @template T\n */\nActiveDescendantKeyManager = /** @class */ (function
(_super) {\n    __extends(ActiveDescendantKeyManager, _super);\n    function ActiveDescendantKeyManager() {\n
        return _super !== null && _super.apply(this, arguments) || this;\n    }\n    /**\n     * @param {?} index\n     *
@return {?}\n     */\n    ActiveDescendantKeyManager.prototype.setActiveItem = /**\n     * @param {?} index\n
* @return {?}\n     */\n    function (index) {\n        if (this.activeItem) {\n
this.activeItem.setInactiveStyles();\n        }\n        _super.prototype.setActiveItem.call(this, index);\n        if
(this.activeItem) {\n            this.activeItem.setActiveStyles();\n        }\n    };\n    return
ActiveDescendantKeyManager;\n}(ListKeyManager));\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
@template T\n */\nvar  /**\n * @template T\n */\nFocusKeyManager = /** @class */ (function (_super) {\n
__extends(FocusKeyManager, _super);\n    function FocusKeyManager() {\n        var _this = _super !== null &&
_super.apply(this, arguments) || this;\n        _this._origin = 'program';\n        return _this;\n    }\n    /**\n     * Sets the
focus origin that will be passed in to the items for any subsequent `focus` calls.\n     * @param origin Focus origin to
be used when focusing items.\n     */\n    /**\n     * Sets the focus origin that will be passed in to the items for any
subsequent `focus` calls.\n     * @template THIS\n     * @this {THIS}\n     * @param {?} origin Focus origin to be
used when focusing items.\n     * @return {THIS}\n     */\n    FocusKeyManager.prototype.setFocusOrigin = /**\n
* Sets the focus origin that will be passed in to the items for any subsequent `focus` calls.\n     * @template THIS\n
 * @this {THIS}\n     * @param {?} origin Focus origin to be used when focusing items.\n     * @return {THIS}\n
*/\n    function (origin) {\n        (/** @type {?} */ (this))._origin = origin;\n        return (/** @type {?} */ (this));\n
};\n    /**\n     * @param {?} item\n     * @return {?}\n     */\n    FocusKeyManager.prototype.setActiveItem = /**\n
   * @param {?} item\n     * @return {?}\n     */\n    function (item) {\n        _super.prototype.setActiveItem.call(this,
item);\n        if (this.activeItem) {\n            this.activeItem.focus(this._origin);\n        }\n    };\n    return
FocusKeyManager;\n}(ListKeyManager));\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// The
InteractivityChecker leans heavily on the ally.js accessibility utilities.\n// Methods like `isTabbable` are only
covering specific edge-cases for the browsers which are\n// supported.\n/**\n * Utility for checking the interactivity
of an element, such as whether is is focusable or\n * tabbable.\n */\nvar InteractivityChecker = /** @class */
(function () {\n    function InteractivityChecker(_platform) {\n        this._platform = _platform;\n    }\n    /**\n     *
Gets whether an element is disabled.\n     *\n     * @param element Element to be checked.\n     * @returns Whether
the element is disabled.\n     */\n    /**\n     * Gets whether an element is disabled.\n     *\n     * @param {?} element
Element to be checked.\n     * @return {?} Whether the element is disabled.\n     */\n
InteractivityChecker.prototype.isDisabled = /**\n     * Gets whether an element is disabled.\n     *\n     * @param
{?} element Element to be checked.\n     * @return {?} Whether the element is disabled.\n     */\n    function
(element) {\n        // This does not capture some cases, such as a non-form control with a disabled attribute or\n
// a form control inside of a disabled form, but should capture the most common cases.\n        return
element.hasAttribute('disabled');\n    };\n    /**\n     * Gets whether an element is visible for the purposes of
interactivity.\n     *\n     * This will capture states like `display: none` and `visibility: hidden`, but not things like\n
* being clipped by an `overflow: hidden` parent or being outside the viewport.\n     *\n     * @returns Whether the
element is visible.\n     */\n    /**\n     * Gets whether an element is visible for the purposes of interactivity.\n     *\n
 * This will capture states like `display: none` and `visibility: hidden`, but not things like\n     * being clipped by an
`overflow: hidden` parent or being outside the viewport.\n     *\n     * @param {?} element\n     * @return {?}
Whether the element is visible.\n     */\n    InteractivityChecker.prototype.isVisible = /**\n     * Gets whether an
element is visible for the purposes of interactivity.\n     *\n     * This will capture states like `display: none` and
`visibility: hidden`, but not things like\n     * being clipped by an `overflow: hidden` parent or being outside the
```

viewport.\n *\n * @param {?} element\n * @return {?} Whether the element is visible.\n */\n function (element) {\n return hasGeometry(element) && getComputedStyle(element).visibility === 'visible';\n };\n /**\n * Gets whether an element can be reached via Tab key.\n * Assumes that the element has already been checked with isFocusable.\n *\n * @param element Element to be checked.\n * @returns Whether the element is tabbable.\n */\n /**\n * Gets whether an element can be reached via Tab key.\n * Assumes that the element has already been checked with isFocusable.\n *\n * @param {?} element Element to be checked.\n * @return {?} Whether the element is tabbable.\n */\n InteractivityChecker.prototype.isTabbable = /**\n * Gets whether an element can be reached via Tab key.\n * Assumes that the element has already been checked with isFocusable.\n *\n * @param {?} element Element to be checked.\n * @return {?} Whether the element is tabbable.\n */\n function (element) {\n // Nothing is tabbable on the the server \n if (!this._platform.isBrowser) {\n return false;\n }\n /** @type {?} */\n var frameElement = getFrameElement(getWindow(element));\n if (frameElement) {\n /** @type {?} */\n var frameType = frameElement && frameElement.nodeName.toLowerCase();\n // Frame elements inherit their tabindex onto all child elements.\n if (getTabIndexValue(frameElement) === -1) {\n return false;\n }\n // Webkit and Blink consider anything inside of an <object> element as non-tabbable.\n if ((this._platform.BLINK || this._platform.WEBKIT) && frameType === 'object') {\n return false;\n }\n // Webkit and Blink disable tabbing to an element inside of an invisible frame.\n if ((this._platform.BLINK || this._platform.WEBKIT) && !this.isVisible(frameElement)) {\n return false;\n }\n }\n /** @type {?} */\n var nodeName = element.nodeName.toLowerCase();\n /** @type {?} */\n var tabIndexValue = getTabIndexValue(element);\n if (element.hasAttribute('contenteditable')) {\n return tabIndexValue !== -1;\n }\n if (nodeName === 'iframe') {\n // The frames may be tabbable depending on content, but it's not possibly to reliably\n // investigate the content of the frames.\n return false;\n }\n if (nodeName === 'audio') {\n if (!element.hasAttribute('controls')) {\n // By default an <audio> element without the controls enabled is not tabbable.\n return false;\n }\n else if (this._platform.BLINK) {\n // In Blink <audio controls> elements are always tabbable.\n return true;\n }\n }\n if (nodeName === 'video') {\n if (!element.hasAttribute('controls') && this._platform.TRIDENT) {\n // In Trident a <video> element without the controls enabled is not tabbable.\n return false;\n }\n else if (this._platform.BLINK || this._platform.FIREFOX) {\n // In Chrome and Firefox <video controls> elements are always tabbable.\n return true;\n }\n }\n if (nodeName === 'object' && (this._platform.BLINK || this._platform.WEBKIT)) {\n // In all Blink and WebKit based browsers <object> elements are never tabbable.\n return false;\n }\n // In iOS the browser only considers some specific elements as tabbable.\n if (this._platform.WEBKIT && this._platform.IOS && !isPotentiallyTabbableIOS(element)) {\n return false;\n }\n return element.tabIndex >= 0;\n };\n /**\n * Gets whether an element can be focused by the user.\n *\n * @param element Element to be checked.\n * @returns Whether the element is focusable.\n */\n /**\n * Gets whether an element can be focused by the user.\n *\n * @param {?} element Element to be checked.\n * @return {?} Whether the element is focusable.\n */\n InteractivityChecker.prototype.isFocusable = /**\n * Gets whether an element can be focused by the user.\n *\n * @param {?} element Element to be checked.\n * @return {?} Whether the element is focusable.\n */\n function (element) {\n // Perform checks in order of left to most expensive.\n // Again, naive approach that does not capture many edge cases and browser quirks.\n return isPotentiallyFocusable(element) && !this.isDisabled(element) && this.isVisible(element);\n };\n InteractivityChecker.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n InteractivityChecker.ctorParameters = function () { return [\n { type: Platform }\n]; };\n /** @nocollapse */ InteractivityChecker.ngInjectableDef = defineInjectable({ factory: function InteractivityChecker_Factory() { return new InteractivityChecker(inject(Platform)); }, token: InteractivityChecker, providedIn: \"root\" });\n return InteractivityChecker;\n}());\n/**\n * Returns the frame element from a window object. Since browsers like MS Edge throw errors if\n * the frameElement property is being accessed from a different host address, this property\n * should be accessed carefully.\n * @param {?} window\n * @return {?}\n

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*/\nfunction getFrameElement(window) {\n    try {\n        return (/** @type {?} */ (window.frameElement));\n    }\n
  catch (_a) {\n        return null;\n    }\n}\n/**\n * Checks whether the specified element has any geometry /
rectangles.\n * @param {?} element\n * @return {?}\n */\nfunction hasGeometry(element) {\n    // Use logic from
jQuery to check for an invisible element.\n    // See
https://github.com/jquery/jquery/blob/master/src/css/hiddenVisibleSelectors.js#L12\n    return
!!(element.offsetWidth || element.offsetHeight ||\n        (typeof element.getClientRects === 'function' &&
element.getClientRects().length));\n}\n/**\n * Gets whether an element's\n * @param {?} element\n * @return
{?}\n */\nfunction isNativeFormElement(element) {\n    /** @type {?} */\n    var nodeName =
element.nodeName.toLowerCase();\n    return nodeName === 'input' ||\n        nodeName === 'select' ||\n
nodeName === 'button' ||\n        nodeName === 'textarea';\n}\n/**\n * Gets whether an element is an `<input
type=\"hidden\">`.\n * @param {?} element\n * @return {?}\n */\nfunction isHiddenInput(element) {\n    return
isInputElement(element) && element.type == 'hidden';\n}\n/**\n * Gets whether an element is an anchor that has an
href attribute.\n * @param {?} element\n * @return {?}\n */\nfunction isAnchorWithHref(element) {\n    return
isAnchorElement(element) && element.hasAttribute('href');\n}\n/**\n * Gets whether an element is an input
element.\n * @param {?} element\n * @return {?}\n */\nfunction isInputElement(element) {\n    return
element.nodeName.toLowerCase() == 'input';\n}\n/**\n * Gets whether an element is an anchor element.\n *
@param {?} element\n * @return {?}\n */\nfunction isAnchorElement(element) {\n    return
element.nodeName.toLowerCase() == 'a';\n}\n/**\n * Gets whether an element has a valid tabindex.\n * @param
{?} element\n * @return {?}\n */\nfunction hasValidTabIndex(element) {\n    if (!element.hasAttribute('tabindex') ||
element.tabIndex === undefined) {\n        return false;\n    }\n    /** @type {?} */\n    var tabIndex =
element.getAttribute('tabindex');\n    // IE11 parses tabindex=\"\" as the value \"-32768\"\n    if (tabIndex == '-
32768') {\n        return false;\n    }\n    return !!(tabIndex && !isNaN(parseInt(tabIndex, 10)));\n}\n/**\n * Returns
the parsed tabindex from the element attributes instead of returning the\n * evaluated tabindex from the browsers
defaults.\n * @param {?} element\n * @return {?}\n */\nfunction getTabIndexValue(element) {\n    if
(!hasValidTabIndex(element)) {\n        return null;\n    }\n    // See browser issue in Gecko
https://bugzilla.mozilla.org/show_bug.cgi?id=1128054\n    /** @type {?} */\n    var tabIndex =
parseInt(element.getAttribute('tabindex') || '', 10);\n    return isNaN(tabIndex) ? -1 : tabIndex;\n}\n/**\n * Checks
whether the specified element is potentially tabbable on iOS\n * @param {?} element\n * @return {?}\n
*/\nfunction isPotentiallyTabbableIOS(element) {\n    /** @type {?} */\n    var nodeName =
element.nodeName.toLowerCase();\n    /** @type {?} */\n    var inputType = nodeName === 'input' && ((/**
@type {?} */ (element))).type;\n    return inputType === 'text'\n        || inputType === 'password'\n        || nodeName
=== 'select'\n        || nodeName === 'textarea';\n}\n/**\n * Gets whether an element is potentially focusable without
taking current visible/disabled state\n * into account.\n * @param {?} element\n * @return {?}\n */\nfunction
isPotentiallyFocusable(element) {\n    // Inputs are potentially focusable *unless* they're type=\"hidden\".\n    if
(isHiddenInput(element)) {\n        return false;\n    }\n    return isNativeFormElement(element) ||\n
isAnchorWithHref(element) ||\n        element.hasAttribute('contenteditable') ||\n
hasValidTabIndex(element);\n}\n/**\n * Gets the parent window of a DOM node with regards of being inside of an
iframe.\n * @param {?} node\n * @return {?}\n */\nfunction getWindow(node) {\n    // ownerDocument is null if
`node` itself *is* a document.\n    return node.ownerDocument && node.ownerDocument.defaultView ||
window;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Class
that allows for trapping focus within a DOM element.\n *\n * This class currently uses a relatively simple approach
to focus trapping.\n * It assumes that the tab order is the same as DOM order, which is not necessarily true.\n *
Things like `tabIndex > 0`, flex `order`, and shadow roots can cause to two to misalign.\n */\nvar  /**\n * Class that
allows for trapping focus within a DOM element.\n *\n * This class currently uses a relatively simple approach to
focus trapping.\n * It assumes that the tab order is the same as DOM order, which is not necessarily true.\n * Things
like `tabIndex > 0`, flex `order`, and shadow roots can cause to two to misalign.\n */\nFocusTrap = /** @class */
(function () {\n    function FocusTrap(_element, _checker, _ngZone, _document, deferAnchors) {\n        if
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(deferAnchors === void 0) { deferAnchors = false; }\n        this._element = _element;\n        this._checker =
_checker;\n        this._ngZone = _ngZone;\n        this._document = _document;\n        this._hasAttached = false;\n
 this._enabled = true;\n        if (!deferAnchors) {\n            this.attachAnchors();\n        }\n    }\n
Object.defineProperty(FocusTrap.prototype, \"enabled\", {\n        /** Whether the focus trap is active. */\n        get:
/**\n         * Whether the focus trap is active.\n         * @return {?}\n         */\n        function () { return this._enabled;
},\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) {\n
this._enabled = value;\n            if (this._startAnchor && this._endAnchor) {\n
this._toggleAnchorTabIndex(value, this._startAnchor);\n                this._toggleAnchorTabIndex(value,
this._endAnchor);\n            }\n        },\n        enumerable: true,\n        configurable: true\n    });\n    /** Destroys the
focus trap by cleaning up the anchors. */\n    /**\n     * Destroys the focus trap by cleaning up the anchors.\n     *
@return {?}\n     */\n    FocusTrap.prototype.destroy = /**\n     * Destroys the focus trap by cleaning up the
anchors.\n     * @return {?}\n     */\n    function () {\n        if (this._startAnchor && this._startAnchor.parentNode)
{\n            this._startAnchor.parentNode.removeChild(this._startAnchor);\n        }\n        if (this._endAnchor &&
this._endAnchor.parentNode) {\n            this._endAnchor.parentNode.removeChild(this._endAnchor);\n        }\n
this._startAnchor = this._endAnchor = null;\n    };\n    /**\n     * Inserts the anchors into the DOM. This is usually
done automatically\n     * in the constructor, but can be deferred for cases like directives with `*ngIf`.\n     *
@returns Whether the focus trap managed to attach successfuly. This may not be the case\n     * if the target element
isn't currently in the DOM.\n     */\n    /**\n     * Inserts the anchors into the DOM. This is usually done
automatically\n     * in the constructor, but can be deferred for cases like directives with `*ngIf`.\n     * @return {?}
Whether the focus trap managed to attach successfuly. This may not be the case\n     * if the target element isn't
currently in the DOM.\n     */\n    FocusTrap.prototype.attachAnchors = /**\n     * Inserts the anchors into the DOM.
This is usually done automatically\n     * in the constructor, but can be deferred for cases like directives with
`*ngIf`.\n     * @return {?} Whether the focus trap managed to attach successfuly. This may not be the case\n     * if
the target element isn't currently in the DOM.\n     */\n    function () {\n        var _this = this;\n        // If we're not on
the browser, there can be no focus to trap.\n        if (this._hasAttached) {\n            return true;\n        }\n
this._ngZone.runOutsideAngular(function () {\n            if (!_this._startAnchor) {\n                _this._startAnchor =
_this._createAnchor();\n                (/** @type {?} */ (_this._startAnchor)).addEventListener('focus', function () {
return _this.focusLastTabbableElement(); });\n            }\n            if (!_this._endAnchor) {\n
_this._endAnchor = _this._createAnchor();\n                (/** @type {?} */
(_this._endAnchor)).addEventListener('focus', function () { return _this.focusFirstTabbableElement(); });\n
}\n        });\n        if (this._element.parentNode) {\n            this._element.parentNode.insertBefore((/** @type {?} */
(this._startAnchor)), this._element);\n            this._element.parentNode.insertBefore((/** @type {?} */
(this._endAnchor)), this._element.nextSibling);\n            this._hasAttached = true;\n        }\n        return
this._hasAttached;\n    };\n    /**\n     * Waits for the zone to stabilize, then either focuses the first element that the\n
 * user specified, or the first tabbable element.\n     * @returns Returns a promise that resolves with a boolean,
depending\n     * on whether focus was moved successfuly.\n     */\n    /**\n     * Waits for the zone to stabilize, then
either focuses the first element that the\n     * user specified, or the first tabbable element.\n     * @return {?}
Returns a promise that resolves with a boolean, depending\n     * on whether focus was moved successfuly.\n     */\n
 FocusTrap.prototype.focusInitialElementWhenReady = /**\n     * Waits for the zone to stabilize, then either focuses
the first element that the\n     * user specified, or the first tabbable element.\n     * @return {?} Returns a promise
that resolves with a boolean, depending\n     * on whether focus was moved successfuly.\n     */\n    function () {\n
 var _this = this;\n        return new Promise(function (resolve) {\n            _this._executeOnStable(function () { return
resolve(_this.focusInitialElement()); });\n        });\n    };\n    /**\n     * Waits for the zone to stabilize, then focuses\n
 * the first tabbable element within the focus trap region.\n     * @returns Returns a promise that resolves with a
boolean, depending\n     * on whether focus was moved successfuly.\n     */\n    /**\n     * Waits for the zone to
stabilize, then focuses\n     * the first tabbable element within the focus trap region.\n     * @return {?} Returns a
promise that resolves with a boolean, depending\n     * on whether focus was moved successfuly.\n     */\n
FocusTrap.prototype.focusFirstTabbableElementWhenReady = /**\n     * Waits for the zone to stabilize, then
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focuses\n * the first tabbable element within the focus trap region.\n * @return {?} Returns a promise that resolves with a boolean, depending\n * on whether focus was moved successfuly.\n */\n function () {\n var _this = this;\n return new Promise(function (resolve) {\n _this._executeOnStable(function () { return resolve(_this.focusFirstTabbableElement()); });\n });\n };\n /**\n * Waits for the zone to stabilize, then focuses\n * the last tabbable element within the focus trap region.\n * @returns Returns a promise that resolves with a boolean, depending\n * on whether focus was moved successfuly.\n */\n /**\n * Waits for the zone to stabilize, then focuses\n * the last tabbable element within the focus trap region.\n * @return {?} Returns a promise that resolves with a boolean, depending\n * on whether focus was moved successfuly.\n */\n FocusTrap.prototype.focusLastTabbableElementWhenReady = /**\n * Waits for the zone to stabilize, then focuses\n * the last tabbable element within the focus trap region.\n * @return {?} Returns a promise that resolves with a boolean, depending\n * on whether focus was moved successfuly.\n */\n function () {\n var _this = this;\n return new Promise(function (resolve) {\n _this._executeOnStable(function () { return resolve(_this.focusLastTabbableElement()); });\n });\n };\n /**\n * Get the specified boundary element of the trapped region.\n * @param bound The boundary to get (start or end of trapped region).\n * @returns The boundary element.\n */\n /**\n * Get the specified boundary element of the trapped region.\n * @private\n * @param {?} bound The boundary to get (start or end of trapped region).\n * @return {?} The boundary element.\n */\n FocusTrap.prototype._getRegionBoundary = /**\n * Get the specified boundary element of the trapped region.\n * @private\n * @param {?} bound The boundary to get (start or end of trapped region).\n * @return {?} The boundary element.\n */\n function (bound) {\n // Contains the deprecated version of selector, for temporary backwards comparability.\n /** @type {?} */\n var markers = (/** @type {?} */ (this._element.querySelectorAll(\"[cdk-focus-region-\" + bound + \"], \" +\n (\"[cdkFocusRegion\" + bound + \"], \") +\n (\"[cdk-focus-\" + bound + \"]\"))));\n for (var i = 0; i < markers.length; i++) {\n // @breaking-change 8.0.0\n if (markers[i].hasAttribute(\"cdk-focus-\" + bound)) {\n console.warn(\"Found use of deprecated attribute 'cdk-focus-\" + bound + \"', \" +\n (\"use 'cdkFocusRegion\" + bound + \"' instead. The deprecated \") +\n \"attribute will be removed in 8.0.0.\", markers[i]);\n }\n else if (markers[i].hasAttribute(\"cdk-focus-region-\" + bound)) {\n console.warn(\"Found use of deprecated attribute 'cdk-focus-region-\" + bound + \"', \" +\n (\"use 'cdkFocusRegion\" + bound + \"' instead. The deprecated attribute \") +\n \"will be removed in 8.0.0.\", markers[i]);\n }\n }\n if (bound == 'start') {\n return markers.length ? markers[0] : this._getFirstTabbableElement(this._element);\n }\n return markers.length ?\n markers[markers.length - 1] : this._getLastTabbableElement(this._element);\n };\n /**\n * Focuses the element that should be focused when the focus trap is initialized.\n * @returns Whether focus was moved successfuly.\n */\n /**\n * Focuses the element that should be focused when the focus trap is initialized.\n * @return {?} Whether focus was moved successfuly.\n */\n FocusTrap.prototype.focusInitialElement = /**\n * Focuses the element that should be focused when the focus trap is initialized.\n * @return {?} Whether focus was moved successfuly.\n */\n function () {\n // Contains the deprecated version of selector, for temporary backwards comparability.\n /** @type {?} */\n var redirectToElement = (/** @type {?} */ (this._element.querySelector(\"[cdk-focus-initial], \" +\n \"[cdkFocusInitial]\")));\n if (redirectToElement) {\n // @breaking-change 8.0.0\n if (redirectToElement.hasAttribute(\"cdk-focus-initial\")) {\n console.warn(\"Found use of deprecated attribute 'cdk-focus-initial', \" +\n \"use 'cdkFocusInitial' instead. The deprecated attribute \" +\n \"will be removed in 8.0.0\", redirectToElement);\n }\n // Warn the consumer if the element they've pointed to\n // isn't focusable, when not in production mode.\n if (isDevMode() && !this._checker.isFocusable(redirectToElement)) {\n console.warn(\"Element matching '[cdkFocusInitial]' is not focusable.\", redirectToElement);\n }\n redirectToElement.focus();\n return true;\n }\n return this.focusFirstTabbableElement();\n };\n /**\n * Focuses the first tabbable element within the focus trap region.\n * @returns Whether focus was moved successfuly.\n */\n /**\n * Focuses the first tabbable element within the focus trap region.\n * @return {?} Whether focus was moved successfuly.\n */\n

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FocusTrap.prototype.focusFirstTabbableElement = /**\n     * Focuses the first tabbable element within the focus
trap region.\n     * @return {?} Whether focus was moved successfuly.\n     */\n    function () {\n        /** @type {?}
*/\n        var redirectToElement = this._getRegionBoundary('start');\n        if (redirectToElement) {\n
redirectToElement.focus();\n        }\n        return !!redirectToElement;\n    };\n    /**\n     * Focuses the last tabbable
element within the focus trap region.\n     * @returns Whether focus was moved successfuly.\n     */\n    /**\n     *
Focuses the last tabbable element within the focus trap region.\n     * @return {?} Whether focus was moved
successfuly.\n     */\n    FocusTrap.prototype.focusLastTabbableElement = /**\n     * Focuses the last tabbable
element within the focus trap region.\n     * @return {?} Whether focus was moved successfuly.\n     */\n    function
() {\n        /** @type {?} */\n        var redirectToElement = this._getRegionBoundary('end');\n        if
(redirectToElement) {\n            redirectToElement.focus();\n        }\n        return !!redirectToElement;\n    };\n
/**\n     * Checks whether the focus trap has successfuly been attached.\n     */\n    /**\n     * Checks whether the
focus trap has successfuly been attached.\n     * @return {?}\n     */\n    FocusTrap.prototype.hasAttached = /**\n
* Checks whether the focus trap has successfuly been attached.\n     * @return {?}\n     */\n    function () {\n
return this._hasAttached;\n    };\n    /** Get the first tabbable element from a DOM subtree (inclusive). */\n    /**\n
* Get the first tabbable element from a DOM subtree (inclusive).\n     * @private\n     * @param {?} root\n     *
@return {?}\n     */\n    FocusTrap.prototype._getFirstTabbableElement = /**\n     * Get the first tabbable element
from a DOM subtree (inclusive).\n     * @private\n     * @param {?} root\n     * @return {?}\n     */\n    function
(root) {\n        if (this._checker.isFocusable(root) && this._checker.isTabbable(root)) {\n            return root;\n
}\n        // Iterate in DOM order. Note that IE doesn't have `children` for SVG so we fall\n        // back to
`childNodes` which includes text nodes, comments etc.\n        /** @type {?} */\n        var children = root.children ||
root.childNodes;\n        for (var i = 0; i < children.length; i++) {\n            /** @type {?} */\n            var
tabbableChild = children[i].nodeType === this._document.ELEMENT_NODE ?\n
this._getFirstTabbableElement((/** @type {?} */ (children[i]))) :\n                null;\n            if (tabbableChild) {\n
        return tabbableChild;\n            }\n        }\n        return null;\n    };\n    /** Get the last tabbable element from a
DOM subtree (inclusive). */\n    /**\n     * Get the last tabbable element from a DOM subtree (inclusive).\n     *
@private\n     * @param {?} root\n     * @return {?}\n     */\n    FocusTrap.prototype._getLastTabbableElement =
/**\n     * Get the last tabbable element from a DOM subtree (inclusive).\n     * @private\n     * @param {?} root\n
* @return {?}\n     */\n    function (root) {\n        if (this._checker.isFocusable(root) &&
this._checker.isTabbable(root)) {\n            return root;\n        }\n        // Iterate in reverse DOM order.\n        /**
@type {?} */\n        var children = root.children || root.childNodes;\n        for (var i = children.length - 1; i >= 0; i--)
{\n            /** @type {?} */\n            var tabbableChild = children[i].nodeType ===
this._document.ELEMENT_NODE ?\n                this._getLastTabbableElement((/** @type {?} */ (children[i]))) :\n
            null;\n            if (tabbableChild) {\n                return tabbableChild;\n            }\n        }\n        return null;\n
};\n    /** Creates an anchor element. */\n    /**\n     * Creates an anchor element.\n     * @private\n     * @return
{?}\n     */\n    FocusTrap.prototype._createAnchor = /**\n     * Creates an anchor element.\n     * @private\n     *
@return {?}\n     */\n    function () {\n        /** @type {?} */\n        var anchor =
this._document.createElement('div');\n        this._toggleAnchorTabIndex(this._enabled, anchor);\n
anchor.classList.add('cdk-visually-hidden');\n        anchor.classList.add('cdk-focus-trap-anchor');\n        return
anchor;\n    };\n    /**\n     * Toggles the `tabindex` of an anchor, based on the enabled state of the focus trap.\n     *
@param isEnabled Whether the focus trap is enabled.\n     * @param anchor Anchor on which to toggle the
tabindex.\n     */\n    /**\n     * Toggles the `tabindex` of an anchor, based on the enabled state of the focus trap.\n
* @private\n     * @param {?} isEnabled Whether the focus trap is enabled.\n     * @param {?} anchor Anchor on
which to toggle the tabindex.\n     * @return {?}\n     */\n    FocusTrap.prototype._toggleAnchorTabIndex = /**\n
* Toggles the `tabindex` of an anchor, based on the enabled state of the focus trap.\n     * @private\n     * @param
{?} isEnabled Whether the focus trap is enabled.\n     * @param {?} anchor Anchor on which to toggle the
tabindex.\n     * @return {?}\n     */\n    function (isEnabled, anchor) {\n        // Remove the tabindex completely,
rather than setting it to -1, because if the\n        // element has a tabindex, the user might still hit it when navigating
with the arrow keys.\n        isEnabled ? anchor.setAttribute('tabindex', '0') : anchor.removeAttribute('tabindex');\n
```

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};\n    /** Executes a function when the zone is stable. */\n    /**\n     * Executes a function when the zone is
stable.\n     * @private\n     * @param {?} fn\n     * @return {?}\n     */\n    FocusTrap.prototype._executeOnStable
= /**\n     * Executes a function when the zone is stable.\n     * @private\n     * @param {?} fn\n     * @return {?}\n
  */\n    function (fn) {\n        if (this._ngZone.isStable) {\n            fn();\n        }\n        else {\n
this._ngZone.onStable.asObservable().pipe(take(1)).subscribe(fn);\n        }\n    };\n    return FocusTrap;\n}());\n/**\n
* Factory that allows easy instantiation of focus traps.\n */\nvar FocusTrapFactory = /** @class */ (function () {\n
function FocusTrapFactory(_checker, _ngZone, _document) {\n        this._checker = _checker;\n        this._ngZone =
_ngZone;\n        this._document = _document;\n    }\n    /**\n     * Creates a focus-trapped region around the given
element.\n     * @param element The element around which focus will be trapped.\n     * @param
deferCaptureElements Defers the creation of focus-capturing elements to be done\n     *     manually by the user.\n
* @returns The created focus trap instance.\n     */\n    /**\n     * Creates a focus-trapped region around the given
element.\n     * @param {?} element The element around which focus will be trapped.\n     * @param {?=}
deferCaptureElements Defers the creation of focus-capturing elements to be done\n     *     manually by the user.\n
* @return {?} The created focus trap instance.\n     */\n    FocusTrapFactory.prototype.create = /**\n     * Creates a
focus-trapped region around the given element.\n     * @param {?} element The element around which focus will be
trapped.\n     * @param {?=} deferCaptureElements Defers the creation of focus-capturing elements to be done\n
*     manually by the user.\n     * @return {?} The created focus trap instance.\n     */\n    function (element,
deferCaptureElements) {\n        if (deferCaptureElements === void 0) { deferCaptureElements = false; }\n
return new FocusTrap(element, this._checker, this._ngZone, this._document, deferCaptureElements);\n    };\n
FocusTrapFactory.decorators = [\n        { type: Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /** @nocollapse
*/\n    FocusTrapFactory.ctorParameters = function () { return [\n        { type: InteractivityChecker },\n        { type:
NgZone },\n        { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n    ]; };\n    /**
@nocollapse */ FocusTrapFactory.ngInjectableDef = defineInjectable({ factory: function
FocusTrapFactory_Factory() { return new FocusTrapFactory(inject(InteractivityChecker), inject(NgZone),
inject(DOCUMENT)); }, token: FocusTrapFactory, providedIn: \"root\" });\n    return
FocusTrapFactory;\n}());\n/**\n * Directive for trapping focus within a region.\n */\nvar CdkTrapFocus = /**
@class */ (function () {\n    function CdkTrapFocus(_elementRef, _focusTrapFactory, _document) {\n
this._elementRef = _elementRef;\n        this._focusTrapFactory = _focusTrapFactory;\n        /**\n         * Previously
focused element to restore focus to upon destroy when using autoCapture.\n         */\n
this._previouslyFocusedElement = null;\n        this._document = _document;\n        this.focusTrap =
this._focusTrapFactory.create(this._elementRef.nativeElement, true);\n    }\n
Object.defineProperty(CdkTrapFocus.prototype, \"enabled\", {\n        /** Whether the focus trap is active. */\n
get: /**\n         * Whether the focus trap is active.\n         * @return {?}\n         */\n        function () { return
this.focusTrap.enabled; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) { this.focusTrap.enabled = coerceBooleanProperty(value); },\n        enumerable: true,\n        configurable:
true\n    });\n    Object.defineProperty(CdkTrapFocus.prototype, \"autoCapture\", {\n        /**\n         * Whether the
directive should automatially move focus into the trapped region upon\n         * initialization and return focus to the
previous activeElement upon destruction.\n         */\n        get: /**\n         * Whether the directive should
automatially move focus into the trapped region upon\n         * initialization and return focus to the previous
activeElement upon destruction.\n         * @return {?}\n         */\n        function () { return this._autoCapture; },\n
set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) { this._autoCapture =
coerceBooleanProperty(value); },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * @return
{?}\n     */\n    CdkTrapFocus.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this.focusTrap.destroy();\n        // If we stored a previously focused element when using autoCapture, return focus to
that\n        // element now that the trapped region is being destroyed.\n        if (this._previouslyFocusedElement) {\n
        this._previouslyFocusedElement.focus();\n            this._previouslyFocusedElement = null;\n        }\n    };\n
/**\n     * @return {?}\n     */\n    CdkTrapFocus.prototype.ngAfterContentInit = /**\n     * @return {?}\n     */\n
function () {\n        this.focusTrap.attachAnchors();\n        if (this.autoCapture) {\n
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this._previouslyFocusedElement = (/** @type {?} */ (this._document.activeElement));\n this.focusTrap.focusInitialElementWhenReady();\n }\n };\n /**\n * @return {?}\n */\n CdkTrapFocus.prototype.ngDoCheck = /**\n * @return {?}\n */\n function () {\n if (!this.focusTrap.hasAttached()) {\n this.focusTrap.attachAnchors();\n }\n };\n CdkTrapFocus.decorators = [\n { type: Directive, args: [{\n selector: '[cdkTrapFocus]',\n exportAs: 'cdkTrapFocus',\n },] },\n];\n /** @nocollapse */\n CdkTrapFocus.ctorParameters = function () { return [\n { type: ElementRef },\n { type: FocusTrapFactory },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n CdkTrapFocus.propDecorators = {\n enabled: [{ type: Input, args: ['cdkTrapFocus',] }],\n autoCapture: [{ type: Input, args: ['cdkTrapFocusAutoCapture',] }]\n };\n return CdkTrapFocus;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// The token for the live announcer element is defined in a separate file from LiveAnnouncer\n// as a workaround for https://github.com/angular/angular/issues/22559\n/** @type {?} */\nvar LIVE_ANNOUNCER_ELEMENT_TOKEN = new InjectionToken('liveAnnouncerElement', {\n providedIn: 'root',\n factory: LIVE_ANNOUNCER_ELEMENT_TOKEN_FACTORY,\n});\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction LIVE_ANNOUNCER_ELEMENT_TOKEN_FACTORY() {\n return null;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar LiveAnnouncer = /** @class */ (function () {\n function LiveAnnouncer(elementToken, _ngZone, _document) {\n this._ngZone = _ngZone;\n // We inject the live element and document as `any` because the constructor signature cannot\n // reference browser globals (HTMLElement, Document) on non-browser environments, since having\n // a class decorator causes TypeScript to preserve the constructor signature types.\n this._document = _document;\n this._liveElement = elementToken || this._createLiveElement();\n }\n /**\n * @param {?} message\n * @param {...?} args\n * @return {?}\n */\n LiveAnnouncer.prototype.announce = /**\n * @param {?} message\n * @param {...?} args\n * @return {?}\n */\n function (message) {\n var _this = this;\n var args = [];\n for (var _i = 1; _i < arguments.length; _i++) {\n args[_i - 1] = arguments[_i];\n }\n /** @type {?} */\n var politeness;\n /** @type {?} */\n var duration;\n if (args.length === 1 && typeof args[0] === 'number') {\n duration = args[0];\n }\n else {\n politeness = args[0], duration = args[1];\n }\n this.clear();\n clearTimeout(this._previousTimeout);\n // TODO: ensure changing the politeness works on all environments we support.\n this._liveElement.setAttribute('aria-live', (/** @type {?} */ (politeness)) || 'polite');\n // This 100ms timeout is necessary for some browser + screen-reader combinations:\n // - Both JAWS and NVDA over IE11 will not announce anything without a non-zero timeout.\n // - With Chrome and IE11 with NVDA or JAWS, a repeated (identical) message won't be read a\n // second time without clearing and then using a non-zero delay.\n // (using JAWS 17 at time of this writing).\n return this._ngZone.runOutsideAngular(function () {\n return new Promise(function (resolve) {\n clearTimeout(_this._previousTimeout);\n _this._previousTimeout = setTimeout(function () {\n _this._liveElement.textContent = message;\n resolve();\n if (typeof duration === 'number') {\n _this._previousTimeout = setTimeout(function () { return _this.clear(); }, duration);\n }\n }, 100);\n });\n });\n };\n /**\n * Clears the current text from the announcer element. Can be used to prevent\n * screen readers from reading the text out again while the user is going\n * through the page landmarks.\n */\n /**\n * Clears the current text from the announcer element. Can be used to prevent\n * screen readers from reading the text out again while the user is going\n * through the page landmarks.\n * @return {?}\n */\n LiveAnnouncer.prototype.clear = /**\n * Clears the current text from the announcer element. Can be used to prevent\n * screen readers from reading the text out again while the user is going\n * through the page landmarks.\n * @return {?}\n */\n function () {\n if (this._liveElement) {\n this._liveElement.textContent = '';\n }\n };\n /**\n * @return {?}\n */\n LiveAnnouncer.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n

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clearTimeout(this._previousTimeout);\n        if (this._liveElement && this._liveElement.parentNode) {\n
this._liveElement.parentNode.removeChild(this._liveElement);\n            this._liveElement = (/** @type {?} */
(null));\n        }\n    };\n    /**\n     * @private\n     * @return {?}\n     */\n
LiveAnnouncer.prototype._createLiveElement = /**\n     * @private\n     * @return {?}\n     */\n    function () {\n
  /** @type {?} */\n        var elementClass = 'cdk-live-announcer-element';\n        /** @type {?} */\n        var
previousElements = this._document.getElementsByClassName(elementClass);\n        /** @type {?} */\n        var
liveEl = this._document.createElement('div');\n        // Remove any old containers. This can happen when coming in
from a server-side-rendered page.\n        for (var i = 0; i < previousElements.length; i++) {\n            (/** @type {?}
*/ (previousElements[i].parentNode)).removeChild(previousElements[i]);\n        }\n
liveEl.classList.add(elementClass);\n        liveEl.classList.add('cdk-visually-hidden');\n        liveEl.setAttribute('aria-
atomic', 'true');\n        liveEl.setAttribute('aria-live', 'polite');\n        this._document.body.appendChild(liveEl);\n
return liveEl;\n    };\n    LiveAnnouncer.decorators = [\n        { type: Injectable, args: [{ providedIn: 'root' },] },\n
];\n    /** @nocollapse */\n    LiveAnnouncer.ctorParameters = function () { return [\n        { type: undefined,
decorators: [{ type: Optional }, { type: Inject, args: [LIVE_ANNOUNCER_ELEMENT_TOKEN,] }] },\n        {
type: NgZone },\n        { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n    ]; };\n    /**
@nocollapse */ LiveAnnouncer.ngInjectableDef = defineInjectable({ factory: function LiveAnnouncer_Factory() {
return new LiveAnnouncer(inject(LIVE_ANNOUNCER_ELEMENT_TOKEN, 8), inject(NgZone),
inject(DOCUMENT)); }, token: LiveAnnouncer, providedIn: \"root\" });\n    return LiveAnnouncer;\n}());\n/**\n *
A directive that works similarly to aria-live, but uses the LiveAnnouncer to ensure compatibility\n * with a wider
range of browsers and screen readers.\n */\nvar CdkAriaLive = /** @class */ (function () {\n    function
CdkAriaLive(_elementRef, _liveAnnouncer, _contentObserver, _ngZone) {\n        this._elementRef =
_elementRef;\n        this._liveAnnouncer = _liveAnnouncer;\n        this._contentObserver = _contentObserver;\n
this._ngZone = _ngZone;\n        this._politeness = 'off';\n    }\n    Object.defineProperty(CdkAriaLive.prototype,
\"politeness\", {\n        /** The aria-live politeness level to use when announcing messages. */\n        get: /**\n
* The aria-live politeness level to use when announcing messages.\n         * @return {?}\n         */\n        function ()
{ return this._politeness; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) {\n            var _this = this;\n            this._politeness = value === 'polite' || value === 'assertive' ? value :
'off';\n            if (this._politeness === 'off') {\n                if (this._subscription) {\n
this._subscription.unsubscribe();\n                    this._subscription = null;\n                }\n            }\n            else if
(!this._subscription) {\n                this._subscription = this._ngZone.runOutsideAngular(function () {\n
return _this._contentObserver\n                        .observe(_this._elementRef)\n                        .subscribe(function ()
{\n                    // Note that we use textContent here, rather than innerText, in order to avoid a reflow.\n
    /** @type {?} */\n                        var elementText = _this._elementRef.nativeElement.textContent;\n
  // The `MutationObserver` fires also for attribute\n                        // changes which we don't want to announce.\n
                if (elementText !== _this._previousAnnouncedText) {\n
_this._liveAnnouncer.announce(elementText, _this._politeness);\n                        _this._previousAnnouncedText
= elementText;\n                    }\n                });\n                });\n            }\n        },\n        enumerable: true,\n
configurable: true\n    });\n    /**\n     * @return {?}\n     */\n    CdkAriaLive.prototype.ngOnDestroy = /**\n     *
@return {?}\n     */\n    function () {\n        if (this._subscription) {\n            this._subscription.unsubscribe();\n
}\n    };\n    CdkAriaLive.decorators = [\n        { type: Directive, args: [{\n                selector: '[cdkAriaLive]',\n
            exportAs: 'cdkAriaLive',\n                },] },\n    ];\n    /** @nocollapse */\n    CdkAriaLive.ctorParameters =
function () { return [\n        { type: ElementRef },\n        { type: LiveAnnouncer },\n        { type: ContentObserver
},\n        { type: NgZone }\n    ]; };\n    CdkAriaLive.propDecorators = {\n        politeness: [{ type: Input, args:
['cdkAriaLive',] }]\n    };\n    return CdkAriaLive;\n}());\n/**\n * \\@docs-private \\@deprecated \\@breaking-
change 8.0.0\n * @param {?} parentAnnouncer\n * @param {?} liveElement\n * @param {?} _document\n *
@param {?} ngZone\n * @return {?}\n */\nfunction
LIVE_ANNOUNCER_PROVIDER_FACTORY(parentAnnouncer, liveElement, _document, ngZone) {\n    return
parentAnnouncer || new LiveAnnouncer(liveElement, ngZone, _document);\n}\n/**\n * \\@docs-private
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\\@deprecated \\@breaking-change 8.0.0\n * @type {?}\n */\nvar LIVE_ANNOUNCER_PROVIDER = {\n // If there is already a LiveAnnouncer available, use that. Otherwise, provide a new one.\n provide: LiveAnnouncer,\n deps: [\n [new Optional(), new SkipSelf(), LiveAnnouncer],\n [new Optional(), new Inject(LIVE_ANNOUNCER_ELEMENT_TOKEN)],\n DOCUMENT,\n NgZone,\n],\n useFactory: LIVE_ANNOUNCER_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// This is the value used by AngularJS Material. Through trial and error (on iPhone 6S) they found\n// that a value of around 650ms seems appropriate.\n/** @type {?} */\nvar TOUCH_BUFFER_MS = 650;\n/**\n * Event listener options that enable capturing and also\n * mark the the listener as passive if the browser supports it.\n * @type {?}\n */\nvar captureEventListenerOptions = normalizePassiveListenerOptions({\n passive: true,\n capture: true\n});\n/**\n * Monitors mouse and keyboard events to determine the cause of focus events.\n */\nvar FocusMonitor = /** @class */ (function () {\n function FocusMonitor(_ngZone, _platform) {\n var _this = this;\n this._ngZone = _ngZone;\n this._platform = _platform;\n /**\n * The focus origin that the next focus event is a result of.\n */\n this._origin = null;\n /**\n * Whether the window has just been focused.\n */\n this._windowFocused = false;\n /**\n * Map of elements being monitored to their info.\n */\n this._elementInfo = new Map();\n /**\n * The number of elements currently being monitored.\n */\n this._monitoredElementCount = 0;\n /**\n * Event listener for `keydown` events on the document.\n * Needs to be an arrow function in order to preserve the context when it gets bound.\n */\n this._documentKeydownListener = function () {\n // On keydown record the origin and clear any touch event that may be in progress.\n _this._lastTouchTarget = null;\n _this._setOriginForCurrentEventQueue('keyboard');\n };\n /**\n * Event listener for `mousedown` events on the document.\n * Needs to be an arrow function in order to preserve the context when it gets bound.\n */\n this._documentMousedownListener = function () {\n // On mousedown record the origin only if there is not touch\n // target, since a mousedown can happen as a result of a touch event.\n if (!_this._lastTouchTarget) {\n _this._setOriginForCurrentEventQueue('mouse');\n }\n };\n /**\n * Event listener for `touchstart` events on the document.\n * Needs to be an arrow function in order to preserve the context when it gets bound.\n */\n this._documentTouchstartListener = function (event) {\n // When the touchstart event fires the focus event is not yet in the event queue. This means\n // we can't rely on the trick used above (setting timeout of 1ms). Instead we wait 650ms to\n // see if a focus happens.\n if (_this._touchTimeoutId != null) {\n clearTimeout(_this._touchTimeoutId);\n }\n _this._lastTouchTarget = event.target;\n _this._touchTimeoutId = setTimeout(function () { return _this._lastTouchTarget = null; }, TOUCH_BUFFER_MS);\n };\n /**\n * Event listener for `focus` events on the window.\n * Needs to be an arrow function in order to preserve the context when it gets bound.\n */\n this._windowFocusListener = function () {\n // Make a note of when the window regains focus, so we can\n // restore the origin info for the focused element.\n _this._windowFocused = true;\n _this._windowFocusTimeoutId = setTimeout(function () { return _this._windowFocused = false; });\n };\n }\n /**\n * @param {?} element\n * @param {?=} checkChildren\n * @return {?}\n */\n FocusMonitor.prototype.monitor = /**\n * @param {?} element\n * @param {?=} checkChildren\n * @return {?}\n */\n function (element, checkChildren) {\n var _this = this;\n if (checkChildren === void 0) { checkChildren = false; }\n // Do nothing if we're not on the browser platform.\n if (!this._platform.isBrowser) {\n return of(null);\n }\n /** @type {?} */\n var nativeElement = this._getNativeElement(element);\n // Check if we're already monitoring this element.\n if (this._elementInfo.has(nativeElement)) {\n /** @type {?} */\n var cachedInfo = this._elementInfo.get(nativeElement);\n (/** @type {?} */ (cachedInfo)).checkChildren = checkChildren;\n return (/** @type {?} */ (cachedInfo)).subject.asObservable();\n }\n // Create monitored element info.\n /** @type {?} */\n var info = {\n unlisten: function () { },\n checkChildren: checkChildren,\n subject: new Subject()\n };\n this._elementInfo.set(nativeElement, info);\n this._incrementMonitoredElementCount();\n // Start listening. We need to listen in capture phase since focus

events don't bubble.\n /** @type {?} */\n var focusListener = function (event) { return _this._onFocus(event, nativeElement); };\n /** @type {?} */\n var blurListener = function (event) { return _this._onBlur(event, nativeElement); };\n this._ngZone.runOutsideAngular(function () {\n nativeElement.addEventListener('focus', focusListener, true);\n nativeElement.addEventListener('blur', blurListener, true);\n });\n // Create an unlisten function for later.\n info.unlisten = function () {\n nativeElement.removeEventListener('focus', focusListener, true);\n nativeElement.removeEventListener('blur', blurListener, true);\n };\n return info.subject.asObservable();\n };\n /**\n * @param {?} element\n * @return {?}\n */\n FocusMonitor.prototype.stopMonitoring = /**\n * @param {?} element\n * @return {?}\n */\n function (element) {\n /** @type {?} */\n var nativeElement = this._getNativeElement(element);\n /** @type {?} */\n var elementInfo = this._elementInfo.get(nativeElement);\n if (elementInfo) {\n elementInfo.unlisten();\n elementInfo.subject.complete();\n this._setClasses(nativeElement);\n this._elementInfo.delete(nativeElement);\n this._decrementMonitoredElementCount();\n }\n };\n /**\n * @param {?} element\n * @param {?} origin\n * @param {?=} options\n * @return {?}\n */\n FocusMonitor.prototype.focusVia = /**\n * @param {?} element\n * @param {?} origin\n * @param {?=} options\n * @return {?}\n */\n function (element, origin, options) {\n /** @type {?} */\n var nativeElement = this._getNativeElement(element);\n this._setOriginForCurrentEventQueue(origin);\n // `focus` isn't available on the server\n if (typeof nativeElement.focus === 'function') {\n // Cast the element to `any`, because the TS typings don't have the `options` parameter yet.\n ((/** @type {?} */ (nativeElement))).focus(options);\n }\n };\n /**\n * @return {?}\n */\n FocusMonitor.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._elementInfo.forEach(function (_info, element) { return _this.stopMonitoring(element); });\n };\n /**\n * @private\n * @param {?} element\n * @param {?} className\n * @param {?} shouldSet\n * @return {?}\n */\n FocusMonitor.prototype._toggleClass = /**\n * @private\n * @param {?} element\n * @param {?} className\n * @param {?} shouldSet\n * @return {?}\n */\n function (element, className, shouldSet) {\n if (shouldSet) {\n element.classList.add(className);\n }\n else {\n element.classList.remove(className);\n }\n };\n /**\n * Sets the focus classes on the element based on the given focus origin.\n * @param element The element to update the classes on.\n * @param origin The focus origin.\n */\n /**\n * Sets the focus classes on the element based on the given focus origin.\n * @private\n * @param {?} element The element to update the classes on.\n * @param {?=} origin The focus origin.\n * @return {?}\n */\n FocusMonitor.prototype._setClasses = /**\n * Sets the focus classes on the element based on the given focus origin.\n * @private\n * @param {?} element The element to update the classes on.\n * @param {?=} origin The focus origin.\n * @return {?}\n */\n function (element, origin) {\n /** @type {?} */\n var elementInfo = this._elementInfo.get(element);\n if (elementInfo) {\n this._toggleClass(element, 'cdk-focused', !!origin);\n this._toggleClass(element, 'cdk-touch-focused', origin === 'touch');\n this._toggleClass(element, 'cdk-keyboard-focused', origin === 'keyboard');\n this._toggleClass(element, 'cdk-mouse-focused', origin === 'mouse');\n this._toggleClass(element, 'cdk-program-focused', origin === 'program');\n }\n };\n /**\n * Sets the origin and schedules an async function to clear it at the end of the event queue.\n * @param origin The origin to set.\n */\n /**\n * Sets the origin and schedules an async function to clear it at the end of the event queue.\n * @private\n * @param {?} origin The origin to set.\n * @return {?}\n */\n FocusMonitor.prototype._setOriginForCurrentEventQueue = /**\n * Sets the origin and schedules an async function to clear it at the end of the event queue.\n * @private\n * @param {?} origin The origin to set.\n * @return {?}\n */\n function (origin) {\n var _this = this;\n this._ngZone.runOutsideAngular(function () {\n _this._origin = origin;\n // Sometimes the focus origin won't be valid in Firefox because Firefox seems to focus *one*\n // tick after the interaction event fired. To ensure the focus origin is always correct,\n // the focus origin will be determined at the beginning of the next tick.\n _this._originTimeoutId = setTimeout(function () { return _this._origin = null; }, 1);\n });\n };\n /**\n * Checks whether the given

focus event was caused by a touchstart event.\n * @param event The focus event to check.\n * @returns Whether the event was caused by a touch.\n */\n /**\n * Checks whether the given focus event was caused by a touchstart event.\n * @private\n * @param {?} event The focus event to check.\n * @return {?} Whether the event was caused by a touch.\n */\n FocusMonitor.prototype._wasCausedByTouch = /**\n * Checks whether the given focus event was caused by a touchstart event.\n * @private\n * @param {?} event The focus event to check.\n * @return {?} Whether the event was caused by a touch.\n */\n function (event) {\n // Note(mmalerba): This implementation is not quite perfect, there is a small edge case.\n // Consider the following dom structure:\n //\n // <div #parent tabindex=\"0\" cdkFocusClasses>\n // <div #child (click)=\"#parent.focus()\"> \n // \n //\n // If the user touches the #child element and the #parent is programmatically focused as a\n // result, this code will still consider it to have been caused by the touch event and will\n // apply the cdk-touch-focused class rather than the cdk-program-focused class. This is a\n // relatively small edge-case that can be worked around by using\n // focusVia(parentEl, 'program') to focus the parent element.\n //\n // If we decide that we absolutely must handle this case correctly, we can do so by listening\n // for the first focus event after the touchstart, and then the first blur event after that\n // focus event. When that blur event fires we know that whatever follows is not a result of the\n // touchstart.\n /** @type {?} */\n var focusTarget = event.target;\n return this._lastTouchTarget instanceof Node && focusTarget instanceof Node &&\n (focusTarget === this._lastTouchTarget || focusTarget.contains(this._lastTouchTarget));\n };\n /**\n * Handles focus events on a registered element.\n * @param event The focus event.\n * @param element The monitored element.\n */\n /**\n * Handles focus events on a registered element.\n * @private\n * @param {?} event The focus event.\n * @param {?} element The monitored element.\n * @return {?}\n */\n FocusMonitor.prototype._onFocus = /**\n * Handles focus events on a registered element.\n * @private\n * @param {?} event The focus event.\n * @param {?} element The monitored element.\n * @return {?}\n */\n function (event, element) {\n // NOTE(mmalerba): We currently set the classes based on the focus origin of the most recent\n // focus event affecting the monitored element. If we want to use the origin of the first event\n // instead we should check for the cdk-focused class here and return if the element already has\n // it. (This only matters for elements that have includesChildren = true).\n // NOTE(mmalerba): We currently set the classes based on the focus origin of the most recent\n // focus event affecting the monitored element. If we want to use the origin of the first event\n // instead we should check for the cdk-focused class here and return if the element already has\n // it. (This only matters for elements that have includesChildren = true).\n // If we are not counting child-element-focus as focused, make sure that the event target is the\n // monitored element itself.\n /** @type {?} */\n var elementInfo = this._elementInfo.get(element);\n if (!elementInfo || (!elementInfo.checkChildren && element !== event.target)) {\n return;\n }\n // If we couldn't detect a cause for the focus event, it's due to one of three reasons:\n // 1) The window has just regained focus, in which case we want to restore the focused state of\n // the element from before the window blurred.\n // 2) It was caused by a touch event, in which case we mark the origin as 'touch'.\n // 3) The element was programmatically focused, in which case we should mark the origin as\n // 'program'.\n /** @type {?} */\n var origin = this._origin;\n if (!origin) {\n if (this._windowFocused && this._lastFocusOrigin) {\n origin = this._lastFocusOrigin;\n }\n else if (this._wasCausedByTouch(event)) {\n origin = 'touch';\n }\n else {\n origin = 'program';\n }\n }\n this._setClasses(element, origin);\n this._emitOrigin(elementInfo.subject, origin);\n this._lastFocusOrigin = origin;\n };\n /**\n * Handles blur events on a registered element.\n * @param event The blur event.\n * @param element The monitored element.\n */\n /**\n * Handles blur events on a registered element.\n * @param {?} event The blur event.\n * @param {?} element The monitored element.\n * @return {?}\n */\n FocusMonitor.prototype._onBlur = /**\n * Handles blur events on a registered element.\n * @param {?} event The blur event.\n * @param {?} element The monitored element.\n * @return {?}\n */\n function (event, element) {\n // If we are counting child-element-focus as focused, make sure that we aren't just blurring in\n // order to focus another child of the monitored element.\n /** @type {?} */\n var elementInfo = this._elementInfo.get(element);\n if (!elementInfo ||

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(elementInfo.checkChildren && event.relatedTarget instanceof Node &&\n
element.contains(event.relatedTarget))) {\n            return;\n        }\n        this._setClasses(element);\n
this._emitOrigin(elementInfo.subject, null);\n    };\n    /**\n     * @private\n     * @param {?} subject\n     * @param
{?} origin\n     * @return {?}\n     */\n    FocusMonitor.prototype._emitOrigin = /**\n     * @private\n     * @param
{?} subject\n     * @param {?} origin\n     * @return {?}\n     */\n    function (subject, origin) {\n
this._ngZone.run(function () { return subject.next(origin); });\n    };\n    /**\n     * @private\n     * @return {?}\n
*/\n    FocusMonitor.prototype._incrementMonitoredElementCount = /**\n     * @private\n     * @return {?}\n
*/\n    function () {\n        var _this = this;\n        // Register global listeners when first element is monitored.\n        if
(++this._monitoredElementCount == 1 && this._platform.isBrowser) {\n            // Note: we listen to events in the
capture phase so we\n            // can detect them even if the user stops propagation.\n
this._ngZone.runOutsideAngular(function () {\n                document.addEventListener('keydown',
_this._documentKeydownListener, captureEventListenerOptions);\n
document.addEventListener('mousedown', _this._documentMousedownListener, captureEventListenerOptions);\n
        document.addEventListener('touchstart', _this._documentTouchstartListener, captureEventListenerOptions);\n
            window.addEventListener('focus', _this._windowFocusListener);\n            });\n        }\n    };\n    /**\n     *
@private\n     * @return {?}\n     */\n    FocusMonitor.prototype._decrementMonitoredElementCount = /**\n     *
@private\n     * @return {?}\n     */\n    function () {\n        // Unregister global listeners when last element is
unmonitored.\n        if (!--this._monitoredElementCount) {\n            document.removeEventListener('keydown',
this._documentKeydownListener, captureEventListenerOptions);\n
document.removeEventListener('mousedown', this._documentMousedownListener, captureEventListenerOptions);\n
        document.removeEventListener('touchstart', this._documentTouchstartListener,
captureEventListenerOptions);\n            window.removeEventListener('focus', this._windowFocusListener);\n
// Clear timeouts for all potentially pending timeouts to prevent the leaks.\n
clearTimeout(this._windowFocusTimeoutId);\n            clearTimeout(this._touchTimeoutId);\n
clearTimeout(this._originTimeoutId);\n        }\n    };\n    /**\n     * @private\n     * @param {?} element\n     *
@return {?}\n     */\n    FocusMonitor.prototype._getNativeElement = /**\n     * @private\n     * @param {?}
element\n     * @return {?}\n     */\n    function (element) {\n        return element instanceof ElementRef ?
element.nativeElement : element;\n    };\n    FocusMonitor.decorators = [\n        { type: Injectable, args: [{
providedIn: 'root' },] },\n    ];\n    /** @nocollapse */\n    FocusMonitor.ctorParameters = function () { return [\n
{ type: NgZone },\n        { type: Platform }\n    ]; };\n    /** @nocollapse */ FocusMonitor.ngInjectableDef =
defineInjectable({ factory: function FocusMonitor_Factory() { return new FocusMonitor(inject(NgZone),
inject(Platform)); }, token: FocusMonitor, providedIn: \"root\" });\n    return FocusMonitor;\n}());\n/**\n *
Directive that determines how a particular element was focused (via keyboard, mouse, touch, or\n *
programmatically) and adds corresponding classes to the element.\n *\n * There are two variants of this directive:\n
* 1) cdkMonitorElementFocus: does not consider an element to be focused if one of its children is\n *    focused.\n *
2) cdkMonitorSubtreeFocus: considers an element focused if it or any of its children are focused.\n */\nvar
CdkMonitorFocus = /** @class */ (function () {\n    function CdkMonitorFocus(_elementRef, _focusMonitor) {\n
   var _this = this;\n        this._elementRef = _elementRef;\n        this._focusMonitor = _focusMonitor;\n
this.cdkFocusChange = new EventEmitter();\n        this._monitorSubscription =
this._focusMonitor.monitor(this._elementRef,
this._elementRef.nativeElement.hasAttribute('cdkMonitorSubtreeFocus'))\n            .subscribe(function (origin) {
return _this.cdkFocusChange.emit(origin); });\n    }\n    /**\n     * @return {?}\n     */\n
CdkMonitorFocus.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._focusMonitor.stopMonitoring(this._elementRef);\n        this._monitorSubscription.unsubscribe();\n    };\n
CdkMonitorFocus.decorators = [\n        { type: Directive, args: [{\n                selector:
'[cdkMonitorElementFocus], [cdkMonitorSubtreeFocus]',\n                },] },\n    ];\n    /** @nocollapse */\n
CdkMonitorFocus.ctorParameters = function () { return [\n        { type: ElementRef },\n        { type: FocusMonitor
}\n    ]; };\n    CdkMonitorFocus.propDecorators = {\n        cdkFocusChange: [{ type: Output }]\n    };\n    return
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CdkMonitorFocus;\n}());\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @param {?} parentDispatcher\n * @param {?} ngZone\n * @param {?} platform\n * @return {?}\n */\nfunction FOCUS_MONITOR_PROVIDER_FACTORY(parentDispatcher, ngZone, platform) {\n   return parentDispatcher || new FocusMonitor(ngZone, platform);\n}\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @type {?}\n */\nvar FOCUS_MONITOR_PROVIDER = {\n   // If there is already a FocusMonitor available, use that. Otherwise, provide a new one.\n   provide: FocusMonitor,\n   deps: [[new Optional(), new SkipSelf(), FocusMonitor], NgZone, Platform],\n   useFactory: FOCUS_MONITOR_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Screenreaders will often fire fake mousedown events when a focusable element\n * is activated using the keyboard. We can typically distinguish between these faked\n * mousedown events and real mousedown events using the \"buttons\" property. While\n * real mousedowns will indicate the mouse button that was pressed (e.g. \"1\" for\n * the left mouse button), faked mousedowns will usually set the property value to 0.\n * @param {?} event\n * @return {?}\n */\nfunction isFakeMousedownFromScreenReader(event) {\n   return event.buttons === 0;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar A11yModule = /** @class */ (function () {\n   function A11yModule() {\n   }\n   A11yModule.decorators = [\n
{ type: NgModule, args: [{\n   imports: [CommonModule, PlatformModule, ObserversModule],\n
declarations: [CdkAriaLive, CdkTrapFocus, CdkMonitorFocus],\n   exports: [CdkAriaLive, CdkTrapFocus, CdkMonitorFocus],\n   },] },\n   ];\n   return A11yModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { ARIA_DESCRIBER_PROVIDER_FACTORY, MESSAGES_CONTAINER_ID, CDK_DESCRIBEDBY_ID_PREFIX, CDK_DESCRIBEDBY_HOST_ATTRIBUTE, AriaDescriber, ARIA_DESCRIBER_PROVIDER, ActiveDescendantKeyManager, FocusKeyManager, ListKeyManager, FocusTrap, FocusTrapFactory, CdkTrapFocus, InteractivityChecker, LIVE_ANNOUNCER_PROVIDER_FACTORY, LiveAnnouncer, CdkAriaLive, LIVE_ANNOUNCER_PROVIDER, LIVE_ANNOUNCER_ELEMENT_TOKEN_FACTORY, LIVE_ANNOUNCER_ELEMENT_TOKEN, FOCUS_MONITOR_PROVIDER_FACTORY, TOUCH_BUFFER_MS, FocusMonitor, CdkMonitorFocus, FOCUS_MONITOR_PROVIDER, isFakeMousedownFromScreenReader, A11yModule };\n//# sourceMappingURL=a11y.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { Directive, Input, Output, EventEmitter, Optional, ChangeDetectorRef, SkipSelf, NgModule } from '@angular/core';\nimport { Subject, Subscription } from 'rxjs';\nimport { UniqueSelectionDispatcher } from '@angular/cdk/collections';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Used to generate unique ID for each accordion.\n * @type {?}\n */\nvar nextId = 0;\n/**\n * Directive whose purpose is to manage the expanded state of CdkAccordionItem children.\n */\nvar CdkAccordion = /** @class */ (function () {\n   function CdkAccordion() {\n   /**\n   * Emits when the state of the accordion changes\n   */\n   this._stateChanges = new Subject();\n   /**\n   * Stream that emits true/false when openAll/closeAll is triggered.\n   */\n   this._openCloseAllActions = new Subject();\n   /**\n   * A readonly id value to use for unique selection coordination.\n   */\n   this.id = \"cdk-accordion-\" + nextId++;\n
this._multi = false;\n   }\n   Object.defineProperty(CdkAccordion.prototype, \"multi\", {\n   /** Whether the accordion should allow multiple expanded accordion items simultaneously. */\n   get: /**\n   * Whether the accordion should allow multiple expanded accordion items simultaneously.\n   * @return {?}\n   */\n
function () { return this._multi; },\n   set: /**\n   * @param {?} multi\n   * @return {?}\n   */\n

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function (multi) { this._multi = coerceBooleanProperty(multi); },\n        enumerable: true,\n        configurable: true\n
  });\n    /** Opens all enabled accordion items in an accordion where multi is enabled. */\n    /**\n     * Opens all
enabled accordion items in an accordion where multi is enabled.\n     * @return {?}\n     */\n
CdkAccordion.prototype.openAll = /**\n     * Opens all enabled accordion items in an accordion where multi is
enabled.\n     * @return {?}\n     */\n    function () {\n        this._openCloseAll(true);\n    };\n    /** Closes all enabled
accordion items in an accordion where multi is enabled. */\n    /**\n     * Closes all enabled accordion items in an
accordion where multi is enabled.\n     * @return {?}\n     */\n    CdkAccordion.prototype.closeAll = /**\n     *
Closes all enabled accordion items in an accordion where multi is enabled.\n     * @return {?}\n     */\n    function ()
{\n        this._openCloseAll(false);\n    };\n    /**\n     * @param {?} changes\n     * @return {?}\n     */\n
CdkAccordion.prototype.ngOnChanges = /**\n     * @param {?} changes\n     * @return {?}\n     */\n    function
(changes) {\n        this._stateChanges.next(changes);\n    };\n    /**\n     * @return {?}\n     */\n
CdkAccordion.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._stateChanges.complete();\n    };\n    /**\n     * @private\n     * @param {?} expanded\n     * @return {?}\n
*/\n    CdkAccordion.prototype._openCloseAll = /**\n     * @private\n     * @param {?} expanded\n     * @return
{?}\n     */\n    function (expanded) {\n        if (this.multi) {\n            this._openCloseAllActions.next(expanded);\n
  }\n    };\n    CdkAccordion.decorators = [\n        { type: Directive, args: [{\n                selector: 'cdk-accordion,
[cdkAccordion]',\n                exportAs: 'cdkAccordion',\n            },] },\n    ];\n    CdkAccordion.propDecorators
= {\n        multi: [{ type: Input }]\n    };\n    return CdkAccordion;\n}());\n\n/**\n * @fileoverview added by
tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by
tsc\n */\n/**\n * Used to generate unique ID for each accordion item.\n * @type {?}\n */\nvar nextId$1 = 0;\nvar 0
= undefined;\n/**\n * An basic directive expected to be extended and decorated as a component.  Sets up all\n *
events and attributes needed to be managed by a CdkAccordion parent.\n */\nvar CdkAccordionItem = /** @class */
(function () {\n    function CdkAccordionItem(accordion, _changeDetectorRef, _expansionDispatcher) {\n        var
_this = this;\n        this.accordion = accordion;\n        this._changeDetectorRef = _changeDetectorRef;\n
this._expansionDispatcher = _expansionDispatcher;\n        /**\n         * Subscription to openAll/closeAll events.\n
   */\n        this._openCloseAllSubscription = Subscription.EMPTY;\n        /**\n         * Event emitted every time the
AccordionItem is closed.\n         */\n        this.closed = new EventEmitter();\n        /**\n         * Event emitted every
time the AccordionItem is opened.\n         */\n        this.opened = new EventEmitter();\n        /**\n         * Event
emitted when the AccordionItem is destroyed.\n         */\n        this.destroyed = new EventEmitter();\n        /**\n
* Emits whenever the expanded state of the accordion changes.\n         * Primarily used to facilitate two-way
binding.\n         * \\@docs-private\n         */\n        this.expandedChange = new EventEmitter();\n        /**\n         *
The unique AccordionItem id.\n         */\n        this.id = \"cdk-accordion-child-\" + nextId$1++;\n
this._expanded = false;\n        this._disabled = false;\n        /**\n         * Unregister function for
_expansionDispatcher.\n         */\n        this._removeUniqueSelectionListener = function () { };\n
this._removeUniqueSelectionListener =\n            _expansionDispatcher.listen(function (id, accordionId) {\n
if (_this.accordion && !_this.accordion.multi &&\n                _this.accordion.id === accordionId && _this.id !==
id) {\n                _this.expanded = false;\n            }\n            });\n        // When an accordion item is hosted in an
accordion, subscribe to open/close events.\n        if (this.accordion) {\n            this._openCloseAllSubscription =
this._subscribeToOpenCloseAllActions();\n        }\n    }\n    Object.defineProperty(CdkAccordionItem.prototype,
\"expanded\", {\n        /** Whether the AccordionItem is expanded. */\n        get: /**\n         * Whether the
AccordionItem is expanded.\n         * @return {?}\n         */\n        function () { return this._expanded; },\n        set:
/**\n         * @param {?} expanded\n         * @return {?}\n         */\n        function (expanded) {\n            expanded =
coerceBooleanProperty(expanded);\n            // Only emit events and update the internal value if the value changes.\n
            if (this._expanded !== expanded) {\n                this._expanded = expanded;\n
this.expandedChange.emit(expanded);\n                if (expanded) {\n                    this.opened.emit();\n
/**\n                    * In the unique selection dispatcher, the id parameter is the id of the CdkAccordionItem,\n
     * the name value is the id of the accordion.\n                    * @type {?}\n                    */\n                    var
accordionId = this.accordion ? this.accordion.id : this.id;\n                    this._expansionDispatcher.notify(this.id,
```

accordionId);\n }\n else {\n this.closed.emit();\n }\n // Ensures that the animation will run when the value is set outside of an `@Input`.\n // This includes cases like the open, close and toggle methods.\n this._changeDetectorRef.markForCheck();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkAccordionItem.prototype, \"disabled\", {\n /** Whether the AccordionItem is disabled. */\n get: /**\n * Whether the AccordionItem is disabled.\n * @return {?}\n */\n function () { return this._disabled; },\n set: /**\n * @param {?} disabled\n * @return {?}\n */\n function (disabled) { this._disabled = coerceBooleanProperty(disabled); },\n enumerable: true,\n configurable: true\n });\n /** Emits an event for the accordion item being destroyed. */\n /**\n * Emits an event for the accordion item being destroyed.\n * @return {?}\n */\n CdkAccordionItem.prototype.ngOnDestroy = /**\n * Emits an event for the accordion item being destroyed.\n * @return {?}\n */\n function () {\n this.opened.complete();\n this.closed.complete();\n this.destroyed.emit();\n this.destroyed.complete();\n this._removeUniqueSelectionListener();\n this._openCloseAllSubscription.unsubscribe();\n };\n /** Toggles the expanded state of the accordion item. */\n /**\n * Toggles the expanded state of the accordion item.\n * @return {?}\n */\n CdkAccordionItem.prototype.toggle = /**\n * Toggles the expanded state of the accordion item.\n * @return {?}\n */\n function () {\n if (!this.disabled) {\n this.expanded = !this.expanded;\n }\n };\n /** Sets the expanded state of the accordion item to false. */\n /**\n * Sets the expanded state of the accordion item to false.\n * @return {?}\n */\n CdkAccordionItem.prototype.close = /**\n * Sets the expanded state of the accordion item to false.\n * @return {?}\n */\n function () {\n if (!this.disabled) {\n this.expanded = false;\n }\n };\n /** Sets the expanded state of the accordion item to true. */\n /**\n * Sets the expanded state of the accordion item to true.\n * @return {?}\n */\n CdkAccordionItem.prototype.open = /**\n * Sets the expanded state of the accordion item to true.\n * @return {?}\n */\n function () {\n if (!this.disabled) {\n this.expanded = true;\n }\n };\n /**\n * @private\n * @return {?}\n */\n CdkAccordionItem.prototype._subscribeToOpenCloseAllActions = /**\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n return this.accordion._openCloseAllActions.subscribe(function (expanded) {\n // Only change expanded state if item is enabled\n if (!_this.disabled) {\n _this.expanded = expanded;\n }\n });\n };\n CdkAccordionItem.decorators = [\n { type: Directive, args: [{\n selector: 'cdk-accordion-item, [cdkAccordionItem]',\n exportAs: 'cdkAccordionItem',\n providers: [\n // Provide CdkAccordion as undefined to prevent nested accordion items from registering\n // to the same accordion.\n { provide: CdkAccordion, useValue: 0 },\n],\n },] },\n];\n /** @nocollapse */\n CdkAccordionItem.ctorParameters = function () { return [\n { type: CdkAccordion, decorators: [{ type: Optional }, { type: SkipSelf }] },\n { type: ChangeDetectorRef },\n { type: UniqueSelectionDispatcher }\n]; };\n CdkAccordionItem.propDecorators = {\n closed: [{ type: Output }],\n opened: [{ type: Output }],\n destroyed: [{ type: Output }],\n expandedChange: [{ type: Output }],\n expanded: [{ type: Input }],\n disabled: [{ type: Input }]\n };\n return CdkAccordionItem;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar CdkAccordionModule = /** @class */ (function () {\n function CdkAccordionModule() {\n }\n CdkAccordionModule.decorators = [\n { type: NgModule, args: [{\n exports: [CdkAccordion, CdkAccordionItem],\n declarations: [CdkAccordion, CdkAccordionItem],\n },] },\n];\n return CdkAccordionModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { CdkAccordionItem, CdkAccordion, CdkAccordionModule };\n//# sourceMappingURL=accordion.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at

https://angular.io/license\n */\nimport { DOCUMENT } from '@angular/common';\nimport { inject, InjectionToken, EventEmitter, Inject, Injectable, Optional, Directive, Output, Input, NgModule, defineInjectable } from '@angular/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token used to inject the document into Directionality.\n * This is used so that the value can be faked in tests.\n *\n * We can't use the real document in tests because changing the real `dir` causes geometry-based\n * tests in Safari to fail.\n *\n * We also can't re-provide the DOCUMENT token from platform-brower because the unit tests\n * themselves use things like `querySelector` in test code.\n *\n * This token is defined in a separate file from Directionality as a workaround for\n * https://github.com/angular/angular/issues/22559\n *\n * \\@docs-private\n * @type {?}\n */\nvar DIR_DOCUMENT = new InjectionToken('cdk-dir-doc', {\n providedIn: 'root',\n factory: DIR_DOCUMENT_FACTORY,\n});\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction DIR_DOCUMENT_FACTORY() {\n return inject(DOCUMENT);\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The directionality (LTR / RTL) context for the application (or a subtree of it).\n * Exposes the current direction and a stream of direction changes.\n */\nvar Directionality = /** @class */ (function () {\n function Directionality(_document) {\n /**\n * The current 'ltr' or 'rtl' value.\n */\n this.value = 'ltr';\n /**\n * Stream that emits whenever the 'ltr' / 'rtl' state changes.\n */\n this.change = new EventEmitter();\n if (_document) {\n // TODO: handle 'auto' value -\n // We still need to account for dir=\"auto\".\n // It looks like HTMLElemenet.dir is also \"auto\" when that's set to the attribute,\n // but getComputedStyle return either \"ltr\" or \"rtl\". avoiding getComputedStyle for now\n /** @type {?} */\n var bodyDir = _document.body ? _document.body.dir : null;\n /** @type {?} */\n var htmlDir = _document.documentElement ? _document.documentElement.dir : null;\n /** @type {?} */\n var value = bodyDir || htmlDir;\n this.value = (value === 'ltr' || value === 'rtl') ? value : 'ltr';\n }\n }\n /**\n * @return {?}\n */\n Directionality.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this.change.complete();\n };\n Directionality.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n Directionality.ctorParameters = function () { return [\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [DIR_DOCUMENT,] }] }\n]; };\n /** @nocollapse */ Directionality.ngInjectableDef = defineInjectable({ factory: function Directionality_Factory() { return new Directionality(inject(DIR_DOCUMENT, 8)); }, token: Directionality, providedIn: \"root\" });\n return Directionality;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Directive to listen for changes of direction of part of the DOM.\n *\n * Provides itself as Directionality such that descendant directives only need to ever inject\n * Directionality to get the closest direction.\n */\nvar Dir = /** @class */ (function () {\n function Dir() {\n /**\n * Normalized direction that accounts for invalid/unsupported values.\n */\n this._dir = 'ltr';\n /**\n * Whether the `value` has been set to its initial value.\n */\n this._isInitialized = false;\n /**\n * Event emitted when the direction changes.\n */\n this.change = new EventEmitter();\n }\n Object.defineProperty(Dir.prototype, \"dir\", {\n /** @docs-private */\n get: /**\n * \\@docs-private\n * @return {?}\n */\n function () { return this._dir; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var old = this._dir;\n this._rawDir = value;\n this._dir = (value === 'ltr' || value === 'rtl') ? value : 'ltr';\n if (old !== this._dir && this._isInitialized) {\n this.change.emit(this._dir);\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Dir.prototype, \"value\", {\n /** Current layout direction of the element. */\n get: /**\n * Current layout direction of the element.\n * @return {?}\n */\n function () { return this.dir; },\n enumerable: true,\n configurable: true\n });\n /** Initialize once default value has been set. */\n /**\n * Initialize once default value has been set.\n * @return {?}\n */\n Dir.prototype.ngAfterContentInit = /**\n * Initialize once default value has been set.\n * @return {?}\n */\n function () {\n this._isInitialized = true;\n };\n /**\n * @return {?}\n */\n Dir.prototype.ngOnDestroy

= /**\n * @return {?}\n */\n function () {\n this.change.complete();\n };\n Dir.decorators = [\n { type: Directive, args: [{\n selector: '[dir]',\n providers: [{ provide: Directionality, useExisting: Dir }],\n host: { '[attr.dir]': '_rawDir' },\n exportAs: 'dir',\n },] },\n];\n Dir.propDecorators = {\n change: [{ type: Output, args: ['dirChange',] }],\n dir: [{ type: Input }]\n };\n return Dir;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar BidiModule = /** @class */ (function () {\n function BidiModule() {\n }\n BidiModule.decorators = [\n { type: NgModule, args: [{\n exports: [Dir],\n declarations: [Dir],\n },] },\n];\n return BidiModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { Directionality, DIR_DOCUMENT, Dir, BidiModule, DIR_DOCUMENT_FACTORY as a };\n//# sourceMappingURL=bidi.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Coerces a data-bound value (typically a string) to a boolean.\n * @param {?} value\n * @return {?}\n */\nfunction coerceBooleanProperty(value) {\n return value != null && \"\" + value !== 'false';\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @param {?} value\n * @param {?=} fallbackValue\n * @return {?}\n */\nfunction coerceNumberProperty(value, fallbackValue) {\n if (fallbackValue === void 0) { fallbackValue = 0; }\n return _isNumberValue(value) ? Number(value) : fallbackValue;\n}\n/**\n * Whether the provided value is considered a number.\n * \\@docs-private\n * @param {?} value\n * @return {?}\n */\nfunction _isNumberValue(value) {\n // parseFloat(value) handles most of the cases we're interested in (it treats null, empty string,\n // and other non-number values as NaN, where Number just uses 0) but it considers the string\n // '123hello' to be a valid number. Therefore we also check if Number(value) is NaN.\n return !isNaN(parseFloat((/** @type {?} */ (value)))) && !isNaN(Number(value));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Wraps the provided value in an array, unless the provided value is an array.\n * @template T\n * @param {?} value\n * @return {?}\n */\nfunction coerceArray(value) {\n return Array.isArray(value) ? value : [value];\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Coerces a value to a CSS pixel value.\n * @param {?} value\n * @return {?}\n */\nfunction coerceCssPixelValue(value) {\n if (value == null) {\n return '';\n }\n return typeof value === 'string' ? value : value + \"px\";\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { coerceBooleanProperty, coerceNumberProperty, _isNumberValue, coerceArray, coerceCssPixelValue };\n//# sourceMappingURL=coercion.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { Observable, of, Subject } from 'rxjs';\nimport { Injectable, defineInjectable } from '@angular/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @abstract\n * @template T\n */\nvar /**\n * @abstract\n * @template T\n */\nDataSource = /** @class */ (function () {\n function DataSource() {\n }\n return DataSource;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode}

checked by tsc\n */\n/**\n * DataSource wrapper for a native array.\n * @template T\n */\nvar /**\n * DataSource wrapper for a native array.\n * @template T\n */\nArrayDataSource = /** @class */ (function (_super) {\n __extends(ArrayDataSource, _super);\n function ArrayDataSource(_data) {\n var _this = _super.call(this) || this;\n _this._data = _data;\n return _this;\n }\n /**\n * @return {?}\n */\n ArrayDataSource.prototype.connect = /**\n * @return {?}\n */\n function () {\n return this._data instanceof Observable ? this._data : of(this._data);\n };\n /**\n * @return {?}\n */\n ArrayDataSource.prototype.disconnect = /**\n * @return {?}\n */\n function () { };\n return ArrayDataSource;\n}(DataSource));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Class to be used to power selecting one or more options from a list.\n * @template T\n */\nvar /**\n * Class to be used to power selecting one or more options from a list.\n * @template T\n */\nSelectionModel = /** @class */ (function () {\n function SelectionModel(_multiple, initiallySelectedValues, _emitChanges) {\n if (_multiple === void 0) { _multiple = false; }\n if (_emitChanges === void 0) { _emitChanges = true; }\n var _this = this;\n this._multiple = _multiple;\n this._emitChanges = _emitChanges;\n /**\n * Currently-selected values.\n */\n this._selection = new Set();\n /**\n * Keeps track of the deselected options that haven't been emitted by the change event.\n */\n this._deselectedToEmit = [];\n /**\n * Keeps track of the selected options that haven't been emitted by the change event.\n */\n this._selectedToEmit = [];\n /**\n * Event emitted when the value has changed.\n */\n this.changed = new Subject();\n /**\n * Event emitted when the value has changed.\n * @deprecated Use `changed` instead.\n * \\@breaking-change 8.0.0 To be changed to `changed`\n */\n this.onChange = this.changed;\n if (initiallySelectedValues && initiallySelectedValues.length) {\n if (_multiple) {\n initiallySelectedValues.forEach(function (value) { return _this._markSelected(value); });\n }\n else {\n this._markSelected(initiallySelectedValues[0]);\n }\n // Clear the array in order to avoid firing the change event for preselected values.\n this._selectedToEmit.length = 0;\n }\n }\n Object.defineProperty(SelectionModel.prototype, \"selected\", {\n /** Selected values. */\n get: /**\n * Selected values.\n * @return {?}\n */\n function () {\n if (!this._selected) {\n this._selected = Array.from(this._selection.values());\n }\n return this._selected;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Selects a value or an array of values.\n */\n /**\n * Selects a value or an array of values.\n * @param {...?} values\n * @return {?}\n */\n SelectionModel.prototype.select = /**\n * Selects a value or an array of values.\n * @param {...?} values\n * @return {?}\n */\n function () {\n var _this = this;\n var values = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n values[_i] = arguments[_i];\n }\n this._verifyValueAssignment(values);\n values.forEach(function (value) { return _this._markSelected(value); });\n this._emitChangeEvent();\n };\n /**\n * Deselects a value or an array of values.\n */\n /**\n * Deselects a value or an array of values.\n * @param {...?} values\n * @return {?}\n */\n SelectionModel.prototype.deselect = /**\n * Deselects a value or an array of values.\n * @param {...?} values\n * @return {?}\n */\n function () {\n var _this = this;\n var values = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n values[_i] = arguments[_i];\n }\n this._verifyValueAssignment(values);\n values.forEach(function (value) { return _this._unmarkSelected(value); });\n this._emitChangeEvent();\n };\n /**\n * Toggles a value between selected and deselected.\n */\n /**\n * Toggles a value between selected and deselected.\n * @param {?} value\n * @return {?}\n */\n SelectionModel.prototype.toggle = /**\n * Toggles a value between selected and deselected.\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.isSelected(value) ? this.deselect(value) : this.select(value);\n };\n /**\n * Clears all of the selected values.\n */\n /**\n * Clears all of the selected values.\n * @return {?}\n */\n SelectionModel.prototype.clear = /**\n * Clears all of the selected values.\n * @return {?}\n */\n function () {\n this._unmarkAll();\n this._emitChangeEvent();\n };\n

/**\n * Determines whether a value is selected.\n */\n /**\n * Determines whether a value is selected.\n * @param {?} value\n * @return {?}\n */\n SelectionModel.prototype.isSelected = /**\n * Determines whether a value is selected.\n * @param {?} value\n * @return {?}\n */\n function (value) {\n return this._selection.has(value);\n };\n /**\n * Determines whether the model does not have a value.\n */\n /**\n * Determines whether the model does not have a value.\n * @return {?}\n */\n SelectionModel.prototype.isEmpty = /**\n * Determines whether the model does not have a value.\n * @return {?}\n */\n function () {\n return this._selection.size === 0;\n };\n /**\n * Determines whether the model has a value.\n */\n /**\n * Determines whether the model has a value.\n * @return {?}\n */\n SelectionModel.prototype.hasValue = /**\n * Determines whether the model has a value.\n * @return {?}\n */\n function () {\n return !this.isEmpty();\n };\n /**\n * Sorts the selected values based on a predicate function.\n */\n /**\n * Sorts the selected values based on a predicate function.\n * @param {?=} predicate\n * @return {?}\n */\n SelectionModel.prototype.sort = /**\n * Sorts the selected values based on a predicate function.\n * @param {?=} predicate\n * @return {?}\n */\n function (predicate) {\n if (this._multiple && this.selected) {\n (/** @type {?} */ (this._selected)).sort(predicate);\n }\n };\n /**\n * Gets whether multiple values can be selected.\n */\n /**\n * Gets whether multiple values can be selected.\n * @return {?}\n */\n SelectionModel.prototype.isMultipleSelection = /**\n * Gets whether multiple values can be selected.\n * @return {?}\n */\n function () {\n return this._multiple;\n };\n /** Emits a change event and clears the records of selected and deselected values. */\n /**\n * Emits a change event and clears the records of selected and deselected values.\n * @private\n * @return {?}\n */\n SelectionModel.prototype._emitChangeEvent = /**\n * Emits a change event and clears the records of selected and deselected values.\n * @private\n * @return {?}\n */\n function () {\n // Clear the selected values so they can be re-cached.\n this._selected = null;\n if (this._selectedToEmit.length || this._deselectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n removed: this._deselectedToEmit\n });\n this._deselectedToEmit = [];\n this._selectedToEmit = [];\n }\n };\n /** Selects a value. */\n /**\n * Selects a value.\n * @private\n * @param {?} value\n * @return {?}\n */\n SelectionModel.prototype._markSelected = /**\n * Selects a value.\n * @private\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (!this.isSelected(value)) {\n if (!this._multiple) {\n this._unmarkAll();\n }\n this._selection.add(value);\n if (this._emitChanges) {\n this._selectedToEmit.push(value);\n }\n }\n };\n /** Deselects a value. */\n /**\n * Deselects a value.\n * @private\n * @param {?} value\n * @return {?}\n */\n SelectionModel.prototype._unmarkSelected = /**\n * Deselects a value.\n * @private\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (this.isSelected(value)) {\n this._selection.delete(value);\n if (this._emitChanges) {\n this._deselectedToEmit.push(value);\n }\n }\n };\n /** Clears out the selected values. */\n /**\n * Clears out the selected values.\n * @private\n * @return {?}\n */\n SelectionModel.prototype._unmarkAll = /**\n * Clears out the selected values.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this.isEmpty()) {\n this._selection.forEach(function (value) { return _this._unmarkSelected(value); });\n }\n };\n /**\n * Verifies the value assignment and throws an error if the specified value array is\n * including multiple values while the selection model is not supporting multiple values.\n */\n /**\n * Verifies the value assignment and throws an error if the specified value array is\n * including multiple values while the selection model is not supporting multiple values.\n * @private\n * @param {?} values\n * @return {?}\n */\n SelectionModel.prototype._verifyValueAssignment = /**\n * Verifies the value assignment and throws an error if the specified value array is\n * including multiple values while the selection model is not supporting multiple values.\n * @private\n * @param {?} values\n * @return {?}\n */\n function (values) {\n if (values.length > 1 && !this._multiple) {\n throw getMultipleValuesInSingleSelectionError();\n }\n };\n return SelectionModel;\n}));\n/**\n * Returns an error that reports that multiple values are passed into a selection model\n * with a single value.\n * \\@docs-private\n * @return {?}\n */\nfunction getMultipleValuesInSingleSelectionError() {\n return Error('Cannot pass

multiple values into SelectionModel with single-value mode.');\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Class to coordinate unique selection based on name.\n * Intended to be consumed as an Angular service.\n * This service is needed because native radio change events are only fired on the item currently\n * being selected, and we still need to uncheck the previous selection.\n *\n * This service does not *store* any IDs and names because they may change at any time, so it is\n * less error-prone if they are simply passed through when the events occur.\n */\nvar UniqueSelectionDispatcher = /** @class */ (function () {\n   function UniqueSelectionDispatcher() {\n   this._listeners = [];\n   }\n   /**\n   * Notify other items that selection for the given name has been set.\n   * @param id ID of the item.\n   * @param name Name of the item.\n   */\n   /**\n   * Notify other items that selection for the given name has been set.\n   * @param {?} id ID of the item.\n   * @param {?} name Name of the item.\n   * @return {?}\n   */\n   UniqueSelectionDispatcher.prototype.notify = /**\n   * Notify other items that selection for the given name has been set.\n   * @param {?} id ID of the item.\n   * @param {?} name Name of the item.\n   * @return {?}\n   */\n   function (id, name) {\n   for (var _i = 0, _a = this._listeners; _i < _a.length; _i++) {\n   var listener = _a[_i];\n   listener(id, name);\n   }\n   };\n   /**\n   * Listen for future changes to item selection.\n   * @return Function used to deregister listener\n   */\n   /**\n   * Listen for future changes to item selection.\n   * @param {?} listener\n   * @return {?} Function used to deregister listener\n   */\n   UniqueSelectionDispatcher.prototype.listen = /**\n   * Listen for future changes to item selection.\n   * @param {?} listener\n   * @return {?} Function used to deregister listener\n   */\n   function (listener) {\n   var _this = this;\n   this._listeners.push(listener);\n   return function () {\n   _this._listeners = _this._listeners.filter(function (registered) {\n   return listener !== registered;\n   });\n   };\n   };\n   /**\n   * @return {?}\n   */\n   UniqueSelectionDispatcher.prototype.ngOnDestroy = /**\n   * @return {?}\n   */\n   function () {\n   this._listeners = [];\n   };\n   UniqueSelectionDispatcher.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n   ];\n   /** @nocollapse */ UniqueSelectionDispatcher.ngInjectableDef = defineInjectable({ factory: function UniqueSelectionDispatcher_Factory() { return new UniqueSelectionDispatcher(); }, token: UniqueSelectionDispatcher, providedIn: \"root\" });\n   return UniqueSelectionDispatcher;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { UniqueSelectionDispatcher, ArrayDataSource, DataSource, getMultipleValuesInSingleSelectionError, SelectionModel };\n//# sourceMappingURL=collections.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/** @type {?} */\nvar MAC_ENTER = 3;\n/** @type {?} */\nvar BACKSPACE = 8;\n/** @type {?} */\nvar TAB = 9;\n/** @type {?} */\nvar NUM_CENTER = 12;\n/** @type {?} */\nvar ENTER = 13;\n/** @type {?} */\nvar SHIFT = 16;\n/** @type {?} */\nvar CONTROL = 17;\n/** @type {?} */\nvar ALT = 18;\n/** @type {?} */\nvar PAUSE = 19;\n/** @type {?} */\nvar CAPS_LOCK = 20;\n/** @type {?} */\nvar ESCAPE = 27;\n/** @type {?} */\nvar SPACE = 32;\n/** @type {?} */\nvar PAGE_UP = 33;\n/** @type {?} */\nvar PAGE_DOWN = 34;\n/** @type {?} */\nvar END = 35;\n/** @type {?} */\nvar HOME = 36;\n/** @type {?} */\nvar LEFT_ARROW = 37;\n/** @type {?} */\nvar UP_ARROW = 38;\n/** @type {?} */\nvar RIGHT_ARROW = 39;\n/** @type {?} */\nvar DOWN_ARROW = 40;\n/** @type {?} */\nvar PLUS_SIGN = 43;\n/** @type {?} */\nvar PRINT_SCREEN = 44;\n/** @type {?} */\nvar INSERT = 45;\n/** @type {?} */\nvar DELETE = 46;\n/** @type {?} */\nvar ZERO = 48;\n/** @type {?} */\nvar ONE = 49;\n/** @type {?} */\nvar TWO = 50;\n/** @type {?} */\nvar THREE = 51;\n/** @type {?} */\nvar FOUR = 52;\n/** @type {?} */\nvar FIVE = 53;\n/** @type {?} */\nvar SIX = 54;\n/**

@type {?} */\nvar SEVEN = 55;\n/** @type {?} */\nvar EIGHT = 56;\n/** @type {?} */\nvar NINE = 57;\n/** @type {?} */\nvar FF_SEMICOLON = 59;\n// Firefox (Gecko) fires this for semicolon instead of 186\n/** @type {?} */\nvar FF_EQUALS = 61;\n// Firefox (Gecko) fires this for equals instead of 187\n/** @type {?} */\nvar QUESTION_MARK = 63;\n/** @type {?} */\nvar AT_SIGN = 64;\n/** @type {?} */\nvar A = 65;\n/** @type {?} */\nvar B = 66;\n/** @type {?} */\nvar C = 67;\n/** @type {?} */\nvar D = 68;\n/** @type {?} */\nvar E = 69;\n/** @type {?} */\nvar F = 70;\n/** @type {?} */\nvar G = 71;\n/** @type {?} */\nvar H = 72;\n/** @type {?} */\nvar I = 73;\n/** @type {?} */\nvar J = 74;\n/** @type {?} */\nvar K = 75;\n/** @type {?} */\nvar L = 76;\n/** @type {?} */\nvar M = 77;\n/** @type {?} */\nvar N = 78;\n/** @type {?} */\nvar O = 79;\n/** @type {?} */\nvar P = 80;\n/** @type {?} */\nvar Q = 81;\n/** @type {?} */\nvar R = 82;\n/** @type {?} */\nvar S = 83;\n/** @type {?} */\nvar T = 84;\n/** @type {?} */\nvar U = 85;\n/** @type {?} */\nvar V = 86;\n/** @type {?} */\nvar W = 87;\n/** @type {?} */\nvar X = 88;\n/** @type {?} */\nvar Y = 89;\n/** @type {?} */\nvar Z = 90;\n/** @type {?} */\nvar META = 91;\n// WIN_KEY_LEFT\n/** @type {?} */\nvar MAC_WK_CMD_LEFT = 91;\n/** @type {?} */\nvar MAC_WK_CMD_RIGHT = 93;\n/** @type {?} */\nvar CONTEXT_MENU = 93;\n/** @type {?} */\nvar NUMPAD_ZERO = 96;\n/** @type {?} */\nvar NUMPAD_ONE = 97;\n/** @type {?} */\nvar NUMPAD_TWO = 98;\n/** @type {?} */\nvar NUMPAD_THREE = 99;\n/** @type {?} */\nvar NUMPAD_FOUR = 100;\n/** @type {?} */\nvar NUMPAD_FIVE = 101;\n/** @type {?} */\nvar NUMPAD_SIX = 102;\n/** @type {?} */\nvar NUMPAD_SEVEN = 103;\n/** @type {?} */\nvar NUMPAD_EIGHT = 104;\n/** @type {?} */\nvar NUMPAD_NINE = 105;\n/** @type {?} */\nvar NUMPAD_MULTIPLY = 106;\n/** @type {?} */\nvar NUMPAD_PLUS = 107;\n/** @type {?} */\nvar NUMPAD_MINUS = 109;\n/** @type {?} */\nvar NUMPAD_PERIOD = 110;\n/** @type {?} */\nvar NUMPAD_DIVIDE = 111;\n/** @type {?} */\nvar F1 = 112;\n/** @type {?} */\nvar F2 = 113;\n/** @type {?} */\nvar F3 = 114;\n/** @type {?} */\nvar F4 = 115;\n/** @type {?} */\nvar F5 = 116;\n/** @type {?} */\nvar F6 = 117;\n/** @type {?} */\nvar F7 = 118;\n/** @type {?} */\nvar F8 = 119;\n/** @type {?} */\nvar F9 = 120;\n/** @type {?} */\nvar F10 = 121;\n/** @type {?} */\nvar F11 = 122;\n/** @type {?} */\nvar F12 = 123;\n/** @type {?} */\nvar NUM_LOCK = 144;\n/** @type {?} */\nvar SCROLL_LOCK = 145;\n/** @type {?} */\nvar FIRST_MEDIA = 166;\n/** @type {?} */\nvar FF_MINUS = 173;\n/** @type {?} */\nvar MUTE = 173;\n// Firefox (Gecko) fires 181 for MUTE\n/** @type {?} */\nvar VOLUME_DOWN = 174;\n// Firefox (Gecko) fires 182 for VOLUME_DOWN\n/** @type {?} */\nvar VOLUME_UP = 175;\n// Firefox (Gecko) fires 183 for VOLUME_UP\n/** @type {?} */\nvar FF_MUTE = 181;\n/** @type {?} */\nvar FF_VOLUME_DOWN = 182;\n/** @type {?} */\nvar LAST_MEDIA = 183;\n/** @type {?} */\nvar FF_VOLUME_UP = 183;\n/** @type {?} */\nvar SEMICOLON = 186;\n// Firefox (Gecko) fires 59 for SEMICOLON\n/** @type {?} */\nvar EQUALS = 187;\n// Firefox (Gecko) fires 61 for EQUALS\n/** @type {?} */\nvar COMMA = 188;\n/** @type {?} */\nvar DASH = 189;\n// Firefox (Gecko) fires 173 for DASH/MINUS\n/** @type {?} */\nvar SLASH = 191;\n/** @type {?} */\nvar APOSTROPHE = 192;\n/** @type {?} */\nvar TILDE = 192;\n/** @type {?} */\nvar OPEN_SQUARE_BRACKET = 219;\n/** @type {?} */\nvar BACKSLASH = 220;\n/** @type {?} */\nvar CLOSE_SQUARE_BRACKET = 221;\n/** @type {?} */\nvar SINGLE_QUOTE = 222;\n/** @type {?} */\nvar MAC_META = 224;\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Checks whether a modifier key is pressed.\n * @param {?} event Event to be checked.\n * @param {...?} modifiers\n * @return {?}\n */\nfunction hasModifierKey(event) {\n   var modifiers = [];\n   for (var _i = 1; _i < arguments.length; _i++) {\n   modifiers[_i - 1] = arguments[_i];\n   }\n   if (modifiers.length) {\n   return modifiers.some(function (modifier) { return event[modifier]; });\n   }\n   return event.altKey || event.shiftKey || event.ctrlKey || event.metaKey;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MAC_ENTER, BACKSPACE, TAB, NUM_CENTER, ENTER, SHIFT, CONTROL, ALT, PAUSE, CAPS_LOCK, ESCAPE, SPACE, PAGE_UP, PAGE_DOWN, END, HOME, LEFT_ARROW, UP_ARROW, RIGHT_ARROW, DOWN_ARROW, PLUS_SIGN, PRINT_SCREEN, INSERT, DELETE, ZERO, ONE, TWO,

THREE, FOUR, FIVE, SIX, SEVEN, EIGHT, NINE, FF_SEMICOLON, FF_EQUALS, QUESTION_MARK, AT_SIGN, A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, META, MAC_WK_CMD_LEFT, MAC_WK_CMD_RIGHT, CONTEXT_MENU, NUMPAD_ZERO, NUMPAD_ONE, NUMPAD_TWO, NUMPAD_THREE, NUMPAD_FOUR, NUMPAD_FIVE, NUMPAD_SIX, NUMPAD_SEVEN, NUMPAD_EIGHT, NUMPAD_NINE, NUMPAD_MULTIPLY, NUMPAD_PLUS, NUMPAD_MINUS, NUMPAD_PERIOD, NUMPAD_DIVIDE, F1, F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, F12, NUM_LOCK, SCROLL_LOCK, FIRST_MEDIA, FF_MINUS, MUTE, VOLUME_DOWN, VOLUME_UP, FF_MUTE, FF_VOLUME_DOWN, LAST_MEDIA, FF_VOLUME_UP, SEMICOLON, EQUALS, COMMA, DASH, SLASH, APOSTROPHE, TILDE, OPEN_SQUARE_BRACKET, BACKSLASH, CLOSE_SQUARE_BRACKET, SINGLE_QUOTE, MAC_META, hasModifierKey };\n//# sourceMappingURL=keycodes.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { NgModule, Injectable, NgZone, defineInjectable, inject } from '@angular/core';\nimport { Platform } from '@angular/cdk/platform';\nimport { asapScheduler, combineLatest, fromEventPattern, Subject } from 'rxjs';\nimport { debounceTime, map, startWith, takeUntil } from 'rxjs/operators';\nimport { coerceArray } from '@angular/cdk/coercion';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar LayoutModule = /** @class */ (function () {\n   function LayoutModule() {\n   }\n LayoutModule.decorators = [\n   { type: NgModule, args: [{},] },\n   ];\n   return LayoutModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Global registry for all dynamically-created, injected media queries.\n * @type {?}\n */\nvar mediaQueriesForWebkitCompatibility = new Set();\n/**\n * Style tag that holds all of the dynamically-created media queries.\n * @type {?}\n */\nvar mediaQueryStyleNode;\n/**\n * A utility for calling matchMedia queries.\n */\nvar MediaMatcher = /** @class */ (function () {\n   function MediaMatcher(platform) {\n   this.platform = platform;\n   this._matchMedia = this.platform.isBrowser && window.matchMedia ?\n   // matchMedia is bound to the window scope intentionally as it is an illegal invocation to\n   // call it from a different scope.\n   window.matchMedia.bind(window) :\n   noopMatchMedia;\n   }\n   /**\n   * Evaluates the given media query and returns the native MediaQueryList from which results\n   * can be retrieved.\n   * Confirms the layout engine will trigger for the selector query provided and returns the\n   * MediaQueryList for the query provided.\n   */\n   /**\n   * Evaluates the given media query and returns the native MediaQueryList from which results\n   * can be retrieved.\n   * Confirms the layout engine will trigger for the selector query provided and returns the\n   * MediaQueryList for the query provided.\n   * @param {?} query\n   * @return {?}\n   */\n MediaMatcher.prototype.matchMedia = /**\n   * Evaluates the given media query and returns the native MediaQueryList from which results\n   * can be retrieved.\n   * Confirms the layout engine will trigger for the selector query provided and returns the\n   * MediaQueryList for the query provided.\n   * @param {?} query\n   * @return {?}\n   */\n   function (query) {\n   if (this.platform.WEBKIT) {\n createEmptyStyleRule(query);\n   }\n   return this._matchMedia(query);\n   };\n   MediaMatcher.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n   ];\n   /** @nocollapse */\n MediaMatcher.ctorParameters = function () { return [\n   { type: Platform }\n   ]; };\n   /** @nocollapse */ MediaMatcher.ngInjectableDef = defineInjectable({ factory: function MediaMatcher_Factory() { return new MediaMatcher(inject(Platform)); }, token: MediaMatcher, providedIn: \"root\" });\n   return MediaMatcher;\n}());\n/**\n * For Webkit engines that only trigger the MediaQueryListListener when\n * there is at least one CSS selector for the respective media query.\n * @param {?} query\n * @return {?}\n */\nfunction createEmptyStyleRule(query) {\n   if (mediaQueriesForWebkitCompatibility.has(query)) {\n   return;\n   }\n try {\n   if (!mediaQueryStyleNode) {\n   mediaQueryStyleNode = document.createElement('style');\n mediaQueryStyleNode.setAttribute('type', 'text/css');\n   (/** @type {?} */ (document.head)).appendChild(mediaQueryStyleNode);\n   }\n   if (mediaQueryStyleNode.sheet) {\n

((/** @type {?} */ (mediaQueryStyleNode.sheet)))\n .insertRule(\"@media \" + query + \" {.fx-query-test{ }}\", 0);\n mediaQueriesForWebkitCompatibility.add(query);\n }\n }\n catch (e) {\n console.error(e);\n }\n}\n/**\n * No-op matchMedia replacement for non-browser platforms.\n * @param {?} query\n * @return {?}\n */\nfunction noopMatchMedia(query) {\n // Use `as any` here to avoid adding additional necessary properties for\n // the noop matcher.\n return (/** @type {?} */ ({\n matches: query === 'all' || query === '',\n media: query,\n addListener: function () { },\n removeListener: function () { }\n }));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Utility for checking the matching state of \\@media queries.\n */\nvar BreakpointObserver = /** @class */ (function () {\n function BreakpointObserver(mediaMatcher, zone) {\n this.mediaMatcher = mediaMatcher;\n this.zone = zone;\n /**\n * A map of all media queries currently being listened for.\n */\n this._queries = new Map();\n /**\n * A subject for all other observables to takeUntil based on.\n */\n this._destroySubject = new Subject();\n }\n /** Completes the active subject, signalling to all other observables to complete. */\n /**\n * Completes the active subject, signalling to all other observables to complete.\n * @return {?}\n */\n BreakpointObserver.prototype.ngOnDestroy = /**\n * Completes the active subject, signalling to all other observables to complete.\n * @return {?}\n */\n function () {\n this._destroySubject.next();\n this._destroySubject.complete();\n };\n /**\n * Whether one or more media queries match the current viewport size.\n * @param value One or more media queries to check.\n * @returns Whether any of the media queries match.\n */\n /**\n * Whether one or more media queries match the current viewport size.\n * @param {?} value One or more media queries to check.\n * @return {?} Whether any of the media queries match.\n */\n BreakpointObserver.prototype.isMatched = /**\n * Whether one or more media queries match the current viewport size.\n * @param {?} value One or more media queries to check.\n * @return {?} Whether any of the media queries match.\n */\n function (value) {\n var _this = this;\n /** @type {?} */\n var queries = splitQueries(coerceArray(value));\n return queries.some(function (mediaQuery) { return _this._registerQuery(mediaQuery).mql.matches; });\n };\n /**\n * Gets an observable of results for the given queries that will emit new results for any changes\n * in matching of the given queries.\n * @param value One or more media queries to check.\n * @returns A stream of matches for the given queries.\n */\n /**\n * Gets an observable of results for the given queries that will emit new results for any changes\n * in matching of the given queries.\n * @param {?} value One or more media queries to check.\n * @return {?} A stream of matches for the given queries.\n */\n BreakpointObserver.prototype.observe = /**\n * Gets an observable of results for the given queries that will emit new results for any changes\n * in matching of the given queries.\n * @param {?} value One or more media queries to check.\n * @return {?} A stream of matches for the given queries.\n */\n function (value) {\n var _this = this;\n /** @type {?} */\n var queries = splitQueries(coerceArray(value));\n /** @type {?} */\n var observables = queries.map(function (query) { return _this._registerQuery(query).observable; });\n return combineLatest(observables).pipe(debounceTime(0, asapScheduler), map(function (breakpointStates) {\n /** @type {?} */\n var response = {\n matches: false,\n breakpoints: {},\n };\n breakpointStates.forEach(function (state) {\n response.matches = response.matches || state.matches;\n response.breakpoints[state.query] = state.matches;\n });\n return response;\n }));\n };\n /** Registers a specific query to be listened for. */\n /**\n * Registers a specific query to be listened for.\n * @private\n * @param {?} query\n * @return {?}\n */\n BreakpointObserver.prototype._registerQuery = /**\n * Registers a specific query to be listened for.\n * @private\n * @param {?} query\n * @return {?}\n */\n function (query) {\n var _this = this;\n // Only set up a new MediaQueryList if it is not already being listened for.\n if (this._queries.has(query)) {\n return (/** @type {?} */ (this._queries.get(query)));\n }\n /** @type {?} */\n var mql = this.mediaMatcher.matchMedia(query);\n // TODO(jelbourn): change this `any` to `MediaQueryListEvent` once Google has upgraded to\n // TypeScript 3.1 (the type is unavailable before then).\n /** @type {?} */\n var queryListener;\n // Create callback for match changes and add it is as a listener.\n /** @type {?} */\n var queryObservable = fromEventPattern(\n // Listener callback methods

are wrapped to be placed back in ngZone. Callbacks must be placed\n // back into the zone because matchMedia is only included in Zone.js by loading the\n // webapis-media-query.js file alongside the zone.js file. Additionally, some browsers do not\n // have MediaQueryList inherit from EventTarget, which causes inconsistencies in how Zone.js\n // patches it.\n function (listener) {\n queryListener = function (e) { return _this.zone.run(function () { return listener(e); }); };\n mql.addListener(queryListener);\n }, function () { return mql.removeListener(queryListener); })\n .pipe(startWith(mql), map(function (nextMql) { return ({ query: query, matches: nextMql.matches }); }), takeUntil(this._destroySubject));\n // Add the MediaQueryList to the set of queries.\n /** @type {?} */\n var output = { observable: queryObservable, mql: mql };\n this._queries.set(query, output);\n return output;\n };\n BreakpointObserver.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n BreakpointObserver.ctorParameters = function () { return [\n { type: MediaMatcher },\n { type: NgZone }\n]; };\n /** @nocollapse */ BreakpointObserver.ngInjectableDef = defineInjectable({ factory: function BreakpointObserver_Factory() { return new BreakpointObserver(inject(MediaMatcher), inject(NgZone)); }, token: BreakpointObserver, providedIn: \"root\" });\n return BreakpointObserver;\n}());\n/**\n * Split each query string into separate query strings if two queries are provided as comma\n * separated.\n * @param {?} queries\n * @return {?}\n */\nfunction splitQueries(queries) {\n return queries.map(function (query) { return query.split(','); })\n .reduce(function (a1, a2) { return a1.concat(a2); })\n .map(function (query) { return query.trim(); });\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// PascalCase is being used as Breakpoints is used like an enum.\n// tslint:disable-next-line:variable-name\n/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n * @type {?}\n */\nvar Breakpoints = {\n XSmall: '(max-width: 599.99px)',\n Small: '(min-width: 600px) and (max-width: 959.99px)',\n Medium: '(min-width: 960px) and (max-width: 1279.99px)',\n Large: '(min-width: 1280px) and (max-width: 1919.99px)',\n XLarge: '(min-width: 1920px)',\n Handset: '(max-width: 599.99px) and (orientation: portrait), ' +\n '(max-width: 959.99px) and (orientation: landscape)',\n Tablet: '(min-width: 600px) and (max-width: 839.99px) and (orientation: portrait), ' +\n '(min-width: 960px) and (max-width: 1279.99px) and (orientation: landscape)',\n Web: '(min-width: 840px) and (orientation: portrait), ' +\n '(min-width: 1280px) and (orientation: landscape)',\n HandsetPortrait: '(max-width: 599.99px) and (orientation: portrait)',\n TabletPortrait: '(min-width: 600px) and (max-width: 839.99px) and (orientation: portrait)',\n WebPortrait: '(min-width: 840px) and (orientation: portrait)',\n HandsetLandscape: '(max-width: 959.99px) and (orientation: landscape)',\n TabletLandscape: '(min-width: 960px) and (max-width: 1279.99px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { LayoutModule, BreakpointObserver, Breakpoints, MediaMatcher };\n//# sourceMappingURL=layout.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { coerceBooleanProperty, coerceNumberProperty } from '@angular/cdk/coercion';\nimport { Directive, ElementRef, EventEmitter, Injectable, Input, NgModule, NgZone, Output, defineInjectable, inject } from '@angular/core';\nimport { Observable, Subject } from 'rxjs';\nimport { debounceTime } from 'rxjs/operators';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Factory that creates a new MutationObserver and allows us to stub it out in unit tests.\n * \\@docs-private\n */\nvar MutationObserverFactory = /** @class */ (function () {\n function MutationObserverFactory() {\n }\n /**\n * @param {?} callback\n * @return {?}\n */\n MutationObserverFactory.prototype.create = /**\n * @param {?} callback\n * @return {?}\n */\n function (callback) {\n return typeof MutationObserver ===

'undefined' ? null : new MutationObserver(callback);\n };\n MutationObserverFactory.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ MutationObserverFactory.ngInjectableDef = defineInjectable({ factory: function MutationObserverFactory_Factory() { return new MutationObserverFactory(); }, token: MutationObserverFactory, providedIn: \"root\" });\n return MutationObserverFactory;\n}());\n/**\n * An injectable service that allows watching elements for changes to their content.\n */\nvar ContentObserver = /** @class */ (function () {\n function ContentObserver(_mutationObserverFactory) {\n this._mutationObserverFactory = _mutationObserverFactory;\n /**\n * Keeps track of the existing MutationObservers so they can be reused.\n */\n this._observedElements = new Map();\n }\n /**\n * @return {?}\n */\n ContentObserver.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._observedElements.forEach(function (_, element) { return _this._cleanupObserver(element); });\n };\n /**\n * @param {?} elementOrRef\n * @return {?}\n */\n ContentObserver.prototype.observe = /**\n * @param {?} elementOrRef\n * @return {?}\n */\n function (elementOrRef) {\n var _this = this;\n /** @type {?} */\n var element = elementOrRef instanceof ElementRef ? elementOrRef.nativeElement : elementOrRef;\n return Observable.create(function (observer) {\n /** @type {?} */\n var stream = _this._observeElement(element);\n /** @type {?} */\n var subscription = stream.subscribe(observer);\n return function () {\n subscription.unsubscribe();\n _this._unobserveElement(element);\n };\n });\n };\n /**\n * Observes the given element by using the existing MutationObserver if available, or creating a\n * new one if not.\n */\n /**\n * Observes the given element by using the existing MutationObserver if available, or creating a\n * new one if not.\n * @private\n * @param {?} element\n * @return {?}\n */\n ContentObserver.prototype._observeElement = /**\n * Observes the given element by using the existing MutationObserver if available, or creating a\n * new one if not.\n * @private\n * @param {?} element\n * @return {?}\n */\n function (element) {\n if (!this._observedElements.has(element)) {\n /** @type {?} */\n var stream_1 = new Subject();\n /** @type {?} */\n var observer = this._mutationObserverFactory.create(function (mutations) { return stream_1.next(mutations); });\n if (observer) {\n observer.observe(element, {\n characterData: true,\n childList: true,\n subtree: true\n });\n }\n this._observedElements.set(element, { observer: observer, stream: stream_1, count: 1 });\n }\n else {\n (/** @type {?} */ (this._observedElements.get(element))).count++;\n }\n return (/** @type {?} */ (this._observedElements.get(element))).stream;\n };\n /**\n * Un-observes the given element and cleans up the underlying MutationObserver if nobody else is\n * observing this element.\n */\n /**\n * Un-observes the given element and cleans up the underlying MutationObserver if nobody else is\n * observing this element.\n * @private\n * @param {?} element\n * @return {?}\n */\n ContentObserver.prototype._unobserveElement = /**\n * Un-observes the given element and cleans up the underlying MutationObserver if nobody else is\n * observing this element.\n * @private\n * @param {?} element\n * @return {?}\n */\n function (element) {\n if (this._observedElements.has(element)) {\n (/** @type {?} */ (this._observedElements.get(element))).count--;\n if (!(/** @type {?} */ (this._observedElements.get(element))).count) {\n this._cleanupObserver(element);\n }\n }\n };\n /** Clean up the underlying MutationObserver for the specified element. */\n /**\n * Clean up the underlying MutationObserver for the specified element.\n * @private\n * @param {?} element\n * @return {?}\n */\n ContentObserver.prototype._cleanupObserver = /**\n * Clean up the underlying MutationObserver for the specified element.\n * @private\n * @param {?} element\n * @return {?}\n */\n function (element) {\n if (this._observedElements.has(element)) {\n var _a = (/** @type {?} */ (this._observedElements.get(element))), observer = _a.observer, stream = _a.stream;\n if (observer) {\n observer.disconnect();\n }\n stream.complete();\n this._observedElements.delete(element);\n }\n };\n ContentObserver.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n ContentObserver.ctorParameters = function () { return [\n { type: MutationObserverFactory }\n]; };\n /** @nocollapse */ ContentObserver.ngInjectableDef = defineInjectable({ factory: function

ContentObserver_Factory() { return new ContentObserver(inject(MutationObserverFactory)); }, token: ContentObserver, providedIn: \"root\" });\n   return ContentObserver;\n}());\n/**\n * Directive that triggers a callback whenever the content of\n * its associated element has changed.\n */\nvar CdkObserveContent = /** @class */ (function () {\n   function CdkObserveContent(_contentObserver, _elementRef, _ngZone) {\n   this._contentObserver = _contentObserver;\n   this._elementRef = _elementRef;\n   this._ngZone = _ngZone;\n   /**\n   * Event emitted for each change in the element's content.\n   */\n   this.event = new EventEmitter();\n   this._disabled = false;\n   this._currentSubscription = null;\n   }\n   Object.defineProperty(CdkObserveContent.prototype, \"disabled\", {\n   /**\n   * Whether observing content is disabled. This option can be used\n   * to disconnect the underlying MutationObserver until it is needed.\n   */\n   get: /**\n   * Whether observing content is disabled. This option can be used\n   * to disconnect the underlying MutationObserver until it is needed.\n   * @return {?}\n   */\n   function () { return this._disabled; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._disabled = coerceBooleanProperty(value);\n   this._disabled ? this._unsubscribe() : this._subscribe();\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(CdkObserveContent.prototype, \"debounce\", {\n   /** Debounce interval for emitting the changes. */\n   get: /**\n   * Debounce interval for emitting the changes.\n   * @return {?}\n   */\n   function () { return this._debounce; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._debounce = coerceNumberProperty(value);\n   this._subscribe();\n   },\n   enumerable: true,\n   configurable: true\n   });\n   /**\n   * @return {?}\n   */\n   CdkObserveContent.prototype.ngAfterContentInit = /**\n   * @return {?}\n   */\n   function () {\n   if (!this._currentSubscription && !this.disabled) {\n   this._subscribe();\n   }\n   };\n   /**\n   * @return {?}\n   */\n   CdkObserveContent.prototype.ngOnDestroy = /**\n   * @return {?}\n   */\n   function () {\n   this._unsubscribe();\n   };\n   /**\n   * @private\n   * @return {?}\n   */\n   CdkObserveContent.prototype._subscribe = /**\n   * @private\n   * @return {?}\n   */\n   function () {\n   var _this = this;\n   this._unsubscribe();\n   /** @type {?} */\n   var stream = this._contentObserver.observe(this._elementRef);\n   // TODO(mmalerba): We shouldn't be emitting on this @Output() outside the zone.\n   // Consider brining it back inside the zone next time we're making breaking changes.\n   // Bringing it back inside can cause things like infinite change detection loops and changed\n   // after checked errors if people's code isn't handling it properly.\n   this._ngZone.runOutsideAngular(function () {\n   _this._currentSubscription =\n   (_this.debounce ? stream.pipe(debounceTime(_this.debounce)) : stream).subscribe(_this.event);\n   });\n   };\n   /**\n   * @private\n   * @return {?}\n   */\n   CdkObserveContent.prototype._unsubscribe = /**\n   * @private\n   * @return {?}\n   */\n   function () {\n   if (this._currentSubscription) {\n   this._currentSubscription.unsubscribe();\n   }\n   };\n   CdkObserveContent.decorators = [\n   { type: Directive, args: [{\n   selector: '[cdkObserveContent]',\n   exportAs: 'cdkObserveContent',\n   },] },\n   ];\n   /** @nocollapse */\n   CdkObserveContent.ctorParameters = function () { return [\n   { type: ContentObserver },\n   { type: ElementRef },\n   { type: NgZone }\n   ]; };\n   CdkObserveContent.propDecorators = {\n   event: [{ type: Output, args: ['cdkObserveContent',] }],\n   disabled: [{ type: Input, args: ['cdkObserveContentDisabled',] }],\n   debounce: [{ type: Input }]\n   };\n   return CdkObserveContent;\n}());\nvar ObserversModule = /** @class */ (function () {\n   function ObserversModule() {\n   }\n   ObserversModule.decorators = [\n   { type: NgModule, args: [{\n   exports: [CdkObserveContent],\n   declarations: [CdkObserveContent],\n   providers: [MutationObserverFactory]\n   },] },\n   ];\n   return ObserversModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MutationObserverFactory, ContentObserver, CdkObserveContent, ObserversModule };\n//# sourceMappingURL=observers.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n

*\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { coerceCssPixelValue, coerceArray, coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { ScrollDispatcher, ViewportRuler, ScrollingModule, VIEWPORT_RULER_PROVIDER } from '@angular/cdk/scrolling';\nexport { ViewportRuler, VIEWPORT_RULER_PROVIDER, CdkScrollable, ScrollDispatcher } from '@angular/cdk/scrolling';\nimport { DOCUMENT, Location } from '@angular/common';\nimport { Inject, Injectable, NgZone, Optional, NgModule, SkipSelf, ApplicationRef, ComponentFactoryResolver, Injector, ElementRef, Directive, EventEmitter, InjectionToken, Input, Output, TemplateRef, ViewContainerRef, defineInjectable, inject } from '@angular/core';\nimport { __assign, __extends } from 'tslib';\nimport { Observable, Subject, merge, Subscription } from 'rxjs';\nimport { take, takeUntil } from 'rxjs/operators';\nimport { Platform } from '@angular/cdk/platform';\nimport { Directionality, BidiModule } from '@angular/cdk/bidi';\nimport { DomPortalOutlet, TemplatePortal, PortalModule } from '@angular/cdk/portal';\nimport { ESCAPE } from '@angular/cdk/keycodes';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Strategy that will prevent the user from scrolling while the overlay is visible.\n */\nvar /**\n * Strategy that will prevent the user from scrolling while the overlay is visible.\n */\nBlockScrollStrategy = /** @class */ (function () {\n   function BlockScrollStrategy(_viewportRuler, document) {\n   this._viewportRuler = _viewportRuler;\n this._previousHTMLStyles = { top: '', left: '' };\n   this._isEnabled = false;\n   this._document = document;\n   }\n   /** Attaches this scroll strategy to an overlay. */\n   /**\n   * Attaches this scroll strategy to an overlay.\n   * @return {?}\n   */\n   BlockScrollStrategy.prototype.attach = /**\n   * Attaches this scroll strategy to an overlay.\n   * @return {?}\n   */\n   function () { };\n   /** Blocks page-level scroll while the attached overlay is open. */\n   /**\n   * Blocks page-level scroll while the attached overlay is open.\n   * @return {?}\n   */\n   BlockScrollStrategy.prototype.enable = /**\n   * Blocks page-level scroll while the attached overlay is open.\n   * @return {?}\n   */\n   function () {\n   if (this._canBeEnabled()) {\n   /** @type {?} */\n   var root = (/** @type {?} */ (this._document.documentElement));\n   this._previousScrollPosition = this._viewportRuler.getViewportScrollPosition();\n   // Cache the previous inline styles in case the user had set them.\n   this._previousHTMLStyles.left = root.style.left || '';\n   this._previousHTMLStyles.top = root.style.top || '';\n   // Note: we're using the `html` node, instead of the `body`, because the `body` may\n // have the user agent margin, whereas the `html` is guaranteed not to have one.\n   root.style.left = coerceCssPixelValue(-this._previousScrollPosition.left);\n   root.style.top = coerceCssPixelValue(-this._previousScrollPosition.top);\n   root.classList.add('cdk-global-scrollblock');\n   this._isEnabled = true;\n   }\n   };\n   /** Unblocks page-level scroll while the attached overlay is open. */\n   /**\n   * Unblocks page-level scroll while the attached overlay is open.\n   * @return {?}\n   */\n   BlockScrollStrategy.prototype.disable = /**\n   * Unblocks page-level scroll while the attached overlay is open.\n   * @return {?}\n   */\n   function () {\n   if (this._isEnabled) {\n   /** @type {?} */\n   var html = (/** @type {?} */ (this._document.documentElement));\n   /** @type {?} */\n   var body = (/** @type {?} */ (this._document.body));\n   /** @type {?} */\n   var htmlStyle = (/** @type {?} */ (html.style));\n   /** @type {?} */\n   var bodyStyle = (/** @type {?} */ (body.style));\n   /** @type {?} */\n   var previousHtmlScrollBehavior = htmlStyle.scrollBehavior || '';\n   /** @type {?} */\n   var previousBodyScrollBehavior = bodyStyle.scrollBehavior || '';\n   this._isEnabled = false;\n   htmlStyle.left = this._previousHTMLStyles.left;\n   htmlStyle.top = this._previousHTMLStyles.top;\n   html.classList.remove('cdk-global-scrollblock');\n   // Disable user-defined smooth scrolling temporarily while we restore the scroll position.\n   // See https://developer.mozilla.org/en-US/docs/Web/CSS/scroll-behavior\n   htmlStyle.scrollBehavior = bodyStyle.scrollBehavior = 'auto';\n   window.scroll(this._previousScrollPosition.left, this._previousScrollPosition.top);\n   htmlStyle.scrollBehavior = previousHtmlScrollBehavior;\n   bodyStyle.scrollBehavior = previousBodyScrollBehavior;\n   }\n   };\n   /**\n   * @private\n   * @return {?}\n   */\n   BlockScrollStrategy.prototype._canBeEnabled = /**\n   * @private\n   * @return {?}\n   */\n   function () {\n   // Since the scroll strategies can't be singletons, we have

```
to use a global CSS class\n        // (`cdk-global-scrollblock`) to make sure that we don't try to disable global\n        //
scrolling multiple times.\n        /** @type {?} */\n        var html = (/** @type {?} */
(this._document.documentElement));\n        if (html.classList.contains('cdk-global-scrollblock') || this._isEnabled)
{\n            return false;\n        }\n        /** @type {?} */\n        var body = this._document.body;\n        /** @type {?}
*/\n        var viewport = this._viewportRuler.getViewportSize();\n        return body.scrollHeight > viewport.height ||
body.scrollWidth > viewport.width;\n    };\n    return BlockScrollStrategy;\n}());\n\n/**\n * @fileoverview added by
tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by
tsc\n */\n/**\n * Returns an error to be thrown when attempting to attach an already-attached scroll strategy.\n *
@return {?}\n */\nfunction getMatScrollStrategyAlreadyAttachedError() {\n    return Error(\"Scroll strategy has
already been attached.\");\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
Strategy that will close the overlay as soon as the user starts scrolling.\n */\nvar  /**\n * Strategy that will close the
overlay as soon as the user starts scrolling.\n */\nCloseScrollStrategy = /** @class */ (function () {\n    function
CloseScrollStrategy(_scrollDispatcher, _ngZone, _viewportRuler, _config) {\n        var _this = this;\n
this._scrollDispatcher = _scrollDispatcher;\n        this._ngZone = _ngZone;\n        this._viewportRuler =
_viewportRuler;\n        this._config = _config;\n        this._scrollSubscription = null;\n        /**\n         * Detaches the
overlay ref and disables the scroll strategy.\n         */\n        this._detach = function () {\n            _this.disable();\n
    if (_this._overlayRef.hasAttached()) {\n                _this._ngZone.run(function () { return
_this._overlayRef.detach(); });\n            }\n        };\n    }\n    /** Attaches this scroll strategy to an overlay. */\n
/**\n     * Attaches this scroll strategy to an overlay.\n     * @param {?} overlayRef\n     * @return {?}\n     */\n
CloseScrollStrategy.prototype.attach = /**\n     * Attaches this scroll strategy to an overlay.\n     * @param {?}
overlayRef\n     * @return {?}\n     */\n    function (overlayRef) {\n        if (this._overlayRef) {\n            throw
getMatScrollStrategyAlreadyAttachedError();\n        }\n        this._overlayRef = overlayRef;\n    };\n    /** Enables
the closing of the attached overlay on scroll. */\n    /**\n     * Enables the closing of the attached overlay on scroll.\n
  * @return {?}\n     */\n    CloseScrollStrategy.prototype.enable = /**\n     * Enables the closing of the attached
overlay on scroll.\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n        if
(this._scrollSubscription) {\n            return;\n        }\n        /** @type {?} */\n        var stream =
this._scrollDispatcher.scrolled(0);\n        if (this._config && this._config.threshold && this._config.threshold > 1)
{\n            this._initialScrollPosition = this._viewportRuler.getViewportScrollPosition().top;\n
this._scrollSubscription = stream.subscribe(function () {\n                /** @type {?} */\n                var scrollPosition =
_this._viewportRuler.getViewportScrollPosition().top;\n                if (Math.abs(scrollPosition -
_this._initialScrollPosition) > (/** @type {?} */ ((/** @type {?} */ (_this._config)).threshold))) {\n
_this._detach();\n                }\n                else {\n                    _this._overlayRef.updatePosition();\n                }\n
  });\n        }\n        else {\n            this._scrollSubscription = stream.subscribe(this._detach);\n        }\n    };\n    /**
Disables the closing the attached overlay on scroll. */\n    /**\n     * Disables the closing the attached overlay on
scroll.\n     * @return {?}\n     */\n    CloseScrollStrategy.prototype.disable = /**\n     * Disables the closing the
attached overlay on scroll.\n     * @return {?}\n     */\n    function () {\n        if (this._scrollSubscription) {\n
this._scrollSubscription.unsubscribe();\n            this._scrollSubscription = null;\n        }\n    };\n    return
CloseScrollStrategy;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n *
Scroll strategy that doesn't do anything.\n */\nvar  /**\n * Scroll strategy that doesn't do anything.\n
*/\nNoopScrollStrategy = /** @class */ (function () {\n    function NoopScrollStrategy() {\n    }\n    /** Does
nothing, as this scroll strategy is a no-op. */\n    /**\n     * Does nothing, as this scroll strategy is a no-op.\n     *
@return {?}\n     */\n    NoopScrollStrategy.prototype.enable = /**\n     * Does nothing, as this scroll strategy is a
no-op.\n     * @return {?}\n     */\n    function () { };\n    /** Does nothing, as this scroll strategy is a no-op. */\n
/**\n     * Does nothing, as this scroll strategy is a no-op.\n     * @return {?}\n     */\n
NoopScrollStrategy.prototype.disable = /**\n     * Does nothing, as this scroll strategy is a no-op.\n     * @return
{?}\n     */\n    function () { };\n    /** Does nothing, as this scroll strategy is a no-op. */\n    /**\n     * Does nothing,
```

as this scroll strategy is a no-op.\n * @return {?}\n */\n NoopScrollStrategy.prototype.attach = /**\n * Does nothing, as this scroll strategy is a no-op.\n * @return {?}\n */\n function () { };\n return NoopScrollStrategy;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n// TODO(jelbourn): move this to live with the rest of the scrolling code\n// TODO(jelbourn): someday replace this with IntersectionObservers\n/**\n * Gets whether an element is scrolled outside of view by any of its parent scrolling containers.\n * \\@docs-private\n * @param {?} element Dimensions of the element (from getBoundingClientRect)\n * @param {?} scrollContainers Dimensions of element's scrolling containers (from getBoundingClientRect)\n * @return {?} Whether the element is scrolled out of view\n */\nfunction isElementScrolledOutsideView(element, scrollContainers) {\n return scrollContainers.some(function (containerBounds) {\n /** @type {?} */\n var outsideAbove = element.bottom < containerBounds.top;\n /** @type {?} */\n var outsideBelow = element.top > containerBounds.bottom;\n /** @type {?} */\n var outsideLeft = element.right < containerBounds.left;\n /** @type {?} */\n var outsideRight = element.left > containerBounds.right;\n return outsideAbove || outsideBelow || outsideLeft || outsideRight;\n });\n}\n/**\n * Gets whether an element is clipped by any of its scrolling containers.\n * \\@docs-private\n * @param {?} element Dimensions of the element (from getBoundingClientRect)\n * @param {?} scrollContainers Dimensions of element's scrolling containers (from getBoundingClientRect)\n * @return {?} Whether the element is clipped\n */\nfunction isElementClippedByScrolling(element, scrollContainers) {\n return scrollContainers.some(function (scrollContainerRect) {\n /** @type {?} */\n var clippedAbove = element.top < scrollContainerRect.top;\n /** @type {?} */\n var clippedBelow = element.bottom > scrollContainerRect.bottom;\n /** @type {?} */\n var clippedLeft = element.left < scrollContainerRect.left;\n /** @type {?} */\n var clippedRight = element.right > scrollContainerRect.right;\n return clippedAbove || clippedBelow || clippedLeft || clippedRight;\n });\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Strategy that will update the element position as the user is scrolling.\n */\nvar /**\n * Strategy that will update the element position as the user is scrolling.\n */\nRepositionScrollStrategy = /** @class */ (function () {\n function RepositionScrollStrategy(_scrollDispatcher, _viewportRuler, _ngZone, _config) {\n this._scrollDispatcher = _scrollDispatcher;\n this._viewportRuler = _viewportRuler;\n this._ngZone = _ngZone;\n this._config = _config;\n this._scrollSubscription = null;\n }\n /** Attaches this scroll strategy to an overlay. */\n /**\n * Attaches this scroll strategy to an overlay.\n * @param {?} overlayRef\n * @return {?}\n */\n RepositionScrollStrategy.prototype.attach = /**\n * Attaches this scroll strategy to an overlay.\n * @param {?} overlayRef\n * @return {?}\n */\n function (overlayRef) {\n if (this._overlayRef) {\n throw getMatScrollStrategyAlreadyAttachedError();\n }\n this._overlayRef = overlayRef;\n };\n /** Enables repositioning of the attached overlay on scroll. */\n /**\n * Enables repositioning of the attached overlay on scroll.\n * @return {?}\n */\n RepositionScrollStrategy.prototype.enable = /**\n * Enables repositioning of the attached overlay on scroll.\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._scrollSubscription) {\n /** @type {?} */\n var throttle = this._config ? this._config.scrollThrottle : 0;\n this._scrollSubscription = this._scrollDispatcher.scrolled(throttle).subscribe(function () {\n _this._overlayRef.updatePosition();\n // TODO(crisbeto): make `close` on by default once all components can handle it.\n if (_this._config && _this._config.autoClose) {\n /** @type {?} */\n var overlayRect = _this._overlayRef.overlayElement.getBoundingClientRect();\n var _a = _this._viewportRuler.getViewportSize(), width = _a.width, height = _a.height;\n // TODO(crisbeto): include all ancestor scroll containers here once\n // we have a way of exposing the trigger element to the scroll strategy.\n /** @type {?} */\n var parentRects = [{ width: width, height: height, bottom: height, right: width, top: 0, left: 0 }];\n if (isElementScrolledOutsideView(overlayRect, parentRects)) {\n _this.disable();\n _this._ngZone.run(function () { return

_this._overlayRef.detach(); });\n }\n }\n });\n }\n };\n /** Disables repositioning of the attached overlay on scroll. */\n /**\n * Disables repositioning of the attached overlay on scroll.\n * @return {?}\n */\n RepositionScrollStrategy.prototype.disable = /**\n * Disables repositioning of the attached overlay on scroll.\n * @return {?}\n */\n function () {\n if (this._scrollSubscription) {\n this._scrollSubscription.unsubscribe();\n this._scrollSubscription = null;\n }\n };\n return RepositionScrollStrategy;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Options for how an overlay will handle scrolling.\n *\n * Users can provide a custom value for `ScrollStrategyOptions` to replace the default\n * behaviors. This class primarily acts as a factory for ScrollStrategy instances.\n */\nvar ScrollStrategyOptions = /** @class */ (function () {\n function ScrollStrategyOptions(_scrollDispatcher, _viewportRuler, _ngZone, document) {\n var _this = this;\n this._scrollDispatcher = _scrollDispatcher;\n this._viewportRuler = _viewportRuler;\n this._ngZone = _ngZone;\n /**\n * Do nothing on scroll.\n */\n this.noop = function () { return new NoopScrollStrategy(); };\n /**\n * Close the overlay as soon as the user scrolls.\n * @param config Configuration to be used inside the scroll strategy.\n */\n this.close = function (config) { return new CloseScrollStrategy(_this._scrollDispatcher, _this._ngZone, _this._viewportRuler, config); };\n /**\n * Block scrolling.\n */\n this.block = function () { return new BlockScrollStrategy(_this._viewportRuler, _this._document); };\n /**\n * Update the overlay's position on scroll.\n * @param config Configuration to be used inside the scroll strategy.\n * Allows debouncing the reposition calls.\n */\n this.reposition = function (config) { return new RepositionScrollStrategy(_this._scrollDispatcher, _this._viewportRuler, _this._ngZone, config); };\n this._document = document;\n }\n ScrollStrategyOptions.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n ScrollStrategyOptions.ctorParameters = function () { return [\n { type: ScrollDispatcher },\n { type: ViewportRuler },\n { type: NgZone },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n /** @nocollapse */ ScrollStrategyOptions.ngInjectableDef = defineInjectable({ factory: function ScrollStrategyOptions_Factory() { return new ScrollStrategyOptions(inject(ScrollDispatcher), inject(ViewportRuler), inject(NgZone), inject(DOCUMENT)); }, token: ScrollStrategyOptions, providedIn: \"root\" });\n return ScrollStrategyOptions;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Initial configuration used when creating an overlay.\n */\nvar /**\n * Initial configuration used when creating an overlay.\n */\nOverlayConfig = /** @class */ (function () {\n function OverlayConfig(config) {\n var _this = this;\n /**\n * Strategy to be used when handling scroll events while the overlay is open.\n */\n this.scrollStrategy = new NoopScrollStrategy();\n /**\n * Custom class to add to the overlay pane.\n */\n this.panelClass = '';\n /**\n * Whether the overlay has a backdrop.\n */\n this.hasBackdrop = false;\n /**\n * Custom class to add to the backdrop\n */\n this.backdropClass = 'cdk-overlay-dark-backdrop';\n /**\n * Whether the overlay should be disposed of when the user goes backwards/forwards in history.\n * Note that this usually doesn't include clicking on links (unless the user is using\n * the `HashLocationStrategy`).\n */\n this.disposeOnNavigation = false;\n if (config) {\n Object.keys(config).forEach(function (k) {\n /** @type {?} */\n var key = (/** @type {?} */ (k));\n if (typeof config[key] !== 'undefined') {\n _this[key] = config[key];\n }\n });\n }\n }\n return OverlayConfig;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The points of the origin element and the overlay element to connect.\n */\nvar /**\n * The points of the origin element and the overlay element to connect.\n */\nConnectionPositionPair = /** @class */ (function () {\n function ConnectionPositionPair(origin, overlay, offsetX, offsetY, panelClass) {\n this.offsetX = offsetX;\n this.offsetY = offsetY;\n this.panelClass = panelClass;\n this.originX = origin.originX;\n this.originY =

origin.originY;\n this.overlayX = overlay.overlayX;\n this.overlayY = overlay.overlayY;\n }\n return ConnectionPositionPair;\n}());\n/**\n * Set of properties regarding the position of the origin and overlay relative to the viewport\n * with respect to the containing Scrollable elements.\n *\n * The overlay and origin are clipped if any part of their bounding client rectangle exceeds the\n * bounds of any one of the strategy's Scrollable's bounding client rectangle.\n *\n * The overlay and origin are outside view if there is no overlap between their bounding client\n * rectangle and any one of the strategy's Scrollable's bounding client rectangle.\n *\n * ----------\n * ----------\n * | outside | | clipped |\n * | view | ----------\n * | | | | | |\n * ---------- | ---------- |\n * ---------- | |\n * | | | Scrollable |\n * | | | |\n * | | ----------\n * | Scrollable |\n * | |\n * ----------\n *\n * \\@docs-private\n */\nvar /**\n * Set of properties regarding the position of the origin and overlay relative to the viewport\n * with respect to the containing Scrollable elements.\n *\n * The overlay and origin are clipped if any part of their bounding client rectangle exceeds the\n * bounds of any one of the strategy's Scrollable's bounding client rectangle.\n *\n * The overlay and origin are outside view if there is no overlap between their bounding client\n * rectangle and any one of the strategy's Scrollable's bounding client rectangle.\n *\n * ---------- ----------\n * | outside | | clipped |\n * | view | ----------\n * | | | | | |\n * ---------- | ---------- |\n * ---------- | |\n * | | | Scrollable |\n * | | | |\n * | | ----------\n * | Scrollable |\n * | |\n * ----------\n *\n * \\@docs-private\n */\nScrollingVisibility = /** @class */ (function () {\n function ScrollingVisibility() {\n }\n return ScrollingVisibility;\n}());\n/**\n * The change event emitted by the strategy when a fallback position is used.\n */\nvar ConnectedOverlayPositionChange = /** @class */ (function () {\n function ConnectedOverlayPositionChange(connectionPair, scrollableViewProperties) {\n this.connectionPair = connectionPair;\n this.scrollableViewProperties = scrollableViewProperties;\n }\n /** @nocollapse */\n ConnectedOverlayPositionChange.ctorParameters = function () { return [\n { type: ConnectionPositionPair },\n { type: ScrollingVisibility, decorators: [{ type: Optional }] }\n]; };\n return ConnectedOverlayPositionChange;\n}());\n/**\n * Validates whether a vertical position property matches the expected values.\n * \\@docs-private\n * @param {?} property Name of the property being validated.\n * @param {?} value Value of the property being validated.\n * @return {?}\n */\nfunction validateVerticalPosition(property, value) {\n if (value !== 'top' && value !== 'bottom' && value !== 'center') {\n throw Error(\"ConnectedPosition: Invalid \" + property + \" \\\"\" + value + \"\\\". \" +\n \"Expected \\\"top\\\", \\\"bottom\\\" or \\\"center\\\".\");\n }\n}\n/**\n * Validates whether a horizontal position property matches the expected values.\n * \\@docs-private\n * @param {?} property Name of the property being validated.\n * @param {?} value Value of the property being validated.\n * @return {?}\n */\nfunction validateHorizontalPosition(property, value) {\n if (value !== 'start' && value !== 'end' && value !== 'center') {\n throw Error(\"ConnectedPosition: Invalid \" + property + \" \\\"\" + value + \"\\\". \" +\n \"Expected \\\"start\\\", \\\"end\\\" or \\\"center\\\".\");\n }\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Service for dispatching keyboard events that land on the body to appropriate overlay ref,\n * if any. It maintains a list of attached overlays to determine best suited overlay based\n * on event target and order of overlay opens.\n */\nvar OverlayKeyboardDispatcher = /** @class */ (function () {\n function OverlayKeyboardDispatcher(document) {\n var _this = this;\n /**\n * Currently attached overlays in the order they were attached.\n */\n this._attachedOverlays = [];\n /**\n * Keyboard event listener that will be attached to the body.\n */\n this._keydownListener = function (event) {\n /** @type {?} */\n var overlays = _this._attachedOverlays;\n for (var i = overlays.length - 1; i > -1; i--) {\n // Dispatch the keydown event to the top overlay which has subscribers to its keydown events.\n // We want to target the most recent overlay, rather than trying to match where the event came\n // from, because some components might open an overlay, but keep focus on a trigger element\n // (e.g. for select and autocomplete). We skip overlays without keydown event subscriptions,\n // because we don't want overlays

that don't handle keyboard events to block the ones below\n // them that do.\n if (overlays[i]._keydownEventSubscriptions > 0) {\n overlays[i]._keydownEvents.next(event);\n break;\n }\n }\n };\n this._document = document;\n }\n /**\n * @return {?}\n */\n OverlayKeyboardDispatcher.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._detach();\n };\n /** Add a new overlay to the list of attached overlay refs. */\n /**\n * Add a new overlay to the list of attached overlay refs.\n * @param {?} overlayRef\n * @return {?}\n */\n OverlayKeyboardDispatcher.prototype.add = /**\n * Add a new overlay to the list of attached overlay refs.\n * @param {?} overlayRef\n * @return {?}\n */\n function (overlayRef) {\n // Ensure that we don't get the same overlay multiple times.\n this.remove(overlayRef);\n // Lazily start dispatcher once first overlay is added\n if (!this._isAttached) {\n this._document.body.addEventListener('keydown', this._keydownListener, true);\n this._isAttached = true;\n }\n this._attachedOverlays.push(overlayRef);\n };\n /** Remove an overlay from the list of attached overlay refs. */\n /**\n * Remove an overlay from the list of attached overlay refs.\n * @param {?} overlayRef\n * @return {?}\n */\n OverlayKeyboardDispatcher.prototype.remove = /**\n * Remove an overlay from the list of attached overlay refs.\n * @param {?} overlayRef\n * @return {?}\n */\n function (overlayRef) {\n /** @type {?} */\n var index = this._attachedOverlays.indexOf(overlayRef);\n if (index > -1) {\n this._attachedOverlays.splice(index, 1);\n }\n // Remove the global listener once there are no more overlays.\n if (this._attachedOverlays.length === 0) {\n this._detach();\n }\n };\n /** Detaches the global keyboard event listener. */\n /**\n * Detaches the global keyboard event listener.\n * @private\n * @return {?}\n */\n OverlayKeyboardDispatcher.prototype._detach = /**\n * Detaches the global keyboard event listener.\n * @private\n * @return {?}\n */\n function () {\n if (this._isAttached) {\n this._document.body.removeEventListener('keydown', this._keydownListener, true);\n this._isAttached = false;\n }\n };\n OverlayKeyboardDispatcher.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n OverlayKeyboardDispatcher.ctorParameters = function () { return [\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n /** @nocollapse */ OverlayKeyboardDispatcher.ngInjectableDef = defineInjectable({ factory: function OverlayKeyboardDispatcher_Factory() { return new OverlayKeyboardDispatcher(inject(DOCUMENT)); }, token: OverlayKeyboardDispatcher, providedIn: \"root\" });\n return OverlayKeyboardDispatcher;\n}));\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @param {?} dispatcher\n * @param {?} _document\n * @return {?}\n */\nfunction OVERLAY_KEYBOARD_DISPATCHER_PROVIDER_FACTORY(dispatcher, _document) {\n return dispatcher || new OverlayKeyboardDispatcher(_document);\n}\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @type {?}\n */\nvar OVERLAY_KEYBOARD_DISPATCHER_PROVIDER = {\n // If there is already an OverlayKeyboardDispatcher available, use that.\n // Otherwise, provide a new one.\n provide: OverlayKeyboardDispatcher,\n deps: [\n [new Optional(), new SkipSelf(), OverlayKeyboardDispatcher],\n (/** @type {?} */ (\n // Coerce to `InjectionToken` so that the `deps` match the \"shape\"\n // of the type expected by Angular\n DOCUMENT))\n],\n useFactory: OVERLAY_KEYBOARD_DISPATCHER_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Container inside which all overlays will render.\n */\nvar OverlayContainer = /** @class */ (function () {\n function OverlayContainer(_document) {\n this._document = _document;\n }\n /**\n * @return {?}\n */\n OverlayContainer.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n if (this._containerElement && this._containerElement.parentNode) {\n this._containerElement.parentNode.removeChild(this._containerElement);\n }\n };\n /**\n * This method returns the overlay container element. It will lazily\n * create the element the first time it is called to facilitate using\n * the container in non-browser environments.\n * @returns the container element\n */\n /**\n * This method returns the overlay container element. It will lazily\n * create the element the first time it is called to facilitate using\n * the container in non-browser environments.\n * @return {?} the container element\n */\n

OverlayContainer.prototype.getContainerElement = /**\n * This method returns the overlay container element. It will lazily\n * create the element the first time it is called to facilitate using\n * the container in non-browser environments.\n * @return {?} the container element\n */\n function () {\n if (!this._containerElement) {\n this._createContainer();\n }\n return this._containerElement;\n };\n /**\n * Create the overlay container element, which is simply a div\n * with the 'cdk-overlay-container' class on the document body.\n */\n /**\n * Create the overlay container element, which is simply a div\n * with the 'cdk-overlay-container' class on the document body.\n * @protected\n * @return {?}\n */\n OverlayContainer.prototype._createContainer = /**\n * Create the overlay container element, which is simply a div\n * with the 'cdk-overlay-container' class on the document body.\n * @protected\n * @return {?}\n */\n function () {\n /** @type {?} */\n var container = this._document.createElement('div');\n container.classList.add('cdk-overlay-container');\n this._document.body.appendChild(container);\n this._containerElement = container;\n };\n OverlayContainer.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n OverlayContainer.ctorParameters = function () { return [\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n /** @nocollapse */ OverlayContainer.ngInjectableDef = defineInjectable({ factory: function OverlayContainer_Factory() { return new OverlayContainer(inject(DOCUMENT)); }, token: OverlayContainer, providedIn: \"root\" });\n return OverlayContainer;\n}());\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @param {?} parentContainer\n * @param {?} _document\n * @return {?}\n */\nfunction OVERLAY_CONTAINER_PROVIDER_FACTORY(parentContainer, _document) {\n return parentContainer || new OverlayContainer(_document);\n}\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @type {?}\n */\nvar OVERLAY_CONTAINER_PROVIDER = {\n // If there is already an OverlayContainer available, use that. Otherwise, provide a new one.\n provide: OverlayContainer,\n deps: [\n [new Optional(), new SkipSelf(), OverlayContainer],\n (/** @type {?} */ (DOCUMENT))\n],\n useFactory: OVERLAY_CONTAINER_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Reference to an overlay that has been created with the Overlay service.\n * Used to manipulate or dispose of said overlay.\n */\nvar /**\n * Reference to an overlay that has been created with the Overlay service.\n * Used to manipulate or dispose of said overlay.\n */\nOverlayRef = /** @class */ (function () {\n function OverlayRef(_portalOutlet, _host, _pane, _config, _ngZone, _keyboardDispatcher, _document, _location) {\n var _this = this;\n this._portalOutlet = _portalOutlet;\n this._host = _host;\n this._pane = _pane;\n this._config = _config;\n this._ngZone = _ngZone;\n this._keyboardDispatcher = _keyboardDispatcher;\n this._document = _document;\n this._location = _location;\n this._backdropElement = null;\n this._backdropClick = new Subject();\n this._attachments = new Subject();\n this._detachments = new Subject();\n this._locationChanges = Subscription.EMPTY;\n this._keydownEventsObservable = Observable.create(function (observer) {\n /** @type {?} */\n var subscription = _this._keydownEvents.subscribe(observer);\n _this._keydownEventSubscriptions++;\n return function () {\n subscription.unsubscribe();\n _this._keydownEventSubscriptions--;\n };\n });\n /**\n * Stream of keydown events dispatched to this overlay.\n */\n this._keydownEvents = new Subject();\n /**\n * Amount of subscriptions to the keydown events.\n */\n this._keydownEventSubscriptions = 0;\n if (_config.scrollStrategy) {\n _config.scrollStrategy.attach(this);\n }\n this._positionStrategy = _config.positionStrategy;\n }\n Object.defineProperty(OverlayRef.prototype, \"overlayElement\", {\n /** The overlay's HTML element */\n get: /**\n * The overlay's HTML element\n * @return {?}\n */\n function () {\n return this._pane;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(OverlayRef.prototype, \"backdropElement\", {\n /** The overlay's backdrop HTML element. */\n get: /**\n * The overlay's backdrop HTML element.\n * @return {?}\n */\n function () {\n return this._backdropElement;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(OverlayRef.prototype, \"hostElement\", {\n /**\n * Wrapper around the

panel element. Can be used for advanced\n * positioning where a wrapper with specific styling is\n * required around the overlay pane.\n */\n get: /**\n * Wrapper around the panel element. Can be used for advanced\n * positioning where a wrapper with specific styling is\n * required around the overlay pane.\n * @return {?}\n */\n function () {\n return this._host;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Attaches content, given via a Portal, to the overlay.\n * If the overlay is configured to have a backdrop, it will be created.\n *\n * @param portal Portal instance to which to attach the overlay.\n * @returns The portal attachment result.\n */\n /**\n * Attaches content, given via a Portal, to the overlay.\n * If the overlay is configured to have a backdrop, it will be created.\n *\n * @param {?} portal Portal instance to which to attach the overlay.\n * @return {?} The portal attachment result.\n */\n OverlayRef.prototype.attach = /**\n * Attaches content, given via a Portal, to the overlay.\n * If the overlay is configured to have a backdrop, it will be created.\n *\n * @param {?} portal Portal instance to which to attach the overlay.\n * @return {?} The portal attachment result.\n */\n function (portal) {\n var _this = this;\n /** @type {?} */\n var attachResult = this._portalOutlet.attach(portal);\n if (this._positionStrategy) {\n this._positionStrategy.attach(this);\n }\n // Update the pane element with the given configuration.\n if (!this._host.parentElement && this._previousHostParent) {\n this._previousHostParent.appendChild(this._host);\n }\n this._updateStackingOrder();\n this._updateElementSize();\n this._updateElementDirection();\n if (this._config.scrollStrategy) {\n this._config.scrollStrategy.enable();\n }\n // Update the position once the zone is stable so that the overlay will be fully rendered\n // before attempting to position it, as the position may depend on the size of the rendered\n // content.\n this._ngZone.onStable\n .asObservable()\n .pipe(take(1))\n .subscribe(function () {\n // The overlay could've been detached before the zone has stabilized.\n if (_this.hasAttached()) {\n _this.updatePosition();\n }\n });\n // Enable pointer events for the overlay pane element.\n this._togglePointerEvents(true);\n if (this._config.hasBackdrop) {\n this._attachBackdrop();\n }\n if (this._config.panelClass) {\n this._toggleClasses(this._pane, this._config.panelClass, true);\n }\n // Only emit the `attachments` event once all other setup is done.\n this._attachments.next();\n // Track this overlay by the keyboard dispatcher\n this._keyboardDispatcher.add(this);\n // @breaking-change 8.0.0 remove the null check for `_location`\n // once the constructor parameter is made required.\n if (this._config.disposeOnNavigation && this._location) {\n this._locationChanges = this._location.subscribe(function () { return _this.dispose(); });\n }\n return attachResult;\n };\n /**\n * Detaches an overlay from a portal.\n * @returns The portal detachment result.\n */\n /**\n * Detaches an overlay from a portal.\n * @return {?} The portal detachment result.\n */\n OverlayRef.prototype.detach = /**\n * Detaches an overlay from a portal.\n * @return {?} The portal detachment result.\n */\n function () {\n if (!this.hasAttached()) {\n return;\n }\n this.detachBackdrop();\n // When the overlay is detached, the pane element should disable pointer events.\n // This is necessary because otherwise the pane element will cover the page and disable\n // pointer events therefore. Depends on the position strategy and the applied pane boundaries.\n this._togglePointerEvents(false);\n if (this._positionStrategy && this._positionStrategy.detach) {\n this._positionStrategy.detach();\n }\n if (this._config.scrollStrategy) {\n this._config.scrollStrategy.disable();\n }\n /** @type {?} */\n var detachmentResult = this._portalOutlet.detach();\n // Only emit after everything is detached.\n this._detachments.next();\n // Remove this overlay from keyboard dispatcher tracking.\n this._keyboardDispatcher.remove(this);\n // Keeping the host element in DOM the can cause scroll jank, because it still gets\n // rendered, even though it's transparent and unclickable which is why we remove it.\n this._detachContentWhenStable();\n // Stop listening for location changes.\n this._locationChanges.unsubscribe();\n return detachmentResult;\n };\n /** Cleans up the overlay from the DOM. */\n /**\n * Cleans up the overlay from the DOM.\n * @return {?}\n */\n OverlayRef.prototype.dispose = /**\n * Cleans up the overlay from the DOM.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var isAttached = this.hasAttached();\n if (this._positionStrategy) {\n this._positionStrategy.dispose();\n }\n if (this._config.scrollStrategy) {\n

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        this._config.scrollStrategy.disable();\n        }\n        this.detachBackdrop();\n
this._locationChanges.unsubscribe();\n        this._keyboardDispatcher.remove(this);\n
this._portalOutlet.dispose();\n        this._attachments.complete();\n        this._backdropClick.complete();\n
this._keydownEvents.complete();\n        if (this._host && this._host.parentNode) {\n
this._host.parentNode.removeChild(this._host);\n            this._host = (/** @type {?} */ (null));\n        }\n
this._previousHostParent = this._pane = (/** @type {?} */ (null));\n        if (isAttached) {\n
this._detachments.next();\n        }\n        this._detachments.complete();\n    };\n    /** Whether the overlay has
attached content. */\n    /**\n     * Whether the overlay has attached content.\n     * @return {?}\n     */\n
OverlayRef.prototype.hasAttached = /**\n     * Whether the overlay has attached content.\n     * @return {?}\n
*/\n    function () {\n        return this._portalOutlet.hasAttached();\n    };\n    /** Gets an observable that emits when
the backdrop has been clicked. */\n    /**\n     * Gets an observable that emits when the backdrop has been clicked.\n
   * @return {?}\n     */\n    OverlayRef.prototype.backdropClick = /**\n     * Gets an observable that emits when the
backdrop has been clicked.\n     * @return {?}\n     */\n    function () {\n        return
this._backdropClick.asObservable();\n    };\n    /** Gets an observable that emits when the overlay has been
attached. */\n    /**\n     * Gets an observable that emits when the overlay has been attached.\n     * @return {?}\n
*/\n    OverlayRef.prototype.attachments = /**\n     * Gets an observable that emits when the overlay has been
attached.\n     * @return {?}\n     */\n    function () {\n        return this._attachments.asObservable();\n    };\n    /**
Gets an observable that emits when the overlay has been detached. */\n    /**\n     * Gets an observable that emits
when the overlay has been detached.\n     * @return {?}\n     */\n    OverlayRef.prototype.detachments = /**\n     *
Gets an observable that emits when the overlay has been detached.\n     * @return {?}\n     */\n    function () {\n
return this._detachments.asObservable();\n    };\n    /** Gets an observable of keydown events targeted to this
overlay. */\n    /**\n     * Gets an observable of keydown events targeted to this overlay.\n     * @return {?}\n     */\n
 OverlayRef.prototype.keydownEvents = /**\n     * Gets an observable of keydown events targeted to this overlay.\n
   * @return {?}\n     */\n    function () {\n        return this._keydownEventsObservable;\n    };\n    /** Gets the the
current overlay configuration, which is immutable. */\n    /**\n     * Gets the the current overlay configuration,
which is immutable.\n     * @return {?}\n     */\n    OverlayRef.prototype.getConfig = /**\n     * Gets the the current
overlay configuration, which is immutable.\n     * @return {?}\n     */\n    function () {\n        return this._config;\n
};\n    /** Updates the position of the overlay based on the position strategy. */\n    /**\n     * Updates the position of
the overlay based on the position strategy.\n     * @return {?}\n     */\n    OverlayRef.prototype.updatePosition =
/**\n     * Updates the position of the overlay based on the position strategy.\n     * @return {?}\n     */\n    function
() {\n        if (this._positionStrategy) {\n            this._positionStrategy.apply();\n        }\n    };\n    /** Switches to a
new position strategy and updates the overlay position. */\n    /**\n     * Switches to a new position strategy and
updates the overlay position.\n     * @param {?} strategy\n     * @return {?}\n     */\n
OverlayRef.prototype.updatePositionStrategy = /**\n     * Switches to a new position strategy and updates the
overlay position.\n     * @param {?} strategy\n     * @return {?}\n     */\n    function (strategy) {\n        if (strategy
=== this._positionStrategy) {\n            return;\n        }\n        if (this._positionStrategy) {\n
this._positionStrategy.dispose();\n        }\n        this._positionStrategy = strategy;\n        if (this.hasAttached()) {\n
    strategy.attach(this);\n            this.updatePosition();\n        }\n    };\n    /** Update the size properties of the
overlay. */\n    /**\n     * Update the size properties of the overlay.\n     * @param {?} sizeConfig\n     * @return
{?}\n     */\n    OverlayRef.prototype.updateSize = /**\n     * Update the size properties of the overlay.\n     *
@param {?} sizeConfig\n     * @return {?}\n     */\n    function (sizeConfig) {\n        this._config = __assign({},
this._config, sizeConfig);\n        this._updateElementSize();\n    };\n    /** Sets the LTR/RTL direction for the
overlay. */\n    /**\n     * Sets the LTR/RTL direction for the overlay.\n     * @param {?} dir\n     * @return {?}\n
*/\n    OverlayRef.prototype.setDirection = /**\n     * Sets the LTR/RTL direction for the overlay.\n     * @param
{?} dir\n     * @return {?}\n     */\n    function (dir) {\n        this._config = __assign({}, this._config, { direction: dir
});\n        this._updateElementDirection();\n    };\n    /**\n     * Returns the layout direction of the overlay panel.\n
*/\n    /**\n     * Returns the layout direction of the overlay panel.\n     * @return {?}\n     */\n
OverlayRef.prototype.getDirection = /**\n     * Returns the layout direction of the overlay panel.\n     * @return
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{?}\n */\n function () {\n /** @type {?} */\n var direction = this._config.direction;\n if (!direction) {\n return 'ltr';\n }\n return typeof direction === 'string' ? direction : direction.value;\n };\n /** Updates the text direction of the overlay panel. */\n /**\n * Updates the text direction of the overlay panel.\n * @private\n * @return {?}\n */\n OverlayRef.prototype._updateElementDirection = /**\n * Updates the text direction of the overlay panel.\n * @private\n * @return {?}\n */\n function () {\n this._host.setAttribute('dir', this.getDirection());\n };\n /** Updates the size of the overlay element based on the overlay config. */\n /**\n * Updates the size of the overlay element based on the overlay config.\n * @private\n * @return {?}\n */\n OverlayRef.prototype._updateElementSize = /**\n * Updates the size of the overlay element based on the overlay config.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var style = this._pane.style;\n style.width = coerceCssPixelValue(this._config.width);\n style.height = coerceCssPixelValue(this._config.height);\n style.minWidth = coerceCssPixelValue(this._config.minWidth);\n style.minHeight = coerceCssPixelValue(this._config.minHeight);\n style.maxWidth = coerceCssPixelValue(this._config.maxWidth);\n style.maxHeight = coerceCssPixelValue(this._config.maxHeight);\n };\n /** Toggles the pointer events for the overlay pane element. */\n /**\n * Toggles the pointer events for the overlay pane element.\n * @private\n * @param {?} enablePointer\n * @return {?}\n */\n OverlayRef.prototype._togglePointerEvents = /**\n * Toggles the pointer events for the overlay pane element.\n * @private\n * @param {?} enablePointer\n * @return {?}\n */\n function (enablePointer) {\n this._pane.style.pointerEvents = enablePointer ? 'auto' : 'none';\n };\n /** Attaches a backdrop for this overlay. */\n /**\n * Attaches a backdrop for this overlay.\n * @private\n * @return {?}\n */\n OverlayRef.prototype._attachBackdrop = /**\n * Attaches a backdrop for this overlay.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var showingClass = 'cdk-overlay-backdrop-showing';\n this._backdropElement = this._document.createElement('div');\n this._backdropElement.classList.add('cdk-overlay-backdrop');\n if (this._config.backdropClass) {\n this._toggleClasses(this._backdropElement, this._config.backdropClass, true);\n }\n // Insert the backdrop before the pane in the DOM order,\n // in order to handle stacked overlays properly.\n (/** @type {?} */ (this._host.parentElement)).insertBefore(this._backdropElement, this._host);\n // Forward backdrop clicks such that the consumer of the overlay can perform whatever\n // action desired when such a click occurs (usually closing the overlay).\n this._backdropElement.addEventListener('click', function (event) { return _this._backdropClick.next(event); });\n // Add class to fade-in the backdrop after one frame.\n if (typeof requestAnimationFrame !== 'undefined') {\n this._ngZone.runOutsideAngular(function () {\n requestAnimationFrame(function () {\n if (_this._backdropElement) {\n _this._backdropElement.classList.add(showingClass);\n }\n });\n });\n }\n else {\n this._backdropElement.classList.add(showingClass);\n }\n };\n /**\n * Updates the stacking order of the element, moving it to the top if necessary.\n * This is required in cases where one overlay was detached, while another one,\n * that should be behind it, was destroyed. The next time both of them are opened,\n * the stacking will be wrong, because the detached element's pane will still be\n * in its original DOM position.\n */\n /**\n * Updates the stacking order of the element, moving it to the top if necessary.\n * This is required in cases where one overlay was detached, while another one,\n * that should be behind it, was destroyed. The next time both of them are opened,\n * the stacking will be wrong, because the detached element's pane will still be\n * in its original DOM position.\n * @private\n * @return {?}\n */\n OverlayRef.prototype._updateStackingOrder = /**\n * Updates the stacking order of the element, moving it to the top if necessary.\n * This is required in cases where one overlay was detached, while another one,\n * that should be behind it, was destroyed. The next time both of them are opened,\n * the stacking will be wrong, because the detached element's pane will still be\n * in its original DOM position.\n * @private\n * @return {?}\n */\n function () {\n if (this._host.nextSibling) {\n (/** @type {?} */ (this._host.parentNode)).appendChild(this._host);\n }\n };\n /** Detaches the backdrop (if any) associated with the overlay. */\n /**\n * Detaches the backdrop (if any) associated with the overlay.\n * @return {?}\n

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*/\n    OverlayRef.prototype.detachBackdrop = /**\n     * Detaches the backdrop (if any) associated with the
overlay.\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n        /** @type {?} */\n        var
backdropToDetach = this._backdropElement;\n        if (!backdropToDetach) {\n            return;\n        }\n        /**
@type {?} */\n        var timeoutId;\n        /** @type {?} */\n        var finishDetach = function () {\n            // It may
not be attached to anything in certain cases (e.g. unit tests).\n            if (backdropToDetach &&
backdropToDetach.parentNode) {\n                backdropToDetach.parentNode.removeChild(backdropToDetach);\n
        }\n            // It is possible that a new portal has been attached to this overlay since we started\n            //
removing the backdrop. If that is the case, only clear the backdrop reference if it\n            // is still the same instance
that we started to remove.\n            if (_this._backdropElement == backdropToDetach) {\n
_this._backdropElement = null;\n            }\n            if (_this._config.backdropClass) {\n
_this._toggleClasses((/** @type {?} */ (backdropToDetach)), _this._config.backdropClass, false);\n            }\n
  clearTimeout(timeoutId);\n        };\n        backdropToDetach.classList.remove('cdk-overlay-backdrop-showing');\n
    this._ngZone.runOutsideAngular(function () {\n            (/** @type {?} */
(backdropToDetach)).addEventListener('transitionend', finishDetach);\n        });\n        // If the backdrop doesn't
have a transition, the `transitionend` event won't fire.\n        // In this case we make it unclickable and we try to
remove it after a delay.\n        backdropToDetach.style.pointerEvents = 'none';\n        // Run this outside the Angular
zone because there's nothing that Angular cares about.\n        // If it were to run inside the Angular zone, every test
that used Overlay would have to be\n        // either async or fakeAsync.\n        timeoutId =
this._ngZone.runOutsideAngular(function () { return setTimeout(finishDetach, 500); });\n    };\n    /** Toggles a
single CSS class or an array of classes on an element. */\n    /**\n     * Toggles a single CSS class or an array of
classes on an element.\n     * @private\n     * @param {?} element\n     * @param {?} cssClasses\n     * @param
{?} isAdd\n     * @return {?}\n     */\n    OverlayRef.prototype._toggleClasses = /**\n     * Toggles a single CSS
class or an array of classes on an element.\n     * @private\n     * @param {?} element\n     * @param {?}
cssClasses\n     * @param {?} isAdd\n     * @return {?}\n     */\n    function (element, cssClasses, isAdd) {\n
/** @type {?} */\n        var classList = element.classList;\n        coerceArray(cssClasses).forEach(function
(cssClass) {\n            // We can't do a spread here, because IE doesn't support setting multiple classes.\n            isAdd
? classList.add(cssClass) : classList.remove(cssClass);\n        });\n    };\n    /** Detaches the overlay content next
time the zone stabilizes. */\n    /**\n     * Detaches the overlay content next time the zone stabilizes.\n     *
@private\n     * @return {?}\n     */\n    OverlayRef.prototype._detachContentWhenStable = /**\n     * Detaches the
overlay content next time the zone stabilizes.\n     * @private\n     * @return {?}\n     */\n    function () {\n        var
_this = this;\n        // Normally we wouldn't have to explicitly run this outside the `NgZone`, however\n        // if the
consumer is using `zone-patch-rxjs`, the `Subscription.unsubscribe` call will\n        // be patched to run inside the
zone, which will throw us into an infinite loop.\n        this._ngZone.runOutsideAngular(function () {\n            // We
can't remove the host here immediately, because the overlay pane's content\n            // might still be animating. This
stream helps us avoid interrupting the animation\n            // by waiting for the pane to become empty.\n            /**
@type {?} */\n            var subscription = _this._ngZone.onStable\n                .asObservable()\n
.pipe(takeUntil(merge(_this._attachments, _this._detachments)))\n                .subscribe(function () {\n                //
Needs a couple of checks for the pane and host, because\n                // they may have been removed by the time the
zone stabilizes.\n                if (!_this._pane || !_this._host || _this._pane.children.length === 0) {\n                    if
(_this._pane && _this._config.panelClass) {\n                        _this._toggleClasses(_this._pane,
_this._config.panelClass, false);\n                    }\n                    if (_this._host && _this._host.parentElement) {\n
            _this._previousHostParent = _this._host.parentElement;\n
_this._previousHostParent.removeChild(_this._host);\n                    }\n                    subscription.unsubscribe();\n
        }\n            });\n        });\n    };\n    return OverlayRef;\n}());\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n//
TODO: refactor clipping detection into a separate thing (part of scrolling module)\n// TODO: doesn't handle both
flexible width and height when it has to scroll along both axis.\n/**\n * Class to be added to the overlay bounding
box.\n * @type {?}\n */\nvar boundingBoxClass = 'cdk-overlay-connected-position-bounding-box';\n/**\n * A
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strategy for positioning overlays. Using this strategy, an overlay is given an\n * implicit position relative some origin element. The relative position is defined in terms of\n * a point on the origin element that is connected to a point on the overlay element. For example,\n * a basic dropdown is connecting the bottom-left corner of the origin to the top-left corner\n * of the overlay.\n */\nvar /**\n * A strategy for positioning overlays. Using this strategy, an overlay is given an\n * implicit position relative some origin element. The relative position is defined in terms of\n * a point on the origin element that is connected to a point on the overlay element. For example,\n * a basic dropdown is connecting the bottom-left corner of the origin to the top-left corner\n * of the overlay.\n */\nFlexibleConnectedPositionStrategy = /** @class */ (function () {\n function FlexibleConnectedPositionStrategy(connectedTo, _viewportRuler, _document, _platform, _overlayContainer) {\n var _this = this;\n this._viewportRuler = _viewportRuler;\n this._document = _document;\n this._platform = _platform;\n this._overlayContainer = _overlayContainer;\n /**\n * Last size used for the bounding box. Used to avoid resizing the overlay after open.\n */\n this._lastBoundingBoxSize = { width: 0, height: 0 };\n /**\n * Whether the overlay was pushed in a previous positioning.\n */\n this._isPushed = false;\n /**\n * Whether the overlay can be pushed on-screen on the initial open.\n */\n this._canPush = true;\n /**\n * Whether the overlay can grow via flexible width/height after the initial open.\n */\n this._growAfterOpen = false;\n /**\n * Whether the overlay's width and height can be constrained to fit within the viewport.\n */\n this._hasFlexibleDimensions = true;\n /**\n * Whether the overlay position is locked.\n */\n this._positionLocked = false;\n /**\n * Amount of space that must be maintained between the overlay and the edge of the viewport.\n */\n this._viewportMargin = 0;\n /**\n * The Scrollable containers used to check scrollable view properties on position change.\n */\n this.scrollables = [];\n /**\n * Ordered list of preferred positions, from most to least desirable.\n */\n this._preferredPositions = [];\n /**\n * Subject that emits whenever the position changes.\n */\n this._positionChanges = new Subject();\n /**\n * Subscription to viewport size changes.\n */\n this._resizeSubscription = Subscription.EMPTY;\n /**\n * Default offset for the overlay along the x axis.\n */\n this._offsetX = 0;\n /**\n * Default offset for the overlay along the y axis.\n */\n this._offsetY = 0;\n /**\n * Amount of subscribers to the `positionChanges` stream.\n */\n this._positionChangeSubscriptions = 0;\n /**\n * Keeps track of the CSS classes that the position strategy has applied on the overlay panel.\n */\n this._appliedPanelClasses = [];\n /**\n * Observable sequence of position changes.\n */\n this.positionChanges = Observable.create(function (observer) {\n /** @type {?} */\n var subscription = _this._positionChanges.subscribe(observer);\n _this._positionChangeSubscriptions++;\n return function () {\n subscription.unsubscribe();\n _this._positionChangeSubscriptions--;\n };\n });\n this.setOrigin(connectedTo);\n }\n Object.defineProperty(FlexibleConnectedPositionStrategy.prototype, \"positions\", {\n /** Ordered list of preferred positions, from most to least desirable. */\n get: /**\n * Ordered list of preferred positions, from most to least desirable.\n * @return {?}\n */\n function () {\n return this._preferredPositions;\n },\n enumerable: true,\n configurable: true\n });\n /** Attaches this position strategy to an overlay. */\n /**\n * Attaches this position strategy to an overlay.\n * @param {?} overlayRef\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype.attach = /**\n * Attaches this position strategy to an overlay.\n * @param {?} overlayRef\n * @return {?}\n */\n function (overlayRef) {\n var _this = this;\n if (this._overlayRef && overlayRef !== this._overlayRef) {\n throw Error('This position strategy is already attached to an overlay');\n }\n this._validatePositions();\n overlayRef.hostElement.classList.add(boundingBoxClass);\n this._overlayRef = overlayRef;\n this._boundingBox = overlayRef.hostElement;\n this._pane = overlayRef.overlayElement;\n this._isDisposed = false;\n this._isInitialRender = true;\n this._lastPosition = null;\n this._resizeSubscription.unsubscribe();\n this._resizeSubscription = this._viewportRuler.change().subscribe(function () {\n // When the window is resized, we want to trigger the next reposition as if it\n // was an initial render, in order for the strategy to pick a new optimal position,\n

// otherwise position locking will cause it to stay at the old one.\n _this._isInitialRender = true;\n _this.apply();\n });\n };\n /**\n * Updates the position of the overlay element, using whichever preferred position relative\n * to the origin best fits on-screen.\n *\n * The selection of a position goes as follows:\n * - If any positions fit completely within the viewport as-is,\n * choose the first position that does so.\n * - If flexible dimensions are enabled and at least one satifies the given minimum width/height,\n * choose the position with the greatest available size modified by the positions' weight.\n * - If pushing is enabled, take the position that went off-screen the least and push it\n * on-screen.\n * - If none of the previous criteria were met, use the position that goes off-screen the least.\n * @docs-private\n */\n /**\n * Updates the position of the overlay element, using whichever preferred position relative\n * to the origin best fits on-screen.\n *\n * The selection of a position goes as follows:\n * - If any positions fit completely within the viewport as-is,\n * choose the first position that does so.\n * - If flexible dimensions are enabled and at least one satifies the given minimum width/height,\n * choose the position with the greatest available size modified by the positions' weight.\n * - If pushing is enabled, take the position that went off-screen the least and push it\n * on-screen.\n * - If none of the previous criteria were met, use the position that goes off-screen the least.\n * \\@docs-private\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype.apply = /**\n * Updates the position of the overlay element, using whichever preferred position relative\n * to the origin best fits on-screen.\n *\n * The selection of a position goes as follows:\n * - If any positions fit completely within the viewport as-is,\n * choose the first position that does so.\n * - If flexible dimensions are enabled and at least one satifies the given minimum width/height,\n * choose the position with the greatest available size modified by the positions' weight.\n * - If pushing is enabled, take the position that went off-screen the least and push it\n * on-screen.\n * - If none of the previous criteria were met, use the position that goes off-screen the least.\n * \\@docs-private\n * @return {?}\n */\n function () {\n // We shouldn't do anything if the strategy was disposed or we're on the server.\n // @breaking-change 8.0.0 Remove `_platform` null check once it's guaranteed to be defined.\n if (this._isDisposed || (this._platform && !this._platform.isBrowser)) {\n return;\n }\n // If the position has been applied already (e.g. when the overlay was opened) and the\n // consumer opted into locking in the position, re-use the old position, in order to\n // prevent the overlay from jumping around.\n if (!this._isInitialRender && this._positionLocked && this._lastPosition) {\n this.reapplyLastPosition();\n return;\n }\n this._clearPanelClasses();\n this._resetOverlayElementStyles();\n this._resetBoundingBoxStyles();\n // We need the bounding rects for the origin and the overlay to determine how to position\n // the overlay relative to the origin.\n // We use the viewport rect to determine whether a position would go off-screen.\n this._viewportRect = this._getNarrowedViewportRect();\n this._originRect = this._origin.getBoundingClientRect();\n this._overlayRect = this._pane.getBoundingClientRect();\n /** @type {?} */\n var originRect = this._originRect;\n /** @type {?} */\n var overlayRect = this._overlayRect;\n /** @type {?} */\n var viewportRect = this._viewportRect;\n // Positions where the overlay will fit with flexible dimensions.\n /** @type {?} */\n var flexibleFits = [];\n // Fallback if none of the preferred positions fit within the viewport.\n /** @type {?} */\n var fallback;\n // Go through each of the preferred positions looking for a good fit.\n // If a good fit is found, it will be applied immediately.\n for (var _i = 0, _a = this._preferredPositions; _i < _a.length; _i++) {\n var pos = _a[_i];\n // Get the exact (x, y) coordinate for the point-of-origin on the origin element.\n /** @type {?} */\n var originPoint = this._getOriginPoint(originRect, pos);\n // From that point-of-origin, get the exact (x, y) coordinate for the top-left corner of the\n // overlay in this position. We use the top-left corner for calculations and later translate\n // this into an appropriate (top, left, bottom, right) style.\n /** @type {?} */\n var overlayPoint = this._getOverlayPoint(originPoint, overlayRect, pos);\n // Calculate how well the overlay would fit into the viewport with this point.\n /** @type {?} */\n var overlayFit = this._getOverlayFit(overlayPoint, overlayRect, viewportRect, pos);\n // If the overlay, without any further work, fits into the viewport, use this position.\n if (overlayFit.isCompletelyWithinViewport) {\n this._isPushed = false;\n this._applyPosition(pos, originPoint);\n return;\n }\n // If

the overlay has flexible dimensions, we can use this position\n // so long as there's enough space for the minimum dimensions.\n if (this._canFitWithFlexibleDimensions(overlayFit, overlayPoint, viewportRect)) {\n // Save positions where the overlay will fit with flexible dimensions. We will use these\n // if none of the positions fit *without* flexible dimensions.\n flexibleFits.push({\n position: pos,\n origin: originPoint,\n overlayRect: overlayRect,\n boundingBoxRect: this._calculateBoundingBoxRect(originPoint, pos)\n });\n continue;\n }\n // If the current preferred position does not fit on the screen, remember the position\n // if it has more visible area on-screen than we've seen and move onto the next preferred\n // position.\n if (!fallback || fallback.overlayFit.visibleArea < overlayFit.visibleArea) {\n fallback = { overlayFit: overlayFit, overlayPoint: overlayPoint, originPoint: originPoint, position: pos, overlayRect: overlayRect };\n }\n }\n // If there are any positions where the overlay would fit with flexible dimensions, choose the\n // one that has the greatest area available modified by the position's weight\n if (flexibleFits.length) {\n /** @type {?} */\n var bestFit = null;\n /** @type {?} */\n var bestScore = -1;\n for (var _b = 0, flexibleFits_1 = flexibleFits; _b < flexibleFits_1.length; _b++) {\n var fit = flexibleFits_1[_b];\n /** @type {?} */\n var score = fit.boundingBoxRect.width * fit.boundingBoxRect.height * (fit.position.weight || 1);\n if (score > bestScore) {\n bestScore = score;\n bestFit = fit;\n }\n }\n this._isPushed = false;\n this._applyPosition((/** @type {?} */ (bestFit)).position, (/** @type {?} */ (bestFit)).origin);\n return;\n }\n // When none of the preferred positions fit within the viewport, take the position\n // that went off-screen the least and attempt to push it on-screen.\n if (this._canPush) {\n // TODO(jelbourn): after pushing, the opening \"direction\" of the overlay might not make sense.\n this._isPushed = true;\n this._applyPosition((/** @type {?} */ (fallback)).position, (/** @type {?} */ (fallback)).originPoint);\n return;\n }\n // All options for getting the overlay within the viewport have been exhausted, so go with the\n // position that went off-screen the least.\n this._applyPosition((/** @type {?} */ (fallback)).position, (/** @type {?} */ (fallback)).originPoint);\n };\n /**\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype.detach = /**\n * @return {?}\n */\n function () {\n this._clearPanelClasses();\n this._lastPosition = null;\n this._previousPushAmount = null;\n this._resizeSubscription.unsubscribe();\n };\n /** Cleanup after the element gets destroyed. */\n /**\n * Cleanup after the element gets destroyed.\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype.dispose = /**\n * Cleanup after the element gets destroyed.\n * @return {?}\n */\n function () {\n if (this._isDisposed) {\n return;\n }\n // We can't use `_resetBoundingBoxStyles` here, because it resets\n // some properties to zero, rather than removing them.\n if (this._boundingBox) {\n extendStyles(this._boundingBox.style, (/** @type {?} */ ({\n top: ",\n left: ",\n right: ",\n bottom: ",\n height: ",\n width: ",\n alignItems: ",\n justifyContent: ",\n })));\n }\n if (this._pane) {\n this._resetOverlayElementStyles();\n }\n if (this._overlayRef) {\n this._overlayRef.hostElement.classList.remove(boundingBoxClass);\n }\n this.detach();\n this._positionChanges.complete();\n this._overlayRef = this._boundingBox = (/** @type {?} */ (null));\n this._isDisposed = true;\n };\n /**\n * This re-aligns the overlay element with the trigger in its last calculated position,\n * even if a position higher in the \"preferred positions\" list would now fit. This\n * allows one to re-align the panel without changing the orientation of the panel.\n */\n /**\n * This re-aligns the overlay element with the trigger in its last calculated position,\n * even if a position higher in the \"preferred positions\" list would now fit. This\n * allows one to re-align the panel without changing the orientation of the panel.\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype.reapplyLastPosition = /**\n * This re-aligns the overlay element with the trigger in its last calculated position,\n * even if a position higher in the \"preferred positions\" list would now fit. This\n * allows one to re-align the panel without changing the orientation of the panel.\n * @return {?}\n */\n function () {\n if (!this._isDisposed && (!this._platform || this._platform.isBrowser)) {\n this._originRect = this._origin.getBoundingClientRect();\n this._overlayRect = this._pane.getBoundingClientRect();\n this._viewportRect =

this._getNarrowedViewportRect();\n /** @type {?} */\n var lastPosition = this._lastPosition || this._preferredPositions[0];\n /** @type {?} */\n var originPoint = this._getOriginPoint(this._originRect, lastPosition);\n this._applyPosition(lastPosition, originPoint);\n }\n };\n /**\n * Sets the list of Scrollable containers that host the origin element so that\n * on reposition we can evaluate if it or the overlay has been clipped or outside view. Every\n * Scrollable must be an ancestor element of the strategy's origin element.\n */\n /**\n * Sets the list of Scrollable containers that host the origin element so that\n * on reposition we can evaluate if it or the overlay has been clipped or outside view. Every\n * Scrollable must be an ancestor element of the strategy's origin element.\n * @param {?} scrollables\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype.withScrollableContainers = /**\n * Sets the list of Scrollable containers that host the origin element so that\n * on reposition we can evaluate if it or the overlay has been clipped or outside view. Every\n * Scrollable must be an ancestor element of the strategy's origin element.\n * @param {?} scrollables\n * @return {?}\n */\n function (scrollables) {\n this.scrollables = scrollables;\n };\n /**\n * Adds new preferred positions.\n * @param positions List of positions options for this overlay.\n */\n /**\n * Adds new preferred positions.\n * @template THIS\n * @this {THIS}\n * @param {?} positions List of positions options for this overlay.\n * @return {THIS}\n */\n FlexibleConnectedPositionStrategy.prototype.withPositions = /**\n * Adds new preferred positions.\n * @template THIS\n * @this {THIS}\n * @param {?} positions List of positions options for this overlay.\n * @return {THIS}\n */\n function (positions) {\n (/** @type {?} */ (this))._preferredPositions = positions;\n // If the last calculated position object isn't part of the positions anymore, clear\n // it in order to avoid it being picked up if the consumer tries to re-apply.\n if (positions.indexOf((/** @type {?} */ ((/** @type {?} */ (this))._lastPosition))) === -1) {\n (/** @type {?} */ (this))._lastPosition = null;\n }\n (/** @type {?} */ (this))._validatePositions();\n return (/** @type {?} */ (this));\n };\n /**\n * Sets a minimum distance the overlay may be positioned to the edge of the viewport.\n * @param margin Required margin between the overlay and the viewport edge in pixels.\n */\n /**\n * Sets a minimum distance the overlay may be positioned to the edge of the viewport.\n * @template THIS\n * @this {THIS}\n * @param {?} margin Required margin between the overlay and the viewport edge in pixels.\n * @return {THIS}\n */\n FlexibleConnectedPositionStrategy.prototype.withViewportMargin = /**\n * Sets a minimum distance the overlay may be positioned to the edge of the viewport.\n * @template THIS\n * @this {THIS}\n * @param {?} margin Required margin between the overlay and the viewport edge in pixels.\n * @return {THIS}\n */\n function (margin) {\n (/** @type {?} */ (this))._viewportMargin = margin;\n return (/** @type {?} */ (this));\n };\n /** Sets whether the overlay's width and height can be constrained to fit within the viewport. */\n /**\n * Sets whether the overlay's width and height can be constrained to fit within the viewport.\n * @template THIS\n * @this {THIS}\n * @param {?=} flexibleDimensions\n * @return {THIS}\n */\n FlexibleConnectedPositionStrategy.prototype.withFlexibleDimensions = /**\n * Sets whether the overlay's width and height can be constrained to fit within the viewport.\n * @template THIS\n * @this {THIS}\n * @param {?=} flexibleDimensions\n * @return {THIS}\n */\n function (flexibleDimensions) {\n if (flexibleDimensions === void 0) { flexibleDimensions = true; }\n (/** @type {?} */ (this))._hasFlexibleDimensions = flexibleDimensions;\n return (/** @type {?} */ (this));\n };\n /** Sets whether the overlay can grow after the initial open via flexible width/height. */\n /**\n * Sets whether the overlay can grow after the initial open via flexible width/height.\n * @template THIS\n * @this {THIS}\n * @param {?=} growAfterOpen\n * @return {THIS}\n */\n FlexibleConnectedPositionStrategy.prototype.withGrowAfterOpen = /**\n * Sets whether the overlay can grow after the initial open via flexible width/height.\n * @template THIS\n * @this {THIS}\n * @param {?=} growAfterOpen\n * @return {THIS}\n */\n function (growAfterOpen) {\n if (growAfterOpen === void 0) { growAfterOpen = true; }\n (/** @type {?} */ (this))._growAfterOpen = growAfterOpen;\n return (/** @type {?} */ (this));\n };\n /** Sets whether the overlay can be pushed on-screen if none of the provided positions fit. */\n /**\n * Sets whether the overlay can be pushed on-screen if none of the provided positions fit.\n * @template THIS\n * @this {THIS}\n * @param {?=} canPush\n * @return {THIS}\n */\n

FlexibleConnectedPositionStrategy.prototype.withPush = /**\n * Sets whether the overlay can be pushed on-screen if none of the provided positions fit.\n * @template THIS\n * @this {THIS}\n * @param {?=} canPush\n * @return {THIS}\n */\n function (canPush) {\n if (canPush === void 0) { canPush = true; }\n (/** @type {?} */ (this))._canPush = canPush;\n return (/** @type {?} */ (this));\n };\n /**\n * Sets whether the overlay's position should be locked in after it is positioned\n * initially. When an overlay is locked in, it won't attempt to reposition itself\n * when the position is re-applied (e.g. when the user scrolls away).\n * @param isLocked Whether the overlay should locked in.\n */\n /**\n * Sets whether the overlay's position should be locked in after it is positioned\n * initially. When an overlay is locked in, it won't attempt to reposition itself\n * when the position is re-applied (e.g. when the user scrolls away).\n * @template THIS\n * @this {THIS}\n * @param {?=} isLocked Whether the overlay should locked in.\n * @return {THIS}\n */\n FlexibleConnectedPositionStrategy.prototype.withLockedPosition = /**\n * Sets whether the overlay's position should be locked in after it is positioned\n * initially. When an overlay is locked in, it won't attempt to reposition itself\n * when the position is re-applied (e.g. when the user scrolls away).\n * @template THIS\n * @this {THIS}\n * @param {?=} isLocked Whether the overlay should locked in.\n * @return {THIS}\n */\n function (isLocked) {\n if (isLocked === void 0) { isLocked = true; }\n (/** @type {?} */ (this))._positionLocked = isLocked;\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the origin element, relative to which to position the overlay.\n * @param origin Reference to the new origin element.\n */\n /**\n * Sets the origin element, relative to which to position the overlay.\n * @template THIS\n * @this {THIS}\n * @param {?} origin Reference to the new origin element.\n * @return {THIS}\n */\n FlexibleConnectedPositionStrategy.prototype.setOrigin = /**\n * Sets the origin element, relative to which to position the overlay.\n * @template THIS\n * @this {THIS}\n * @param {?} origin Reference to the new origin element.\n * @return {THIS}\n */\n function (origin) {\n (/** @type {?} */ (this))._origin = origin instanceof ElementRef ? origin.nativeElement : origin;\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the default offset for the overlay's connection point on the x-axis.\n * @param offset New offset in the X axis.\n */\n /**\n * Sets the default offset for the overlay's connection point on the x-axis.\n * @template THIS\n * @this {THIS}\n * @param {?} offset New offset in the X axis.\n * @return {THIS}\n */\n FlexibleConnectedPositionStrategy.prototype.withDefaultOffsetX = /**\n * Sets the default offset for the overlay's connection point on the x-axis.\n * @template THIS\n * @this {THIS}\n * @param {?} offset New offset in the X axis.\n * @return {THIS}\n */\n function (offset) {\n (/** @type {?} */ (this))._offsetX = offset;\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the default offset for the overlay's connection point on the y-axis.\n * @param offset New offset in the Y axis.\n */\n /**\n * Sets the default offset for the overlay's connection point on the y-axis.\n * @template THIS\n * @this {THIS}\n * @param {?} offset New offset in the Y axis.\n * @return {THIS}\n */\n FlexibleConnectedPositionStrategy.prototype.withDefaultOffsetY = /**\n * Sets the default offset for the overlay's connection point on the y-axis.\n * @template THIS\n * @this {THIS}\n * @param {?} offset New offset in the Y axis.\n * @return {THIS}\n */\n function (offset) {\n (/** @type {?} */ (this))._offsetY = offset;\n return (/** @type {?} */ (this));\n };\n /**\n * Configures that the position strategy should set a `transform-origin` on some elements\n * inside the overlay, depending on the current position that is being applied. This is\n * useful for the cases where the origin of an animation can change depending on the\n * alignment of the overlay.\n * @param selector CSS selector that will be used to find the target\n * elements onto which to set the transform origin.\n */\n /**\n * Configures that the position strategy should set a `transform-origin` on some elements\n * inside the overlay, depending on the current position that is being applied. This is\n * useful for the cases where the origin of an animation can change depending on the\n * alignment of the overlay.\n * @template THIS\n * @this {THIS}\n * @param {?} selector CSS selector that will be used to find the target\n * elements onto which to set the transform origin.\n * @return {THIS}\n */\n FlexibleConnectedPositionStrategy.prototype.withTransformOriginOn = /**\n * Configures that the position strategy should set a `transform-origin` on some elements\n * inside the overlay, depending on the current position that is being applied. This is\n * useful for the cases where the origin of an

animation can change depending on the\n * alignment of the overlay.\n * @template THIS\n * @this {THIS}\n * @param {?} selector CSS selector that will be used to find the target\n * elements onto which to set the transform origin.\n * @return {THIS}\n */\n function (selector) {\n (/** @type {?} */ (this))._transformOriginSelector = selector;\n return (/** @type {?} */ (this));\n };\n /**\n * Gets the (x, y) coordinate of a connection point on the origin based on a relative position.\n */\n /**\n * Gets the (x, y) coordinate of a connection point on the origin based on a relative position.\n * @private\n * @param {?} originRect\n * @param {?} pos\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._getOriginPoint = /**\n * Gets the (x, y) coordinate of a connection point on the origin based on a relative position.\n * @private\n * @param {?} originRect\n * @param {?} pos\n * @return {?}\n */\n function (originRect, pos) {\n /** @type {?} */\n var x;\n if (pos.originX == 'center') {\n // Note: when centering we should always use the `left`\n // offset, otherwise the position will be wrong in RTL.\n x = originRect.left + (originRect.width / 2);\n }\n else {\n /** @type {?} */\n var startX = this._isRtl() ? originRect.right : originRect.left;\n /** @type {?} */\n var endX = this._isRtl() ? originRect.left : originRect.right;\n x = pos.originX == 'start' ? startX : endX;\n }\n /** @type {?} */\n var y;\n if (pos.originY == 'center') {\n y = originRect.top + (originRect.height / 2);\n }\n else {\n y = pos.originY == 'top' ? originRect.top : originRect.bottom;\n }\n return { x: x, y: y };\n };\n /**\n * Gets the (x, y) coordinate of the top-left corner of the overlay given a given position and\n * origin point to which the overlay should be connected.\n */\n /**\n * Gets the (x, y) coordinate of the top-left corner of the overlay given a given position and\n * origin point to which the overlay should be connected.\n * @private\n * @param {?} originPoint\n * @param {?} overlayRect\n * @param {?} pos\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._getOverlayPoint = /**\n * Gets the (x, y) coordinate of the top-left corner of the overlay given a given position and\n * origin point to which the overlay should be connected.\n * @private\n * @param {?} originPoint\n * @param {?} overlayRect\n * @param {?} pos\n * @return {?}\n */\n function (originPoint, overlayRect, pos) {\n // Calculate the (overlayStartX, overlayStartY), the start of the\n // potential overlay position relative to the origin point.\n /** @type {?} */\n var overlayStartX;\n if (pos.overlayX == 'center') {\n overlayStartX = -overlayRect.width / 2;\n }\n else if (pos.overlayX === 'start') {\n overlayStartX = this._isRtl() ? -overlayRect.width : 0;\n }\n else {\n overlayStartX = this._isRtl() ? 0 : -overlayRect.width;\n }\n /** @type {?} */\n var overlayStartY;\n if (pos.overlayY == 'center') {\n overlayStartY = -overlayRect.height / 2;\n }\n else {\n overlayStartY = pos.overlayY == 'top' ? 0 : -overlayRect.height;\n }\n // The (x, y) coordinates of the overlay.\n return {\n x: originPoint.x + overlayStartX,\n y: originPoint.y + overlayStartY,\n };\n };\n /** Gets how well an overlay at the given point will fit within the viewport. */\n /**\n * Gets how well an overlay at the given point will fit within the viewport.\n * @private\n * @param {?} point\n * @param {?} overlay\n * @param {?} viewport\n * @param {?} position\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._getOverlayFit = /**\n * Gets how well an overlay at the given point will fit within the viewport.\n * @private\n * @param {?} point\n * @param {?} overlay\n * @param {?} viewport\n * @param {?} position\n * @return {?}\n */\n function (point, overlay, viewport, position) {\n var x = point.x, y = point.y;\n /** @type {?} */\n var offsetX = this._getOffset(position, 'x');\n /** @type {?} */\n var offsetY = this._getOffset(position, 'y');\n // Account for the offsets since they could push the overlay out of the viewport.\n if (offsetX) {\n x += offsetX;\n }\n if (offsetY) {\n y += offsetY;\n }\n // How much the overlay would overflow at this position, on each side.\n /** @type {?} */\n var leftOverflow = 0 - x;\n /** @type {?} */\n var rightOverflow = (x + overlay.width) - viewport.width;\n /** @type {?} */\n var topOverflow = 0 - y;\n /** @type {?} */\n var bottomOverflow = (y + overlay.height) - viewport.height;\n // Visible parts of the element on each axis.\n /** @type {?} */\n var visibleWidth = this._subtractOverflows(overlay.width, leftOverflow, rightOverflow);\n /** @type {?} */\n var visibleHeight = this._subtractOverflows(overlay.height, topOverflow, bottomOverflow);\n /** @type {?} */\n var visibleArea = visibleWidth * visibleHeight;\n

return {\n visibleArea: visibleArea,\n isCompletelyWithinViewport: (overlay.width * overlay.height) === visibleArea,\n fitsInViewportVertically: visibleHeight === overlay.height,\n fitsInViewportHorizontally: visibleWidth == overlay.width,\n };\n };\n /**\n * Whether the overlay can fit within the viewport when it may resize either its width or height.\n * @param fit How well the overlay fits in the viewport at some position.\n * @param point The (x, y) coordinates of the overlat at some position.\n * @param viewport The geometry of the viewport.\n */\n /**\n * Whether the overlay can fit within the viewport when it may resize either its width or height.\n * @private\n * @param {?} fit How well the overlay fits in the viewport at some position.\n * @param {?} point The (x, y) coordinates of the overlat at some position.\n * @param {?} viewport The geometry of the viewport.\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._canFitWithFlexibleDimensions = /**\n * Whether the overlay can fit within the viewport when it may resize either its width or height.\n * @private\n * @param {?} fit How well the overlay fits in the viewport at some position.\n * @param {?} point The (x, y) coordinates of the overlat at some position.\n * @param {?} viewport The geometry of the viewport.\n * @return {?}\n */\n function (fit, point, viewport) {\n if (this._hasFlexibleDimensions) {\n /** @type {?} */\n var availableHeight = viewport.bottom - point.y;\n /** @type {?} */\n var availableWidth = viewport.right - point.x;\n /** @type {?} */\n var minHeight = this._overlayRef.getConfig().minHeight;\n /** @type {?} */\n var minWidth = this._overlayRef.getConfig().minWidth;\n /** @type {?} */\n var verticalFit = fit.fitsInViewportVertically ||\n (minHeight != null && minHeight <= availableHeight);\n /** @type {?} */\n var horizontalFit = fit.fitsInViewportHorizontally ||\n (minWidth != null && minWidth <= availableWidth);\n return verticalFit && horizontalFit;\n }\n };\n /**\n * Gets the point at which the overlay can be \"pushed\" on-screen. If the overlay is larger than\n * the viewport, the top-left corner will be pushed on-screen (with overflow occuring on the\n * right and bottom).\n *\n * @param start Starting point from which the overlay is pushed.\n * @param overlay Dimensions of the overlay.\n * @param scrollPosition Current viewport scroll position.\n * @returns The point at which to position the overlay after pushing. This is effectively a new\n * originPoint.\n */\n /**\n * Gets the point at which the overlay can be \"pushed\" on-screen. If the overlay is larger than\n * the viewport, the top-left corner will be pushed on-screen (with overflow occuring on the\n * right and bottom).\n *\n * @private\n * @param {?} start Starting point from which the overlay is pushed.\n * @param {?} overlay Dimensions of the overlay.\n * @param {?} scrollPosition Current viewport scroll position.\n * @return {?} The point at which to position the overlay after pushing. This is effectively a new\n * originPoint.\n */\n FlexibleConnectedPositionStrategy.prototype._pushOverlayOnScreen = /**\n * Gets the point at which the overlay can be \"pushed\" on-screen. If the overlay is larger than\n * the viewport, the top-left corner will be pushed on-screen (with overflow occuring on the\n * right and bottom).\n *\n * @private\n * @param {?} start Starting point from which the overlay is pushed.\n * @param {?} overlay Dimensions of the overlay.\n * @param {?} scrollPosition Current viewport scroll position.\n * @return {?} The point at which to position the overlay after pushing. This is effectively a new\n * originPoint.\n */\n function (start, overlay, scrollPosition) {\n // If the position is locked and we've pushed the overlay already, reuse the previous push\n // amount, rather than pushing it again. If we were to continue pushing, the element would\n // remain in the viewport, which goes against the expectations when position locking is enabled.\n if (this._previousPushAmount && this._positionLocked) {\n return {\n x: start.x + this._previousPushAmount.x,\n y: start.y + this._previousPushAmount.y\n };\n }\n /** @type {?} */\n var viewport = this._viewportRect;\n // Determine how much the overlay goes outside the viewport on each\n // side, which we'll use to decide which direction to push it.\n /** @type {?} */\n var overflowRight = Math.max(start.x + overlay.width - viewport.right, 0);\n /** @type {?} */\n var overflowBottom = Math.max(start.y + overlay.height - viewport.bottom, 0);\n /** @type {?} */\n var overflowTop = Math.max(viewport.top - scrollPosition.top - start.y, 0);\n /** @type {?} */\n var overflowLeft = Math.max(viewport.left - scrollPosition.left - start.x, 0);\n // Amount by which to push the overlay in each axis such that it remains on-screen.\n /** @type {?} */\n var pushX = 0;\n /** @type

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{?} */\n        var pushY = 0;\n        // If the overlay fits completely within the bounds of the viewport, push it from
whichever\n        // direction is goes off-screen. Otherwise, push the top-left corner such that its in the\n        //
viewport and allow for the trailing end of the overlay to go out of bounds.\n        if (overlay.width < viewport.width)
{\n            pushX = overflowLeft || -overflowRight;\n        }\n        else {\n            pushX = start.x <
this._viewportMargin ? (viewport.left - scrollPosition.left) - start.x : 0;\n        }\n        if (overlay.height <
viewport.height) {\n            pushY = overflowTop || -overflowBottom;\n        }\n        else {\n            pushY = start.y
< this._viewportMargin ? (viewport.top - scrollPosition.top) - start.y : 0;\n        }\n        this._previousPushAmount =
{ x: pushX, y: pushY };\n        return {\n            x: start.x + pushX,\n            y: start.y + pushY,\n        };\n    };\n
/**\n     * Applies a computed position to the overlay and emits a position change.\n     * @param position The
position preference\n     * @param originPoint The point on the origin element where the overlay is connected.\n
*/\n    /**\n     * Applies a computed position to the overlay and emits a position change.\n     * @private\n     *
@param {?} position The position preference\n     * @param {?} originPoint The point on the origin element where
the overlay is connected.\n     * @return {?}\n     */\n    FlexibleConnectedPositionStrategy.prototype._applyPosition
= /**\n     * Applies a computed position to the overlay and emits a position change.\n     * @private\n     * @param
{?} position The position preference\n     * @param {?} originPoint The point on the origin element where the
overlay is connected.\n     * @return {?}\n     */\n    function (position, originPoint) {\n
this._setTransformOrigin(position);\n        this._setOverlayElementStyles(originPoint, position);\n
this._setBoundingBoxStyles(originPoint, position);\n        if (position.panelClass) {\n
this._addPanelClasses(position.panelClass);\n        }\n        // Save the last connected position in case the position
needs to be re-calculated.\n        this._lastPosition = position;\n        // Notify that the position has been changed
along with its change properties.\n        // We only emit if we've got any subscriptions, because the scroll visibility\n
    // calculcations can be somewhat expensive.\n        if (this._positionChangeSubscriptions > 0) {\n            /**
@type {?} */\n            var scrollableViewProperties = this._getScrollVisibility();\n            /** @type {?} */\n
var changeEvent = new ConnectedOverlayPositionChange(position, scrollableViewProperties);\n
this._positionChanges.next(changeEvent);\n        }\n        this._isInitialRender = false;\n    };\n    /** Sets the
transform origin based on the configured selector and the passed-in position.  */\n    /**\n     * Sets the transform
origin based on the configured selector and the passed-in position.\n     * @private\n     * @param {?} position\n
* @return {?}\n     */\n    FlexibleConnectedPositionStrategy.prototype._setTransformOrigin = /**\n     * Sets the
transform origin based on the configured selector and the passed-in position.\n     * @private\n     * @param {?}
position\n     * @return {?}\n     */\n    function (position) {\n        if (!this._transformOriginSelector) {\n
return;\n        }\n        /** @type {?} */\n        var elements = (/** @type {?} */
(this._boundingBox)).querySelectorAll(this._transformOriginSelector);\n        /** @type {?} */\n        var xOrigin;\n
    /** @type {?} */\n        var yOrigin = position.overlayY;\n        if (position.overlayX === 'center') {\n
xOrigin = 'center';\n        }\n        else if (this._isRtl()) {\n            xOrigin = position.overlayX === 'start' ? 'right' :
'left';\n        }\n        else {\n            xOrigin = position.overlayX === 'start' ? 'left' : 'right';\n        }\n        for (var i =
0; i < elements.length; i++) {\n            elements[i].style.transformOrigin = xOrigin + \" \" + yOrigin;\n        }\n    };\n
  /**\n     * Gets the position and size of the overlay's sizing container.\n     *\n     * This method does no measuring
and applies no styles so that we can cheaply compute the\n     * bounds for all positions and choose the best fit based
on these results.\n     */\n    /**\n     * Gets the position and size of the overlay's sizing container.\n     *\n     * This
method does no measuring and applies no styles so that we can cheaply compute the\n     * bounds for all positions
and choose the best fit based on these results.\n     * @private\n     * @param {?} origin\n     * @param {?}
position\n     * @return {?}\n     */\n    FlexibleConnectedPositionStrategy.prototype._calculateBoundingBoxRect =
/**\n     * Gets the position and size of the overlay's sizing container.\n     *\n     * This method does no measuring
and applies no styles so that we can cheaply compute the\n     * bounds for all positions and choose the best fit based
on these results.\n     * @private\n     * @param {?} origin\n     * @param {?} position\n     * @return {?}\n     */\n
function (origin, position) {\n        /** @type {?} */\n        var viewport = this._viewportRect;\n        /** @type {?}
*/\n        var isRtl = this._isRtl();\n        /** @type {?} */\n        var height;\n        /** @type {?} */\n        var top;\n
   /** @type {?} */\n        var bottom;\n        if (position.overlayY === 'top') {\n            // Overlay is opening
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\"downward\" and thus is bound by the bottom viewport edge.\n top = origin.y;\n height = viewport.bottom - origin.y;\n }\n else if (position.overlayY === 'bottom') {\n // Overlay is opening \"upward\" and thus is bound by the top viewport edge. We need to add\n // the viewport margin back in, because the viewport rect is narrowed down to remove the\n // margin, whereas the `origin` position is calculated based on its `ClientRect`.\n bottom = viewport.height - origin.y + this._viewportMargin * 2;\n height = viewport.height - bottom + this._viewportMargin;\n }\n else {\n // If neither top nor bottom, it means that the overlay is vertically centered on the\n // origin point. Note that we want the position relative to the viewport, rather than\n // the page, which is why we don't use something like `viewport.bottom - origin.y` and\n // `origin.y - viewport.top`.\n /** @type {?} */\n var smallestDistanceToViewportEdge = Math.min(viewport.bottom - origin.y + viewport.top, origin.y);\n /** @type {?} */\n var previousHeight = this._lastBoundingBoxSize.height;\n height = smallestDistanceToViewportEdge * 2;\n top = origin.y - smallestDistanceToViewportEdge;\n if (height > previousHeight && !this._isInitialRender && !this._growAfterOpen) {\n top = origin.y - (previousHeight / 2);\n }\n }\n // The overlay is opening 'right-ward' (the content flows to the right).\n /** @type {?} */\n var isBoundedByRightViewportEdge = (position.overlayX === 'start' && !isRtl) ||\n (position.overlayX === 'end' && isRtl);\n // The overlay is opening 'left-ward' (the content flows to the left).\n /** @type {?} */\n var isBoundedByLeftViewportEdge = (position.overlayX === 'end' && !isRtl) ||\n (position.overlayX === 'start' && isRtl);\n /** @type {?} */\n var width;\n /** @type {?} */\n var left;\n /** @type {?} */\n var right;\n if (isBoundedByLeftViewportEdge) {\n right = viewport.right - origin.x + this._viewportMargin;\n width = origin.x - viewport.left;\n }\n else if (isBoundedByRightViewportEdge) {\n left = origin.x;\n width = viewport.right - origin.x;\n }\n else {\n // If neither start nor end, it means that the overlay is horizontally centered on the\n // origin point. Note that we want the position relative to the viewport, rather than\n // the page, which is why we don't use something like `viewport.right - origin.x` and\n // `origin.x - viewport.left`.\n /** @type {?} */\n var smallestDistanceToViewportEdge = Math.min(viewport.right - origin.x + viewport.left, origin.x);\n /** @type {?} */\n var previousWidth = this._lastBoundingBoxSize.width;\n width = smallestDistanceToViewportEdge * 2;\n left = origin.x - smallestDistanceToViewportEdge;\n if (width > previousWidth && !this._isInitialRender && !this._growAfterOpen) {\n left = origin.x - (previousWidth / 2);\n }\n }\n return { top: (/** @type {?} */ (top)), left: (/** @type {?} */ (left)), bottom: (/** @type {?} */ (bottom)), right: (/** @type {?} */ (right)), width: width, height: height };\n };\n /**\n * Sets the position and size of the overlay's sizing wrapper. The wrapper is positioned on the\n * origin's connection point and stetches to the bounds of the viewport.\n *\n * @param origin The point on the origin element where the overlay is connected.\n * @param position The position preference\n */\n /**\n * Sets the position and size of the overlay's sizing wrapper. The wrapper is positioned on the\n * origin's connection point and stetches to the bounds of the viewport.\n *\n * @private\n * @param {?} origin The point on the origin element where the overlay is connected.\n * @param {?} position The position preference\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._setBoundingBoxStyles = /**\n * Sets the position and size of the overlay's sizing wrapper. The wrapper is positioned on the\n * origin's connection point and stetches to the bounds of the viewport.\n *\n * @private\n * @param {?} origin The point on the origin element where the overlay is connected.\n * @param {?} position The position preference\n * @return {?}\n */\n function (origin, position) {\n /** @type {?} */\n var boundingBoxRect = this._calculateBoundingBoxRect(origin, position);\n // It's weird if the overlay *grows* while scrolling, so we take the last size into account\n // when applying a new size.\n if (!this._isInitialRender && !this._growAfterOpen) {\n boundingBoxRect.height = Math.min(boundingBoxRect.height, this._lastBoundingBoxSize.height);\n boundingBoxRect.width = Math.min(boundingBoxRect.width, this._lastBoundingBoxSize.width);\n }\n /** @type {?} */\n var styles = (/** @type {?} */ ({}));\n if (this._hasExactPosition()) {\n styles.top = styles.left = '0';\n styles.bottom = styles.right = '';\n styles.width = styles.height = '100%';\n }\n else {\n /** @type {?} */\n var maxHeight =

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this._overlayRef.getConfig().maxHeight;\n            /** @type {?} */\n            var maxWidth =
this._overlayRef.getConfig().maxWidth;\n            styles.height = coerceCssPixelValue(boundingBoxRect.height);\n
        styles.top = coerceCssPixelValue(boundingBoxRect.top);\n            styles.bottom =
coerceCssPixelValue(boundingBoxRect.bottom);\n            styles.width =
coerceCssPixelValue(boundingBoxRect.width);\n            styles.left =
coerceCssPixelValue(boundingBoxRect.left);\n            styles.right =
coerceCssPixelValue(boundingBoxRect.right);\n            // Push the pane content towards the proper direction.\n
  if (position.overlayX === 'center') {\n                styles.alignItems = 'center';\n            }\n            else {\n
styles.alignItems = position.overlayX === 'end' ? 'flex-end' : 'flex-start';\n            }\n            if (position.overlayY
=== 'center') {\n                styles.justifyContent = 'center';\n            }\n            else {\n                styles.justifyContent
= position.overlayY === 'bottom' ? 'flex-end' : 'flex-start';\n            }\n            if (maxHeight) {\n
styles.maxHeight = coerceCssPixelValue(maxHeight);\n            }\n            if (maxWidth) {\n
styles.maxWidth = coerceCssPixelValue(maxWidth);\n            }\n        }\n        this._lastBoundingBoxSize =
boundingBoxRect;\n        extendStyles((/** @type {?} */ (this._boundingBox)).style, styles);\n    };\n    /** Resets
the styles for the bounding box so that a new positioning can be computed. */\n    /**\n     * Resets the styles for the
bounding box so that a new positioning can be computed.\n     * @private\n     * @return {?}\n     */\n
FlexibleConnectedPositionStrategy.prototype._resetBoundingBoxStyles = /**\n     * Resets the styles for the
bounding box so that a new positioning can be computed.\n     * @private\n     * @return {?}\n     */\n    function ()
{\n        extendStyles((/** @type {?} */ (this._boundingBox)).style, (/** @type {?} */ ({\n            top: '0',\n
left: '0',\n            right: '0',\n            bottom: '0',\n            height: '',\n            width: '',\n            alignItems: '',\n
justifyContent: '',\n        })));\n    };\n    /** Resets the styles for the overlay pane so that a new positioning can be
computed. */\n    /**\n     * Resets the styles for the overlay pane so that a new positioning can be computed.\n     *
@private\n     * @return {?}\n     */\n    FlexibleConnectedPositionStrategy.prototype._resetOverlayElementStyles =
/**\n     * Resets the styles for the overlay pane so that a new positioning can be computed.\n     * @private\n     *
@return {?}\n     */\n    function () {\n        extendStyles(this._pane.style, (/** @type {?} */ ({\n            top: '',\n
  left: '',\n            bottom: '',\n            right: '',\n            position: '',\n        })));\n    };\n    /** Sets positioning styles to
the overlay element. */\n    /**\n     * Sets positioning styles to the overlay element.\n     * @private\n     * @param
{?} originPoint\n     * @param {?} position\n     * @return {?}\n     */\n
FlexibleConnectedPositionStrategy.prototype._setOverlayElementStyles = /**\n     * Sets positioning styles to the
overlay element.\n     * @private\n     * @param {?} originPoint\n     * @param {?} position\n     * @return {?}\n
*/\n    function (originPoint, position) {\n        /** @type {?} */\n        var styles = (/** @type {?} */ ({}));\n        if
(this._hasExactPosition()) {\n            /** @type {?} */\n            var scrollPosition =
this._viewportRuler.getViewportScrollPosition();\n            extendStyles(styles, this._getExactOverlayY(position,
originPoint, scrollPosition));\n            extendStyles(styles, this._getExactOverlayX(position, originPoint,
scrollPosition));\n        }\n        else {\n            styles.position = 'static';\n        }\n        // Use a transform to apply the
offsets. We do this because the `center` positions rely on\n        // being in the normal flex flow and setting a `top` /
`left` at all will completely throw\n        // off the position. We also can't use margins, because they won't have an
effect in some\n        // cases where the element doesn't have anything to \"push off of\". Finally, this works\n        //
better both with flexible and non-flexible positioning.\n        /** @type {?} */\n        var transformString = '';\n
/** @type {?} */\n        var offsetX = this._getOffset(position, 'x');\n        /** @type {?} */\n        var offsetY =
this._getOffset(position, 'y');\n        if (offsetX) {\n            transformString += \"translateX(\" + offsetX + \"px) \";\n
    }\n        if (offsetY) {\n            transformString += \"translateY(\" + offsetY + \"px)\";\n        }\n
styles.transform = transformString.trim();\n        // If a maxWidth or maxHeight is specified on the overlay, we
remove them. We do this because\n        // we need these values to both be set to \"100%\" for the automatic flexible
sizing to work.\n        // The maxHeight and maxWidth are set on the boundingBox in order to enforce the
constraint.\n        if (this._hasFlexibleDimensions && this._overlayRef.getConfig().maxHeight) {\n
styles.maxHeight = '';\n        }\n        if (this._hasFlexibleDimensions && this._overlayRef.getConfig().maxWidth)
{\n            styles.maxWidth = '';\n        }\n        extendStyles(this._pane.style, styles);\n    };\n    /** Gets the exact
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top/bottom for the overlay when not using flexible sizing or when pushing. */\n /**\n * Gets the exact top/bottom for the overlay when not using flexible sizing or when pushing.\n * @private\n * @param {?} position\n * @param {?} originPoint\n * @param {?} scrollPosition\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._getExactOverlayY = /**\n * Gets the exact top/bottom for the overlay when not using flexible sizing or when pushing.\n * @private\n * @param {?} position\n * @param {?} originPoint\n * @param {?} scrollPosition\n * @return {?}\n */\n function (position, originPoint, scrollPosition) {\n // Reset any existing styles. This is necessary in case the\n // preferred position has changed since the last `apply`.\n /** @type {?} */\n var styles = (/** @type {?} */ ({ top: null, bottom: null }));\n /** @type {?} */\n var overlayPoint = this._getOverlayPoint(originPoint, this._overlayRect, position);\n if (this._isPushed) {\n overlayPoint = this._pushOverlayOnScreen(overlayPoint, this._overlayRect, scrollPosition);\n }\n // @breaking-change 8.0.0 Currently the `_overlayContainer` is optional in order to avoid a\n // breaking change. The null check here can be removed once the `_overlayContainer` becomes\n // a required parameter.\n /** @type {?} */\n var virtualKeyboardOffset = this._overlayContainer ?\n this._overlayContainer.getContainerElement().getBoundingClientRect().top : 0;\n // Normally this would be zero, however when the overlay is attached to an input (e.g. in an\n // autocomplete), mobile browsers will shift everything in order to put the input in the middle\n // of the screen and to make space for the virtual keyboard. We need to account for this offset,\n // otherwise our positioning will be thrown off.\n overlayPoint.y -= virtualKeyboardOffset;\n // We want to set either `top` or `bottom` based on whether the overlay wants to appear\n // above or below the origin and the direction in which the element will expand.\n if (position.overlayY === 'bottom') {\n // When using `bottom`, we adjust the y position such that it is the distance\n // from the bottom of the viewport rather than the top.\n /** @type {?} */\n var documentHeight = (/** @type {?} */ (this._document.documentElement)).clientHeight;\n styles.bottom = documentHeight - (overlayPoint.y + this._overlayRect.height) + \"px\";\n }\n else {\n styles.top = coerceCssPixelValue(overlayPoint.y);\n }\n return styles;\n };\n /** Gets the exact left/right for the overlay when not using flexible sizing or when pushing. */\n /**\n * Gets the exact left/right for the overlay when not using flexible sizing or when pushing.\n * @private\n * @param {?} position\n * @param {?} originPoint\n * @param {?} scrollPosition\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._getExactOverlayX = /**\n * Gets the exact left/right for the overlay when not using flexible sizing or when pushing.\n * @private\n * @param {?} position\n * @param {?} originPoint\n * @param {?} scrollPosition\n * @return {?}\n */\n function (position, originPoint, scrollPosition) {\n // Reset any existing styles. This is necessary in case the preferred position has\n // changed since the last `apply`.\n /** @type {?} */\n var styles = (/** @type {?} */ ({ left: null, right: null }));\n /** @type {?} */\n var overlayPoint = this._getOverlayPoint(originPoint, this._overlayRect, position);\n if (this._isPushed) {\n overlayPoint = this._pushOverlayOnScreen(overlayPoint, this._overlayRect, scrollPosition);\n }\n // We want to set either `left` or `right` based on whether the overlay wants to appear \"before\"\n // or \"after\" the origin, which determines the direction in which the element will expand.\n // For the horizontal axis, the meaning of \"before\" and \"after\" change based on whether the\n // page is in RTL or LTR.\n /** @type {?} */\n var horizontalStyleProperty;\n if (this._isRtl()) {\n horizontalStyleProperty = position.overlayX === 'end' ? 'left' : 'right';\n }\n else {\n horizontalStyleProperty = position.overlayX === 'end' ? 'right' : 'left';\n }\n // When we're setting `right`, we adjust the x position such that it is the distance\n // from the right edge of the viewport rather than the left edge.\n if (horizontalStyleProperty === 'right') {\n /** @type {?} */\n var documentWidth = (/** @type {?} */ (this._document.documentElement)).clientWidth;\n styles.right = documentWidth - (overlayPoint.x + this._overlayRect.width) + \"px\";\n }\n else {\n styles.left = coerceCssPixelValue(overlayPoint.x);\n }\n return styles;\n };\n /**\n * Gets the view properties of the trigger and overlay, including whether they are clipped\n * or completely outside the view of any of the strategy's scrollables.\n */\n /**\n * Gets the view properties of the trigger and overlay, including whether

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they are clipped\n     * or completely outside the view of any of the strategy's scrollables.\n     * @private\n     *
@return {?}\n     */\n    FlexibleConnectedPositionStrategy.prototype._getScrollVisibility = /**\n     * Gets the view
properties of the trigger and overlay, including whether they are clipped\n     * or completely outside the view of any
of the strategy's scrollables.\n     * @private\n     * @return {?}\n     */\n    function () {\n        // Note: needs fresh
rects since the position could've changed.\n        /** @type {?} */\n        var originBounds =
this._origin.getBoundingClientRect();\n        /** @type {?} */\n        var overlayBounds =
this._pane.getBoundingClientRect();\n        // TODO(jelbourn): instead of needing all of the client rects for these
scrolling containers\n        // every time, we should be able to use the scrollTop of the containers if the size of
those\n        // containers hasn't changed.\n        /** @type {?} */\n        var scrollContainerBounds =
this.scrollables.map(function (scrollable) {\n            return
scrollable.getElementRef().nativeElement.getBoundingClientRect();\n        });\n        return {\n
isOriginClipped: isElementClippedByScrolling(originBounds, scrollContainerBounds),\n
isOriginOutsideView: isElementScrolledOutsideView(originBounds, scrollContainerBounds),\n
isOverlayClipped: isElementClippedByScrolling(overlayBounds, scrollContainerBounds),\n
isOverlayOutsideView: isElementScrolledOutsideView(overlayBounds, scrollContainerBounds),\n        };\n    };\n
/** Subtracts the amount that an element is overflowing on an axis from it's length. */\n    /**\n     * Subtracts the
amount that an element is overflowing on an axis from it's length.\n     * @private\n     * @param {?} length\n     *
@param {...?} overflows\n     * @return {?}\n     */\n
FlexibleConnectedPositionStrategy.prototype._subtractOverflows = /**\n     * Subtracts the amount that an element
is overflowing on an axis from it's length.\n     * @private\n     * @param {?} length\n     * @param {...?}
overflows\n     * @return {?}\n     */\n    function (length) {\n        var overflows = [];\n        for (var _i = 1; _i <
arguments.length; _i++) {\n            overflows[_i - 1] = arguments[_i];\n        }\n        return
overflows.reduce(function (currentValue, currentOverflow) {\n            return currentValue -
Math.max(currentOverflow, 0);\n        }, length);\n    };\n    /** Narrows the given viewport rect by the current
_viewportMargin. */\n    /**\n     * Narrows the given viewport rect by the current _viewportMargin.\n     *
@private\n     * @return {?}\n     */\n    FlexibleConnectedPositionStrategy.prototype._getNarrowedViewportRect =
/**\n     * Narrows the given viewport rect by the current _viewportMargin.\n     * @private\n     * @return {?}\n
*/\n    function () {\n        // We recalculate the viewport rect here ourselves, rather than using the ViewportRuler,\n
    // because we want to use the `clientWidth` and `clientHeight` as the base. The difference\n        // being that the
client properties don't include the scrollbar, as opposed to `innerWidth`\n        // and `innerHeight` that do. This is
necessary, because the overlay container uses\n        // 100% `width` and `height` which don't include the scrollbar
either.\n        /** @type {?} */\n        var width = (/** @type {?} */
(this._document.documentElement)).clientWidth;\n        /** @type {?} */\n        var height = (/** @type {?} */
(this._document.documentElement)).clientHeight;\n        /** @type {?} */\n        var scrollPosition =
this._viewportRuler.getViewportScrollPosition();\n        return {\n            top: scrollPosition.top +
this._viewportMargin,\n            left: scrollPosition.left + this._viewportMargin,\n            right: scrollPosition.left +
width - this._viewportMargin,\n            bottom: scrollPosition.top + height - this._viewportMargin,\n            width:
width - (2 * this._viewportMargin),\n            height: height - (2 * this._viewportMargin),\n        };\n    };\n    /**
Whether the we're dealing with an RTL context */\n    /**\n     * Whether the we're dealing with an RTL context\n
* @private\n     * @return {?}\n     */\n    FlexibleConnectedPositionStrategy.prototype._isRtl = /**\n     * Whether
the we're dealing with an RTL context\n     * @private\n     * @return {?}\n     */\n    function () {\n        return
this._overlayRef.getDirection() === 'rtl';\n    };\n    /** Determines whether the overlay uses exact or flexible
positioning. */\n    /**\n     * Determines whether the overlay uses exact or flexible positioning.\n     * @private\n
* @return {?}\n     */\n    FlexibleConnectedPositionStrategy.prototype._hasExactPosition = /**\n     * Determines
whether the overlay uses exact or flexible positioning.\n     * @private\n     * @return {?}\n     */\n    function () {\n
    return !this._hasFlexibleDimensions || this._isPushed;\n    };\n    /** Retrieves the offset of a position along the x
or y axis. */\n    /**\n     * Retrieves the offset of a position along the x or y axis.\n     * @private\n     * @param {?}
position\n     * @param {?} axis\n     * @return {?}\n     */\n
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FlexibleConnectedPositionStrategy.prototype._getOffset = /**\n * Retrieves the offset of a position along the x or y axis.\n * @private\n * @param {?} position\n * @param {?} axis\n * @return {?}\n */\n function (position, axis) {\n if (axis === 'x') {\n // We don't do something like `position['offset' + axis]` in\n // order to avoid breking minifiers that rename properties.\n return position.offsetX == null ? this._offsetX : position.offsetX;\n }\n return position.offsetY == null ? this._offsetY : position.offsetY;\n };\n /** Validates that the current position match the expected values. */\n /**\n * Validates that the current position match the expected values.\n * @private\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._validatePositions = /**\n * Validates that the current position match the expected values.\n * @private\n * @return {?}\n */\n function () {\n if (!this._preferredPositions.length) {\n throw Error('FlexibleConnectedPositionStrategy: At least one position is required.');\n }\n // TODO(crisbeto): remove these once Angular's template type\n // checking is advanced enough to catch these cases.\n this._preferredPositions.forEach(function (pair) {\n validateHorizontalPosition('originX', pair.originX);\n validateVerticalPosition('originY', pair.originY);\n validateHorizontalPosition('overlayX', pair.overlayX);\n validateVerticalPosition('overlayY', pair.overlayY);\n });\n };\n /** Adds a single CSS class or an array of classes on the overlay panel. */\n /**\n * Adds a single CSS class or an array of classes on the overlay panel.\n * @private\n * @param {?} cssClasses\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._addPanelClasses = /**\n * Adds a single CSS class or an array of classes on the overlay panel.\n * @private\n * @param {?} cssClasses\n * @return {?}\n */\n function (cssClasses) {\n var _this = this;\n if (this._pane) {\n coerceArray(cssClasses).forEach(function (cssClass) {\n if (_this._appliedPanelClasses.indexOf(cssClass) === -1) {\n _this._appliedPanelClasses.push(cssClass);\n _this._pane.classList.add(cssClass);\n }\n });\n }\n };\n /** Clears the classes that the position strategy has applied from the overlay panel. */\n /**\n * Clears the classes that the position strategy has applied from the overlay panel.\n * @private\n * @return {?}\n */\n FlexibleConnectedPositionStrategy.prototype._clearPanelClasses = /**\n * Clears the classes that the position strategy has applied from the overlay panel.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._pane) {\n this._appliedPanelClasses.forEach(function (cssClass) { return _this._pane.classList.remove(cssClass); });\n this._appliedPanelClasses = [];\n }\n };\n return FlexibleConnectedPositionStrategy;\n}());\n/**\n * Shallow-extends a stylesheet object with another stylesheet object.\n * @param {?} dest\n * @param {?} source\n * @return {?}\n */\nfunction extendStyles(dest, source) {\n for (var key in source) {\n if (source.hasOwnProperty(key)) {\n dest[key] = source[key];\n }\n }\n return dest;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * A strategy for positioning overlays. Using this strategy, an overlay is given an\n * implicit position relative to some origin element. The relative position is defined in terms of\n * a point on the origin element that is connected to a point on the overlay element. For example,\n * a basic dropdown is connecting the bottom-left corner of the origin to the top-left corner\n * of the overlay.\n * @deprecated Use `FlexibleConnectedPositionStrategy` instead.\n * \\@breaking-change 8.0.0\n */\nvar /**\n * A strategy for positioning overlays. Using this strategy, an overlay is given an\n * implicit position relative to some origin element. The relative position is defined in terms of\n * a point on the origin element that is connected to a point on the overlay element. For example,\n * a basic dropdown is connecting the bottom-left corner of the origin to the top-left corner\n * of the overlay.\n * @deprecated Use `FlexibleConnectedPositionStrategy` instead.\n * \\@breaking-change 8.0.0\n */\nConnectedPositionStrategy = /** @class */ (function () {\n function ConnectedPositionStrategy(originPos, overlayPos, connectedTo, viewportRuler, document, \n // @breaking-change 8.0.0 `platform` parameter to be made required.\n platform) {\n /**\n * Ordered list of preferred positions, from most to least desirable.\n */\n this._preferredPositions = [];\n // Since the `ConnectedPositionStrategy` is deprecated and we don't want to maintain\n // the extra logic, we create an instance of the positioning strategy that has some\n // defaults that make it behave as the old position strategy and to which we'll\n // proxy all of the API calls.\n

this._positionStrategy =\n new FlexibleConnectedPositionStrategy(connectedTo, viewportRuler, document, platform)\n .withFlexibleDimensions(false)\n .withPush(false)\n .withViewportMargin(0);\n this.withFallbackPosition(originPos, overlayPos);\n }\n Object.defineProperty(ConnectedPositionStrategy.prototype, \"_isRtl\", {\n /** Whether the we're dealing with an RTL context */\n get: /**\n * Whether the we're dealing with an RTL context\n * @return {?}\n */\n function () {\n return this._overlayRef.getDirection() === 'rtl';\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(ConnectedPositionStrategy.prototype, \"onPositionChange\", {\n /** Emits an event when the connection point changes. */\n get: /**\n * Emits an event when the connection point changes.\n * @return {?}\n */\n function () {\n return this._positionStrategy.positionChanges;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(ConnectedPositionStrategy.prototype, \"positions\", {\n /** Ordered list of preferred positions, from most to least desirable. */\n get: /**\n * Ordered list of preferred positions, from most to least desirable.\n * @return {?}\n */\n function () {\n return this._preferredPositions;\n },\n enumerable: true,\n configurable: true\n });\n /** Attach this position strategy to an overlay. */\n /**\n * Attach this position strategy to an overlay.\n * @param {?} overlayRef\n * @return {?}\n */\n ConnectedPositionStrategy.prototype.attach = /**\n * Attach this position strategy to an overlay.\n * @param {?} overlayRef\n * @return {?}\n */\n function (overlayRef) {\n this._overlayRef = overlayRef;\n this._positionStrategy.attach(overlayRef);\n if (this._direction) {\n overlayRef.setDirection(this._direction);\n this._direction = null;\n }\n };\n /** Disposes all resources used by the position strategy. */\n /**\n * Disposes all resources used by the position strategy.\n * @return {?}\n */\n ConnectedPositionStrategy.prototype.dispose = /**\n * Disposes all resources used by the position strategy.\n * @return {?}\n */\n function () {\n this._positionStrategy.dispose();\n };\n /** @docs-private */\n /**\n * \\@docs-private\n * @return {?}\n */\n ConnectedPositionStrategy.prototype.detach = /**\n * \\@docs-private\n * @return {?}\n */\n function () {\n this._positionStrategy.detach();\n };\n /**\n * Updates the position of the overlay element, using whichever preferred position relative\n * to the origin fits on-screen.\n * @docs-private\n */\n /**\n * Updates the position of the overlay element, using whichever preferred position relative\n * to the origin fits on-screen.\n * \\@docs-private\n * @return {?}\n */\n ConnectedPositionStrategy.prototype.apply = /**\n * Updates the position of the overlay element, using whichever preferred position relative\n * to the origin fits on-screen.\n * \\@docs-private\n * @return {?}\n */\n function () {\n this._positionStrategy.apply();\n };\n /**\n * Re-positions the overlay element with the trigger in its last calculated position,\n * even if a position higher in the \"preferred positions\" list would now fit. This\n * allows one to re-align the panel without changing the orientation of the panel.\n */\n /**\n * Re-positions the overlay element with the trigger in its last calculated position,\n * even if a position higher in the \"preferred positions\" list would now fit. This\n * allows one to re-align the panel without changing the orientation of the panel.\n * @return {?}\n */\n ConnectedPositionStrategy.prototype.recalculateLastPosition = /**\n * Re-positions the overlay element with the trigger in its last calculated position,\n * even if a position higher in the \"preferred positions\" list would now fit. This\n * allows one to re-align the panel without changing the orientation of the panel.\n * @return {?}\n */\n function () {\n this._positionStrategy.reapplyLastPosition();\n };\n /**\n * Sets the list of Scrollable containers that host the origin element so that\n * on reposition we can evaluate if it or the overlay has been clipped or outside view. Every\n * Scrollable must be an ancestor element of the strategy's origin element.\n */\n /**\n * Sets the list of Scrollable containers that host the origin element so that\n * on reposition we can evaluate if it or the overlay has been clipped or outside view. Every\n * Scrollable must be an ancestor element of the strategy's origin element.\n * @param {?} scrollables\n * @return {?}\n */\n ConnectedPositionStrategy.prototype.withScrollableContainers = /**\n * Sets the list of Scrollable containers that host the origin element so that\n * on reposition we can evaluate if it or the overlay has been clipped or outside view. Every\n * Scrollable must be an ancestor element of the strategy's origin element.\n * @param {?} scrollables\n * @return {?}\n */\n function (scrollables) {\n

this._positionStrategy.withScrollableContainers(scrollables);\n };\n /**\n * Adds a new preferred fallback position.\n * @param originPos\n * @param overlayPos\n */\n /**\n * Adds a new preferred fallback position.\n * @template THIS\n * @this {THIS}\n * @param {?} originPos\n * @param {?} overlayPos\n * @param {?=} offsetX\n * @param {?=} offsetY\n * @return {THIS}\n */\n ConnectedPositionStrategy.prototype.withFallbackPosition = /**\n * Adds a new preferred fallback position.\n * @template THIS\n * @this {THIS}\n * @param {?} originPos\n * @param {?} overlayPos\n * @param {?=} offsetX\n * @param {?=} offsetY\n * @return {THIS}\n */\n function (originPos, overlayPos, offsetX, offsetY) {\n /** @type {?} */\n var position = new ConnectionPositionPair(originPos, overlayPos, offsetX, offsetY);\n (/** @type {?} */ (this))._preferredPositions.push(position);\n (/** @type {?} */ (this))._positionStrategy.withPositions((/** @type {?} */ (this))._preferredPositions);\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the layout direction so the overlay's position can be adjusted to match.\n * @param dir New layout direction.\n */\n /**\n * Sets the layout direction so the overlay's position can be adjusted to match.\n * @template THIS\n * @this {THIS}\n * @param {?} dir New layout direction.\n * @return {THIS}\n */\n ConnectedPositionStrategy.prototype.withDirection = /**\n * Sets the layout direction so the overlay's position can be adjusted to match.\n * @template THIS\n * @this {THIS}\n * @param {?} dir New layout direction.\n * @return {THIS}\n */\n function (dir) {\n // Since the direction might be declared before the strategy is attached,\n // we save the value in a temporary property and we'll transfer it to the\n // overlay ref on attachment.\n if ((/** @type {?} */ (this))._overlayRef) {\n (/** @type {?} */ (this))._overlayRef.setDirection(dir);\n }\n else {\n (/** @type {?} */ (this))._direction = dir;\n }\n return (/** @type {?} */ (this));\n };\n /**\n * Sets an offset for the overlay's connection point on the x-axis\n * @param offset New offset in the X axis.\n */\n /**\n * Sets an offset for the overlay's connection point on the x-axis\n * @template THIS\n * @this {THIS}\n * @param {?} offset New offset in the X axis.\n * @return {THIS}\n */\n ConnectedPositionStrategy.prototype.withOffsetX = /**\n * Sets an offset for the overlay's connection point on the x-axis\n * @template THIS\n * @this {THIS}\n * @param {?} offset New offset in the X axis.\n * @return {THIS}\n */\n function (offset) {\n (/** @type {?} */ (this))._positionStrategy.withDefaultOffsetX(offset);\n return (/** @type {?} */ (this));\n };\n /**\n * Sets an offset for the overlay's connection point on the y-axis\n * @param offset New offset in the Y axis.\n */\n /**\n * Sets an offset for the overlay's connection point on the y-axis\n * @template THIS\n * @this {THIS}\n * @param {?} offset New offset in the Y axis.\n * @return {THIS}\n */\n ConnectedPositionStrategy.prototype.withOffsetY = /**\n * Sets an offset for the overlay's connection point on the y-axis\n * @template THIS\n * @this {THIS}\n * @param {?} offset New offset in the Y axis.\n * @return {THIS}\n */\n function (offset) {\n (/** @type {?} */ (this))._positionStrategy.withDefaultOffsetY(offset);\n return (/** @type {?} */ (this));\n };\n /**\n * Sets whether the overlay's position should be locked in after it is positioned\n * initially. When an overlay is locked in, it won't attempt to reposition itself\n * when the position is re-applied (e.g. when the user scrolls away).\n * @param isLocked Whether the overlay should locked in.\n */\n /**\n * Sets whether the overlay's position should be locked in after it is positioned\n * initially. When an overlay is locked in, it won't attempt to reposition itself\n * when the position is re-applied (e.g. when the user scrolls away).\n * @template THIS\n * @this {THIS}\n * @param {?} isLocked Whether the overlay should locked in.\n * @return {THIS}\n */\n ConnectedPositionStrategy.prototype.withLockedPosition = /**\n * Sets whether the overlay's position should be locked in after it is positioned\n * initially. When an overlay is locked in, it won't attempt to reposition itself\n * when the position is re-applied (e.g. when the user scrolls away).\n * @template THIS\n * @this {THIS}\n * @param {?} isLocked Whether the overlay should locked in.\n * @return {THIS}\n */\n function (isLocked) {\n (/** @type {?} */ (this))._positionStrategy.withLockedPosition(isLocked);\n return (/** @type {?} */ (this));\n };\n /**\n * Overwrites the current set of positions with an array of new ones.\n * @param positions Position pairs to be set on the strategy.\n */\n /**\n * Overwrites the current set of positions with an array of new ones.\n * @template THIS\n * @this {THIS}\n * @param {?}

positions Position pairs to be set on the strategy.\n * @return {THIS}\n */\n ConnectedPositionStrategy.prototype.withPositions = /**\n * Overwrites the current set of positions with an array of new ones.\n * @template THIS\n * @this {THIS}\n * @param {?} positions Position pairs to be set on the strategy.\n * @return {THIS}\n */\n function (positions) {\n (/** @type {?} */ (this))._preferredPositions = positions.slice();\n (/** @type {?} */ (this))._positionStrategy.withPositions((/** @type {?} */ (this))._preferredPositions);\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the origin element, relative to which to position the overlay.\n * @param origin Reference to the new origin element.\n */\n /**\n * Sets the origin element, relative to which to position the overlay.\n * @template THIS\n * @this {THIS}\n * @param {?} origin Reference to the new origin element.\n * @return {THIS}\n */\n ConnectedPositionStrategy.prototype.setOrigin = /**\n * Sets the origin element, relative to which to position the overlay.\n * @template THIS\n * @this {THIS}\n * @param {?} origin Reference to the new origin element.\n * @return {THIS}\n */\n function (origin) {\n (/** @type {?} */ (this))._positionStrategy.setOrigin(origin);\n return (/** @type {?} */ (this));\n };\n return ConnectedPositionStrategy;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Class to be added to the overlay pane wrapper.\n * @type {?}\n */\nvar wrapperClass = 'cdk-global-overlay-wrapper';\n/**\n * A strategy for positioning overlays. Using this strategy, an overlay is given an\n * explicit position relative to the browser's viewport. We use flexbox, instead of\n * transforms, in order to avoid issues with subpixel rendering which can cause the\n * element to become blurry.\n */\nvar /**\n * A strategy for positioning overlays. Using this strategy, an overlay is given an\n * explicit position relative to the browser's viewport. We use flexbox, instead of\n * transforms, in order to avoid issues with subpixel rendering which can cause the\n * element to become blurry.\n */\nGlobalPositionStrategy = /** @class */ (function () {\n function GlobalPositionStrategy() {\n this._cssPosition = 'static';\n this._topOffset = '';\n this._bottomOffset = '';\n this._leftOffset = '';\n this._rightOffset = '';\n this._alignItems = '';\n this._justifyContent = '';\n this._width = '';\n this._height = '';\n }\n /**\n * @param {?} overlayRef\n * @return {?}\n */\n GlobalPositionStrategy.prototype.attach = /**\n * @param {?} overlayRef\n * @return {?}\n */\n function (overlayRef) {\n /** @type {?} */\n var config = overlayRef.getConfig();\n this._overlayRef = overlayRef;\n if (this._width && !config.width) {\n overlayRef.updateSize({ width: this._width });\n }\n if (this._height && !config.height) {\n overlayRef.updateSize({ height: this._height });\n }\n overlayRef.hostElement.classList.add(wrapperClass);\n this._isDisposed = false;\n };\n /**\n * Sets the top position of the overlay. Clears any previously set vertical position.\n * @param value New top offset.\n */\n /**\n * Sets the top position of the overlay. Clears any previously set vertical position.\n * @template THIS\n * @this {THIS}\n * @param {?=} value New top offset.\n * @return {THIS}\n */\n GlobalPositionStrategy.prototype.top = /**\n * Sets the top position of the overlay. Clears any previously set vertical position.\n * @template THIS\n * @this {THIS}\n * @param {?=} value New top offset.\n * @return {THIS}\n */\n function (value) {\n if (value === void 0) { value = ''; }\n (/** @type {?} */ (this))._bottomOffset = '';\n (/** @type {?} */ (this))._topOffset = value;\n (/** @type {?} */ (this))._alignItems = 'flex-start';\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the left position of the overlay. Clears any previously set horizontal position.\n * @param value New left offset.\n */\n /**\n * Sets the left position of the overlay. Clears any previously set horizontal position.\n * @template THIS\n * @this {THIS}\n * @param {?=} value New left offset.\n * @return {THIS}\n */\n GlobalPositionStrategy.prototype.left = /**\n * Sets the left position of the overlay. Clears any previously set horizontal position.\n * @template THIS\n * @this {THIS}\n * @param {?=} value New left offset.\n * @return {THIS}\n */\n function (value) {\n if (value === void 0) { value = ''; }\n (/** @type {?} */ (this))._rightOffset = '';\n (/** @type {?} */ (this))._leftOffset = value;\n (/** @type {?} */ (this))._justifyContent = 'flex-start';\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the bottom position of the overlay. Clears any previously set vertical position.\n * @param value New bottom offset.\n */\n /**\n * Sets the bottom position of the overlay. Clears any previously set vertical position.\n * @template

THIS\n * @this {THIS}\n * @param {?=} value New bottom offset.\n * @return {THIS}\n */\n GlobalPositionStrategy.prototype.bottom = /**\n * Sets the bottom position of the overlay. Clears any previously set vertical position.\n * @template THIS\n * @this {THIS}\n * @param {?=} value New bottom offset.\n * @return {THIS}\n */\n function (value) {\n if (value === void 0) { value = ''; }\n (/** @type {?} */ (this))._topOffset = '';\n (/** @type {?} */ (this))._bottomOffset = value;\n (/** @type {?} */ (this))._alignItems = 'flex-end';\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the right position of the overlay. Clears any previously set horizontal position.\n * @param value New right offset.\n */\n /**\n * Sets the right position of the overlay. Clears any previously set horizontal position.\n * @template THIS\n * @this {THIS}\n * @param {?=} value New right offset.\n * @return {THIS}\n */\n GlobalPositionStrategy.prototype.right = /**\n * Sets the right position of the overlay. Clears any previously set horizontal position.\n * @template THIS\n * @this {THIS}\n * @param {?=} value New right offset.\n * @return {THIS}\n */\n function (value) {\n if (value === void 0) { value = ''; }\n (/** @type {?} */ (this))._leftOffset = '';\n (/** @type {?} */ (this))._rightOffset = value;\n (/** @type {?} */ (this))._justifyContent = 'flex-end';\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the overlay width and clears any previously set width.\n * @param value New width for the overlay\n * @deprecated Pass the `width` through the `OverlayConfig`.\n * @breaking-change 8.0.0\n */\n /**\n * Sets the overlay width and clears any previously set width.\n * @deprecated Pass the `width` through the `OverlayConfig`.\n * \\@breaking-change 8.0.0\n * @template THIS\n * @this {THIS}\n * @param {?=} value New width for the overlay\n * @return {THIS}\n */\n GlobalPositionStrategy.prototype.width = /**\n * Sets the overlay width and clears any previously set width.\n * @deprecated Pass the `width` through the `OverlayConfig`.\n * \\@breaking-change 8.0.0\n * @template THIS\n * @this {THIS}\n * @param {?=} value New width for the overlay\n * @return {THIS}\n */\n function (value) {\n if (value === void 0) { value = ''; }\n if ((/** @type {?} */ (this))._overlayRef) {\n (/** @type {?} */ (this))._overlayRef.updateSize({ width: value });\n }\n else {\n (/** @type {?} */ (this))._width = value;\n }\n return (/** @type {?} */ (this));\n };\n /**\n * Sets the overlay height and clears any previously set height.\n * @param value New height for the overlay\n * @deprecated Pass the `height` through the `OverlayConfig`.\n * @breaking-change 8.0.0\n */\n /**\n * Sets the overlay height and clears any previously set height.\n * @deprecated Pass the `height` through the `OverlayConfig`.\n * \\@breaking-change 8.0.0\n * @template THIS\n * @this {THIS}\n * @param {?=} value New height for the overlay\n * @return {THIS}\n */\n GlobalPositionStrategy.prototype.height = /**\n * Sets the overlay height and clears any previously set height.\n * @deprecated Pass the `height` through the `OverlayConfig`.\n * \\@breaking-change 8.0.0\n * @template THIS\n * @this {THIS}\n * @param {?=} value New height for the overlay\n * @return {THIS}\n */\n function (value) {\n if (value === void 0) { value = ''; }\n if ((/** @type {?} */ (this))._overlayRef) {\n (/** @type {?} */ (this))._overlayRef.updateSize({ height: value });\n }\n else {\n (/** @type {?} */ (this))._height = value;\n }\n return (/** @type {?} */ (this));\n };\n /**\n * Centers the overlay horizontally with an optional offset.\n * Clears any previously set horizontal position.\n *\n * @param offset Overlay offset from the horizontal center.\n */\n /**\n * Centers the overlay horizontally with an optional offset.\n * Clears any previously set horizontal position.\n *\n * @template THIS\n * @this {THIS}\n * @param {?=} offset Overlay offset from the horizontal center.\n * @return {THIS}\n */\n GlobalPositionStrategy.prototype.centerHorizontally = /**\n * Centers the overlay horizontally with an optional offset.\n * Clears any previously set horizontal position.\n *\n * @template THIS\n * @this {THIS}\n * @param {?=} offset Overlay offset from the horizontal center.\n * @return {THIS}\n */\n function (offset) {\n if (offset === void 0) { offset = ''; }\n (/** @type {?} */ (this)).left(offset);\n (/** @type {?} */ (this))._justifyContent = 'center';\n return (/** @type {?} */ (this));\n };\n /**\n * Centers the overlay vertically with an optional offset.\n * Clears any previously set vertical position.\n *\n * @param offset Overlay offset from the vertical center.\n */\n /**\n * Centers the overlay vertically with an optional offset.\n * Clears any previously set vertical position.\n *\n * @template THIS\n * @this {THIS}\n * @param {?=} offset Overlay offset from the vertical center.\n * @return {THIS}\n */\n

GlobalPositionStrategy.prototype.centerVertically = /**\n * Centers the overlay vertically with an optional offset.\n * Clears any previously set vertical position.\n *\n * @template THIS\n * @this {THIS}\n * @param {?=} offset Overlay offset from the vertical center.\n * @return {THIS}\n */\n function (offset) {\n if (offset === void 0) { offset = ''; }\n (/** @type {?} */ (this)).top(offset);\n (/** @type {?} */ (this))._alignItems = 'center';\n return (/** @type {?} */ (this));\n };\n /**\n * Apply the position to the element.\n * @docs-private\n */\n /**\n * Apply the position to the element.\n * \\@docs-private\n * @return {?}\n */\n GlobalPositionStrategy.prototype.apply = /**\n * Apply the position to the element.\n * \\@docs-private\n * @return {?}\n */\n function () {\n // Since the overlay ref applies the strategy asynchronously, it could\n // have been disposed before it ends up being applied. If that is the\n // case, we shouldn't do anything.\n if (!this._overlayRef || !this._overlayRef.hasAttached()) {\n return;\n }\n /** @type {?} */\n var styles = this._overlayRef.overlayElement.style;\n /** @type {?} */\n var parentStyles = this._overlayRef.hostElement.style;\n /** @type {?} */\n var config = this._overlayRef.getConfig();\n styles.position = this._cssPosition;\n styles.marginLeft = config.width === '100%' ? '0' : this._leftOffset;\n styles.marginTop = config.height === '100%' ? '0' : this._topOffset;\n styles.marginBottom = this._bottomOffset;\n styles.marginRight = this._rightOffset;\n if (config.width === '100%') {\n parentStyles.justifyContent = 'flex-start';\n }\n else if (this._justifyContent === 'center') {\n parentStyles.justifyContent = 'center';\n }\n else if (this._overlayRef.getConfig().direction === 'rtl') {\n // In RTL the browser will invert `flex-start` and `flex-end` automatically, but we\n // don't want that because our positioning is explicitly `left` and `right`, hence\n // why we do another inversion to ensure that the overlay stays in the same position.\n // TODO: reconsider this if we add `start` and `end` methods.\n if (this._justifyContent === 'flex-start') {\n parentStyles.justifyContent = 'flex-end';\n }\n else if (this._justifyContent === 'flex-end') {\n parentStyles.justifyContent = 'flex-start';\n }\n }\n else {\n parentStyles.justifyContent = this._justifyContent;\n }\n parentStyles.alignItems = config.height === '100%' ? 'flex-start' : this._alignItems;\n };\n /**\n * Cleans up the DOM changes from the position strategy.\n * @docs-private\n */\n /**\n * Cleans up the DOM changes from the position strategy.\n * \\@docs-private\n * @return {?}\n */\n GlobalPositionStrategy.prototype.dispose = /**\n * Cleans up the DOM changes from the position strategy.\n * \\@docs-private\n * @return {?}\n */\n function () {\n if (this._isDisposed || !this._overlayRef) {\n return;\n }\n /** @type {?} */\n var styles = this._overlayRef.overlayElement.style;\n /** @type {?} */\n var parent = this._overlayRef.hostElement;\n /** @type {?} */\n var parentStyles = parent.style;\n parent.classList.remove(wrapperClass);\n parentStyles.justifyContent = parentStyles.alignItems = styles.marginTop =\n styles.marginBottom = styles.marginLeft = styles.marginRight = styles.position = '';\n this._overlayRef = (/** @type {?} */ (null));\n this._isDisposed = true;\n };\n return GlobalPositionStrategy;\n});\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Builder for overlay position strategy.\n */\nvar OverlayPositionBuilder = /** @class */ (function () {\n function OverlayPositionBuilder(_viewportRuler, _document, _platform, _overlayContainer) {\n this._viewportRuler = _viewportRuler;\n this._document = _document;\n this._platform = _platform;\n this._overlayContainer = _overlayContainer;\n }\n /**\n * Creates a global position strategy.\n */\n /**\n * Creates a global position strategy.\n * @return {?}\n */\n OverlayPositionBuilder.prototype.global = /**\n * Creates a global position strategy.\n * @return {?}\n */\n function () {\n return new GlobalPositionStrategy();\n };\n /**\n * Creates a relative position strategy.\n * @param elementRef\n * @param originPos\n * @param overlayPos\n * @deprecated Use `flexibleConnectedTo` instead.\n * @breaking-change 8.0.0\n */\n /**\n * Creates a relative position strategy.\n * @deprecated Use `flexibleConnectedTo` instead.\n * \\@breaking-change 8.0.0\n * @param {?} elementRef\n * @param {?} originPos\n * @param {?} overlayPos\n * @return {?}\n */\n OverlayPositionBuilder.prototype.connectedTo = /**\n * Creates a relative position strategy.\n * @deprecated Use `flexibleConnectedTo` instead.\n * \\@breaking-change 8.0.0\n * @param {?} elementRef\n * @param

{?} originPos\n * @param {?} overlayPos\n * @return {?}\n */\n function (elementRef, originPos, overlayPos) {\n return new ConnectedPositionStrategy(originPos, overlayPos, elementRef, this._viewportRuler, this._document);\n };\n /**\n * Creates a flexible position strategy.\n * @param elementRef\n */\n /**\n * Creates a flexible position strategy.\n * @param {?} elementRef\n * @return {?}\n */\n OverlayPositionBuilder.prototype.flexibleConnectedTo = /**\n * Creates a flexible position strategy.\n * @param {?} elementRef\n * @return {?}\n */\n function (elementRef) {\n return new FlexibleConnectedPositionStrategy(elementRef, this._viewportRuler, this._document, this._platform, this._overlayContainer);\n };\n OverlayPositionBuilder.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n OverlayPositionBuilder.ctorParameters = function () { return [\n { type: ViewportRuler },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] },\n { type: Platform, decorators: [{ type: Optional }] },\n { type: OverlayContainer, decorators: [{ type: Optional }] }\n]; };\n /** @nocollapse */ OverlayPositionBuilder.ngInjectableDef = defineInjectable({ factory: function OverlayPositionBuilder_Factory() { return new OverlayPositionBuilder(inject(ViewportRuler), inject(DOCUMENT), inject(Platform, 8), inject(OverlayContainer, 8)); }, token: OverlayPositionBuilder, providedIn: \"root\" });\n return OverlayPositionBuilder;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Next overlay unique ID.\n * @type {?}\n */\nvar nextUniqueId = 0;\n// Note that Overlay is *not* scoped to the app root because the ComponentFactoryResolver\n// it needs is different based on where OverlayModule is imported.\n/**\n * Service to create Overlays. Overlays are dynamically added pieces of floating UI, meant to be\n * used as a low-level building block for other components. Dialogs, tooltips, menus,\n * selects, etc. can all be built using overlays. The service should primarily be used by authors\n * of re-usable components rather than developers building end-user applications.\n *\n * An overlay *is* a PortalOutlet, so any kind of Portal can be loaded into one.\n */\nvar Overlay = /** @class */ (function () {\n function Overlay(scrollStrategies, _overlayContainer, _componentFactoryResolver, _positionBuilder, _keyboardDispatcher, _injector, _ngZone, _document, _directionality, _location) {\n this.scrollStrategies = scrollStrategies;\n this._overlayContainer = _overlayContainer;\n this._componentFactoryResolver = _componentFactoryResolver;\n this._positionBuilder = _positionBuilder;\n this._keyboardDispatcher = _keyboardDispatcher;\n this._injector = _injector;\n this._ngZone = _ngZone;\n this._document = _document;\n this._directionality = _directionality;\n this._location = _location;\n }\n /**\n * Creates an overlay.\n * @param config Configuration applied to the overlay.\n * @returns Reference to the created overlay.\n */\n /**\n * Creates an overlay.\n * @param {?=} config Configuration applied to the overlay.\n * @return {?} Reference to the created overlay.\n */\n Overlay.prototype.create = /**\n * Creates an overlay.\n * @param {?=} config Configuration applied to the overlay.\n * @return {?} Reference to the created overlay.\n */\n function (config) {\n /** @type {?} */\n var host = this._createHostElement();\n /** @type {?} */\n var pane = this._createPaneElement(host);\n /** @type {?} */\n var portalOutlet = this._createPortalOutlet(pane);\n /** @type {?} */\n var overlayConfig = new OverlayConfig(config);\n overlayConfig.direction = overlayConfig.direction || this._directionality.value;\n return new OverlayRef(portalOutlet, host, pane, overlayConfig, this._ngZone, this._keyboardDispatcher, this._document, this._location);\n };\n /**\n * Gets a position builder that can be used, via fluent API,\n * to construct and configure a position strategy.\n * @returns An overlay position builder.\n */\n /**\n * Gets a position builder that can be used, via fluent API,\n * to construct and configure a position strategy.\n * @return {?} An overlay position builder.\n */\n Overlay.prototype.position = /**\n * Gets a position builder that can be used, via fluent API,\n * to construct and configure a position strategy.\n * @return {?} An overlay position builder.\n */\n function () {\n return this._positionBuilder;\n };\n /**\n * Creates the DOM element for an overlay and appends it to the overlay container.\n * @returns Newly-created pane element\n */\n /**\n * Creates the DOM element for an overlay and appends it to the overlay container.\n * @private\n * @param {?} host\n * @return {?} Newly-created pane element\n */\n Overlay.prototype._createPaneElement = /**\n * Creates the DOM element for an overlay and appends it to the overlay container.\n * @private\n * @param

{?} host\n * @return {?} Newly-created pane element\n */\n function (host) {\n /** @type {?} */\n var pane = this._document.createElement('div');\n pane.id = \"cdk-overlay-\" + nextUniqueId++;\n pane.classList.add('cdk-overlay-pane');\n host.appendChild(pane);\n return pane;\n };\n /**\n * Creates the host element that wraps around an overlay\n * and can be used for advanced positioning.\n * @returns Newly-create host element.\n */\n /**\n * Creates the host element that wraps around an overlay\n * and can be used for advanced positioning.\n * @private\n * @return {?} Newly-create host element.\n */\n Overlay.prototype._createHostElement = /**\n * Creates the host element that wraps around an overlay\n * and can be used for advanced positioning.\n * @private\n * @return {?} Newly-create host element.\n */\n function () {\n /** @type {?} */\n var host = this._document.createElement('div');\n this._overlayContainer.getContainerElement().appendChild(host);\n return host;\n };\n /**\n * Create a DomPortalOutlet into which the overlay content can be loaded.\n * @param pane The DOM element to turn into a portal outlet.\n * @returns A portal outlet for the given DOM element.\n */\n /**\n * Create a DomPortalOutlet into which the overlay content can be loaded.\n * @private\n * @param {?} pane The DOM element to turn into a portal outlet.\n * @return {?} A portal outlet for the given DOM element.\n */\n Overlay.prototype._createPortalOutlet = /**\n * Create a DomPortalOutlet into which the overlay content can be loaded.\n * @private\n * @param {?} pane The DOM element to turn into a portal outlet.\n * @return {?} A portal outlet for the given DOM element.\n */\n function (pane) {\n // We have to resolve the ApplicationRef later in order to allow people\n // to use overlay-based providers during app initialization.\n if (!this._appRef) {\n this._appRef = this._injector.get(ApplicationRef);\n }\n return new DomPortalOutlet(pane, this._componentFactoryResolver, this._appRef, this._injector);\n };\n Overlay.decorators = [\n { type: Injectable },\n];\n /** @nocollapse */\n Overlay.ctorParameters = function () { return [\n { type: ScrollStrategyOptions },\n { type: OverlayContainer },\n { type: ComponentFactoryResolver },\n { type: OverlayPositionBuilder },\n { type: OverlayKeyboardDispatcher },\n { type: Injector },\n { type: NgZone },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] },\n { type: Directionality },\n { type: Location, decorators: [{ type: Optional }] }\n]; };\n return Overlay;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Default set of positions for the overlay. Follows the behavior of a dropdown.\n * @type {?}\n */\nvar defaultPositionList = [\n {\n originX: 'start',\n originY: 'bottom',\n overlayX: 'start',\n overlayY: 'top'\n },\n {\n originX: 'start',\n originY: 'top',\n overlayX: 'start',\n overlayY: 'bottom'\n },\n {\n originX: 'end',\n originY: 'top',\n overlayX: 'end',\n overlayY: 'bottom'\n },\n {\n originX: 'end',\n originY: 'bottom',\n overlayX: 'end',\n overlayY: 'top'\n }\n];\n/**\n * Injection token that determines the scroll handling while the connected overlay is open.\n * @type {?}\n */\nvar CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY = new InjectionToken('cdk-connected-overlay-scroll-strategy');\n/**\n * Directive applied to an element to make it usable as an origin for an Overlay using a\n * ConnectedPositionStrategy.\n */\nvar CdkOverlayOrigin = /** @class */ (function () {\n function CdkOverlayOrigin(elementRef) {\n this.elementRef = elementRef;\n }\n CdkOverlayOrigin.decorators = [\n { type: Directive, args: [{\n selector: '[cdk-overlay-origin], [overlay-origin], [cdkOverlayOrigin]',\n exportAs: 'cdkOverlayOrigin',\n },] },\n];\n /** @nocollapse */\n CdkOverlayOrigin.ctorParameters = function () { return [\n { type: ElementRef }\n]; };\n return CdkOverlayOrigin;\n}());\n/**\n * Directive to facilitate declarative creation of an\n * Overlay using a FlexibleConnectedPositionStrategy.\n */\nvar CdkConnectedOverlay = /** @class */ (function () {\n // TODO(jelbourn): inputs for size, scroll behavior, animation, etc.\n function CdkConnectedOverlay(_overlay, templateRef, viewContainerRef, scrollStrategyFactory, _dir) {\n this._overlay = _overlay;\n this._dir = _dir;\n this._hasBackdrop = false;\n this._lockPosition = false;\n this._growAfterOpen = false;\n this._flexibleDimensions = false;\n this._push = false;\n this._backdropSubscription = Subscription.EMPTY;\n /**\n * Margin between the overlay and the viewport edges.\n */\n this.viewportMargin = 0;\n /**\n * Whether the overlay is open.\n */\n this.open = false;\n

/**\n * Event emitted when the backdrop is clicked.\n */\n this.backdropClick = new EventEmitter();\n /**\n * Event emitted when the position has changed.\n */\n this.positionChange = new EventEmitter();\n /**\n * Event emitted when the overlay has been attached.\n */\n this.attach = new EventEmitter();\n /**\n * Event emitted when the overlay has been detached.\n */\n this.detach = new EventEmitter();\n /**\n * Emits when there are keyboard events that are targeted at the overlay.\n */\n this.overlayKeydown = new EventEmitter();\n this._templatePortal = new TemplatePortal(templateRef, viewContainerRef);\n this._scrollStrategyFactory = scrollStrategyFactory;\n this.scrollStrategy = this._scrollStrategyFactory();\n }\n Object.defineProperty(CdkConnectedOverlay.prototype, \"offsetX\", {\n /** The offset in pixels for the overlay connection point on the x-axis */\n get: /**\n * The offset in pixels for the overlay connection point on the x-axis\n * @return {?}\n */\n function () { return this._offsetX; },\n set: /**\n * @param {?} offsetX\n * @return {?}\n */\n function (offsetX) {\n this._offsetX = offsetX;\n if (this._position) {\n this._updatePositionStrategy(this._position);\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkConnectedOverlay.prototype, \"offsetY\", {\n /** The offset in pixels for the overlay connection point on the y-axis */\n get: /**\n * The offset in pixels for the overlay connection point on the y-axis\n * @return {?}\n */\n function () { return this._offsetY; },\n set: /**\n * @param {?} offsetY\n * @return {?}\n */\n function (offsetY) {\n this._offsetY = offsetY;\n if (this._position) {\n this._updatePositionStrategy(this._position);\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkConnectedOverlay.prototype, \"hasBackdrop\", {\n /** Whether or not the overlay should attach a backdrop. */\n get: /**\n * Whether or not the overlay should attach a backdrop.\n * @return {?}\n */\n function () { return this._hasBackdrop; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._hasBackdrop = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkConnectedOverlay.prototype, \"lockPosition\", {\n /** Whether or not the overlay should be locked when scrolling. */\n get: /**\n * Whether or not the overlay should be locked when scrolling.\n * @return {?}\n */\n function () { return this._lockPosition; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._lockPosition = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkConnectedOverlay.prototype, \"flexibleDimensions\", {\n /** Whether the overlay's width and height can be constrained to fit within the viewport. */\n get: /**\n * Whether the overlay's width and height can be constrained to fit within the viewport.\n * @return {?}\n */\n function () { return this._flexibleDimensions; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._flexibleDimensions = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkConnectedOverlay.prototype, \"growAfterOpen\", {\n /** Whether the overlay can grow after the initial open when flexible positioning is turned on. */\n get: /**\n * Whether the overlay can grow after the initial open when flexible positioning is turned on.\n * @return {?}\n */\n function () { return this._growAfterOpen; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._growAfterOpen = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkConnectedOverlay.prototype, \"push\", {\n /** Whether the overlay can be pushed on-screen if none of the provided positions fit. */\n get: /**\n * Whether the overlay can be pushed on-screen if none of the provided positions fit.\n * @return {?}\n */\n function () { return this._push; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._push = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkConnectedOverlay.prototype, \"overlayRef\", {\n /** The associated overlay reference. */\n get: /**\n * The associated overlay reference.\n * @return {?}\n */\n function () {\n return this._overlayRef;\n },\n enumerable: true,\n configurable: true\n });\n

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Object.defineProperty(CdkConnectedOverlay.prototype, \"dir\", {\n        /** The element's layout direction. */\n
get: /**\n         * The element's layout direction.\n         * @return {?}\n         */\n        function () {\n            return
this._dir ? this._dir.value : 'ltr';\n        },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     *
@return {?}\n     */\n    CdkConnectedOverlay.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function
() {\n        this._destroyOverlay();\n    };\n    /**\n     * @param {?} changes\n     * @return {?}\n     */\n
CdkConnectedOverlay.prototype.ngOnChanges = /**\n     * @param {?} changes\n     * @return {?}\n     */\n
function (changes) {\n        if (this._position) {\n            this._updatePositionStrategy(this._position);\n            if
(changes['origin'] && this.open) {\n                this._position.apply();\n            }\n        }\n        if (changes['open'])
{\n            this.open ? this._attachOverlay() : this._detachOverlay();\n        }\n    };\n    /** Creates an overlay */\n
/**\n     * Creates an overlay\n     * @private\n     * @return {?}\n     */\n
CdkConnectedOverlay.prototype._createOverlay = /**\n     * Creates an overlay\n     * @private\n     * @return
{?}\n     */\n    function () {\n        var _this = this;\n        if (!this.positions || !this.positions.length) {\n
this.positions = defaultPositionList;\n        }\n        this._overlayRef = this._overlay.create(this._buildConfig());\n
this._overlayRef.keydownEvents().subscribe(function (event) {\n            _this.overlayKeydown.next(event);\n
if (event.keyCode === ESCAPE) {\n                _this._detachOverlay();\n            }\n        });\n    };\n    /** Builds the
overlay config based on the directive's inputs */\n    /**\n     * Builds the overlay config based on the directive's
inputs\n     * @private\n     * @return {?}\n     */\n    CdkConnectedOverlay.prototype._buildConfig = /**\n     *
Builds the overlay config based on the directive's inputs\n     * @private\n     * @return {?}\n     */\n    function ()
{\n        /** @type {?} */\n        var positionStrategy = this._position = this._createPositionStrategy();\n        /**
@type {?} */\n        var overlayConfig = new OverlayConfig({\n            direction: this._dir,\n
positionStrategy: positionStrategy,\n            scrollStrategy: this.scrollStrategy,\n            hasBackdrop:
this.hasBackdrop\n        });\n        if (this.width || this.width === 0) {\n            overlayConfig.width = this.width;\n
 }\n        if (this.height || this.height === 0) {\n            overlayConfig.height = this.height;\n        }\n        if
(this.minWidth || this.minWidth === 0) {\n            overlayConfig.minWidth = this.minWidth;\n        }\n        if
(this.minHeight || this.minHeight === 0) {\n            overlayConfig.minHeight = this.minHeight;\n        }\n        if
(this.backdropClass) {\n            overlayConfig.backdropClass = this.backdropClass;\n        }\n        if
(this.panelClass) {\n            overlayConfig.panelClass = this.panelClass;\n        }\n        return overlayConfig;\n
};\n    /** Updates the state of a position strategy, based on the values of the directive inputs. */\n    /**\n     *
Updates the state of a position strategy, based on the values of the directive inputs.\n     * @private\n     * @param
{?} positionStrategy\n     * @return {?}\n     */\n    CdkConnectedOverlay.prototype._updatePositionStrategy =
/**\n     * Updates the state of a position strategy, based on the values of the directive inputs.\n     * @private\n     *
@param {?} positionStrategy\n     * @return {?}\n     */\n    function (positionStrategy) {\n        var _this = this;\n
  /** @type {?} */\n        var positions = this.positions.map(function (currentPosition) { return ({\n            originX:
currentPosition.originX,\n            originY: currentPosition.originY,\n            overlayX: currentPosition.overlayX,\n
        overlayY: currentPosition.overlayY,\n            offsetX: currentPosition.offsetX || _this.offsetX,\n            offsetY:
currentPosition.offsetY || _this.offsetY\n        }); });\n        return positionStrategy\n
.setOrigin(this.origin.elementRef)\n            .withPositions(positions)\n
.withFlexibleDimensions(this.flexibleDimensions)\n            .withPush(this.push)\n
.withGrowAfterOpen(this.growAfterOpen)\n            .withViewportMargin(this.viewportMargin)\n
.withLockedPosition(this.lockPosition);\n    };\n    /** Returns the position strategy of the overlay to be set on the
overlay config */\n    /**\n     * Returns the position strategy of the overlay to be set on the overlay config\n     *
@private\n     * @return {?}\n     */\n    CdkConnectedOverlay.prototype._createPositionStrategy = /**\n     *
Returns the position strategy of the overlay to be set on the overlay config\n     * @private\n     * @return {?}\n
*/\n    function () {\n        var _this = this;\n        /** @type {?} */\n        var strategy =
this._overlay.position().flexibleConnectedTo(this.origin.elementRef);\n
this._updatePositionStrategy(strategy);\n        strategy.positionChanges.subscribe(function (p) { return
_this.positionChange.emit(p); });\n        return strategy;\n    };\n    /** Attaches the overlay and subscribes to
backdrop clicks if backdrop exists */\n    /**\n     * Attaches the overlay and subscribes to backdrop clicks if
```

backdrop exists\n * @private\n * @return {?}\n */\n CdkConnectedOverlay.prototype._attachOverlay = /**\n * Attaches the overlay and subscribes to backdrop clicks if backdrop exists\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._overlayRef) {\n this._createOverlay();\n }\n else {\n // Update the overlay size, in case the directive's inputs have changed\n this._overlayRef.updateSize({\n width: this.width,\n minWidth: this.minWidth,\n height: this.height,\n minHeight: this.minHeight,\n });\n }\n if (!this._overlayRef.hasAttached()) {\n this._overlayRef.attach(this._templatePortal);\n this.attach.emit();\n }\n if (this.hasBackdrop) {\n this._backdropSubscription = this._overlayRef.backdropClick().subscribe(function (event) {\n _this.backdropClick.emit(event);\n });\n }\n };\n /** Detaches the overlay and unsubscribes to backdrop clicks if backdrop exists */\n /**\n * Detaches the overlay and unsubscribes to backdrop clicks if backdrop exists\n * @private\n * @return {?}\n */\n CdkConnectedOverlay.prototype._detachOverlay = /**\n * Detaches the overlay and unsubscribes to backdrop clicks if backdrop exists\n * @private\n * @return {?}\n */\n function () {\n if (this._overlayRef) {\n this._overlayRef.detach();\n this.detach.emit();\n }\n this._backdropSubscription.unsubscribe();\n };\n /** Destroys the overlay created by this directive. */\n /**\n * Destroys the overlay created by this directive.\n * @private\n * @return {?}\n */\n CdkConnectedOverlay.prototype._destroyOverlay = /**\n * Destroys the overlay created by this directive.\n * @private\n * @return {?}\n */\n function () {\n if (this._overlayRef) {\n this._overlayRef.dispose();\n }\n this._backdropSubscription.unsubscribe();\n };\n CdkConnectedOverlay.decorators = [\n { type: Directive, args: [{\n selector: '[cdk-connected-overlay], [connected-overlay], [cdkConnectedOverlay]',\n exportAs: 'cdkConnectedOverlay'\n },] },\n];\n /** @nocollapse */\n CdkConnectedOverlay.ctorParameters = function () { return [\n { type: Overlay },\n { type: TemplateRef },\n { type: ViewContainerRef },\n { type: undefined, decorators: [{ type: Inject, args: [CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY,] }] },\n { type: Directionality, decorators: [{ type: Optional }] }\n]; };\n CdkConnectedOverlay.propDecorators = {\n origin: [{ type: Input, args: ['cdkConnectedOverlayOrigin',] }],\n positions: [{ type: Input, args: ['cdkConnectedOverlayPositions',] }],\n offsetX: [{ type: Input, args: ['cdkConnectedOverlayOffsetX',] }],\n offsetY: [{ type: Input, args: ['cdkConnectedOverlayOffsetY',] }],\n width: [{ type: Input, args: ['cdkConnectedOverlayWidth',] }],\n height: [{ type: Input, args: ['cdkConnectedOverlayHeight',] }],\n minWidth: [{ type: Input, args: ['cdkConnectedOverlayMinWidth',] }],\n minHeight: [{ type: Input, args: ['cdkConnectedOverlayMinHeight',] }],\n backdropClass: [{ type: Input, args: ['cdkConnectedOverlayBackdropClass',] }],\n panelClass: [{ type: Input, args: ['cdkConnectedOverlayPanelClass',] }],\n viewportMargin: [{ type: Input, args: ['cdkConnectedOverlayViewportMargin',] }],\n scrollStrategy: [{ type: Input, args: ['cdkConnectedOverlayScrollStrategy',] }],\n open: [{ type: Input, args: ['cdkConnectedOverlayOpen',] }],\n hasBackdrop: [{ type: Input, args: ['cdkConnectedOverlayHasBackdrop',] }],\n lockPosition: [{ type: Input, args: ['cdkConnectedOverlayLockPosition',] }],\n flexibleDimensions: [{ type: Input, args: ['cdkConnectedOverlayFlexibleDimensions',] }],\n growAfterOpen: [{ type: Input, args: ['cdkConnectedOverlayGrowAfterOpen',] }],\n push: [{ type: Input, args: ['cdkConnectedOverlayPush',] }],\n backdropClick: [{ type: Output }],\n positionChange: [{ type: Output }],\n attach: [{ type: Output }],\n detach: [{ type: Output }],\n overlayKeydown: [{ type: Output }]\n };\n return CdkConnectedOverlay;\n}());\n/**\n * \\@docs-private\n * @param {?} overlay\n * @return {?}\n */\nfunction CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY_PROVIDER_FACTORY(overlay) {\n return function () { return overlay.scrollStrategies.reposition(); };\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY_PROVIDER = {\n provide: CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY,\n deps: [Overlay],\n useFactory: CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY_PROVIDER_FACTORY,\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress

{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar OverlayModule = /** @class */ (function () {\n function OverlayModule() {\n }\n OverlayModule.decorators = [\n { type: NgModule, args: [{\n imports: [BidiModule, PortalModule, ScrollingModule],\n exports: [CdkConnectedOverlay, CdkOverlayOrigin, ScrollingModule],\n declarations: [CdkConnectedOverlay, CdkOverlayOrigin],\n providers: [\n Overlay,\n CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY_PROVIDER,\n],\n },] },\n];\n return OverlayModule;\n}());\n/**\n * @deprecated Use `OverlayModule` instead.\n * \\@breaking-change 8.0.0\n * \\@docs-private\n * @type {?}\n */\nvar OVERLAY_PROVIDERS = [\n Overlay,\n OverlayPositionBuilder,\n OVERLAY_KEYBOARD_DISPATCHER_PROVIDER,\n VIEWPORT_RULER_PROVIDER,\n OVERLAY_CONTAINER_PROVIDER,\n CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY_PROVIDER,\n];\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Alternative to OverlayContainer that supports correct displaying of overlay elements in\n * Fullscreen mode\n * https://developer.mozilla.org/en-US/docs/Web/API/Element/requestFullScreen\n *\n * Should be provided in the root component.\n */\nvar FullscreenOverlayContainer = /** @class */ (function (_super) {\n __extends(FullscreenOverlayContainer, _super);\n function FullscreenOverlayContainer(_document) {\n return _super.call(this, _document) || this;\n }\n /**\n * @return {?}\n */\n FullscreenOverlayContainer.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n _super.prototype.ngOnDestroy.call(this);\n if (this._fullScreenEventName && this._fullScreenListener) {\n this._document.removeEventListener(this._fullScreenEventName, this._fullScreenListener);\n }\n };\n /**\n * @protected\n * @return {?}\n */\n FullscreenOverlayContainer.prototype._createContainer = /**\n * @protected\n * @return {?}\n */\n function () {\n var _this = this;\n _super.prototype._createContainer.call(this);\n this._adjustParentForFullscreenChange();\n this._addFullscreenChangeListener(function () { return _this._adjustParentForFullscreenChange(); });\n };\n /**\n * @private\n * @return {?}\n */\n FullscreenOverlayContainer.prototype._adjustParentForFullscreenChange = /**\n * @private\n * @return {?}\n */\n function () {\n if (!this._containerElement) {\n return;\n }\n /** @type {?} */\n var fullscreenElement = this.getFullscreenElement();\n /** @type {?} */\n var parent = fullscreenElement || this._document.body;\n parent.appendChild(this._containerElement);\n };\n /**\n * @private\n * @param {?} fn\n * @return {?}\n */\n FullscreenOverlayContainer.prototype._addFullscreenChangeListener = /**\n * @private\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n /** @type {?} */\n var eventName = this._getEventName();\n if (eventName) {\n if (this._fullScreenListener) {\n this._document.removeEventListener(eventName, this._fullScreenListener);\n }\n this._document.addEventListener(eventName, fn);\n this._fullScreenListener = fn;\n }\n };\n /**\n * @private\n * @return {?}\n */\n FullscreenOverlayContainer.prototype._getEventName = /**\n * @private\n * @return {?}\n */\n function () {\n if (!this._fullScreenEventName) {\n if (this._document.fullscreenEnabled) {\n this._fullScreenEventName = 'fullscreenchange';\n }\n else if (this._document.webkitFullscreenEnabled) {\n this._fullScreenEventName = 'webkitfullscreenchange';\n }\n else if (((/** @type {?} */ (this._document))).mozFullScreenEnabled) {\n this._fullScreenEventName = 'mozfullscreenchange';\n }\n else if (((/** @type {?} */ (this._document))).msFullscreenEnabled) {\n this._fullScreenEventName = 'MSFullscreenChange';\n }\n }\n return this._fullScreenEventName;\n };\n /**\n * When the page is put into fullscreen mode, a specific element is specified.\n * Only that element and its children are visible when in fullscreen mode.\n */\n /**\n * When the page is put into fullscreen mode, a specific element is specified.\n * Only that element and its children are visible when in fullscreen mode.\n * @return {?}\n */\n FullscreenOverlayContainer.prototype.getFullscreenElement = /**\n * When the page is put into fullscreen mode, a specific element is specified.\n * Only that element and its children are visible when in fullscreen mode.\n * @return {?}\n */\n function () {\n return this._document.fullscreenElement ||\n

this._document.webkitFullscreenElement ||\n ((/** @type {?} */ (this._document))).mozFullScreenElement ||\n ((/** @type {?} */ (this._document))).msFullscreenElement ||\n null;\n };\n FullscreenOverlayContainer.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n FullscreenOverlayContainer.ctorParameters = function () { return [\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n /** @nocollapse */ FullscreenOverlayContainer.ngInjectableDef = defineInjectable({ factory: function FullscreenOverlayContainer_Factory() { return new FullscreenOverlayContainer(inject(DOCUMENT)); }, token: FullscreenOverlayContainer, providedIn: \"root\" });\n return FullscreenOverlayContainer;\n}(OverlayContainer));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { Overlay, OverlayContainer, CdkOverlayOrigin, CdkConnectedOverlay, FullscreenOverlayContainer, OverlayRef, OverlayKeyboardDispatcher, OverlayPositionBuilder, GlobalPositionStrategy, ConnectedPositionStrategy, FlexibleConnectedPositionStrategy, OverlayConfig, validateVerticalPosition, validateHorizontalPosition, ConnectionPositionPair, ScrollingVisibility, ConnectedOverlayPositionChange, ScrollStrategyOptions, RepositionScrollStrategy, CloseScrollStrategy, NoopScrollStrategy, BlockScrollStrategy, OverlayModule, OVERLAY_PROVIDERS, OVERLAY_KEYBOARD_DISPATCHER_PROVIDER as g, OVERLAY_KEYBOARD_DISPATCHER_PROVIDER_FACTORY as f, OVERLAY_CONTAINER_PROVIDER as b, OVERLAY_CONTAINER_PROVIDER_FACTORY as a, CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY as c, CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY_PROVIDER as e, CDK_CONNECTED_OVERLAY_SCROLL_STRATEGY_PROVIDER_FACTORY as d };\n//# sourceMappingURL=overlay.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Inject, Injectable, Optional, PLATFORM_ID, NgModule, defineInjectable, inject } from '@angular/core';\nimport { isPlatformBrowser } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Whether the current platform supports the V8 Break Iterator. The V8 check\n// is necessary to detect all Blink based browsers.\n/** @type {?} */\nvar hasV8BreakIterator = (typeof Intl !== 'undefined' && ((/** @type {?} */ (Intl))).v8BreakIterator);\n/**\n * Service to detect the current platform by comparing the userAgent strings and\n * checking browser-specific global properties.\n */\nvar Platform = /** @class */ (function () {\n /**\n * @breaking-change 8.0.0 remove optional decorator\n */\n function Platform(_platformId) {\n this._platformId = _platformId;\n /**\n * Whether the Angular application is being rendered in the browser.\n * We want to use the Angular platform check because if the Document is shimmed\n * without the navigator, the following checks will fail. This is preferred because\n * sometimes the Document may be shimmed without the user's knowledge or intention\n */\n this.isBrowser = this._platformId ?\n isPlatformBrowser(this._platformId) : typeof document === 'object' && !!document;\n /**\n * Whether the current browser is Microsoft Edge.\n */\n this.EDGE = this.isBrowser && /(edge)/i.test(navigator.userAgent);\n /**\n * Whether the current rendering engine is Microsoft Trident.\n */\n this.TRIDENT = this.isBrowser && /(msie|trident)/i.test(navigator.userAgent);\n /**\n * Whether the current rendering engine is Blink.\n */\n // EdgeHTML and Trident mock Blink specific things and need to be excluded from this check.\n this.BLINK = this.isBrowser && (!!(((/** @type {?} */ (window))).chrome || hasV8BreakIterator) &&\n typeof CSS !== 'undefined' && !this.EDGE && !this.TRIDENT);\n /**\n * Whether the current rendering engine is WebKit.\n */\n // Webkit is part of the userAgent in EdgeHTML, Blink and Trident. Therefore we need to\n // ensure that Webkit runs standalone and is not used as another engine's base.\n this.WEBKIT = this.isBrowser &&\n /AppleWebKit/i.test(navigator.userAgent) && !this.BLINK && !this.EDGE && !this.TRIDENT;\n /**\n

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* Whether the current platform is Apple iOS.\n        */\n        this.IOS = this.isBrowser &&
/iPad|iPhone|iPod/.test(navigator.userAgent) &&\n            !('MSStream' in window);\n        /**\n        * Whether the
current browser is Firefox.\n        */\n        // It's difficult to detect the plain Gecko engine, because most of the
browsers identify\n        // them self as Gecko-like browsers and modify the userAgent's according to that.\n        //
Since we only cover one explicit Firefox case, we can simply check for Firefox\n        // instead of having an
unstable check for Gecko.\n        this.FIREFOX = this.isBrowser &&
/(firefox|minefield)/i.test(navigator.userAgent);\n        /**\n        * Whether the current platform is Android.\n
*/\n        // Trident on mobile adds the android platform to the userAgent to trick detections.\n        this.ANDROID =
this.isBrowser && /android/i.test(navigator.userAgent) && !this.TRIDENT;\n        /**\n        * Whether the current
browser is Safari.\n        */\n        // Safari browsers will include the Safari keyword in their userAgent. Some
browsers may fake\n        // this and just place the Safari keyword in the userAgent. To be more safe about Safari
every\n        // Safari browser should also use Webkit as its layout engine.\n        this.SAFARI = this.isBrowser &&
/safari/i.test(navigator.userAgent) && this.WEBKIT;\n    }\n    Platform.decorators = [\n        { type: Injectable,
args: [{ providedIn: 'root' },] },\n    ];\n    /** @nocollapse */\n    Platform.ctorParameters = function () { return [\n
  { type: Object, decorators: [{ type: Optional }, { type: Inject, args: [PLATFORM_ID,] }] }\n    ]; };\n    /**
@nocollapse */ Platform.ngInjectableDef = defineInjectable({ factory: function Platform_Factory() { return new
Platform(inject(PLATFORM_ID, 8)); }, token: Platform, providedIn: \"root\" });\n    return Platform;\n}());\n\n/**\n
* @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar
PlatformModule = /** @class */ (function () {\n    function PlatformModule() {\n    }\n
PlatformModule.decorators = [\n        { type: NgModule, args: [{},] },\n    ];\n    return
PlatformModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n *
Cached result Set of input types support by the current browser.\n * @type {?}\n */\nvar
supportedInputTypes;\n/**\n * Types of `<input>` that *might* be supported.\n * @type {?}\n */\nvar
candidateInputTypes = [\n    // `color` must come first. Chrome 56 shows a warning if we change the type to `color`
after\n    // first changing it to something else:\n    // The specified value \"\" does not conform to the required
format.\n    // The format is \"#rrggbb\" where rr, gg, bb are two-digit hexadecimal numbers.\n    'color',\n
'button',\n    'checkbox',\n    'date',\n    'datetime-local',\n    'email',\n    'file',\n    'hidden',\n    'image',\n    'month',\n
'number',\n    'password',\n    'radio',\n    'range',\n    'reset',\n    'search',\n    'submit',\n    'tel',\n    'text',\n    'time',\n
'url',\n    'week',\n];\n/**\n * @return {?} The input types supported by this browser.\n */\nfunction
getSupportedInputTypes() {\n    // Result is cached.\n    if (supportedInputTypes) {\n        return
supportedInputTypes;\n    }\n    // We can't check if an input type is not supported until we're on the browser, so say
that\n    // everything is supported when not on the browser. We don't use `Platform` here since it's\n    // just a
helper function and can't inject it.\n    if (typeof document !== 'object' || !document) {\n        supportedInputTypes =
new Set(candidateInputTypes);\n        return supportedInputTypes;\n    }\n    /** @type {?} */\n    var
featureTestInput = document.createElement('input');\n    supportedInputTypes = new
Set(candidateInputTypes.filter(function (value) {\n        featureTestInput.setAttribute('type', value);\n        return
featureTestInput.type === value;\n    }));\n    return supportedInputTypes;\n}\n\n/**\n * @fileoverview added by
tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by
tsc\n */\n\n/**\n * Cached result of whether the user's browser supports passive event listeners.\n * @type {?}\n
*/\nvar supportsPassiveEvents;\n/**\n * Checks whether the user's browser supports passive event listeners.\n * See:
https://github.com/WICG/EventListenerOptions/blob/gh-pages/explainer.md\n * @return {?}\n */\nfunction
supportsPassiveEventListeners() {\n    if (supportsPassiveEvents == null && typeof window !== 'undefined') {\n
try {\n            window.addEventListener('test', (/** @type {?} */ (null)), Object.defineProperty({}, 'passive', {\n
      get: function () { return supportsPassiveEvents = true; }\n            }));\n        }\n        finally {\n
supportsPassiveEvents = supportsPassiveEvents || false;\n        }\n    }\n    return supportsPassiveEvents;\n}\n/**\n *
Normalizes an `AddEventListener` object to something that can be passed\n * to `addEventListener` on any
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browser, no matter whether it supports the\n * `options` parameter.\n * @param {?} options Object to be normalized.\n * @return {?}\n */\nfunction normalizePassiveListenerOptions(options) {\n return supportsPassiveEventListeners() ? options : !!options.capture;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/** @enum {number} */\nvar RtlScrollAxisType = {\n /**\n   * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n   * all the way right.\n   */\n NORMAL: 0,\n /**\n   * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n   * all the way right.\n   */\n NEGATED: 1,\n /**\n   * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n   * all the way right.\n   */\n INVERTED: 2,\n};\nRtlScrollAxisType[RtlScrollAxisType.NORMAL] = 'NORMAL';\nRtlScrollAxisType[RtlScrollAxisType.NEGATED] = 'NEGATED';\nRtlScrollAxisType[RtlScrollAxisType.INVERTED] = 'INVERTED';\n/**\n * Cached result of the way the browser handles the horizontal scroll axis in RTL mode.\n * @type {?}\n */\nvar rtlScrollAxisType;\n/**\n * Check whether the browser supports scroll behaviors.\n * @return {?}\n */\nfunction supportsScrollBehavior() {\n return !!(typeof document == 'object' && 'scrollBehavior' in (/** @type {?} */ (document.documentElement)).style);\n}\n/**\n * Checks the type of RTL scroll axis used by this browser. As of time of writing, Chrome is NORMAL,\n * Firefox & Safari are NEGATED, and IE & Edge are INVERTED.\n * @return {?}\n */\nfunction getRtlScrollAxisType() {\n // We can't check unless we're on the browser. Just assume 'normal' if we're not.\n if (typeof document !== 'object' || !document) {\n   return RtlScrollAxisType.NORMAL;\n }\n if (!rtlScrollAxisType) {\n   // Create a 1px wide scrolling container and a 2px wide content element.\n   /** @type {?} */\n   var scrollContainer = document.createElement('div');\n   /** @type {?} */\n   var containerStyle = scrollContainer.style;\n   scrollContainer.dir = 'rtl';\n   containerStyle.height = '1px';\n   containerStyle.width = '1px';\n   containerStyle.overflow = 'auto';\n   containerStyle.visibility = 'hidden';\n   containerStyle.pointerEvents = 'none';\n   containerStyle.position = 'absolute';\n   /** @type {?} */\n   var content = document.createElement('div');\n   /** @type {?} */\n   var contentStyle = content.style;\n   contentStyle.width = '2px';\n   contentStyle.height = '1px';\n   scrollContainer.appendChild(content);\n   document.body.appendChild(scrollContainer);\n   rtlScrollAxisType = RtlScrollAxisType.NORMAL;\n   // The viewport starts scrolled all the way to the right in RTL mode. If we are in a NORMAL\n   // browser this would mean that the scrollLeft should be 1. If it's zero instead we know we're\n   // dealing with one of the other two types of browsers.\n   if (scrollContainer.scrollLeft === 0) {\n   // In a NEGATED browser the scrollLeft is always somewhere in [-maxScrollAmount, 0]. For an\n   // INVERTED browser it is always somewhere in [0, maxScrollAmount]. We can determine which by\n   // setting to the scrollLeft to 1. This is past the max for a NEGATED browser, so it will\n   // return 0 when we read it again.\n   scrollContainer.scrollLeft = 1;\n   rtlScrollAxisType =\n   scrollContainer.scrollLeft === 0 ? RtlScrollAxisType.NEGATED : RtlScrollAxisType.INVERTED;\n   }\n   (/** @type {?} */ (scrollContainer.parentNode)).removeChild(scrollContainer);\n }\n return rtlScrollAxisType;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { Platform, PlatformModule, getSupportedInputTypes, supportsPassiveEventListeners, normalizePassiveListenerOptions, supportsScrollBehavior, getRtlScrollAxisType, RtlScrollAxisType };\n\n//# sourceMappingURL=platform.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { ComponentFactoryResolver, Directive, EventEmitter, NgModule, Output, TemplateRef, ViewContainerRef } from '@angular/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n *

Throws an exception when attempting to attach a null portal to a host.\n * \\@docs-private\n * @return {?}\n */\nfunction throwNullPortalError() {\n throw Error('Must provide a portal to attach');\n}\n/**\n * Throws an exception when attempting to attach a portal to a host that is already attached.\n * \\@docs-private\n * @return {?}\n */\nfunction throwPortalAlreadyAttachedError() {\n throw Error('Host already has a portal attached');\n}\n/**\n * Throws an exception when attempting to attach a portal to an already-disposed host.\n * \\@docs-private\n * @return {?}\n */\nfunction throwPortalOutletAlreadyDisposedError() {\n throw Error('This PortalOutlet has already been disposed');\n}\n/**\n * Throws an exception when attempting to attach an unknown portal type.\n * \\@docs-private\n * @return {?}\n */\nfunction throwUnknownPortalTypeError() {\n throw Error('Attempting to attach an unknown Portal type. BasePortalOutlet accepts either ' +\n 'a ComponentPortal or a TemplatePortal.');\n}\n/**\n * Throws an exception when attempting to attach a portal to a null host.\n * \\@docs-private\n * @return {?}\n */\nfunction throwNullPortalOutletError() {\n throw Error('Attempting to attach a portal to a null PortalOutlet');\n}\n/**\n * Throws an exception when attempting to detach a portal that is not attached.\n * \\@docs-private\n * @return {?}\n */\nfunction throwNoPortalAttachedError() {\n throw Error('Attempting to detach a portal that is not attached to a host');\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * A `Portal` is something that you want to render somewhere else.\n * It can be attach to / detached from a `PortalOutlet`.\n * @abstract\n * @template T\n */\nvar /**\n * A `Portal` is something that you want to render somewhere else.\n * It can be attach to / detached from a `PortalOutlet`.\n * @abstract\n * @template T\n */\nPortal = /** @class */ (function () {\n function Portal() {\n }\n /** Attach this portal to a host. */\n /**\n * Attach this portal to a host.\n * @param {?} host\n * @return {?}\n */\n Portal.prototype.attach = /**\n * Attach this portal to a host.\n * @param {?} host\n * @return {?}\n */\n function (host) {\n if (host == null) {\n throwNullPortalOutletError();\n }\n if (host.hasAttached()) {\n throwPortalAlreadyAttachedError();\n }\n this._attachedHost = host;\n return (/** @type {?} */ (host.attach(this)));\n };\n /** Detach this portal from its host */\n /**\n * Detach this portal from its host\n * @return {?}\n */\n Portal.prototype.detach = /**\n * Detach this portal from its host\n * @return {?}\n */\n function () {\n /** @type {?} */\n var host = this._attachedHost;\n if (host == null) {\n throwNoPortalAttachedError();\n }\n else {\n this._attachedHost = null;\n host.detach();\n }\n };\n Object.defineProperty(Portal.prototype, \"isAttached\", {\n /** Whether this portal is attached to a host. */\n get: /**\n * Whether this portal is attached to a host.\n * @return {?}\n */\n function () {\n return this._attachedHost != null;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Sets the PortalOutlet reference without performing `attach()`. This is used directly by\n * the PortalOutlet when it is performing an `attach()` or `detach()`.\n */\n /**\n * Sets the PortalOutlet reference without performing `attach()`. This is used directly by\n * the PortalOutlet when it is performing an `attach()` or `detach()`.\n * @param {?} host\n * @return {?}\n */\n Portal.prototype.setAttachedHost = /**\n * Sets the PortalOutlet reference without performing `attach()`. This is used directly by\n * the PortalOutlet when it is performing an `attach()` or `detach()`.\n * @param {?} host\n * @return {?}\n */\n function (host) {\n this._attachedHost = host;\n };\n return Portal;\n}());\n/**\n * A `ComponentPortal` is a portal that instantiates some Component upon attachment.\n * @template T\n */\nvar /**\n * A `ComponentPortal` is a portal that instantiates some Component upon attachment.\n * @template T\n */\nComponentPortal = /** @class */ (function (_super) {\n __extends(ComponentPortal, _super);\n function ComponentPortal(component, viewContainerRef, injector, componentFactoryResolver) {\n var _this = _super.call(this) || this;\n _this.component = component;\n _this.viewContainerRef = viewContainerRef;\n _this.injector = injector;\n _this.componentFactoryResolver = componentFactoryResolver;\n return _this;\n }\n return ComponentPortal;\n}(Portal));\n/**\n * A `TemplatePortal` is a portal that represents some embedded template (TemplateRef).\n * @template C\n */\nvar /**\n * A `TemplatePortal` is a portal that represents some embedded template (TemplateRef).\n * @template C\n */\nTemplatePortal = /** @class */ (function (_super) {\n __extends(TemplatePortal, _super);\n function TemplatePortal(template, viewContainerRef, context) {\n var _this = _super.call(this) || this;\n _this.templateRef = template;\n _this.viewContainerRef =

viewContainerRef;\n _this.context = context;\n return _this;\n }\n Object.defineProperty(TemplatePortal.prototype, \"origin\", {\n get: /**\n * @return {?}\n */\n function () {\n return this.templateRef.elementRef;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Attach the the portal to the provided `PortalOutlet`.\n * When a context is provided it will override the `context` property of the `TemplatePortal`\n * instance.\n */\n /**\n * Attach the the portal to the provided `PortalOutlet`.\n * When a context is provided it will override the `context` property of the `TemplatePortal`\n * instance.\n * @param {?} host\n * @param {?=} context\n * @return {?}\n */\n TemplatePortal.prototype.attach = /**\n * Attach the the portal to the provided `PortalOutlet`.\n * When a context is provided it will override the `context` property of the `TemplatePortal`\n * instance.\n * @param {?} host\n * @param {?=} context\n * @return {?}\n */\n function (host, context) {\n if (context === void 0) { context = this.context; }\n this.context = context;\n return _super.prototype.attach.call(this, host);\n };\n /**\n * @return {?}\n */\n TemplatePortal.prototype.detach = /**\n * @return {?}\n */\n function () {\n this.context = undefined;\n return _super.prototype.detach.call(this);\n };\n return TemplatePortal;\n}(Portal));\n/**\n * Partial implementation of PortalOutlet that handles attaching\n * ComponentPortal and TemplatePortal.\n * @abstract\n */\nvar /**\n * Partial implementation of PortalOutlet that handles attaching\n * ComponentPortal and TemplatePortal.\n * @abstract\n */\nBasePortalOutlet = /** @class */ (function () {\n function BasePortalOutlet() {\n /**\n * Whether this host has already been permanently disposed.\n */\n this._isDisposed = false;\n }\n /** Whether this host has an attached portal. */\n /**\n * Whether this host has an attached portal.\n * @return {?}\n */\n BasePortalOutlet.prototype.hasAttached = /**\n * Whether this host has an attached portal.\n * @return {?}\n */\n function () {\n return !!this._attachedPortal;\n };\n /** Attaches a portal. */\n /**\n * Attaches a portal.\n * @param {?} portal\n * @return {?}\n */\n BasePortalOutlet.prototype.attach = /**\n * Attaches a portal.\n * @param {?} portal\n * @return {?}\n */\n function (portal) {\n if (!portal) {\n throwNullPortalError();\n }\n if (this.hasAttached()) {\n throwPortalAlreadyAttachedError();\n }\n if (this._isDisposed) {\n throwPortalOutletAlreadyDisposedError();\n }\n if (portal instanceof ComponentPortal) {\n this._attachedPortal = portal;\n return this.attachComponentPortal(portal);\n }\n else if (portal instanceof TemplatePortal) {\n this._attachedPortal = portal;\n return this.attachTemplatePortal(portal);\n }\n throwUnknownPortalTypeError();\n };\n /** Detaches a previously attached portal. */\n /**\n * Detaches a previously attached portal.\n * @return {?}\n */\n BasePortalOutlet.prototype.detach = /**\n * Detaches a previously attached portal.\n * @return {?}\n */\n function () {\n if (this._attachedPortal) {\n this._attachedPortal.setAttachedHost(null);\n this._attachedPortal = null;\n }\n this._invokeDisposeFn();\n };\n /** Permanently dispose of this portal host. */\n /**\n * Permanently dispose of this portal host.\n * @return {?}\n */\n BasePortalOutlet.prototype.dispose = /**\n * Permanently dispose of this portal host.\n * @return {?}\n */\n function () {\n if (this.hasAttached()) {\n this.detach();\n }\n this._invokeDisposeFn();\n this._isDisposed = true;\n };\n /** @docs-private */\n /**\n * \\@docs-private\n * @param {?} fn\n * @return {?}\n */\n BasePortalOutlet.prototype.setDisposeFn = /**\n * \\@docs-private\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._disposeFn = fn;\n };\n /**\n * @private\n * @return {?}\n */\n BasePortalOutlet.prototype._invokeDisposeFn = /**\n * @private\n * @return {?}\n */\n function () {\n if (this._disposeFn) {\n this._disposeFn();\n this._disposeFn = null;\n }\n };\n return BasePortalOutlet;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * A PortalOutlet for attaching portals to an arbitrary DOM element outside of the Angular\n * application context.\n */\nvar /**\n * A PortalOutlet for attaching portals to an arbitrary DOM element outside of the Angular\n * application context.\n */\nDomPortalOutlet = /** @class */ (function (_super) {\n __extends(DomPortalOutlet, _super);\n function DomPortalOutlet(outletElement, _componentFactoryResolver, _appRef, _defaultInjector) {\n var _this = _super.call(this) || this;\n _this.outletElement = outletElement;\n

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_this._componentFactoryResolver = _componentFactoryResolver;\n        _this._appRef = _appRef;\n
_this._defaultInjector = _defaultInjector;\n        return _this;\n    }\n    /**\n     * Attach the given ComponentPortal
to DOM element using the ComponentFactoryResolver.\n     * @param portal Portal to be attached\n     * @returns
Reference to the created component.\n     */\n    /**\n     * Attach the given ComponentPortal to DOM element using
the ComponentFactoryResolver.\n     * @template T\n     * @param {?} portal Portal to be attached\n     * @return
{?} Reference to the created component.\n     */\n    DomPortalOutlet.prototype.attachComponentPortal = /**\n     *
Attach the given ComponentPortal to DOM element using the ComponentFactoryResolver.\n     * @template T\n
* @param {?} portal Portal to be attached\n     * @return {?} Reference to the created component.\n     */\n
function (portal) {\n        var _this = this;\n        /** @type {?} */\n        var resolver =
portal.componentFactoryResolver || this._componentFactoryResolver;\n        /** @type {?} */\n        var
componentFactory = resolver.resolveComponentFactory(portal.component);\n        /** @type {?} */\n        var
componentRef;\n        // If the portal specifies a ViewContainerRef, we will use that as the attachment point\n        //
for the component (in terms of Angular's component tree, not rendering).\n        // When the ViewContainerRef is
missing, we use the factory to create the component directly\n        // and then manually attach the view to the
application.\n        if (portal.viewContainerRef) {\n            componentRef =
portal.viewContainerRef.createComponent(componentFactory, portal.viewContainerRef.length, portal.injector ||
portal.viewContainerRef.injector);\n            this.setDisposeFn(function () { return componentRef.destroy(); });\n
}\n        else {\n            componentRef = componentFactory.create(portal.injector || this._defaultInjector);\n
this._appRef.attachView(componentRef.hostView);\n            this.setDisposeFn(function () {\n
_this._appRef.detachView(componentRef.hostView);\n                componentRef.destroy();\n            });\n        }\n
// At this point the component has been instantiated, so we move it to the location in the DOM\n        // where we
want it to be rendered.\n        this.outletElement.appendChild(this._getComponentRootNode(componentRef));\n
return componentRef;\n    };\n    /**\n     * Attaches a template portal to the DOM as an embedded view.\n     *
@param portal Portal to be attached.\n     * @returns Reference to the created embedded view.\n     */\n    /**\n     *
Attaches a template portal to the DOM as an embedded view.\n     * @template C\n     * @param {?} portal Portal to
be attached.\n     * @return {?} Reference to the created embedded view.\n     */\n
DomPortalOutlet.prototype.attachTemplatePortal = /**\n     * Attaches a template portal to the DOM as an
embedded view.\n     * @template C\n     * @param {?} portal Portal to be attached.\n     * @return {?} Reference
to the created embedded view.\n     */\n    function (portal) {\n        var _this = this;\n        /** @type {?} */\n
var viewContainer = portal.viewContainerRef;\n        /** @type {?} */\n        var viewRef =
viewContainer.createEmbeddedView(portal.templateRef, portal.context);\n        viewRef.detectChanges();\n        //
The method `createEmbeddedView` will add the view as a child of the viewContainer.\n        // But for the
DomPortalOutlet the view can be added everywhere in the DOM\n        // (e.g Overlay Container) To move the view
to the specified host element. We just\n        // re-append the existing root nodes.\n
viewRef.rootNodes.forEach(function (rootNode) { return _this.outletElement.appendChild(rootNode); });\n
this.setDisposeFn((function () {\n            /** @type {?} */\n            var index = viewContainer.indexOf(viewRef);\n
        if (index !== -1) {\n                viewContainer.remove(index);\n            }\n        }));\n        // TODO(jelbourn):
Return locals from view.\n        return viewRef;\n    };\n    /**\n     * Clears out a portal from the DOM.\n     */\n
/**\n     * Clears out a portal from the DOM.\n     * @return {?}\n     */\n    DomPortalOutlet.prototype.dispose =
/**\n     * Clears out a portal from the DOM.\n     * @return {?}\n     */\n    function () {\n
_super.prototype.dispose.call(this);\n        if (this.outletElement.parentNode != null) {\n
this.outletElement.parentNode.removeChild(this.outletElement);\n        }\n    };\n    /** Gets the root HTMLElement
for an instantiated component. */\n    /**\n     * Gets the root HTMLElement for an instantiated component.\n     *
@private\n     * @param {?} componentRef\n     * @return {?}\n     */\n
DomPortalOutlet.prototype._getComponentRootNode = /**\n     * Gets the root HTMLElement for an instantiated
component.\n     * @private\n     * @param {?} componentRef\n     * @return {?}\n     */\n    function
(componentRef) {\n        return (/** @type {?} */ (((/** @type {?} */
(componentRef.hostView))).rootNodes[0]));\n    };\n    return DomPortalOutlet;\n}(BasePortalOutlet));\n\n/**\n *
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@fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Directive version of a `TemplatePortal`. Because the directive *is* a TemplatePortal,\n * the directive instance itself can be attached to a host, enabling declarative use of portals.\n */\nvar CdkPortal = /** @class */ (function (_super) {\n __extends(CdkPortal, _super);\n function CdkPortal(templateRef, viewContainerRef) {\n return _super.call(this, templateRef, viewContainerRef) || this;\n }\n CdkPortal.decorators = [\n { type: Directive, args: [{\n selector: '[cdk-portal], [cdkPortal], [portal]',\n exportAs: 'cdkPortal',\n },] },\n];\n /** @nocollapse */\n CdkPortal.ctorParameters = function () { return [\n { type: TemplateRef },\n { type: ViewContainerRef }\n]; };\n return CdkPortal;\n}(TemplatePortal));\n/**\n * Directive version of a PortalOutlet. Because the directive *is* a PortalOutlet, portals can be\n * directly attached to it, enabling declarative use.\n *\n * Usage:\n * `<ng-template [cdkPortalOutlet]=\"greeting\"></ng-template>`\n */\nvar CdkPortalOutlet = /** @class */ (function (_super) {\n __extends(CdkPortalOutlet, _super);\n function CdkPortalOutlet(_componentFactoryResolver, _viewContainerRef) {\n var _this = _super.call(this) || this;\n _this._componentFactoryResolver = _componentFactoryResolver;\n _this._viewContainerRef = _viewContainerRef;\n /**\n * Whether the portal component is initialized.\n */\n _this._isInitialized = false;\n /**\n * Emits when a portal is attached to the outlet.\n */\n _this.attached = new EventEmitter();\n return _this;\n }\n Object.defineProperty(CdkPortalOutlet.prototype, \"portal\", {\n /** Portal associated with the Portal outlet. */\n get: /**\n * Portal associated with the Portal outlet.\n * @return {?}\n */\n function () {\n return this._attachedPortal;\n },\n set: /**\n * @param {?} portal\n * @return {?}\n */\n function (portal) {\n // Ignore the cases where the `portal` is set to a falsy value before the lifecycle hooks have\n // run. This handles the cases where the user might do something like `<div cdkPortalOutlet>`\n // and attach a portal programmatically in the parent component. When Angular does the first CD\n // round, it will fire the setter with empty string, causing the user's content to be cleared.\n if (this.hasAttached() && !portal && !this._isInitialized) {\n return;\n }\n if (this.hasAttached()) {\n _super.prototype.detach.call(this);\n }\n if (portal) {\n _super.prototype.attach.call(this, portal);\n }\n this._attachedPortal = portal;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkPortalOutlet.prototype, \"attachedRef\", {\n /** Component or view reference that is attached to the portal. */\n get: /**\n * Component or view reference that is attached to the portal.\n * @return {?}\n */\n function () {\n return this._attachedRef;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n CdkPortalOutlet.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n this._isInitialized = true;\n };\n /**\n * @return {?}\n */\n CdkPortalOutlet.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n _super.prototype.dispose.call(this);\n this._attachedPortal = null;\n this._attachedRef = null;\n };\n /**\n * Attach the given ComponentPortal to this PortalOutlet using the ComponentFactoryResolver.\n *\n * @param portal Portal to be attached to the portal outlet.\n * @returns Reference to the created component.\n */\n /**\n * Attach the given ComponentPortal to this PortalOutlet using the ComponentFactoryResolver.\n *\n * @template T\n * @param {?} portal Portal to be attached to the portal outlet.\n * @return {?} Reference to the created component.\n */\n CdkPortalOutlet.prototype.attachComponentPortal = /**\n * Attach the given ComponentPortal to this PortalOutlet using the ComponentFactoryResolver.\n *\n * @template T\n * @param {?} portal Portal to be attached to the portal outlet.\n * @return {?} Reference to the created component.\n */\n function (portal) {\n portal.setAttachedHost(this);\n // If the portal specifies an origin, use that as the logical location of the component\n // in the application tree. Otherwise use the location of this PortalOutlet.\n /** @type {?} */\n var viewContainerRef = portal.viewContainerRef != null ?\n portal.viewContainerRef :\n this._viewContainerRef;\n /** @type {?} */\n var resolver = portal.componentFactoryResolver || this._componentFactoryResolver;\n /** @type {?} */\n var componentFactory = resolver.resolveComponentFactory(portal.component);\n /** @type {?} */\n var ref = viewContainerRef.createComponent(componentFactory, viewContainerRef.length, portal.injector ||

viewContainerRef.injector);\n _super.prototype.setDisposeFn.call(this, function () { return ref.destroy(); });\n this._attachedPortal = portal;\n this._attachedRef = ref;\n this.attached.emit(ref);\n return ref;\n };\n /**\n * Attach the given TemplatePortal to this PortlHost as an embedded View.\n * @param portal Portal to be attached.\n * @returns Reference to the created embedded view.\n */\n /**\n * Attach the given TemplatePortal to this PortlHost as an embedded View.\n * @template C\n * @param {?} portal Portal to be attached.\n * @return {?} Reference to the created embedded view.\n */\n CdkPortalOutlet.prototype.attachTemplatePortal = /**\n * Attach the given TemplatePortal to this PortlHost as an embedded View.\n * @template C\n * @param {?} portal Portal to be attached.\n * @return {?} Reference to the created embedded view.\n */\n function (portal) {\n var _this = this;\n portal.setAttachedHost(this);\n /** @type {?} */\n var viewRef = this._viewContainerRef.createEmbeddedView(portal.templateRef, portal.context);\n _super.prototype.setDisposeFn.call(this, function () { return _this._viewContainerRef.clear(); });\n this._attachedPortal = portal;\n this._attachedRef = viewRef;\n this.attached.emit(viewRef);\n return viewRef;\n };\n CdkPortalOutlet.decorators = [\n { type: Directive, args: [{\n selector: '[cdkPortalOutlet], [cdkPortalHost], [portalHost]',\n exportAs: 'cdkPortalOutlet, cdkPortalHost',\n inputs: ['portal: cdkPortalOutlet']\n },] },\n];\n /** @nocollapse */\n CdkPortalOutlet.ctorParameters = function () { return [\n { type: ComponentFactoryResolver },\n { type: ViewContainerRef }\n]; };\n CdkPortalOutlet.propDecorators = {\n attached: [{ type: Output }]\n };\n return CdkPortalOutlet;\n}(BasePortalOutlet));\nvar PortalModule = /** @class */ (function () {\n function PortalModule() {\n }\n PortalModule.decorators = [\n { type: NgModule, args: [{\n exports: [CdkPortal, CdkPortalOutlet],\n declarations: [CdkPortal, CdkPortalOutlet],\n },] },\n];\n return PortalModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Custom injector to be used when providing custom\n * injection tokens to components inside a portal.\n * \\@docs-private\n */\nvar /**\n * Custom injector to be used when providing custom\n * injection tokens to components inside a portal.\n * \\@docs-private\n */\nPortalInjector = /** @class */ (function () {\n function PortalInjector(_parentInjector, _customTokens) {\n this._parentInjector = _parentInjector;\n this._customTokens = _customTokens;\n }\n /**\n * @param {?} token\n * @param {?=} notFoundValue\n * @return {?}\n */\n PortalInjector.prototype.get = /**\n * @param {?} token\n * @param {?=} notFoundValue\n * @return {?}\n */\n function (token, notFoundValue) {\n /** @type {?} */\n var value = this._customTokens.get(token);\n if (typeof value !== 'undefined') {\n return value;\n }\n return this._parentInjector.get(token, notFoundValue);\n };\n return PortalInjector;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { DomPortalOutlet as DomPortalHost, CdkPortalOutlet as PortalHostDirective, CdkPortal as TemplatePortalDirective, BasePortalOutlet as BasePortalHost, Portal, ComponentPortal, TemplatePortal, BasePortalOutlet, DomPortalOutlet, CdkPortal, CdkPortalOutlet, PortalModule, PortalInjector };\n//# sourceMappingURL=portal.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { InjectionToken, Directive, forwardRef, Input, Injectable, NgZone, Optional, SkipSelf, ElementRef, NgModule, IterableDiffers, TemplateRef, ViewContainerRef, ChangeDetectionStrategy, ChangeDetectorRef, Component, Inject, Output, ViewChild, ViewEncapsulation, defineInjectable, inject } from '@angular/core';\nimport { coerceNumberProperty } from '@angular/cdk/coercion';\nimport { Subject, fromEvent, of, Observable, animationFrameScheduler, merge } from 'rxjs';\nimport { distinctUntilChanged, auditTime, filter, takeUntil, startWith, pairwise, shareReplay, switchMap } from 'rxjs/operators';\nimport { Platform, getRtlScrollAxisType, RtlScrollAxisType, supportsScrollBehavior, PlatformModule } from

'@angular/cdk/platform';\nimport { Directionality, BidiModule } from '@angular/cdk/bidi';\nimport { __extends } from 'tslib';\nimport { ArrayDataSource, DataSource } from '@angular/cdk/collections';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The injection token used to specify the virtual scrolling strategy.\n * @type {?}\n */\nvar VIRTUAL_SCROLL_STRATEGY = new InjectionToken('VIRTUAL_SCROLL_STRATEGY');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Virtual scrolling strategy for lists with items of known fixed size.\n */\nvar /**\n * Virtual scrolling strategy for lists with items of known fixed size.\n */\nFixedSizeVirtualScrollStrategy = /** @class */ (function () {\n   /**\n   * @param itemSize The size of the items in the virtually scrolling list.\n   * @param minBufferPx The minimum amount of buffer (in pixels) before needing to render more\n   * @param maxBufferPx The amount of buffer (in pixels) to render when rendering more.\n   */\n   function FixedSizeVirtualScrollStrategy(itemSize, minBufferPx, maxBufferPx) {\n   this._scrolledIndexChange = new Subject();\n   /**\n   * \\@docs-private Implemented as part of VirtualScrollStrategy.\n   */\n   this.scrolledIndexChange = this._scrolledIndexChange.pipe(distinctUntilChanged());\n   /**\n   * The attached viewport.\n   */\n   this._viewport = null;\n   this._itemSize = itemSize;\n   this._minBufferPx = minBufferPx;\n   this._maxBufferPx = maxBufferPx;\n   }\n   /**\n   * Attaches this scroll strategy to a viewport.\n   * @param viewport The viewport to attach this strategy to.\n   */\n   /**\n   * Attaches this scroll strategy to a viewport.\n   * @param {?} viewport The viewport to attach this strategy to.\n   * @return {?}\n   */\n   FixedSizeVirtualScrollStrategy.prototype.attach = /**\n   * Attaches this scroll strategy to a viewport.\n   * @param {?} viewport The viewport to attach this strategy to.\n   * @return {?}\n   */\n   function (viewport) {\n   this._viewport = viewport;\n   this._updateTotalContentSize();\n   this._updateRenderedRange();\n   };\n   /** Detaches this scroll strategy from the currently attached viewport. */\n   /**\n   * Detaches this scroll strategy from the currently attached viewport.\n   * @return {?}\n   */\n   FixedSizeVirtualScrollStrategy.prototype.detach = /**\n   * Detaches this scroll strategy from the currently attached viewport.\n   * @return {?}\n   */\n   function () {\n   this._scrolledIndexChange.complete();\n   this._viewport = null;\n   };\n   /**\n   * Update the item size and buffer size.\n   * @param itemSize The size of the items in the virtually scrolling list.\n   * @param minBufferPx The minimum amount of buffer (in pixels) before needing to render more\n   * @param maxBufferPx The amount of buffer (in pixels) to render when rendering more.\n   */\n   /**\n   * Update the item size and buffer size.\n   * @param {?} itemSize The size of the items in the virtually scrolling list.\n   * @param {?} minBufferPx The minimum amount of buffer (in pixels) before needing to render more\n   * @param {?} maxBufferPx The amount of buffer (in pixels) to render when rendering more.\n   * @return {?}\n   */\n   FixedSizeVirtualScrollStrategy.prototype.updateItemAndBufferSize = /**\n   * Update the item size and buffer size.\n   * @param {?} itemSize The size of the items in the virtually scrolling list.\n   * @param {?} minBufferPx The minimum amount of buffer (in pixels) before needing to render more\n   * @param {?} maxBufferPx The amount of buffer (in pixels) to render when rendering more.\n   * @return {?}\n   */\n   function (itemSize, minBufferPx, maxBufferPx) {\n   if (maxBufferPx < minBufferPx) {\n   throw Error('CDK virtual scroll: maxBufferPx must be greater than or equal to minBufferPx');\n   }\n   this._itemSize = itemSize;\n   this._minBufferPx = minBufferPx;\n   this._maxBufferPx = maxBufferPx;\n   this._updateTotalContentSize();\n   this._updateRenderedRange();\n   };\n   /** @docs-private Implemented as part of VirtualScrollStrategy. */\n   /**\n   * \\@docs-private Implemented as part of VirtualScrollStrategy.\n   * @return {?}\n   */\n   FixedSizeVirtualScrollStrategy.prototype.onContentScrolled = /**\n   * \\@docs-private Implemented as part of VirtualScrollStrategy.\n   * @return {?}\n   */\n   function () {\n   this._updateRenderedRange();\n   };\n   /** @docs-private Implemented as part of VirtualScrollStrategy. */\n   /**\n   * \\@docs-private Implemented as part of VirtualScrollStrategy.\n   * @return {?}\n   */\n   FixedSizeVirtualScrollStrategy.prototype.onDataLengthChanged = /**\n   * \\@docs-private Implemented as part of VirtualScrollStrategy.\n   * @return {?}\n   */\n   function () {\n   this._updateTotalContentSize();\n   this._updateRenderedRange();\n   };\n   /** @docs-private Implemented as part of VirtualScrollStrategy. */\n

/**\n * \\@docs-private Implemented as part of VirtualScrollStrategy.\n * @return {?}\n */\n FixedSizeVirtualScrollStrategy.prototype.onContentRendered = /**\n * \\@docs-private Implemented as part of VirtualScrollStrategy.\n * @return {?}\n */\n function () { };\n /** @docs-private Implemented as part of VirtualScrollStrategy. */\n /**\n * \\@docs-private Implemented as part of VirtualScrollStrategy.\n * @return {?}\n */\n FixedSizeVirtualScrollStrategy.prototype.onRenderedOffsetChanged = /**\n * \\@docs-private Implemented as part of VirtualScrollStrategy.\n * @return {?}\n */\n function () { };\n /**\n * Scroll to the offset for the given index.\n * @param index The index of the element to scroll to.\n * @param behavior The ScrollBehavior to use when scrolling.\n */\n /**\n * Scroll to the offset for the given index.\n * @param {?} index The index of the element to scroll to.\n * @param {?} behavior The ScrollBehavior to use when scrolling.\n * @return {?}\n */\n FixedSizeVirtualScrollStrategy.prototype.scrollToIndex = /**\n * Scroll to the offset for the given index.\n * @param {?} index The index of the element to scroll to.\n * @param {?} behavior The ScrollBehavior to use when scrolling.\n * @return {?}\n */\n function (index, behavior) {\n if (this._viewport) {\n this._viewport.scrollToOffset(index * this._itemSize, behavior);\n }\n };\n /** Update the viewport's total content size. */\n /**\n * Update the viewport's total content size.\n * @private\n * @return {?}\n */\n FixedSizeVirtualScrollStrategy.prototype._updateTotalContentSize = /**\n * Update the viewport's total content size.\n * @private\n * @return {?}\n */\n function () {\n if (!this._viewport) {\n return;\n }\n this._viewport.setTotalContentSize(this._viewport.getDataLength() * this._itemSize);\n };\n /** Update the viewport's rendered range. */\n /**\n * Update the viewport's rendered range.\n * @private\n * @return {?}\n */\n FixedSizeVirtualScrollStrategy.prototype._updateRenderedRange = /**\n * Update the viewport's rendered range.\n * @private\n * @return {?}\n */\n function () {\n if (!this._viewport) {\n return;\n }\n /** @type {?} */\n var scrollOffset = this._viewport.measureScrollOffset();\n /** @type {?} */\n var firstVisibleIndex = scrollOffset / this._itemSize;\n /** @type {?} */\n var renderedRange = this._viewport.getRenderedRange();\n /** @type {?} */\n var newRange = { start: renderedRange.start, end: renderedRange.end };\n /** @type {?} */\n var viewportSize = this._viewport.getViewportSize();\n /** @type {?} */\n var dataLength = this._viewport.getDataLength();\n /** @type {?} */\n var startBuffer = scrollOffset - newRange.start * this._itemSize;\n if (startBuffer < this._minBufferPx && newRange.start != 0) {\n /** @type {?} */\n var expandStart = Math.ceil((this._maxBufferPx - startBuffer) / this._itemSize);\n newRange.start = Math.max(0, newRange.start - expandStart);\n newRange.end = Math.min(dataLength, Math.ceil(firstVisibleIndex + (viewportSize + this._minBufferPx) / this._itemSize));\n }\n else {\n /** @type {?} */\n var endBuffer = newRange.end * this._itemSize - (scrollOffset + viewportSize);\n if (endBuffer < this._minBufferPx && newRange.end != dataLength) {\n /** @type {?} */\n var expandEnd = Math.ceil((this._maxBufferPx - endBuffer) / this._itemSize);\n if (expandEnd > 0) {\n newRange.end = Math.min(dataLength, newRange.end + expandEnd);\n newRange.start = Math.max(0, Math.floor(firstVisibleIndex - this._minBufferPx / this._itemSize));\n }\n }\n }\n this._viewport.setRenderedRange(newRange);\n this._viewport.setRenderedContentOffset(this._itemSize * newRange.start);\n this._scrolledIndexChange.next(Math.floor(firstVisibleIndex));\n };\n return FixedSizeVirtualScrollStrategy;\n}());\n/**\n * Provider factory for `FixedSizeVirtualScrollStrategy` that simply extracts the already created\n * `FixedSizeVirtualScrollStrategy` from the given directive.\n * @param {?} fixedSizeDir The instance of `CdkFixedSizeVirtualScroll` to extract the\n * `FixedSizeVirtualScrollStrategy` from.\n * @return {?}\n */\nfunction _fixedSizeVirtualScrollStrategyFactory(fixedSizeDir) {\n return fixedSizeDir._scrollStrategy;\n}\n/**\n * A virtual scroll strategy that supports fixed-size items.\n */\nvar CdkFixedSizeVirtualScroll = /** @class */ (function () {\n function CdkFixedSizeVirtualScroll() {\n this._itemSize = 20;\n this._minBufferPx = 100;\n this._maxBufferPx = 200;\n /**\n * The scroll strategy used by this directive.\n */\n this._scrollStrategy = new FixedSizeVirtualScrollStrategy(this.itemSize, this.minBufferPx, this.maxBufferPx);\n }\n Object.defineProperty(CdkFixedSizeVirtualScroll.prototype, \"itemSize\", {\n /** The size of the items in the

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list (in pixels). */\n        get: /**\n         * The size of the items in the list (in pixels).\n         * @return {?}\n         */\n
    function () { return this._itemSize; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n
    function (value) { this._itemSize = coerceNumberProperty(value); },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(CdkFixedSizeVirtualScroll.prototype, \"minBufferPx\", {\n
/**\n         * The minimum amount of buffer rendered beyond the viewport (in pixels).\n         * If the amount of
buffer dips below this number, more items will be rendered. Defaults to 100px.\n         */\n        get: /**\n         * The
minimum amount of buffer rendered beyond the viewport (in pixels).\n         * If the amount of buffer dips below
this number, more items will be rendered. Defaults to 100px.\n         * @return {?}\n         */\n        function () {
return this._minBufferPx; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n
function (value) { this._minBufferPx = coerceNumberProperty(value); },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(CdkFixedSizeVirtualScroll.prototype, \"maxBufferPx\", {\n
/**\n         * The number of pixels worth of buffer to render for when rendering new items. Defaults to 200px.\n
*/\n        get: /**\n         * The number of pixels worth of buffer to render for when rendering new items. Defaults to
200px.\n         * @return {?}\n         */\n        function () { return this._maxBufferPx; },\n        set: /**\n         *
@param {?} value\n         * @return {?}\n         */\n        function (value) { this._maxBufferPx =
coerceNumberProperty(value); },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * @return
{?}\n     */\n    CdkFixedSizeVirtualScroll.prototype.ngOnChanges = /**\n     * @return {?}\n     */\n    function ()
{\n        this._scrollStrategy.updateItemAndBufferSize(this.itemSize, this.minBufferPx, this.maxBufferPx);\n    };\n
CdkFixedSizeVirtualScroll.decorators = [\n        { type: Directive, args: [{\n                    selector: 'cdk-virtual-scroll-
viewport[itemSize]',\n                    providers: [{\n                        provide: VIRTUAL_SCROLL_STRATEGY,\n
                    useFactory: _fixedSizeVirtualScrollStrategyFactory,\n                        deps: [forwardRef(function ()
{ return CdkFixedSizeVirtualScroll; })],\n                        }],\n                },] },\n    ];\n
CdkFixedSizeVirtualScroll.propDecorators = {\n        itemSize: [{ type: Input }],\n        minBufferPx: [{ type: Input
}],\n        maxBufferPx: [{ type: Input }]\n    };\n    return CdkFixedSizeVirtualScroll;\n}());\n\n/**\n *
@fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Time
in ms to throttle the scrolling events by default.\n * @type {?}\n */\nvar DEFAULT_SCROLL_TIME = 20;\n/**\n
* Service contained all registered Scrollable references and emits an event when any one of the\n * Scrollable
references emit a scrolled event.\n */\nvar ScrollDispatcher = /** @class */ (function () {\n    function
ScrollDispatcher(_ngZone, _platform) {\n        this._ngZone = _ngZone;\n        this._platform = _platform;\n
/**\n         * Subject for notifying that a registered scrollable reference element has been scrolled.\n         */\n
this._scrolled = new Subject();\n        /**\n         * Keeps track of the global `scroll` and `resize` subscriptions.\n
*/\n        this._globalSubscription = null;\n        /**\n         * Keeps track of the amount of subscriptions to `scrolled`.
Used for cleaning up afterwards.\n         */\n        this._scrolledCount = 0;\n        /**\n         * Map of all the
scrollable references that are registered with the service and their\n         * scroll event subscriptions.\n         */\n
this.scrollContainers = new Map();\n    }\n    /**\n     * Registers a scrollable instance with the service and listens for
its scrolled events. When the\n     * scrollable is scrolled, the service emits the event to its scrolled observable.\n     *
@param scrollable Scrollable instance to be registered.\n     */\n    /**\n     * Registers a scrollable instance with the
service and listens for its scrolled events. When the\n     * scrollable is scrolled, the service emits the event to its
scrolled observable.\n     * @param {?} scrollable Scrollable instance to be registered.\n     * @return {?}\n     */\n
ScrollDispatcher.prototype.register = /**\n     * Registers a scrollable instance with the service and listens for its
scrolled events. When the\n     * scrollable is scrolled, the service emits the event to its scrolled observable.\n     *
@param {?} scrollable Scrollable instance to be registered.\n     * @return {?}\n     */\n    function (scrollable) {\n
  var _this = this;\n        if (!this.scrollContainers.has(scrollable)) {\n            this.scrollContainers.set(scrollable,
scrollable.elementScrolled()\n                .subscribe(function () { return _this._scrolled.next(scrollable); }));\n        }\n
  };\n    /**\n     * Deregisters a Scrollable reference and unsubscribes from its scroll event observable.\n     *
@param scrollable Scrollable instance to be deregistered.\n     */\n    /**\n     * Deregisters a Scrollable reference
and unsubscribes from its scroll event observable.\n     * @param {?} scrollable Scrollable instance to be
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deregistered.\n * @return {?}\n */\n ScrollDispatcher.prototype.deregister = /**\n * Deregisters a Scrollable reference and unsubscribes from its scroll event observable.\n * @param {?} scrollable Scrollable instance to be deregistered.\n * @return {?}\n */\n function (scrollable) {\n /** @type {?} */\n var scrollableReference = this.scrollContainers.get(scrollable);\n if (scrollableReference) {\n scrollableReference.unsubscribe();\n this.scrollContainers.delete(scrollable);\n }\n };\n /**\n * Returns an observable that emits an event whenever any of the registered Scrollable\n * references (or window, document, or body) fire a scrolled event. Can provide a time in ms\n * to override the default \"throttle\" time.\n *\n * **Note:** in order to avoid hitting change detection for every scroll event,\n * all of the events emitted from this stream will be run outside the Angular zone.\n * If you need to update any data bindings as a result of a scroll event, you have\n * to run the callback using `NgZone.run`.\n */\n /**\n * Returns an observable that emits an event whenever any of the registered Scrollable\n * references (or window, document, or body) fire a scrolled event. Can provide a time in ms\n * to override the default \"throttle\" time.\n *\n * **Note:** in order to avoid hitting change detection for every scroll event,\n * all of the events emitted from this stream will be run outside the Angular zone.\n * If you need to update any data bindings as a result of a scroll event, you have\n * to run the callback using `NgZone.run`.\n * @param {?=} auditTimeInMs\n * @return {?}\n */\n ScrollDispatcher.prototype.scrolled = /**\n * Returns an observable that emits an event whenever any of the registered Scrollable\n * references (or window, document, or body) fire a scrolled event. Can provide a time in ms\n * to override the default \"throttle\" time.\n *\n * **Note:** in order to avoid hitting change detection for every scroll event,\n * all of the events emitted from this stream will be run outside the Angular zone.\n * If you need to update any data bindings as a result of a scroll event, you have\n * to run the callback using `NgZone.run`.\n * @param {?=} auditTimeInMs\n * @return {?}\n */\n function (auditTimeInMs) {\n var _this = this;\n if (auditTimeInMs === void 0) { auditTimeInMs = DEFAULT_SCROLL_TIME; }\n if (!this._platform.isBrowser) {\n return of();\n }\n return Observable.create(function (observer) {\n if (!_this._globalSubscription) {\n _this._addGlobalListener();\n }\n // In the case of a 0ms delay, use an observable without auditTime\n // since it does add a perceptible delay in processing overhead.\n /** @type {?} */\n var subscription = auditTimeInMs > 0 ?\n _this._scrolled.pipe(auditTime(auditTimeInMs)).subscribe(observer) :\n _this._scrolled.subscribe(observer);\n _this._scrolledCount++;\n return function () {\n subscription.unsubscribe();\n _this._scrolledCount--;\n if (!_this._scrolledCount) {\n _this._removeGlobalListener();\n }\n };\n });\n };\n /**\n * @return {?}\n */\n ScrollDispatcher.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._removeGlobalListener();\n this.scrollContainers.forEach(function (_, container) { return _this.deregister(container); });\n this._scrolled.complete();\n };\n /**\n * Returns an observable that emits whenever any of the\n * scrollable ancestors of an element are scrolled.\n * @param elementRef Element whose ancestors to listen for.\n * @param auditTimeInMs Time to throttle the scroll events.\n */\n /**\n * Returns an observable that emits whenever any of the\n * scrollable ancestors of an element are scrolled.\n * @param {?} elementRef Element whose ancestors to listen for.\n * @param {?=} auditTimeInMs Time to throttle the scroll events.\n * @return {?}\n */\n ScrollDispatcher.prototype.ancestorScrolled = /**\n * Returns an observable that emits whenever any of the\n * scrollable ancestors of an element are scrolled.\n * @param {?} elementRef Element whose ancestors to listen for.\n * @param {?=} auditTimeInMs Time to throttle the scroll events.\n * @return {?}\n */\n function (elementRef, auditTimeInMs) {\n /** @type {?} */\n var ancestors = this.getAncestorScrollContainers(elementRef);\n return this.scrolled(auditTimeInMs).pipe(filter(function (target) {\n return !target || ancestors.indexOf(target) > -1;\n }));\n };\n /** Returns all registered Scrollables that contain the provided element. */\n /**\n * Returns all registered Scrollables that contain the provided element.\n * @param {?} elementRef\n * @return {?}\n */\n ScrollDispatcher.prototype.getAncestorScrollContainers = /**\n * Returns all registered Scrollables that contain the provided element.\n * @param {?} elementRef\n * @return {?}\n */\n function (elementRef) {\n var _this = this;\n /** @type {?} */\n var scrollingContainers = [];\n

this.scrollContainers.forEach(function (_subscription, scrollable) {\n if (_this._scrollableContainsElement(scrollable, elementRef)) {\n scrollingContainers.push(scrollable);\n }\n });\n return scrollingContainers;\n };\n /** Returns true if the element is contained within the provided Scrollable. */\n /**\n * Returns true if the element is contained within the provided Scrollable.\n * @private\n * @param {?} scrollable\n * @param {?} elementRef\n * @return {?}\n */\n ScrollDispatcher.prototype._scrollableContainsElement = /**\n * Returns true if the element is contained within the provided Scrollable.\n * @private\n * @param {?} scrollable\n * @param {?} elementRef\n * @return {?}\n */\n function (scrollable, elementRef) {\n /** @type {?} */\n var element = elementRef.nativeElement;\n /** @type {?} */\n var scrollableElement = scrollable.getElementRef().nativeElement;\n // Traverse through the element parents until we reach null, checking if any of the elements\n // are the scrollable's element.\n do {\n if (element == scrollableElement) {\n return true;\n }\n } while (element = (/** @type {?} */ (element)).parentElement);\n return false;\n };\n /** Sets up the global scroll listeners. */\n /**\n * Sets up the global scroll listeners.\n * @private\n * @return {?}\n */\n ScrollDispatcher.prototype._addGlobalListener = /**\n * Sets up the global scroll listeners.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n this._globalSubscription = this._ngZone.runOutsideAngular(function () {\n return fromEvent(window.document, 'scroll').subscribe(function () { return _this._scrolled.next(); });\n });\n };\n /** Cleans up the global scroll listener. */\n /**\n * Cleans up the global scroll listener.\n * @private\n * @return {?}\n */\n ScrollDispatcher.prototype._removeGlobalListener = /**\n * Cleans up the global scroll listener.\n * @private\n * @return {?}\n */\n function () {\n if (this._globalSubscription) {\n this._globalSubscription.unsubscribe();\n this._globalSubscription = null;\n }\n };\n ScrollDispatcher.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n ScrollDispatcher.ctorParameters = function () { return [\n { type: NgZone },\n { type: Platform }\n]; };\n /** @nocollapse */ ScrollDispatcher.ngInjectableDef = defineInjectable({ factory: function ScrollDispatcher_Factory() { return new ScrollDispatcher(inject(NgZone), inject(Platform)); }, token: ScrollDispatcher, providedIn: \"root\" });\n return ScrollDispatcher;\n}());\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @param {?} parentDispatcher\n * @param {?} ngZone\n * @param {?} platform\n * @return {?}\n */\nfunction SCROLL_DISPATCHER_PROVIDER_FACTORY(parentDispatcher, ngZone, platform) {\n return parentDispatcher || new ScrollDispatcher(ngZone, platform);\n}\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @type {?}\n */\nvar SCROLL_DISPATCHER_PROVIDER = {\n // If there is already a ScrollDispatcher available, use that. Otherwise, provide a new one.\n provide: ScrollDispatcher,\n deps: [[new Optional(), new SkipSelf(), ScrollDispatcher], NgZone, Platform],\n useFactory: SCROLL_DISPATCHER_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Sends an event when the directive's element is scrolled. Registers itself with the\n * ScrollDispatcher service to include itself as part of its collection of scrolling events that it\n * can be listened to through the service.\n */\nvar CdkScrollable = /** @class */ (function () {\n function CdkScrollable(elementRef, scrollDispatcher, ngZone, dir) {\n var _this = this;\n this.elementRef = elementRef;\n this.scrollDispatcher = scrollDispatcher;\n this.ngZone = ngZone;\n this.dir = dir;\n this._destroyed = new Subject();\n this._elementScrolled = Observable.create(function (observer) {\n return _this.ngZone.runOutsideAngular(function () {\n return fromEvent(_this.elementRef.nativeElement, 'scroll').pipe(takeUntil(_this._destroyed))\n .subscribe(observer);\n });\n });\n }\n /**\n * @return {?}\n */\n CdkScrollable.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n this.scrollDispatcher.register(this);\n };\n /**\n * @return {?}\n */\n CdkScrollable.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this.scrollDispatcher.deregister(this);\n this._destroyed.next();\n this._destroyed.complete();\n };\n /** Returns observable that emits when a scroll event is fired on the host element. */\n /**\n * Returns observable

that emits when a scroll event is fired on the host element.\n * @return {?}\n */\n CdkScrollable.prototype.elementScrolled = /**\n * Returns observable that emits when a scroll event is fired on the host element.\n * @return {?}\n */\n function () {\n return this._elementScrolled;\n };\n /** Gets the ElementRef for the viewport. */\n /**\n * Gets the ElementRef for the viewport.\n * @return {?}\n */\n CdkScrollable.prototype.getElementRef = /**\n * Gets the ElementRef for the viewport.\n * @return {?}\n */\n function () {\n return this.elementRef;\n };\n /**\n * Scrolls to the specified offsets. This is a normalized version of the browser's native scrollTo\n * method, since browsers are not consistent about what scrollLeft means in RTL. For this method\n * left and right always refer to the left and right side of the scrolling container irrespective\n * of the layout direction. start and end refer to left and right in an LTR context and vice-versa\n * in an RTL context.\n * @param options specified the offsets to scroll to.\n */\n /**\n * Scrolls to the specified offsets. This is a normalized version of the browser's native scrollTo\n * method, since browsers are not consistent about what scrollLeft means in RTL. For this method\n * left and right always refer to the left and right side of the scrolling container irrespective\n * of the layout direction. start and end refer to left and right in an LTR context and vice-versa\n * in an RTL context.\n * @param {?} options specified the offsets to scroll to.\n * @return {?}\n */\n CdkScrollable.prototype.scrollTo = /**\n * Scrolls to the specified offsets. This is a normalized version of the browser's native scrollTo\n * method, since browsers are not consistent about what scrollLeft means in RTL. For this method\n * left and right always refer to the left and right side of the scrolling container irrespective\n * of the layout direction. start and end refer to left and right in an LTR context and vice-versa\n * in an RTL context.\n * @param {?} options specified the offsets to scroll to.\n * @return {?}\n */\n function (options) {\n /** @type {?} */\n var el = this.elementRef.nativeElement;\n /** @type {?} */\n var isRtl = this.dir && this.dir.value == 'rtl';\n // Rewrite start & end offsets as right or left offsets.\n options.left = options.left == null ? (isRtl ? options.end : options.start) : options.left;\n options.right = options.right == null ? (isRtl ? options.start : options.end) : options.right;\n // Rewrite the bottom offset as a top offset.\n if (options.bottom != null) {\n options.top = el.scrollHeight - el.clientHeight - options.bottom;\n }\n // Rewrite the right offset as a left offset.\n if (isRtl && getRtlScrollAxisType() != RtlScrollAxisType.NORMAL) {\n if (options.left != null) {\n options.right = el.scrollWidth - el.clientWidth - options.left;\n }\n if (getRtlScrollAxisType() == RtlScrollAxisType.INVERTED) {\n options.left = options.right;\n }\n else if (getRtlScrollAxisType() == RtlScrollAxisType.NEGATED) {\n options.left = options.right ? -options.right : options.right;\n }\n }\n else {\n if (options.right != null) {\n options.left = el.scrollWidth - el.clientWidth - options.right;\n }\n }\n this._applyScrollToOptions(options);\n };\n /**\n * @private\n * @param {?} options\n * @return {?}\n */\n CdkScrollable.prototype._applyScrollToOptions = /**\n * @private\n * @param {?} options\n * @return {?}\n */\n function (options) {\n /** @type {?} */\n var el = this.elementRef.nativeElement;\n if (supportsScrollBehavior()) {\n el.scrollTo(options);\n }\n else {\n if (options.top != null) {\n el.scrollTop = options.top;\n }\n if (options.left != null) {\n el.scrollLeft = options.left;\n }\n }\n };\n /**\n * Measures the scroll offset relative to the specified edge of the viewport. This method can be\n * used instead of directly checking scrollLeft or scrollTop, since browsers are not consistent\n * about what scrollLeft means in RTL. The values returned by this method are normalized such that\n * left and right always refer to the left and right side of the scrolling container irrespective\n * of the layout direction. start and end refer to left and right in an LTR context and vice-versa\n * in an RTL context.\n * @param from The edge to measure from.\n */\n /**\n * Measures the scroll offset relative to the specified edge of the viewport. This method can be\n * used instead of directly checking scrollLeft or scrollTop, since browsers are not consistent\n * about what scrollLeft means in RTL. The values returned by this method are normalized such that\n * left and right always refer to the left and right side of the scrolling container irrespective\n * of the layout direction. start and end refer to left and right in an LTR context and vice-versa\n * in an RTL context.\n * @param {?} from The edge to measure from.\n * @return {?}\n */\n CdkScrollable.prototype.measureScrollOffset = /**\n * Measures the scroll offset relative to the specified edge of the viewport. This method can be\n * used instead of directly checking scrollLeft or

scrollTop, since browsers are not consistent\n * about what scrollLeft means in RTL. The values returned by this method are normalized such that\n * left and right always refer to the left and right side of the scrolling container irrespective\n * of the layout direction. start and end refer to left and right in an LTR context and vice-versa\n * in an RTL context.\n * @param {?} from The edge to measure from.\n * @return {?}\n */\n function (from) {\n /** @type {?} */\n var LEFT = 'left';\n /** @type {?} */\n var RIGHT = 'right';\n /** @type {?} */\n var el = this.elementRef.nativeElement;\n if (from == 'top') {\n return el.scrollTop;\n }\n if (from == 'bottom') {\n return el.scrollHeight - el.clientHeight - el.scrollTop;\n }\n // Rewrite start & end as left or right offsets.\n /** @type {?} */\n var isRtl = this.dir && this.dir.value == 'rtl';\n if (from == 'start') {\n from = isRtl ? RIGHT : LEFT;\n }\n else if (from == 'end') {\n from = isRtl ? LEFT : RIGHT;\n }\n if (isRtl && getRtlScrollAxisType() == RtlScrollAxisType.INVERTED) {\n // For INVERTED, scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and\n // 0 when scrolled all the way right.\n if (from == LEFT) {\n return el.scrollWidth - el.clientWidth - el.scrollLeft;\n }\n else {\n return el.scrollLeft;\n }\n }\n else if (isRtl && getRtlScrollAxisType() == RtlScrollAxisType.NEGATED) {\n // For NEGATED, scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and\n // 0 when scrolled all the way right.\n if (from == LEFT) {\n return el.scrollLeft + el.scrollWidth - el.clientWidth;\n }\n else {\n return -el.scrollLeft;\n }\n }\n else {\n // For NORMAL, as well as non-RTL contexts, scrollLeft is 0 when scrolled all the way left and\n // (scrollWidth - clientWidth) when scrolled all the way right.\n if (from == LEFT) {\n return el.scrollLeft;\n }\n else {\n return el.scrollWidth - el.clientWidth - el.scrollLeft;\n }\n }\n };\n CdkScrollable.decorators = [\n { type: Directive, args: [{\n selector: '[cdk-scrollable], [cdkScrollable]'\n },] },\n];\n /** @nocollapse */\n CdkScrollable.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ScrollDispatcher },\n { type: NgZone },\n { type: Directionality, decorators: [{ type: Optional }] }\n]; };\n return CdkScrollable;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Checks if the given ranges are equal.\n * @param {?} r1\n * @param {?} r2\n * @return {?}\n */\nfunction rangesEqual(r1, r2) {\n return r1.start == r2.start && r1.end == r2.end;\n}\n/**\n * A viewport that virtualizes it's scrolling with the help of `CdkVirtualForOf`.\n */\nvar CdkVirtualScrollViewport = /** @class */ (function (_super) {\n __extends(CdkVirtualScrollViewport, _super);\n function CdkVirtualScrollViewport(elementRef, _changeDetectorRef, ngZone, _scrollStrategy, dir, scrollDispatcher) {\n var _this = _super.call(this, elementRef, scrollDispatcher, ngZone, dir) || this;\n _this.elementRef = elementRef;\n _this._changeDetectorRef = _changeDetectorRef;\n _this._scrollStrategy = _scrollStrategy;\n /**\n * Emits when the viewport is detached from a CdkVirtualForOf.\n */\n _this._detachedSubject = new Subject();\n /**\n * Emits when the rendered range changes.\n */\n _this._renderedRangeSubject = new Subject();\n /**\n * The direction the viewport scrolls.\n */\n _this.orientation = 'vertical';\n // Note: we don't use the typical EventEmitter here because we need to subscribe to the scroll\n // strategy lazily (i.e. only if the user is actually listening to the events). We do this because\n // depending on how the strategy calculates the scrolled index, it may come at a cost to\n // performance.\n /**\n * Emits when the index of the first element visible in the viewport changes.\n */\n _this.scrolledIndexChange = Observable.create(function (observer) {\n return _this._scrollStrategy.scrolledIndexChange.subscribe(function (index) {\n return Promise.resolve().then(function () { return _this.ngZone.run(function () { return observer.next(index); }); });\n });\n });\n /**\n * A stream that emits whenever the rendered range changes.\n */\n _this.renderedRangeStream = _this._renderedRangeSubject.asObservable();\n /**\n * The transform used to scale the spacer to the same size as all content, including content that\n * is not currently rendered.\n */\n _this._totalContentSizeTransform = '';\n /**\n * The total size of all content (in pixels), including content that is not currently rendered.\n */\n _this._totalContentSize = 0;\n /**\n * The currently rendered range of indices.\n */\n _this._renderedRange = { start: 0, end: 0 };\n /**\n * The length

of the data bound to this viewport (in number of items).\n */\n _this._dataLength = 0;\n /**\n * The size of the viewport (in pixels).\n */\n _this._viewportSize = 0;\n /**\n * The last rendered content offset that was set.\n */\n _this._renderedContentOffset = 0;\n /**\n * Whether the last rendered content offset was to the end of the content (and therefore needs to\n * be rewritten as an offset to the start of the content).\n */\n _this._renderedContentOffsetNeedsRewrite = false;\n /**\n * Whether there is a pending change detection cycle.\n */\n _this._isChangeDetectionPending = false;\n /**\n * A list of functions to run after the next change detection cycle.\n */\n _this._runAfterChangeDetection = [];\n if (!_scrollStrategy) {\n throw Error('Error: cdk-virtual-scroll-viewport requires the \"itemSize\" property to be set.');\n }\n return _this;\n }\n /**\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n _super.prototype.ngOnInit.call(this);\n // It's still too early to measure the viewport at this point. Deferring with a promise allows\n // the Viewport to be rendered with the correct size before we measure. We run this outside the\n // zone to avoid causing more change detection cycles. We handle the change detection loop\n // ourselves instead.\n this.ngZone.runOutsideAngular(function () { return Promise.resolve().then(function () {\n _this._measureViewportSize();\n _this._scrollStrategy.attach(_this);\n _this.elementScrolled()\n .pipe(\n // Start off with a fake scroll event so we properly detect our initial position.\n startWith((/** @type {?} */ (null))), \n // Collect multiple events into one until the next animation frame. This way if\n // there are multiple scroll events in the same frame we only need to recheck\n // our layout once.\n auditTime(0, animationFrameScheduler))\n .subscribe(function () { return _this._scrollStrategy.onContentScrolled(); });\n _this._markChangeDetectionNeeded();\n }); });\n };\n /**\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this.detach();\n this._scrollStrategy.detach();\n // Complete all subjects\n this._renderedRangeSubject.complete();\n this._detachedSubject.complete();\n _super.prototype.ngOnDestroy.call(this);\n };\n /** Attaches a `CdkVirtualForOf` to this viewport. */\n /**\n * Attaches a `CdkVirtualForOf` to this viewport.\n * @param {?} forOf\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.attach = /**\n * Attaches a `CdkVirtualForOf` to this viewport.\n * @param {?} forOf\n * @return {?}\n */\n function (forOf) {\n var _this = this;\n if (this._forOf) {\n throw Error('CdkVirtualScrollViewport is already attached.');\n }\n // Subscribe to the data stream of the CdkVirtualForOf to keep track of when the data length\n // changes. Run outside the zone to avoid triggering change detection, since we're managing the\n // change detection loop ourselves.\n this.ngZone.runOutsideAngular(function () {\n _this._forOf = forOf;\n _this._forOf.dataStream.pipe(takeUntil(_this._detachedSubject)).subscribe(function (data) {\n /** @type {?} */\n var newLength = data.length;\n if (newLength !== _this._dataLength) {\n _this._dataLength = newLength;\n _this._scrollStrategy.onDataLengthChanged();\n }\n _this._doChangeDetection();\n });\n });\n };\n /** Detaches the current `CdkVirtualForOf`. */\n /**\n * Detaches the current `CdkVirtualForOf`.\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.detach = /**\n * Detaches the current `CdkVirtualForOf`.\n * @return {?}\n */\n function () {\n this._forOf = null;\n this._detachedSubject.next();\n };\n /** Gets the length of the data bound to this viewport (in number of items). */\n /**\n * Gets the length of the data bound to this viewport (in number of items).\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.getDataLength = /**\n * Gets the length of the data bound to this viewport (in number of items).\n * @return {?}\n */\n function () {\n return this._dataLength;\n };\n /** Gets the size of the viewport (in pixels). */\n /**\n * Gets the size of the viewport (in pixels).\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.getViewportSize = /**\n * Gets the size of the viewport (in pixels).\n * @return {?}\n */\n function () {\n return this._viewportSize;\n };\n // TODO(mmalerba): This is technically out of sync with what's really rendered until a render\n // cycle happens. I'm being careful to only call it after the render cycle is complete and before\n // setting it to something else, but its error prone and should

probably be split into\n // `pendingRange` and `renderedRange`, the latter reflecting whats actually in the DOM.\n /** Get the current rendered range of items. */\n // TODO(mmalerba): This is technically out of sync with what's really rendered until a render\n // cycle happens. I'm being careful to only call it after the render cycle is complete and before\n // setting it to something else, but its error prone and should probably be split into\n // `pendingRange` and `renderedRange`, the latter reflecting whats actually in the DOM.\n /**\n * Get the current rendered range of items.\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.getRenderedRange = \n // TODO(mmalerba): This is technically out of sync with what's really rendered until a render\n // cycle happens. I'm being careful to only call it after the render cycle is complete and before\n // setting it to something else, but its error prone and should probably be split into\n // `pendingRange` and `renderedRange`, the latter reflecting whats actually in the DOM.\n /**\n * Get the current rendered range of items.\n * @return {?}\n */\n function () {\n return this._renderedRange;\n };\n /**\n * Sets the total size of all content (in pixels), including content that is not currently\n * rendered.\n */\n /**\n * Sets the total size of all content (in pixels), including content that is not currently\n * rendered.\n * @param {?} size\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.setTotalContentSize = /**\n * Sets the total size of all content (in pixels), including content that is not currently\n * rendered.\n * @param {?} size\n * @return {?}\n */\n function (size) {\n if (this._totalContentSize !== size) {\n this._totalContentSize = size;\n /** @type {?} */\n var axis = this.orientation == 'horizontal' ? 'X' : 'Y';\n this._totalContentSizeTransform = \"scale\" + axis + \"(\" + this._totalContentSize + \")\";\n this._markChangeDetectionNeeded();\n }\n };\n /** Sets the currently rendered range of indices. */\n /**\n * Sets the currently rendered range of indices.\n * @param {?} range\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.setRenderedRange = /**\n * Sets the currently rendered range of indices.\n * @param {?} range\n * @return {?}\n */\n function (range) {\n var _this = this;\n if (!rangesEqual(this._renderedRange, range)) {\n this._renderedRangeSubject.next(this._renderedRange = range);\n this._markChangeDetectionNeeded(function () { return _this._scrollStrategy.onContentRendered(); });\n }\n };\n /**\n * Gets the offset from the start of the viewport to the start of the rendered data (in pixels).\n */\n /**\n * Gets the offset from the start of the viewport to the start of the rendered data (in pixels).\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.getOffsetToRenderedContentStart = /**\n * Gets the offset from the start of the viewport to the start of the rendered data (in pixels).\n * @return {?}\n */\n function () {\n return this._renderedContentOffsetNeedsRewrite ? null : this._renderedContentOffset;\n };\n /**\n * Sets the offset from the start of the viewport to either the start or end of the rendered data\n * (in pixels).\n */\n /**\n * Sets the offset from the start of the viewport to either the start or end of the rendered data\n * (in pixels).\n * @param {?} offset\n * @param {?=} to\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.setRenderedContentOffset = /**\n * Sets the offset from the start of the viewport to either the start or end of the rendered data\n * (in pixels).\n * @param {?} offset\n * @param {?=} to\n * @return {?}\n */\n function (offset, to) {\n var _this = this;\n if (to === void 0) { to = 'to-start'; }\n // For a horizontal viewport in a right-to-left language we need to translate along the x-axis\n // in the negative direction.\n /** @type {?} */\n var isRtl = this.dir && this.dir.value == 'rtl';\n /** @type {?} */\n var isHorizontal = this.orientation == 'horizontal';\n /** @type {?} */\n var axis = isHorizontal ? 'X' : 'Y';\n /** @type {?} */\n var axisDirection = isHorizontal && isRtl ? -1 : 1;\n /** @type {?} */\n var transform = \"translate\" + axis + \"(\" + Number(axisDirection * offset) + \"px)\";\n this._renderedContentOffset = offset;\n if (to === 'to-end') {\n transform += \" translate\" + axis + \"(-100%)\";\n // The viewport should rewrite this as a `to-start` offset on the next render cycle. Otherwise\n // elements will appear to expand in the wrong direction (e.g. `mat-expansion-panel` would\n // expand upward).\n this._renderedContentOffsetNeedsRewrite = true;\n }\n if (this._renderedContentTransform != transform) {\n // We know this value is safe because we parse `offset` with `Number()` before passing it\n // into the string.\n this._renderedContentTransform = transform;\n this._markChangeDetectionNeeded(function () {\n if (_this._renderedContentOffsetNeedsRewrite) {\n _this._renderedContentOffset -= _this.measureRenderedContentSize();\n

_this._renderedContentOffsetNeedsRewrite = false;\n _this.setRenderedContentOffset(_this._renderedContentOffset);\n }\n else {\n _this._scrollStrategy.onRenderedOffsetChanged();\n }\n });\n }\n };\n /**\n * Scrolls to the given offset from the start of the viewport. Please note that this is not always\n * the same as setting `scrollTop` or `scrollLeft`. In a horizontal viewport with right-to-left\n * direction, this would be the equivalent of setting a fictional `scrollRight` property.\n * @param offset The offset to scroll to.\n * @param behavior The ScrollBehavior to use when scrolling. Default is behavior is `auto`.\n */\n /**\n * Scrolls to the given offset from the start of the viewport. Please note that this is not always\n * the same as setting `scrollTop` or `scrollLeft`. In a horizontal viewport with right-to-left\n * direction, this would be the equivalent of setting a fictional `scrollRight` property.\n * @param {?} offset The offset to scroll to.\n * @param {?=} behavior The ScrollBehavior to use when scrolling. Default is behavior is `auto`.\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.scrollToOffset = /**\n * Scrolls to the given offset from the start of the viewport. Please note that this is not always\n * the same as setting `scrollTop` or `scrollLeft`. In a horizontal viewport with right-to-left\n * direction, this would be the equivalent of setting a fictional `scrollRight` property.\n * @param {?} offset The offset to scroll to.\n * @param {?=} behavior The ScrollBehavior to use when scrolling. Default is behavior is `auto`.\n * @return {?}\n */\n function (offset, behavior) {\n if (behavior === void 0) { behavior = 'auto'; }\n /** @type {?} */\n var options = { behavior: behavior };\n if (this.orientation === 'horizontal') {\n options.start = offset;\n }\n else {\n options.top = offset;\n }\n this.scrollTo(options);\n };\n /**\n * Scrolls to the offset for the given index.\n * @param index The index of the element to scroll to.\n * @param behavior The ScrollBehavior to use when scrolling. Default is behavior is `auto`.\n */\n /**\n * Scrolls to the offset for the given index.\n * @param {?} index The index of the element to scroll to.\n * @param {?=} behavior The ScrollBehavior to use when scrolling. Default is behavior is `auto`.\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.scrollToIndex = /**\n * Scrolls to the offset for the given index.\n * @param {?} index The index of the element to scroll to.\n * @param {?=} behavior The ScrollBehavior to use when scrolling. Default is behavior is `auto`.\n * @return {?}\n */\n function (index, behavior) {\n if (behavior === void 0) { behavior = 'auto'; }\n this._scrollStrategy.scrollToIndex(index, behavior);\n };\n /**\n * Gets the current scroll offset from the start of the viewport (in pixels).\n * @param from The edge to measure the offset from. Defaults to 'top' in vertical mode and 'start'\n * in horizontal mode.\n */\n /**\n * Gets the current scroll offset from the start of the viewport (in pixels).\n * @param {?=} from The edge to measure the offset from. Defaults to 'top' in vertical mode and 'start'\n * in horizontal mode.\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.measureScrollOffset = /**\n * Gets the current scroll offset from the start of the viewport (in pixels).\n * @param {?=} from The edge to measure the offset from. Defaults to 'top' in vertical mode and 'start'\n * in horizontal mode.\n * @return {?}\n */\n function (from) {\n return _super.prototype.measureScrollOffset.call(this, from ? from : this.orientation === 'horizontal' ? 'start' : 'top');\n };\n /** Measure the combined size of all of the rendered items. */\n /**\n * Measure the combined size of all of the rendered items.\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.measureRenderedContentSize = /**\n * Measure the combined size of all of the rendered items.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var contentEl = this._contentWrapper.nativeElement;\n return this.orientation === 'horizontal' ? contentEl.offsetWidth : contentEl.offsetHeight;\n };\n /**\n * Measure the total combined size of the given range. Throws if the range includes items that are\n * not rendered.\n */\n /**\n * Measure the total combined size of the given range. Throws if the range includes items that are\n * not rendered.\n * @param {?} range\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype.measureRangeSize = /**\n * Measure the total combined size of the given range. Throws if the range includes items that are\n * not rendered.\n * @param {?} range\n * @return {?}\n */\n function (range) {\n if (!this._forOf) {\n return 0;\n }\n return this._forOf.measureRangeSize(range, this.orientation);\n };\n /** Update the viewport dimensions and re-render. */\n /**\n * Update the viewport dimensions and re-render.\n * @return {?}\n */\n

CdkVirtualScrollViewport.prototype.checkViewportSize = /**\n * Update the viewport dimensions and re-render.\n * @return {?}\n */\n function () {\n // TODO: Cleanup later when add logic for handling content resize\n this._measureViewportSize();\n this._scrollStrategy.onDataLengthChanged();\n };\n /** Measure the viewport size. */\n /**\n * Measure the viewport size.\n * @private\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype._measureViewportSize = /**\n * Measure the viewport size.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var viewportEl = this.elementRef.nativeElement;\n this._viewportSize = this.orientation === 'horizontal' ?\n viewportEl.clientWidth : viewportEl.clientHeight;\n };\n /** Queue up change detection to run. */\n /**\n * Queue up change detection to run.\n * @private\n * @param {?=} runAfter\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype._markChangeDetectionNeeded = /**\n * Queue up change detection to run.\n * @private\n * @param {?=} runAfter\n * @return {?}\n */\n function (runAfter) {\n var _this = this;\n if (runAfter) {\n this._runAfterChangeDetection.push(runAfter);\n }\n // Use a Promise to batch together calls to `_doChangeDetection`. This way if we set a bunch of\n // properties sequentially we only have to run `_doChangeDetection` once at the end.\n if (!this._isChangeDetectionPending) {\n this._isChangeDetectionPending = true;\n this.ngZone.runOutsideAngular(function () { return Promise.resolve().then(function () {\n _this._doChangeDetection();\n }); });\n }\n };\n /** Run change detection. */\n /**\n * Run change detection.\n * @private\n * @return {?}\n */\n CdkVirtualScrollViewport.prototype._doChangeDetection = /**\n * Run change detection.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n this._isChangeDetectionPending = false;\n // Apply changes to Angular bindings. Note: We must call `markForCheck` to run change detection\n // from the root, since the repeated items are content projected in. Calling `detectChanges`\n // instead does not properly check the projected content.\n this.ngZone.run(function () { return _this._changeDetectorRef.markForCheck(); });\n // Apply the content transform. The transform can't be set via an Angular binding because\n // bypassSecurityTrustStyle is banned in Google. However the value is safe, it's composed of\n // string literals, a variable that can only be 'X' or 'Y', and user input that is run through\n // the `Number` function first to coerce it to a numeric value.\n this._contentWrapper.nativeElement.style.transform = this._renderedContentTransform;\n /** @type {?} */\n var runAfterChangeDetection = this._runAfterChangeDetection;\n this._runAfterChangeDetection = [];\n for (var _i = 0, runAfterChangeDetection_1 = runAfterChangeDetection; _i < runAfterChangeDetection_1.length; _i++) {\n var fn = runAfterChangeDetection_1[_i];\n fn();\n }\n };\n CdkVirtualScrollViewport.decorators = [\n { type: Component, args: [{selector: 'cdk-virtual-scroll-viewport',\n template: \"<div #contentWrapper class=\\\"cdk-virtual-scroll-content-wrapper\\\"><ng-content></ng-content> <div class=\\\"cdk-virtual-scroll-spacer\\\" [style.transform]=\\\"_totalContentSizeTransform\\\"> \",\n styles: [\"cdk-virtual-scroll-viewport{display:block;position:relative;overflow:auto;contain:strict;transform:translateZ(0);will-change:scroll-position;-webkit-overflow-scrolling:touch}.cdk-virtual-scroll-content-wrapper{position:absolute;top:0;left:0;contain:content}[dir=rtl] .cdk-virtual-scroll-content-wrapper{right:0;left:auto}.cdk-virtual-scroll-orientation-horizontal .cdk-virtual-scroll-content-wrapper{min-height:100%}.cdk-virtual-scroll-orientation-horizontal .cdk-virtual-scroll-content-wrapper>dl:not([cdkVirtualFor]),.cdk-virtual-scroll-orientation-horizontal .cdk-virtual-scroll-content-wrapper>ol:not([cdkVirtualFor]),.cdk-virtual-scroll-orientation-horizontal .cdk-virtual-scroll-content-wrapper>table:not([cdkVirtualFor]),.cdk-virtual-scroll-orientation-horizontal .cdk-virtual-scroll-content-wrapper>ul:not([cdkVirtualFor]){padding-left:0;padding-right:0;margin-left:0;margin-right:0;border-left-width:0;border-right-width:0;outline:0}.cdk-virtual-scroll-orientation-vertical .cdk-virtual-scroll-content-wrapper{min-width:100%}.cdk-virtual-scroll-orientation-vertical .cdk-virtual-scroll-content-wrapper>dl:not([cdkVirtualFor]),.cdk-virtual-scroll-orientation-vertical .cdk-virtual-scroll-content-wrapper>ol:not([cdkVirtualFor]),.cdk-virtual-scroll-orientation-vertical .cdk-virtual-scroll-content-wrapper>table:not([cdkVirtualFor]),.cdk-virtual-scroll-orientation-vertical .cdk-virtual-scroll-content-wrapper>ul:not([cdkVirtualFor]){padding-top:0;padding-bottom:0;margin-top:0;margin-bottom:0;border-top-

width:0;border-bottom-width:0;outline:0}.cdk-virtual-scroll-spacer{position:absolute;top:0;left:0;height:1px;width:1px;transform-origin:0 0}[dir=rtl] .cdk-virtual-scroll-spacer{right:0;left:auto;transform-origin:100% 0}\"],\n host: {\n 'class': 'cdk-virtual-scroll-viewport',\n '[class.cdk-virtual-scroll-orientation-horizontal]': 'orientation === \"horizontal\"',\n '[class.cdk-virtual-scroll-orientation-vertical]': 'orientation !== \"horizontal\"',\n },\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n providers: [{\n provide: CdkScrollable,\n useExisting: CdkVirtualScrollViewport,\n }]\n },] },\n];\n /** @nocollapse */\n CdkVirtualScrollViewport.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: NgZone },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [VIRTUAL_SCROLL_STRATEGY,] }] },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: ScrollDispatcher }\n]; };\n CdkVirtualScrollViewport.propDecorators = {\n orientation: [{ type: Input }],\n scrolledIndexChange: [{ type: Output }],\n _contentWrapper: [{ type: ViewChild, args: ['contentWrapper',] }]\n };\n return CdkVirtualScrollViewport;\n}(CdkScrollable));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Helper to extract size from a DOM Node.\n * @param {?} orientation\n * @param {?} node\n * @return {?}\n */\nfunction getSize(orientation, node) {\n /** @type {?} */\n var el = (/** @type {?} */ (node));\n if (!el.getBoundingClientRect) {\n return 0;\n }\n /** @type {?} */\n var rect = el.getBoundingClientRect();\n return orientation == 'horizontal' ? rect.width : rect.height;\n}\n/**\n * A directive similar to `ngForOf` to be used for rendering data inside a virtual scrolling\n * container.\n * @template T\n */\nvar CdkVirtualForOf = /** @class */ (function () {\n function CdkVirtualForOf(_viewContainerRef, _template, _differs, _viewport, ngZone) {\n var _this = this;\n this._viewContainerRef = _viewContainerRef;\n this._template = _template;\n this._differs = _differs;\n this._viewport = _viewport;\n /**\n * Emits when the rendered view of the data changes.\n */\n this.viewChange = new Subject();\n /**\n * Subject that emits when a new DataSource instance is given.\n */\n this._dataSourceChanges = new Subject();\n /**\n * The size of the cache used to store templates that are not being used for re-use later.\n * Setting the cache size to `0` will disable caching. Defaults to 20 templates.\n */\n this.cdkVirtualForTemplateCacheSize = 20;\n /**\n * Emits whenever the data in the current DataSource changes.\n */\n this.dataStream = this._dataSourceChanges\n .pipe(\n // Start off with null `DataSource`.\n startWith((/** @type {?} */ (null))), \n // Bundle up the previous and current data sources so we can work with both.\n pairwise(), \n // Use `_changeDataSource` to disconnect from the previous data source and connect to the\n // new one, passing back a stream of data changes which we run through `switchMap` to give\n // us a data stream that emits the latest data from whatever the current `DataSource` is.\n switchMap(function (_a) {\n var prev = _a[0], cur = _a[1];\n return _this._changeDataSource(prev, cur);\n }), \n // Replay the last emitted data when someone subscribes.\n shareReplay(1));\n /**\n * The differ used to calculate changes to the data.\n */\n this._differ = null;\n /**\n * The template cache used to hold on ot template instancess that have been stamped out, but don't\n * currently need to be rendered. These instances will be reused in the future rather than\n * stamping out brand new ones.\n */\n this._templateCache = [];\n /**\n * Whether the rendered data should be updated during the next ngDoCheck cycle.\n */\n this._needsUpdate = false;\n this._destroyed = new Subject();\n this.dataStream.subscribe(function (data) {\n _this._data = data;\n _this._onRenderedDataChange();\n });\n this._viewport.renderedRangeStream.pipe(takeUntil(this._destroyed)).subscribe(function (range) {\n _this._renderedRange = range;\n ngZone.run(function () { return _this.viewChange.next(_this._renderedRange); });\n _this._onRenderedDataChange();\n });\n this._viewport.attach(this);\n }\n Object.defineProperty(CdkVirtualForOf.prototype, \"cdkVirtualForOf\", {\n /** The DataSource to display. */\n get: /**\n * The DataSource to display.\n * @return {?}\n */\n function () {\n return this._cdkVirtualForOf;\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._cdkVirtualForOf = value;\n /** @type {?}

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*/\n        var ds = value instanceof DataSource ? value :\n            // Slice the value if its an NgIterable to ensure
we're working with an array.\n            new ArrayDataSource(value instanceof Observable ? value :
Array.prototype.slice.call(value || []));\n        this._dataSourceChanges.next(ds);\n      },\n      enumerable:
true,\n      configurable: true\n    });\n    Object.defineProperty(CdkVirtualForOf.prototype,
\"cdkVirtualForTrackBy\", {\n      /**\n       * The `TrackByFunction` to use for tracking changes. The
`TrackByFunction` takes the index and\n       * the item and produces a value to be used as the item's identity when
tracking changes.\n       */\n      get: /**\n       * The `TrackByFunction` to use for tracking changes. The
`TrackByFunction` takes the index and\n       * the item and produces a value to be used as the item's identity when
tracking changes.\n       * @return {?}\n       */\n      function () {\n        return this._cdkVirtualForTrackBy;\n
    },\n      set: /**\n       * @param {?} fn\n       * @return {?}\n       */\n      function (fn) {\n        var _this =
this;\n        this._needsUpdate = true;\n        this._cdkVirtualForTrackBy = fn ?\n            function (index,
item) { return fn(index + (_this._renderedRange ? _this._renderedRange.start : 0), item); } :\n            undefined;\n
    },\n      enumerable: true,\n      configurable: true\n    });\n    Object.defineProperty(CdkVirtualForOf.prototype,
\"cdkVirtualForTemplate\", {\n      /** The template used to stamp out new elements. */\n      set: /**\n       * The
template used to stamp out new elements.\n       * @param {?} value\n       * @return {?}\n       */\n      function
(value) {\n        if (value) {\n            this._needsUpdate = true;\n            this._template = value;\n        }\n
  },\n      enumerable: true,\n      configurable: true\n    });\n    /**\n     * Measures the combined size (width for
horizontal orientation, height for vertical) of all items\n     * in the specified range. Throws an error if the range
includes items that are not currently\n     * rendered.\n     */\n    /**\n     * Measures the combined size (width for
horizontal orientation, height for vertical) of all items\n     * in the specified range. Throws an error if the range
includes items that are not currently\n     * rendered.\n     * @param {?} range\n     * @param {?} orientation\n     *
@return {?}\n     */\n    CdkVirtualForOf.prototype.measureRangeSize = /**\n     * Measures the combined size
(width for horizontal orientation, height for vertical) of all items\n     * in the specified range. Throws an error if the
range includes items that are not currently\n     * rendered.\n     * @param {?} range\n     * @param {?}
orientation\n     * @return {?}\n     */\n    function (range, orientation) {\n      if (range.start >= range.end) {\n
return 0;\n      }\n      if (range.start < this._renderedRange.start || range.end > this._renderedRange.end) {\n
throw Error(\"Error: attempted to measure an item that isn't rendered.\");\n      }\n      // The index into the list of
rendered views for the first item in the range.\n      /** @type {?} */\n      var renderedStartIndex = range.start -
this._renderedRange.start;\n      // The length of the range we're measuring.\n      /** @type {?} */\n      var
rangeLen = range.end - range.start;\n      // Loop over all root nodes for all items in the range and sum up their
size.\n      /** @type {?} */\n      var totalSize = 0;\n      /** @type {?} */\n      var i = rangeLen;\n      while (i-
-) {\n        /** @type {?} */\n        var view = (/** @type {?} */ (this._viewContainerRef.get(i +
renderedStartIndex)));\n        /** @type {?} */\n        var j = view ? view.rootNodes.length : 0;\n        while
(j--) {\n            totalSize += getSize(orientation, (/** @type {?} */ (view)).rootNodes[j]);\n        }\n      }\n
return totalSize;\n    };\n    /**\n     * @return {?}\n     */\n    CdkVirtualForOf.prototype.ngDoCheck = /**\n     *
@return {?}\n     */\n    function () {\n      if (this._differ && this._needsUpdate) {\n        // TODO(mmalerba):
We should differentiate needs update due to scrolling and a new portion of\n        // this list being rendered (can
use simpler algorithm) vs needs update due to data actually\n        // changing (need to do this diff).\n        /**
@type {?} */\n        var changes = this._differ.diff(this._renderedItems);\n        if (!changes) {\n
this._updateContext();\n        }\n        else {\n            this._applyChanges(changes);\n        }\n
this._needsUpdate = false;\n      }\n    };\n    /**\n     * @return {?}\n     */\n
CdkVirtualForOf.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._viewport.detach();\n      this._dataSourceChanges.complete();\n      this.viewChange.complete();\n
this._destroyed.next();\n      this._destroyed.complete();\n      for (var _i = 0, _a = this._templateCache; _i <
_a.length; _i++) {\n        var view = _a[_i];\n        view.destroy();\n      }\n    };\n    /** React to scroll state
changes in the viewport. */\n    /**\n     * React to scroll state changes in the viewport.\n     * @private\n     *
@return {?}\n     */\n    CdkVirtualForOf.prototype._onRenderedDataChange = /**\n     * React to scroll state
changes in the viewport.\n     * @private\n     * @return {?}\n     */\n    function () {\n      if (!this._renderedRange)
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{\n            return;\n        }\n        this._renderedItems = this._data.slice(this._renderedRange.start,
this._renderedRange.end);\n        if (!this._differ) {\n            this._differ =
this._differs.find(this._renderedItems).create(this.cdkVirtualForTrackBy);\n        }\n        this._needsUpdate = true;\n
  };\n    /** Swap out one `DataSource` for another. */\n    /**\n     * Swap out one `DataSource` for another.\n     *
@private\n     * @param {?} oldDs\n     * @param {?} newDs\n     * @return {?}\n     */\n
CdkVirtualForOf.prototype._changeDataSource = /**\n     * Swap out one `DataSource` for another.\n     *
@private\n     * @param {?} oldDs\n     * @param {?} newDs\n     * @return {?}\n     */\n    function (oldDs,
newDs) {\n        if (oldDs) {\n            oldDs.disconnect(this);\n        }\n        this._needsUpdate = true;\n        return
newDs.connect(this);\n    };\n    /** Update the `CdkVirtualForOfContext` for all views. */\n    /**\n     * Update the
`CdkVirtualForOfContext` for all views.\n     * @private\n     * @return {?}\n     */\n
CdkVirtualForOf.prototype._updateContext = /**\n     * Update the `CdkVirtualForOfContext` for all views.\n     *
@private\n     * @return {?}\n     */\n    function () {\n        /** @type {?} */\n        var count = this._data.length;\n
   /** @type {?} */\n        var i = this._viewContainerRef.length;\n        while (i--) {\n            /** @type {?} */\n
   var view = (/** @type {?} */ (this._viewContainerRef.get(i)));\n            view.context.index =
this._renderedRange.start + i;\n            view.context.count = count;\n
this._updateComputedContextProperties(view.context);\n            view.detectChanges();\n        }\n    };\n    /** Apply
changes to the DOM. */\n    /**\n     * Apply changes to the DOM.\n     * @private\n     * @param {?} changes\n
* @return {?}\n     */\n    CdkVirtualForOf.prototype._applyChanges = /**\n     * Apply changes to the DOM.\n     *
@private\n     * @param {?} changes\n     * @return {?}\n     */\n    function (changes) {\n        var _this = this;\n
 // Rearrange the views to put them in the right location.\n        changes.forEachOperation(function (record,
adjustedPreviousIndex, currentIndex) {\n            if (record.previousIndex == null) { // Item added.\n                // Item
added.\n                /** @type {?} */\n                var view = _this._getViewForNewItem();\n
_this._viewContainerRef.insert(view, (/** @type {?} */ (currentIndex)));\n                view.context.$implicit =
record.item;\n            }\n            else if (currentIndex == null) { // Item removed.\n                _this._cacheView((/**
@type {?} */ (_this._viewContainerRef.detach((/** @type {?} */ (adjustedPreviousIndex))))));\n            }\n
else { // Item moved.\n                // Item moved.\n                /** @type {?} */\n                var view = (/** @type {?}
*/ (_this._viewContainerRef.get((/** @type {?} */ (adjustedPreviousIndex)))));\n
_this._viewContainerRef.move(view, currentIndex);\n                view.context.$implicit = record.item;\n            }\n
  });\n        // Update $implicit for any items that had an identity change.\n
changes.forEachIdentityChange(function (record) {\n            /** @type {?} */\n            var view = (/** @type {?} */
(_this._viewContainerRef.get((/** @type {?} */ (record.currentIndex)))));\n            view.context.$implicit =
record.item;\n        });\n        // Update the context variables on all items.\n        /** @type {?} */\n        var count =
this._data.length;\n        /** @type {?} */\n        var i = this._viewContainerRef.length;\n        while (i--) {\n
/** @type {?} */\n            var view = (/** @type {?} */ (this._viewContainerRef.get(i)));\n
view.context.index = this._renderedRange.start + i;\n            view.context.count = count;\n
this._updateComputedContextProperties(view.context);\n        }\n    };\n    /** Cache the given detached view. */\n
/**\n     * Cache the given detached view.\n     * @private\n     * @param {?} view\n     * @return {?}\n     */\n
CdkVirtualForOf.prototype._cacheView = /**\n     * Cache the given detached view.\n     * @private\n     * @param
{?} view\n     * @return {?}\n     */\n    function (view) {\n        if (this._templateCache.length <
this.cdkVirtualForTemplateCacheSize) {\n            this._templateCache.push(view);\n        }\n        else {\n            /**
@type {?} */\n            var index = this._viewContainerRef.indexOf(view);\n            // It's very unlikely that the
index will ever be -1, but just in case,\n            // destroy the view on its own, otherwise destroy it through the\n
  // container to ensure that all the references are removed.\n            if (index === -1) {\n                view.destroy();\n
        }\n            else {\n                this._viewContainerRef.remove(index);\n            }\n        }\n    };\n    /** Get a
view for a new item, either from the cache or by creating a new one. */\n    /**\n     * Get a view for a new item,
either from the cache or by creating a new one.\n     * @private\n     * @return {?}\n     */\n
CdkVirtualForOf.prototype._getViewForNewItem = /**\n     * Get a view for a new item, either from the cache or
by creating a new one.\n     * @private\n     * @return {?}\n     */\n    function () {\n        return
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this._templateCache.pop() || this._viewContainerRef.createEmbeddedView(this._template, {\n            $implicit: (/**
@type {?} */ (null)),\n            cdkVirtualForOf: this._cdkVirtualForOf,\n            index: -1,\n            count: -1,\n
  first: false,\n            last: false,\n            odd: false,\n            even: false\n        });\n    };\n    /** Update the
computed properties on the `CdkVirtualForOfContext`. */\n    /**\n     * Update the computed properties on the
`CdkVirtualForOfContext`.\n     * @private\n     * @param {?} context\n     * @return {?}\n     */\n
CdkVirtualForOf.prototype._updateComputedContextProperties = /**\n     * Update the computed properties on the
`CdkVirtualForOfContext`.\n     * @private\n     * @param {?} context\n     * @return {?}\n     */\n    function
(context) {\n        context.first = context.index === 0;\n        context.last = context.index === context.count - 1;\n
context.even = context.index % 2 === 0;\n        context.odd = !context.even;\n    };\n    CdkVirtualForOf.decorators
= [\n        { type: Directive, args: [{\n                    selector: '[cdkVirtualFor][cdkVirtualForOf]',\n                },] },\n
];\n    /** @nocollapse */\n    CdkVirtualForOf.ctorParameters = function () { return [\n        { type:
ViewContainerRef },\n        { type: TemplateRef },\n        { type: IterableDiffers },\n        { type:
CdkVirtualScrollViewport, decorators: [{ type: SkipSelf }] },\n        { type: NgZone }\n    ]; };\n
CdkVirtualForOf.propDecorators = {\n        cdkVirtualForOf: [{ type: Input }],\n        cdkVirtualForTrackBy: [{
type: Input }],\n        cdkVirtualForTemplate: [{ type: Input }],\n        cdkVirtualForTemplateCacheSize: [{ type:
Input }]\n    };\n    return CdkVirtualForOf;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar
ScrollingModule = /** @class */ (function () {\n    function ScrollingModule() {\n    }\n
ScrollingModule.decorators = [\n        { type: NgModule, args: [{\n                    imports: [BidiModule,
PlatformModule],\n                    exports: [\n                        BidiModule,\n
CdkFixedSizeVirtualScroll,\n                        CdkScrollable,\n                        CdkVirtualForOf,\n
CdkVirtualScrollViewport,\n                    ],\n                    declarations: [\n
CdkFixedSizeVirtualScroll,\n                        CdkScrollable,\n                        CdkVirtualForOf,\n
CdkVirtualScrollViewport,\n                    ],\n                },] },\n    ];\n    return ScrollingModule;\n}());\n/**\n *
@deprecated ScrollDispatchModule has been renamed to ScrollingModule.\n * \\@breaking-change 8.0.0 delete this
alias\n */\nvar ScrollDispatchModule = /** @class */ (function () {\n    function ScrollDispatchModule() {\n    }\n
ScrollDispatchModule.decorators = [\n        { type: NgModule, args: [{\n                    imports: [ScrollingModule],\n
                exports: [ScrollingModule],\n                },] },\n    ];\n    return ScrollDispatchModule;\n}());\n\n/**\n *
@fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Time
in ms to throttle the resize events by default.\n * @type {?}\n */\nvar DEFAULT_RESIZE_TIME = 20;\n/**\n *
Simple utility for getting the bounds of the browser viewport.\n * \\@docs-private\n */\nvar ViewportRuler = /**
@class */ (function () {\n    function ViewportRuler(_platform, ngZone) {\n        var _this = this;\n
this._platform = _platform;\n        ngZone.runOutsideAngular(function () {\n            _this._change =
_platform.isBrowser ?\n                merge(fromEvent(window, 'resize'), fromEvent(window, 'orientationchange')) :\n
            of();\n            // Note that we need to do the subscription inside `runOutsideAngular`\n            // since
subscribing is what causes the event listener to be added.\n            _this._invalidateCache =
_this.change().subscribe(function () { return _this._updateViewportSize(); });\n        });\n    }\n    /**\n     * @return
{?}\n     */\n    ViewportRuler.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._invalidateCache.unsubscribe();\n    };\n    /** Returns the viewport's width and height. */\n    /**\n     * Returns
the viewport's width and height.\n     * @return {?}\n     */\n    ViewportRuler.prototype.getViewportSize = /**\n
* Returns the viewport's width and height.\n     * @return {?}\n     */\n    function () {\n        if (!this._viewportSize)
{\n            this._updateViewportSize();\n        }\n        /** @type {?} */\n        var output = { width:
this._viewportSize.width, height: this._viewportSize.height };\n        // If we're not on a browser, don't cache the size
since it'll be mocked out anyway.\n        if (!this._platform.isBrowser) {\n            this._viewportSize = (/** @type
{?} */ (null));\n        }\n        return output;\n    };\n    /** Gets a ClientRect for the viewport's bounds. */\n    /**\n
* Gets a ClientRect for the viewport's bounds.\n     * @return {?}\n     */\n
ViewportRuler.prototype.getViewportRect = /**\n     * Gets a ClientRect for the viewport's bounds.\n     * @return
```

{?}\n */\n function () {\n // Use the document element's bounding rect rather than the window scroll properties\n // (e.g. pageYOffset, scrollY) due to in issue in Chrome and IE where window scroll\n // properties and client coordinates (boundingClientRect, clientX/Y, etc.) are in different\n // conceptual viewports. Under most circumstances these viewports are equivalent, but they\n // can disagree when the page is pinch-zoomed (on devices that support touch).\n // See https://bugs.chromium.org/p/chromium/issues/detail?id=489206#c4\n // We use the documentElement instead of the body because, by default (without a css reset)\n // browsers typically give the document body an 8px margin, which is not included in\n // getBoundingClientRect().\n /** @type {?} */\n var scrollPosition = this.getViewportScrollPosition();\n var _a = this.getViewportSize(), width = _a.width, height = _a.height;\n return {\n top: scrollPosition.top,\n left: scrollPosition.left,\n bottom: scrollPosition.top + height,\n right: scrollPosition.left + width,\n height: height,\n width: width,\n };\n };\n /** Gets the (top, left) scroll position of the viewport. */\n /**\n * Gets the (top, left) scroll position of the viewport.\n * @return {?}\n */\n ViewportRuler.prototype.getViewportScrollPosition = /**\n * Gets the (top, left) scroll position of the viewport.\n * @return {?}\n */\n function () {\n // While we can get a reference to the fake document\n // during SSR, it doesn't have getBoundingClientRect.\n if (!this._platform.isBrowser) {\n return { top: 0, left: 0 };\n }\n // The top-left-corner of the viewport is determined by the scroll position of the document\n // body, normally just (scrollLeft, scrollTop). However, Chrome and Firefox disagree about\n // whether `document.body` or `document.documentElement` is the scrolled element, so reading\n // `scrollTop` and `scrollLeft` is inconsistent. However, using the bounding rect of\n // `document.documentElement` works consistently, where the `top` and `left` values will\n // equal negative the scroll position.\n /** @type {?} */\n var documentElement = (/** @type {?} */ (document.documentElement));\n /** @type {?} */\n var documentRect = documentElement.getBoundingClientRect();\n /** @type {?} */\n var top = -documentRect.top || document.body.scrollTop || window.scrollY ||\n documentElement.scrollTop || 0;\n /** @type {?} */\n var left = -documentRect.left || document.body.scrollLeft || window.scrollX ||\n documentElement.scrollLeft || 0;\n return { top: top, left: left };\n };\n /**\n * Returns a stream that emits whenever the size of the viewport changes.\n * @param throttleTime Time in milliseconds to throttle the stream.\n */\n /**\n * Returns a stream that emits whenever the size of the viewport changes.\n * @param {?=} throttleTime Time in milliseconds to throttle the stream.\n * @return {?}\n */\n ViewportRuler.prototype.change = /**\n * Returns a stream that emits whenever the size of the viewport changes.\n * @param {?=} throttleTime Time in milliseconds to throttle the stream.\n * @return {?}\n */\n function (throttleTime) {\n if (throttleTime === void 0) { throttleTime = DEFAULT_RESIZE_TIME; }\n return throttleTime > 0 ? this._change.pipe(auditTime(throttleTime)) : this._change;\n };\n /** Updates the cached viewport size. */\n /**\n * Updates the cached viewport size.\n * @private\n * @return {?}\n */\n ViewportRuler.prototype._updateViewportSize = /**\n * Updates the cached viewport size.\n * @private\n * @return {?}\n */\n function () {\n this._viewportSize = this._platform.isBrowser ?\n { width: window.innerWidth, height: window.innerHeight } :\n { width: 0, height: 0 };\n };\n ViewportRuler.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n ViewportRuler.ctorParameters = function () { return [\n { type: Platform },\n { type: NgZone }\n]; };\n /** @nocollapse */ ViewportRuler.ngInjectableDef = defineInjectable({ factory: function ViewportRuler_Factory() { return new ViewportRuler(inject(Platform), inject(NgZone)); }, token: ViewportRuler, providedIn: \"root\" });\n return ViewportRuler;\n}());\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @param {?} parentRuler\n * @param {?} platform\n * @param {?} ngZone\n * @return {?}\n */\nfunction VIEWPORT_RULER_PROVIDER_FACTORY(parentRuler, platform, ngZone) {\n return parentRuler || new ViewportRuler(platform, ngZone);\n}\n/**\n * \\@docs-private \\@deprecated \\@breaking-change 8.0.0\n * @type {?}\n */\nvar VIEWPORT_RULER_PROVIDER = {\n // If there is already a ViewportRuler available, use that. Otherwise, provide a new one.\n provide: ViewportRuler,\n deps: [[new Optional(), new SkipSelf(), ViewportRuler], Platform, NgZone],\n useFactory:

VIEWPORT_RULER_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { _fixedSizeVirtualScrollStrategyFactory, FixedSizeVirtualScrollStrategy, CdkFixedSizeVirtualScroll, SCROLL_DISPATCHER_PROVIDER_FACTORY, DEFAULT_SCROLL_TIME, ScrollDispatcher, SCROLL_DISPATCHER_PROVIDER, CdkScrollable, ScrollingModule, ScrollDispatchModule, VIEWPORT_RULER_PROVIDER_FACTORY, DEFAULT_RESIZE_TIME, ViewportRuler, VIEWPORT_RULER_PROVIDER, CdkVirtualForOf, VIRTUAL_SCROLL_STRATEGY, CdkVirtualScrollViewport };\n//# sourceMappingURL=scrolling.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Directive, TemplateRef, ElementRef, ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChild, ContentChildren, EventEmitter, forwardRef, Inject, Input, Optional, Output, ViewChild, ViewEncapsulation, InjectionToken, NgModule } from '@angular/core';\nimport { FocusKeyManager } from '@angular/cdk/a11y';\nimport { Directionality, BidiModule } from '@angular/cdk/bidi';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { END, ENTER, HOME, SPACE, hasModifierKey } from '@angular/cdk/keycodes';\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport '@angular/forms';\nimport { Subject, of } from 'rxjs';\nimport { startWith, takeUntil } from 'rxjs/operators';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar CdkStepLabel = /** @class */ (function () {\n   function CdkStepLabel(/** @docs-private */ template) {\n   this.template = template;\n   }\n   CdkStepLabel.decorators = [\n   { type: Directive, args: [{\n   selector: '[cdkStepLabel]',\n   },] },\n   ];\n   /** @nocollapse */\n   CdkStepLabel.ctorParameters = function () { return [\n   { type: TemplateRef }\n   ]; };\n   return CdkStepLabel;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar CdkStepHeader = /** @class */ (function () {\n   function CdkStepHeader(_elementRef) {\n   this._elementRef = _elementRef;\n   }\n   /** Focuses the step header. */\n   /**\n   * Focuses the step header.\n   * @return {?}\n   */\n   CdkStepHeader.prototype.focus = /**\n   * Focuses the step header.\n   * @return {?}\n   */\n   function () {\n   this._elementRef.nativeElement.focus();\n   };\n   CdkStepHeader.decorators = [\n   { type: Directive, args: [{\n   selector: '[cdkStepHeader]',\n   host: {\n   'role': 'tab',\n   },\n   },] },\n   ];\n   /** @nocollapse */\n   CdkStepHeader.ctorParameters = function () { return [\n   { type: ElementRef }\n   ]; };\n   return CdkStepHeader;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Used to generate unique ID for each stepper component.\n * @type {?}\n */\nvar nextId = 0;\n/**\n * Change event emitted on selection changes.\n */\nvar /**\n * Change event emitted on selection changes.\n */\nStepperSelectionEvent = /** @class */ (function () {\n   function StepperSelectionEvent() {\n   }\n   return StepperSelectionEvent;\n}());\n/**\n * Enum to represent the different states of the steps.\n * @type {?}\n */\nvar STEP_STATE = {\n   NUMBER: 'number',\n   EDIT: 'edit',\n   DONE: 'done',\n   ERROR: 'error'\n};\n/**\n * InjectionToken that can be used to specify the global stepper options.\n * @type {?}\n */\nvar STEPPER_GLOBAL_OPTIONS = new InjectionToken('STEPPER_GLOBAL_OPTIONS');\n/**\n * InjectionToken that can be used to specify the global stepper options.\n * @deprecated Use `STEPPER_GLOBAL_OPTIONS` instead.\n * \\@breaking-change 8.0.0.\n * @type {?}\n */\nvar MAT_STEPPER_GLOBAL_OPTIONS = STEPPER_GLOBAL_OPTIONS;\nvar CdkStep = /** @class */ (function () {\n   /** @breaking-change 8.0.0 remove the `?` after `stepperOptions` */\n   function CdkStep(_stepper, stepperOptions) {\n   this._stepper = _stepper;\n   /**\n   * Whether user has seen the expanded step content or not.\n   */\n   this.interacted = false;\n   this._editable = true;\n   this._optional = false;\n   this._customCompleted = null;\n   this._customError = null;\n   this._stepperOptions =

```
stepperOptions ? stepperOptions : {};\n        this._displayDefaultIndicatorType =
this._stepperOptions.displayDefaultIndicatorType !== false;\n        this._showError =
!!this._stepperOptions.showError;\n    }\n    Object.defineProperty(CdkStep.prototype, \"editable\", {\n        /**
Whether the user can return to this step once it has been marked as complted. */\n        get: /**\n         * Whether the
user can return to this step once it has been marked as complted.\n         * @return {?}\n         */\n        function () {
return this._editable; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) {\n            this._editable = coerceBooleanProperty(value);\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(CdkStep.prototype, \"optional\", {\n        /** Whether the
completion of step is optional. */\n        get: /**\n         * Whether the completion of step is optional.\n         *
@return {?}\n         */\n        function () { return this._optional; },\n        set: /**\n         * @param {?} value\n         *
@return {?}\n         */\n        function (value) {\n            this._optional = coerceBooleanProperty(value);\n        },\n
  enumerable: true,\n        configurable: true\n    });\n    Object.defineProperty(CdkStep.prototype, \"completed\", {\n
        /** Whether step is marked as completed. */\n        get: /**\n         * Whether step is marked as completed.\n
* @return {?}\n         */\n        function () {\n            return this._customCompleted == null ?
this._getDefaultCompleted() : this._customCompleted;\n        },\n        set: /**\n         * @param {?} value\n         *
@return {?}\n         */\n        function (value) {\n            this._customCompleted = coerceBooleanProperty(value);\n
    },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * @private\n     * @return {?}\n     */\n
CdkStep.prototype._getDefaultCompleted = /**\n     * @private\n     * @return {?}\n     */\n    function () {\n
return this.stepControl ? this.stepControl.valid && this.interacted : this.interacted;\n    };\n
Object.defineProperty(CdkStep.prototype, \"hasError\", {\n        /** Whether step has an error. */\n        get: /**\n
  * Whether step has an error.\n         * @return {?}\n         */\n        function () {\n            return this._customError
== null ? this._getDefaultError() : this._customError;\n        },\n        set: /**\n         * @param {?} value\n         *
@return {?}\n         */\n        function (value) {\n            this._customError = coerceBooleanProperty(value);\n
},\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * @private\n     * @return {?}\n     */\n
CdkStep.prototype._getDefaultError = /**\n     * @private\n     * @return {?}\n     */\n    function () {\n        return
this.stepControl && this.stepControl.invalid && this.interacted;\n    };\n    /** Selects this step component. */\n
/**\n     * Selects this step component.\n     * @return {?}\n     */\n    CdkStep.prototype.select = /**\n     * Selects
this step component.\n     * @return {?}\n     */\n    function () {\n        this._stepper.selected = this;\n    };\n    /**
Resets the step to its initial state. Note that this includes resetting form data. */\n    /**\n     * Resets the step to its
initial state. Note that this includes resetting form data.\n     * @return {?}\n     */\n    CdkStep.prototype.reset =
/**\n     * Resets the step to its initial state. Note that this includes resetting form data.\n     * @return {?}\n     */\n
function () {\n        this.interacted = false;\n        if (this._customCompleted != null) {\n
this._customCompleted = false;\n        }\n        if (this._customError != null) {\n            this._customError = false;\n
    }\n        if (this.stepControl) {\n            this.stepControl.reset();\n        }\n    };\n    /**\n     * @return {?}\n     */\n
CdkStep.prototype.ngOnChanges = /**\n     * @return {?}\n     */\n    function () {\n        // Since basically all inputs
of the MatStep get proxied through the view down to the\n        // underlying MatStepHeader, we have to make sure
that change detection runs correctly.\n        this._stepper._stateChanged();\n    };\n    CdkStep.decorators = [\n        {
type: Component, args: [{selector: 'cdk-step',\n                    exportAs: 'cdkStep',\n                    template: '<ng-
template><ng-content></ng-content></ng-template>',\n                    encapsulation: ViewEncapsulation.None,\n
            changeDetection: ChangeDetectionStrategy.OnPush,\n                },] },\n    ];\n    /** @nocollapse */\n
CdkStep.ctorParameters = function () { return [\n        { type: CdkStepper, decorators: [{ type: Inject, args:
[forwardRef(function () { return CdkStepper; }),] }] },\n        { type: undefined, decorators: [{ type: Optional }, {
type: Inject, args: [STEPPER_GLOBAL_OPTIONS,] }] }\n    ]; };\n    CdkStep.propDecorators = {\n
stepLabel: [{ type: ContentChild, args: [CdkStepLabel,] }],\n        content: [{ type: ViewChild, args: [TemplateRef,]
}],\n        stepControl: [{ type: Input }],\n        label: [{ type: Input }],\n        errorMessage: [{ type: Input }],\n
ariaLabel: [{ type: Input, args: ['aria-label',] }],\n        ariaLabelledby: [{ type: Input, args: ['aria-labelledby',] }],\n
  state: [{ type: Input }],\n        editable: [{ type: Input }],\n        optional: [{ type: Input }],\n        completed: [{ type:
Input }],\n        hasError: [{ type: Input }]\n    };\n    return CdkStep;\n}());\nvar CdkStepper = /** @class */
```

```
(function () {\n    function CdkStepper(_dir, _changeDetectorRef, _elementRef, _document) {\n        this._dir =
_dir;\n        this._changeDetectorRef = _changeDetectorRef;\n        this._elementRef = _elementRef;\n        /**\n
* Emits when the component is destroyed.\n         */\n        this._destroyed = new Subject();\n        this._linear =
false;\n        this._selectedIndex = 0;\n        /**\n         * Event emitted when the selected step has changed.\n
*/\n        this.selectionChange = new EventEmitter();\n        this._orientation = 'horizontal';\n        this._groupId =
nextId++;\n        this._document = _document;\n    }\n    Object.defineProperty(CdkStepper.prototype, \"linear\", {\n
    /** Whether the validity of previous steps should be checked or not. */\n        get: /**\n         * Whether the
validity of previous steps should be checked or not.\n         * @return {?}\n         */\n        function () { return
this._linear; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) {
this._linear = coerceBooleanProperty(value); },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(CdkStepper.prototype, \"selectedIndex\", {\n        /** The index of the selected step. */\n
get: /**\n         * The index of the selected step.\n         * @return {?}\n         */\n        function () { return
this._selectedIndex; },\n        set: /**\n         * @param {?} index\n         * @return {?}\n         */\n        function
(index) {\n            if (this._steps) {\n                // Ensure that the index can't be out of bounds.\n                if (index <
0 || index > this._steps.length - 1) {\n                    throw Error('cdkStepper: Cannot assign out-of-bounds value to
`selectedIndex`.');\n                }\n                if (this._selectedIndex != index &&\n
!this._anyControlsInvalidOrPending(index) &&\n                    (index >= this._selectedIndex ||
this._steps.toArray()[index].editable)) {\n                    this._updateSelectedItemIndex(index);\n                }\n
}\n            else {\n                this._selectedIndex = index;\n            }\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(CdkStepper.prototype, \"selected\", {\n        /** The step that is
selected. */\n        get: /**\n         * The step that is selected.\n         * @return {?}\n         */\n        function () {\n
  // @breaking-change 8.0.0 Change return type to `CdkStep | undefined`.\n            return this._steps ?
this._steps.toArray()[this.selectedIndex] : (/** @type {?} */ (undefined));\n        },\n        set: /**\n         * @param
{?} step\n         * @return {?}\n         */\n        function (step) {\n            this.selectedIndex = this._steps ?
this._steps.toArray().indexOf(step) : -1;\n        },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n
* @return {?}\n     */\n    CdkStepper.prototype.ngAfterViewInit = /**\n     * @return {?}\n     */\n    function () {\n
    var _this = this;\n        // Note that while the step headers are content children by default, any components that\n
  // extend this one might have them as view chidren. We initialize the keyboard handling in\n        // AfterViewInit
so we're guaranteed for both view and content children to be defined.\n        this._keyManager = new
FocusKeyManager(this._stepHeader)\n            .withWrap()\n            .withVerticalOrientation(this._orientation ===
'vertical');\n        (this._dir ? (/** @type {?} */ (this._dir.change)) : of())\n
.pipe(startWith(this._layoutDirection()), takeUntil(this._destroyed))\n            .subscribe(function (direction) { return
_this._keyManager.withHorizontalOrientation(direction); });\n
this._keyManager.updateActiveItemIndex(this._selectedIndex);\n
this._steps.changes.pipe(takeUntil(this._destroyed)).subscribe(function () {\n            if (!_this.selected) {\n
_this._selectedIndex = Math.max(_this._selectedIndex - 1, 0);\n            }\n        });\n    };\n    /**\n     * @return
{?}\n     */\n    CdkStepper.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._destroyed.next();\n        this._destroyed.complete();\n    };\n    /** Selects and focuses the next step in list. */\n
/**\n     * Selects and focuses the next step in list.\n     * @return {?}\n     */\n    CdkStepper.prototype.next = /**\n
 * Selects and focuses the next step in list.\n     * @return {?}\n     */\n    function () {\n        this.selectedIndex =
Math.min(this._selectedIndex + 1, this._steps.length - 1);\n    };\n    /** Selects and focuses the previous step in list.
*/\n    /**\n     * Selects and focuses the previous step in list.\n     * @return {?}\n     */\n
CdkStepper.prototype.previous = /**\n     * Selects and focuses the previous step in list.\n     * @return {?}\n     */\n
 function () {\n        this.selectedIndex = Math.max(this._selectedIndex - 1, 0);\n    };\n    /** Resets the stepper to its
initial state. Note that this includes clearing form data. */\n    /**\n     * Resets the stepper to its initial state. Note
that this includes clearing form data.\n     * @return {?}\n     */\n    CdkStepper.prototype.reset = /**\n     * Resets
the stepper to its initial state. Note that this includes clearing form data.\n     * @return {?}\n     */\n    function () {\n
    this._updateSelectedItemIndex(0);\n        this._steps.forEach(function (step) { return step.reset(); });\n
```

this._stateChanged();\n   };\n   /** Returns a unique id for each step label element. */\n   /**\n   * Returns a unique id for each step label element.\n   * @param {?} i\n   * @return {?}\n   */\n CdkStepper.prototype._getStepLabelId = /**\n   * Returns a unique id for each step label element.\n   * @param {?} i\n   * @return {?}\n   */\n   function (i) {\n   return \"cdk-step-label-\" + this._groupId + \"-\" + i;\n   };\n /** Returns unique id for each step content element. */\n   /**\n   * Returns unique id for each step content element.\n   * @param {?} i\n   * @return {?}\n   */\n   CdkStepper.prototype._getStepContentId = /**\n   * Returns unique id for each step content element.\n   * @param {?} i\n   * @return {?}\n   */\n   function (i) {\n   return \"cdk-step-content-\" + this._groupId + \"-\" + i;\n   };\n   /** Marks the component to be change detected. */\n   /**\n   * Marks the component to be change detected.\n   * @return {?}\n   */\n CdkStepper.prototype._stateChanged = /**\n   * Marks the component to be change detected.\n   * @return {?}\n */\n   function () {\n   this._changeDetectorRef.markForCheck();\n   };\n   /** Returns position state of the step with the given index. */\n   /**\n   * Returns position state of the step with the given index.\n   * @param {?} index\n   * @return {?}\n   */\n   CdkStepper.prototype._getAnimationDirection = /**\n   * Returns position state of the step with the given index.\n   * @param {?} index\n   * @return {?}\n   */\n   function (index) {\n /** @type {?} */\n   var position = index - this._selectedIndex;\n   if (position < 0) {\n   return this._layoutDirection() === 'rtl' ? 'next' : 'previous';\n   }\n   else if (position > 0) {\n   return this._layoutDirection() === 'rtl' ? 'previous' : 'next';\n   }\n   return 'current';\n   };\n   /** Returns the type of icon to be displayed. */\n   /**\n   * Returns the type of icon to be displayed.\n   * @param {?} index\n   * @param {?=} state\n   * @return {?}\n   */\n   CdkStepper.prototype._getIndicatorType = /**\n   * Returns the type of icon to be displayed.\n   * @param {?} index\n   * @param {?=} state\n   * @return {?}\n   */\n function (index, state) {\n   if (state === void 0) { state = STEP_STATE.NUMBER; }\n   /** @type {?} */\n   var step = this._steps.toArray()[index];\n   /** @type {?} */\n   var isCurrentStep = this._isCurrentStep(index);\n   return step._displayDefaultIndicatorType\n   ? this._getDefaultIndicatorLogic(step, isCurrentStep)\n   : this._getGuidelineLogic(step, isCurrentStep, state);\n };\n   /**\n   * @private\n   * @param {?} step\n   * @param {?} isCurrentStep\n   * @return {?}\n   */\n CdkStepper.prototype._getDefaultIndicatorLogic = /**\n   * @private\n   * @param {?} step\n   * @param {?} isCurrentStep\n   * @return {?}\n   */\n   function (step, isCurrentStep) {\n   if (step._showError && step.hasError && !isCurrentStep) {\n   return STEP_STATE.ERROR;\n   }\n   else if (!step.completed || isCurrentStep) {\n   return STEP_STATE.NUMBER;\n   }\n   else {\n   return step.editable ? STEP_STATE.EDIT : STEP_STATE.DONE;\n   }\n   };\n   /**\n   * @private\n   * @param {?} step\n   * @param {?} isCurrentStep\n   * @param {?=} state\n   * @return {?}\n   */\n CdkStepper.prototype._getGuidelineLogic = /**\n   * @private\n   * @param {?} step\n   * @param {?} isCurrentStep\n   * @param {?=} state\n   * @return {?}\n   */\n   function (step, isCurrentStep, state) {\n   if (state === void 0) { state = STEP_STATE.NUMBER; }\n   if (step._showError && step.hasError && !isCurrentStep) {\n   return STEP_STATE.ERROR;\n   }\n   else if (step.completed && !isCurrentStep) {\n   return STEP_STATE.DONE;\n   }\n   else if (step.completed && isCurrentStep) {\n   return state;\n   }\n   else if (step.editable && isCurrentStep) {\n   return STEP_STATE.EDIT;\n   }\n   else {\n   return state;\n   }\n   };\n   /**\n   * @private\n   * @param {?} index\n   * @return {?}\n   */\n   CdkStepper.prototype._isCurrentStep = /**\n   * @private\n   * @param {?} index\n   * @return {?}\n   */\n   function (index) {\n   return this._selectedIndex === index;\n   };\n   /** Returns the index of the currently-focused step header. */\n   /**\n   * Returns the index of the currently-focused step header.\n   * @return {?}\n   */\n   CdkStepper.prototype._getFocusIndex = /**\n   * Returns the index of the currently-focused step header.\n   * @return {?}\n   */\n   function () {\n   return this._keyManager ? this._keyManager.activeItemIndex : this._selectedIndex;\n   };\n   /**\n   * @private\n   * @param {?} newIndex\n   * @return {?}\n   */\n   CdkStepper.prototype._updateSelectedItemIndex = /**\n   * @private\n   * @param {?} newIndex\n   * @return {?}\n   */\n   function (newIndex) {\n   /** @type {?} */\n   var stepsArray = this._steps.toArray();\n   this.selectionChange.emit({\n   selectedIndex: newIndex,\n previouslySelectedIndex: this._selectedIndex,\n   selectedStep: stepsArray[newIndex],\n

previouslySelectedStep: stepsArray[this._selectedIndex],\n });\n // If focus is inside the stepper, move it to the next header, otherwise it may become\n // lost when the active step content is hidden. We can't be more granular with the check\n // (e.g. checking whether focus is inside the active step), because we don't have a\n // reference to the elements that are rendering out the content.\n this._containsFocus() ? this._keyManager.setActiveItem(newIndex) :\n this._keyManager.updateActiveItemIndex(newIndex);\n this._selectedIndex = newIndex;\n this._stateChanged();\n };\n /**\n * @param {?} event\n * @return {?}\n */\n CdkStepper.prototype._onKeydown = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n /** @type {?} */\n var hasModifier = hasModifierKey(event);\n /** @type {?} */\n var keyCode = event.keyCode;\n /** @type {?} */\n var manager = this._keyManager;\n if (manager.activeItemIndex != null && !hasModifier &&\n (keyCode === SPACE || keyCode === ENTER)) {\n this.selectedIndex = manager.activeItemIndex;\n event.preventDefault();\n }\n else if (keyCode === HOME) {\n manager.setFirstItemActive();\n event.preventDefault();\n }\n else if (keyCode === END) {\n manager.setLastItemActive();\n event.preventDefault();\n }\n else {\n manager.onKeydown(event);\n }\n };\n /**\n * @private\n * @param {?} index\n * @return {?}\n */\n CdkStepper.prototype._anyControlsInvalidOrPending = /**\n * @private\n * @param {?} index\n * @return {?}\n */\n function (index) {\n /** @type {?} */\n var steps = this._steps.toArray();\n steps[this._selectedIndex].interacted = true;\n if (this._linear && index >= 0) {\n return steps.slice(0, index).some(function (step) {\n /** @type {?} */\n var control = step.stepControl;\n /** @type {?} */\n var isIncomplete = control ?\n (control.invalid || control.pending || !step.interacted) :\n !step.completed;\n return isIncomplete && !step.optional;\n });\n }\n return false;\n };\n /**\n * @private\n * @return {?}\n */\n CdkStepper.prototype._layoutDirection = /**\n * @private\n * @return {?}\n */\n function () {\n return this._dir && this._dir.value === 'rtl' ? 'rtl' : 'ltr';\n };\n /** Checks whether the stepper contains the focused element. */\n /**\n * Checks whether the stepper contains the focused element.\n * @private\n * @return {?}\n */\n CdkStepper.prototype._containsFocus = /**\n * Checks whether the stepper contains the focused element.\n * @private\n * @return {?}\n */\n function () {\n if (!this._document || !this._elementRef) {\n return false;\n }\n /** @type {?} */\n var stepperElement = this._elementRef.nativeElement;\n /** @type {?} */\n var focusedElement = this._document.activeElement;\n return stepperElement === focusedElement || stepperElement.contains(focusedElement);\n };\n CdkStepper.decorators = [\n { type: Directive, args: [{\n selector: '[cdkStepper]',\n exportAs: 'cdkStepper',\n },] },\n];\n /** @nocollapse */\n CdkStepper.ctorParameters = function () { return [\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: ChangeDetectorRef },\n { type: ElementRef },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n CdkStepper.propDecorators = {\n _steps: [{ type: ContentChildren, args: [CdkStep,] }],\n _stepHeader: [{ type: ContentChildren, args: [CdkStepHeader,] }],\n linear: [{ type: Input }],\n selectedIndex: [{ type: Input }],\n selected: [{ type: Input }],\n selectionChange: [{ type: Output }]\n };\n return CdkStepper;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Button that moves to the next step in a stepper workflow.\n */\nvar CdkStepperNext = /** @class */ (function () {\n function CdkStepperNext(_stepper) {\n this._stepper = _stepper;\n /**\n * Type of the next button. Defaults to \"submit\" if not specified.\n */\n this.type = 'submit';\n }\n CdkStepperNext.decorators = [\n { type: Directive, args: [{\n selector: 'button[cdkStepperNext]',\n host: {\n '(click)': '_stepper.next()',\n '[type]': 'type',\n }\n },] },\n];\n /** @nocollapse */\n CdkStepperNext.ctorParameters = function () { return [\n { type: CdkStepper }\n]; };\n CdkStepperNext.propDecorators = {\n type: [{ type: Input }]\n };\n return CdkStepperNext;\n}));\n/**\n * Button that moves to the previous step in a stepper workflow.\n */\nvar CdkStepperPrevious = /** @class */ (function () {\n function CdkStepperPrevious(_stepper) {\n this._stepper = _stepper;\n /**\n * Type of the previous button. Defaults to \"button\" if not specified.\n */\n

this.type = 'button';\n   }\n   CdkStepperPrevious.decorators = [\n   { type: Directive, args: [{\n
selector: 'button[cdkStepperPrevious]',\n   host: {\n   '(click)': '_stepper.previous()',\n
        '[type]': 'type',\n   }\n   },] },\n   ];\n   /** @nocollapse */\n
CdkStepperPrevious.ctorParameters = function () { return [\n   { type: CdkStepper }\n   ]; };\n
CdkStepperPrevious.propDecorators = {\n   type: [{ type: Input }]\n   };\n   return
CdkStepperPrevious;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar
CdkStepperModule = /** @class */ (function () {\n   function CdkStepperModule() {\n   }\n
CdkStepperModule.decorators = [\n   { type: NgModule, args: [{\n   imports: [BidiModule,
CommonModule],\n   exports: [\n   CdkStep,\n   CdkStepper,\n
CdkStepHeader,\n   CdkStepLabel,\n   CdkStepperNext,\n
CdkStepperPrevious,\n   ],\n   declarations: [\n   CdkStep,\n
CdkStepper,\n   CdkStepHeader,\n   CdkStepLabel,\n   CdkStepperNext,\n
            CdkStepperPrevious,\n   ]\n   },] },\n   ];\n   return
CdkStepperModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n *
@fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport {
StepperSelectionEvent, STEP_STATE, STEPPER_GLOBAL_OPTIONS, MAT_STEPPER_GLOBAL_OPTIONS,
CdkStep, CdkStepper, CdkStepLabel, CdkStepperNext, CdkStepperPrevious, CdkStepperModule, CdkStepHeader
};\n//# sourceMappingURL=stepper.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { coerceBooleanProperty
} from '@angular/cdk/coercion';\nimport { ContentChild, Directive, ElementRef, Input, TemplateRef,
ChangeDetectionStrategy, Component, IterableDiffers, ViewContainerRef, ViewEncapsulation, Attribute,
ChangeDetectorRef, ContentChildren, EmbeddedViewRef, isDevMode, Optional, ViewChild, Inject, NgModule }
from '@angular/core';\nimport { DataSource } from '@angular/cdk/collections';\nexport { DataSource } from
'@angular/cdk/collections';\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport {
BehaviorSubject, Observable, of, Subject } from 'rxjs';\nimport { takeUntil } from 'rxjs/operators';\nimport {
Directionality } from '@angular/cdk/bidi';\nimport { Platform } from '@angular/cdk/platform';\n\n/**\n *
@fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Mixin
to provide a directive with a function that checks if the sticky input has been\n * changed since the last time the
function was called. Essentially adds a dirty-check to the\n * sticky value.\n * \\@docs-private\n * @template T\n *
@param {?} base\n * @return {?}\n */\nfunction mixinHasStickyInput(base) {\n   return /** @class */ (function
(_super) {\n   __extends(class_1, _super);\n   function class_1() {\n   var args = [];\n   for (var _i =
0; _i < arguments.length; _i++) {\n   args[_i] = arguments[_i];\n   }\n   var _this =
_super.apply(this, args) || this;\n   _this._sticky = false;\n   /**\n   * Whether the sticky input has
changed since it was last checked.\n   */\n   _this._hasStickyChanged = false;\n   return _this;\n
}\n   Object.defineProperty(class_1.prototype, \"sticky\", {\n   /** Whether sticky positioning should be
applied. */\n   get: /**\n   * Whether sticky positioning should be applied.\n   * @return {?}\n
   */\n   function () { return this._sticky; },\n   set: /**\n   * @param {?} v\n   * @return
{?}\n   */\n   function (v) {\n   /** @type {?} */\n   var prevValue = this._sticky;\n
    this._sticky = coerceBooleanProperty(v);\n   this._hasStickyChanged = prevValue !== this._sticky;\n
  },\n   enumerable: true,\n   configurable: true\n   });\n   /** Whether the sticky value has changed
since this was last called. */\n   /**\n   * Whether the sticky value has changed since this was last called.\n
 * @return {?}\n   */\n   class_1.prototype.hasStickyChanged = /**\n   * Whether the sticky value has
changed since this was last called.\n   * @return {?}\n   */\n   function () {\n   /** @type {?} */\n

var hasStickyChanged = this._hasStickyChanged;\n this._hasStickyChanged = false;\n return hasStickyChanged;\n };\n /** Resets the dirty check for cases where the sticky state has been used without checking. */\n /**\n * Resets the dirty check for cases where the sticky state has been used without checking.\n * @return {?}\n */\n class_1.prototype.resetStickyChanged = /**\n * Resets the dirty check for cases where the sticky state has been used without checking.\n * @return {?}\n */\n function () {\n this._hasStickyChanged = false;\n };\n return class_1;\n }(base));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Cell definition for a CDK table.\n * Captures the template of a column's data row cell as well as cell-specific properties.\n */\nvar CdkCellDef = /** @class */ (function () {\n function CdkCellDef(/** @docs-private */ template) {\n this.template = template;\n }\n CdkCellDef.decorators = [\n { type: Directive, args: [{ selector: '[cdkCellDef]' },] },\n];\n /** @nocollapse */\n CdkCellDef.ctorParameters = function () { return [\n { type: TemplateRef }\n]; };\n return CdkCellDef;\n}());\n/**\n * Header cell definition for a CDK table.\n * Captures the template of a column's header cell and as well as cell-specific properties.\n */\nvar CdkHeaderCellDef = /** @class */ (function () {\n function CdkHeaderCellDef(/** @docs-private */ template) {\n this.template = template;\n }\n CdkHeaderCellDef.decorators = [\n { type: Directive, args: [{ selector: '[cdkHeaderCellDef]' },] },\n];\n /** @nocollapse */\n CdkHeaderCellDef.ctorParameters = function () { return [\n { type: TemplateRef }\n]; };\n return CdkHeaderCellDef;\n}());\n/**\n * Footer cell definition for a CDK table.\n * Captures the template of a column's footer cell and as well as cell-specific properties.\n */\nvar CdkFooterCellDef = /** @class */ (function () {\n function CdkFooterCellDef(/** @docs-private */ template) {\n this.template = template;\n }\n CdkFooterCellDef.decorators = [\n { type: Directive, args: [{ selector: '[cdkFooterCellDef]' },] },\n];\n /** @nocollapse */\n CdkFooterCellDef.ctorParameters = function () { return [\n { type: TemplateRef }\n]; };\n return CdkFooterCellDef;\n}());\n// Boilerplate for applying mixins to CdkColumnDef.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to CdkColumnDef.\n/**\n * \\@docs-private\n */\nCdkColumnDefBase = /** @class */ (function () {\n function CdkColumnDefBase() {\n }\n return CdkColumnDefBase;\n}());\n/** @type {?} */\nvar _CdkColumnDefBase = mixinHasStickyInput(CdkColumnDefBase);\n/**\n * Column definition for the CDK table.\n * Defines a set of cells available for a table column.\n */\nvar CdkColumnDef = /** @class */ (function (_super) {\n __extends(CdkColumnDef, _super);\n function CdkColumnDef() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this._stickyEnd = false;\n return _this;\n }\n Object.defineProperty(CdkColumnDef.prototype, \"name\", {\n /** Unique name for this column. */\n get: /**\n * Unique name for this column.\n * @return {?}\n */\n function () { return this._name; },\n set: /**\n * @param {?} name\n * @return {?}\n */\n function (name) {\n // If the directive is set without a name (updated programatically), then this setter will\n // trigger with an empty string and should not overwrite the programatically set value.\n if (!name) {\n return;\n }\n this._name = name;\n this.cssClassFriendlyName = name.replace(/[^a-z0-9_-]/ig, '-');\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkColumnDef.prototype, \"stickyEnd\", {\n /**\n * Whether this column should be sticky positioned on the end of the row. Should make sure\n * that it mimics the `CanStick` mixin such that `_hasStickyChanged` is set to true if the value\n * has been changed.\n */\n get: /**\n * Whether this column should be sticky positioned on the end of the row. Should make sure\n * that it mimics the `CanStick` mixin such that `_hasStickyChanged` is set to true if the value\n * has been changed.\n * @return {?}\n */\n function () { return this._stickyEnd; },\n set: /**\n * @param {?} v\n * @return {?}\n */\n function (v) {\n /** @type {?} */\n var prevValue = this._stickyEnd;\n this._stickyEnd = coerceBooleanProperty(v);\n this._hasStickyChanged = prevValue !== this._stickyEnd;\n },\n enumerable: true,\n configurable: true\n });\n CdkColumnDef.decorators = [\n { type: Directive, args: [{\n selector: '[cdkColumnDef]',\n inputs: ['sticky'],\n providers: [{\n provide: 'MAT_SORT_HEADER_COLUMN_DEF',\n useExisting: CdkColumnDef\n }],\n

},] },\n];\n CdkColumnDef.propDecorators = {\n name: [{ type: Input, args: ['cdkColumnDef',] }],\n stickyEnd: [{ type: Input, args: ['stickyEnd',] }],\n cell: [{ type: ContentChild, args: [CdkCellDef,] }],\n headerCell: [{ type: ContentChild, args: [CdkHeaderCellDef,] }],\n footerCell: [{ type: ContentChild, args: [CdkFooterCellDef,] }]\n };\n return CdkColumnDef;\n}(_CdkColumnDefBase));\n/**\n * Base class for the cells. Adds a CSS classname that identifies the column it renders in.\n */\nvar /**\n * Base class for the cells. Adds a CSS classname that identifies the column it renders in.\n */\nBaseCdkCell = /** @class */ (function () {\n function BaseCdkCell(columnDef, elementRef) {\n /** @type {?} */\n var columnClassName = \"cdk-column-\" + columnDef.cssClassFriendlyName;\n elementRef.nativeElement.classList.add(columnClassName);\n }\n return BaseCdkCell;\n}());\n/**\n * Header cell template container that adds the right classes and role.\n */\nvar CdkHeaderCell = /** @class */ (function (_super) {\n __extends(CdkHeaderCell, _super);\n function CdkHeaderCell(columnDef, elementRef) {\n return _super.call(this, columnDef, elementRef) || this;\n }\n CdkHeaderCell.decorators = [\n { type: Directive, args: [{\n selector: 'cdk-header-cell, th[cdk-header-cell]',\n host: {\n 'class': 'cdk-header-cell',\n 'role': 'columnheader',\n },\n },] },\n];\n /** @nocollapse */\n CdkHeaderCell.ctorParameters = function () { return [\n { type: CdkColumnDef },\n { type: ElementRef }\n]; };\n return CdkHeaderCell;\n}(BaseCdkCell));\n/**\n * Footer cell template container that adds the right classes and role.\n */\nvar CdkFooterCell = /** @class */ (function (_super) {\n __extends(CdkFooterCell, _super);\n function CdkFooterCell(columnDef, elementRef) {\n return _super.call(this, columnDef, elementRef) || this;\n }\n CdkFooterCell.decorators = [\n { type: Directive, args: [{\n selector: 'cdk-footer-cell, td[cdk-footer-cell]',\n host: {\n 'class': 'cdk-footer-cell',\n 'role': 'gridcell',\n },\n },] },\n];\n /** @nocollapse */\n CdkFooterCell.ctorParameters = function () { return [\n { type: CdkColumnDef },\n { type: ElementRef }\n]; };\n return CdkFooterCell;\n}(BaseCdkCell));\n/**\n * Cell template container that adds the right classes and role.\n */\nvar CdkCell = /** @class */ (function (_super) {\n __extends(CdkCell, _super);\n function CdkCell(columnDef, elementRef) {\n return _super.call(this, columnDef, elementRef) || this;\n }\n CdkCell.decorators = [\n { type: Directive, args: [{\n selector: 'cdk-cell, td[cdk-cell]',\n host: {\n 'class': 'cdk-cell',\n 'role': 'gridcell',\n },\n },] },\n];\n /** @nocollapse */\n CdkCell.ctorParameters = function () { return [\n { type: CdkColumnDef },\n { type: ElementRef }\n]; };\n return CdkCell;\n}(BaseCdkCell));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The row template that can be used by the mat-table. Should not be used outside of the\n * material library.\n * @type {?}\n */\nvar CDK_ROW_TEMPLATE = \"<ng-container cdkCellOutlet></ng-container>\";\n/**\n * Base class for the CdkHeaderRowDef and CdkRowDef that handles checking their columns inputs\n * for changes and notifying the table.\n * @abstract\n */\nvar /**\n * Base class for the CdkHeaderRowDef and CdkRowDef that handles checking their columns inputs\n * for changes and notifying the table.\n * @abstract\n */\nBaseRowDef = /** @class */ (function () {\n function BaseRowDef(/** @docs-private */ template, _differs) {\n this.template = template;\n this._differs = _differs;\n }\n /**\n * @param {?} changes\n * @return {?}\n */\n BaseRowDef.prototype.ngOnChanges = /**\n * @param {?} changes\n * @return {?}\n */\n function (changes) {\n // Create a new columns differ if one does not yet exist. Initialize it based on initial value\n // of the columns property or an empty array if none is provided.\n if (!this._columnsDiffer) {\n /** @type {?} */\n var columns = (changes['columns'] && changes['columns'].currentValue) || [];\n this._columnsDiffer = this._differs.find(columns).create();\n this._columnsDiffer.diff(columns);\n }\n };\n /**\n * Returns the difference between the current columns and the columns from the last diff, or null\n * if there is no difference.\n */\n /**\n * Returns the difference between the current columns and the columns from the last diff, or null\n * if there is no difference.\n * @return {?}\n */\n BaseRowDef.prototype.getColumnsDiff = /**\n * Returns the difference between the current columns and the columns from the last diff, or null\n * if there is no difference.\n * @return {?}\n */\n function () {\n return this._columnsDiffer.diff(this.columns);\n };\n /** Gets this row def's relevant

cell template from the provided column def. */\n   /**\n   * Gets this row def's relevant cell template from the provided column def.\n   * @param {?} column\n   * @return {?}\n   */\n BaseRowDef.prototype.extractCellTemplate = /**\n   * Gets this row def's relevant cell template from the provided column def.\n   * @param {?} column\n   * @return {?}\n   */\n   function (column) {\n   if (this instanceof CdkHeaderRowDef) {\n   return column.headerCell.template;\n   }\n   if (this instanceof CdkFooterRowDef) {\n   return column.footerCell.template;\n   }\n   else {\n   return column.cell.template;\n   }\n   };\n   return BaseRowDef;\n}());\n// Boilerplate for applying mixins to CdkHeaderRowDef.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to CdkHeaderRowDef.\n/**\n * \\@docs-private\n */\nCdkHeaderRowDefBase = /** @class */ (function (_super) {\n __extends(CdkHeaderRowDefBase, _super);\n   function CdkHeaderRowDefBase() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   return CdkHeaderRowDefBase;\n}(BaseRowDef));\n/** @type {?} */\nvar _CdkHeaderRowDefBase = mixinHasStickyInput(CdkHeaderRowDefBase);\n/**\n * Header row definition for the CDK table.\n * Captures the header row's template and other header properties such as the columns to display.\n */\nvar CdkHeaderRowDef = /** @class */ (function (_super) {\n __extends(CdkHeaderRowDef, _super);\n   function CdkHeaderRowDef(template, _differs) {\n   return _super.call(this, template, _differs) || this;\n   }\n   // Prerender fails to recognize that ngOnChanges in a part of this class through inheritance.\n   // Explicitly define it so that the method is called as part of the Angular lifecycle.\n   // Prerender fails to recognize that ngOnChanges in a part of this class through inheritance.\n   // Explicitly define it so that the method is called as part of the Angular lifecycle.\n   /**\n   * @param {?} changes\n   * @return {?}\n   */\n   CdkHeaderRowDef.prototype.ngOnChanges = \n   // Prerender fails to recognize that ngOnChanges in a part of this class through inheritance.\n   // Explicitly define it so that the method is called as part of the Angular lifecycle.\n   /**\n   * @param {?} changes\n   * @return {?}\n   */\n   function (changes) {\n   _super.prototype.ngOnChanges.call(this, changes);\n   };\n   CdkHeaderRowDef.decorators = [\n   { type: Directive, args: [{\n   selector: '[cdkHeaderRowDef]',\n   inputs: ['columns: cdkHeaderRowDef', 'sticky: cdkHeaderRowDefSticky'],\n   },] },\n   ];\n   /** @nocollapse */\n CdkHeaderRowDef.ctorParameters = function () { return [\n   { type: TemplateRef },\n   { type: IterableDiffers }\n   ]; };\n   return CdkHeaderRowDef;\n}(_CdkHeaderRowDefBase));\n// Boilerplate for applying mixins to CdkFooterRowDef.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to CdkFooterRowDef.\n/**\n * \\@docs-private\n */\nCdkFooterRowDefBase = /** @class */ (function (_super) {\n __extends(CdkFooterRowDefBase, _super);\n   function CdkFooterRowDefBase() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   return CdkFooterRowDefBase;\n}(BaseRowDef));\n/** @type {?} */\nvar _CdkFooterRowDefBase = mixinHasStickyInput(CdkFooterRowDefBase);\n/**\n * Footer row definition for the CDK table.\n * Captures the footer row's template and other footer properties such as the columns to display.\n */\nvar CdkFooterRowDef = /** @class */ (function (_super) {\n __extends(CdkFooterRowDef, _super);\n   function CdkFooterRowDef(template, _differs) {\n   return _super.call(this, template, _differs) || this;\n   }\n   // Prerender fails to recognize that ngOnChanges in a part of this class through inheritance.\n   // Explicitly define it so that the method is called as part of the Angular lifecycle.\n   // Prerender fails to recognize that ngOnChanges in a part of this class through inheritance.\n   // Explicitly define it so that the method is called as part of the Angular lifecycle.\n   /**\n   * @param {?} changes\n   * @return {?}\n   */\n   CdkFooterRowDef.prototype.ngOnChanges = \n   // Prerender fails to recognize that ngOnChanges in a part of this class through inheritance.\n   // Explicitly define it so that the method is called as part of the Angular lifecycle.\n   /**\n   * @param {?} changes\n   * @return {?}\n   */\n   function (changes) {\n   _super.prototype.ngOnChanges.call(this, changes);\n   };\n   CdkFooterRowDef.decorators = [\n   { type: Directive, args: [{\n   selector: '[cdkFooterRowDef]',\n   inputs: ['columns: cdkFooterRowDef', 'sticky: cdkFooterRowDefSticky'],\n   },] },\n   ];\n   /** @nocollapse */\n CdkFooterRowDef.ctorParameters = function () { return [\n   { type: TemplateRef },\n   { type: IterableDiffers }\n   ]; };\n   return CdkFooterRowDef;\n}(_CdkFooterRowDefBase));\n/**\n * Data row definition for the CDK table.\n * Captures the header row's template and other row properties such as the columns to display and\n * a

when predicate that describes when this row should be used.\n * @template T\n */\nvar CdkRowDef = /** @class */ (function (_super) {\n   __extends(CdkRowDef, _super);\n   // TODO(andrewseguin): Add an input for providing a switch function to determine\n   //   if this template should be used.\n   function CdkRowDef(template, _differs) {\n   return _super.call(this, template, _differs) || this;\n   }\n   CdkRowDef.decorators = [\n   { type: Directive, args: [{\n   selector: '[cdkRowDef]',\n   inputs: ['columns: cdkRowDefColumns', 'when: cdkRowDefWhen'],\n   },] },\n   ];\n   /** @nocollapse */\n   CdkRowDef.ctorParameters = function () { return [\n   { type: TemplateRef },\n   { type: IterableDiffers }\n   ]; };\n   return CdkRowDef;\n}(BaseRowDef));\n/**\n * Outlet for rendering cells inside of a row or header row.\n * \\@docs-private\n */\nvar CdkCellOutlet = /** @class */ (function () {\n   function CdkCellOutlet(_viewContainer) {\n   this._viewContainer = _viewContainer;\n   CdkCellOutlet.mostRecentCellOutlet = this;\n   }\n   /**\n   * @return {?}\n   */\n   CdkCellOutlet.prototype.ngOnDestroy = /**\n   * @return {?}\n   */\n   function () {\n   // If this was the last outlet being rendered in the view, remove the reference\n   // from the static property after it has been destroyed to avoid leaking memory.\n   if (CdkCellOutlet.mostRecentCellOutlet === this) {\n   CdkCellOutlet.mostRecentCellOutlet = null;\n   }\n   };\n   /**\n   * Static property containing the latest constructed instance of this class.\n   * Used by the CDK table when each CdkHeaderRow and CdkRow component is created using\n   * createEmbeddedView. After one of these components are created, this property will provide\n   * a handle to provide that component's cells and context. After init, the CdkCellOutlet will\n   * construct the cells with the provided context.\n   */\n   CdkCellOutlet.mostRecentCellOutlet = null;\n   CdkCellOutlet.decorators = [\n   { type: Directive, args: [{ selector: '[cdkCellOutlet]' },] },\n   ];\n   /** @nocollapse */\n   CdkCellOutlet.ctorParameters = function () { return [\n   { type: ViewContainerRef }\n   ]; };\n   return CdkCellOutlet;\n}());\n/**\n * Header template container that contains the cell outlet. Adds the right class and role.\n */\nvar CdkHeaderRow = /** @class */ (function () {\n   function CdkHeaderRow() {\n   }\n   CdkHeaderRow.decorators = [\n   { type: Component, args: [{selector: 'cdk-header-row, tr[cdk-header-row]',\n   template: CDK_ROW_TEMPLATE,\n   host: {\n   'class': 'cdk-header-row',\n   'role': 'row',\n   },\n   changeDetection: ChangeDetectionStrategy.OnPush,\n   encapsulation: ViewEncapsulation.None,\n   },] },\n   ];\n   return CdkHeaderRow;\n}());\n/**\n * Footer template container that contains the cell outlet. Adds the right class and role.\n */\nvar CdkFooterRow = /** @class */ (function () {\n   function CdkFooterRow() {\n   }\n   CdkFooterRow.decorators = [\n   { type: Component, args: [{selector: 'cdk-footer-row, tr[cdk-footer-row]',\n   template: CDK_ROW_TEMPLATE,\n   host: {\n   'class': 'cdk-footer-row',\n   'role': 'row',\n   },\n   changeDetection: ChangeDetectionStrategy.OnPush,\n   encapsulation: ViewEncapsulation.None,\n   },] },\n   ];\n   return CdkFooterRow;\n}());\n/**\n * Data row template container that contains the cell outlet. Adds the right class and role.\n */\nvar CdkRow = /** @class */ (function () {\n   function CdkRow() {\n   }\n   CdkRow.decorators = [\n   { type: Component, args: [{selector: 'cdk-row, tr[cdk-row]',\n   template: CDK_ROW_TEMPLATE,\n   host: {\n   'class': 'cdk-row',\n   'role': 'row',\n   },\n   changeDetection: ChangeDetectionStrategy.OnPush,\n   encapsulation: ViewEncapsulation.None,\n   },] },\n   ];\n   return CdkRow;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Returns an error to be thrown when attempting to find an unexisting column.\n * \\@docs-private\n * @param {?} id Id whose lookup failed.\n * @return {?}\n */\nfunction getTableUnknownColumnError(id) {\n   return Error(\"Could not find column with id \\\"\" + id + \"\\\".\");\n}\n/**\n * Returns an error to be thrown when two column definitions have the same name.\n * \\@docs-private\n * @param {?} name\n * @return {?}\n */\nfunction getTableDuplicateColumnNameError(name) {\n   return Error(\"Duplicate column definition name provided: \\\"\" + name + \"\\\".\");\n}\n/**\n * Returns an error to be thrown when there are multiple rows that are missing a when function.\n * \\@docs-private\n * @return {?}\n */\nfunction getTableMultipleDefaultRowDefsError() {\n   return Error(\"There can only be one default row without a when predicate function.\");\n}\n/**\n * Returns an error to be thrown when there are no matching row defs for a particular set of data.\n * \\@docs-private\n * @param {?} data\n * @return {?}\n */\nfunction

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getTableMissingMatchingRowDefError(data) {\n    return Error(\"Could not find a matching row definition for the\" +\n        (\"provided row data: \" + JSON.stringify(data)));\n}\n/**\n * Returns an error to be thrown when there is no row definitions present in the content.\n * \\@docs-private\n * @return {?}\n */\nfunction getTableMissingRowDefsError() {\n    return Error('Missing definitions for header, footer, and row; ' +\n 'cannot determine which columns should be rendered.');\n}\n/**\n * Returns an error to be thrown when the data source does not match the compatible types.\n * \\@docs-private\n * @return {?}\n */\nfunction getTableUnknownDataSourceError() {\n    return Error(\"Provided data source did not match an array, Observable, or DataSource\");\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * List of all possible directions that can be used for sticky positioning.\n * \\@docs-private\n * @type {?}\n */\nvar STICKY_DIRECTIONS = ['top', 'bottom', 'left', 'right'];\n/**\n * Applies and removes sticky positioning styles to the `CdkTable` rows and columns cells.\n * \\@docs-private\n */\nvar  /**\n * Applies and removes sticky positioning styles to the `CdkTable` rows and columns cells.\n * \\@docs-private\n */\nStickyStyler = /** @class */ (function () {\n    /**\n     * @param isNativeHtmlTable Whether the sticky logic should be based on a table\n     * that uses the native `<table>` element.\n     * @param stickCellCss The CSS class that will be applied to every row/cell that has\n     *     sticky positioning applied.\n     * @param direction The directionality context of the table (ltr/rtl); affects column positioning\n     *     by reversing left/right positions.\n     * @param _isBrowser Whether the table is currently being rendered on the server or the client.\n     */\n    function StickyStyler(isNativeHtmlTable, stickCellCss, direction, _isBrowser) {\n        if (_isBrowser === void 0) { _isBrowser = true; }\n        this.isNativeHtmlTable = isNativeHtmlTable;\n        this.stickCellCss = stickCellCss;\n        this.direction = direction;\n        this._isBrowser = _isBrowser;\n    }\n    /**\n     * Clears the sticky positioning styles from the row and its cells by resetting the `position`\n     * style, setting the zIndex to 0, and unsetting each provided sticky direction.\n     * @param rows The list of rows that should be cleared from sticking in the provided directions\n     * @param stickyDirections The directions that should no longer be set as sticky on the rows.\n     */\n    /**\n     * Clears the sticky positioning styles from the row and its cells by resetting the `position`\n     * style, setting the zIndex to 0, and unsetting each provided sticky direction.\n     * @param {?} rows The list of rows that should be cleared from sticking in the provided directions\n     * @param {?} stickyDirections The directions that should no longer be set as sticky on the rows.\n     * @return {?}\n     */\n    StickyStyler.prototype.clearStickyPositioning = /**\n     * Clears the sticky positioning styles from the row and its cells by resetting the `position`\n     * style, setting the zIndex to 0, and unsetting each provided sticky direction.\n     * @param {?} rows The list of rows that should be cleared from sticking in the provided directions\n     * @param {?} stickyDirections The directions that should no longer be set as sticky on the rows.\n     * @return {?}\n     */\n    function (rows, stickyDirections) {\n        for (var _i = 0, rows_1 = rows; _i < rows_1.length; _i++) {\n            var row = rows_1[_i];\n            // If the row isn't an element (e.g. if it's an `ng-container`),\n            // it won't have inline styles or `children` so we skip it.\n            if (row.nodeType !== row.ELEMENT_NODE) {\n                continue;\n            }\n            this._removeStickyStyle(row, stickyDirections);\n            for (var i = 0; i < row.children.length; i++) {\n                /** @type {?} */\n                var cell = (/** @type {?} */ (row.children[i]));\n                this._removeStickyStyle(cell, stickyDirections);\n            }\n        }\n    };\n    /**\n     * Applies sticky left and right positions to the cells of each row according to the sticky\n     * states of the rendered column definitions.\n     * @param rows The rows that should have its set of cells stuck according to the sticky states.\n     * @param stickyStartStates A list of boolean states where each state represents whether the cell\n     *     in this index position should be stuck to the start of the row.\n     * @param stickyEndStates A list of boolean states where each state represents whether the cell\n     *     in this index position should be stuck to the end of the row.\n     */\n    /**\n     * Applies sticky left and right positions to the cells of each row according to the sticky\n     * states of the rendered column definitions.\n     * @param {?} rows The rows that should have its set of cells stuck according to the sticky states.\n     * @param {?} stickyStartStates A list of boolean states where each state represents whether the cell\n     *     in this index position should be stuck to the start of the row.\n     * @param {?} stickyEndStates A list of boolean states where each state represents whether the cell\n     *     in this index position should be stuck to the end
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of the row.\n     * @return {?}\n     */\n    StickyStyler.prototype.updateStickyColumns = /**\n     * Applies sticky
left and right positions to the cells of each row according to the sticky\n     * states of the rendered column
definitions.\n     * @param {?} rows The rows that should have its set of cells stuck according to the sticky states.\n
 * @param {?} stickyStartStates A list of boolean states where each state represents whether the cell\n     *     in this
index position should be stuck to the start of the row.\n     * @param {?} stickyEndStates A list of boolean states
where each state represents whether the cell\n     *     in this index position should be stuck to the end of the row.\n
* @return {?}\n     */\n    function (rows, stickyStartStates, stickyEndStates) {\n        /** @type {?} */\n        var
hasStickyColumns = stickyStartStates.some(function (state) { return state; }) || stickyEndStates.some(function
(state) { return state; });\n        if (!rows.length || !hasStickyColumns || !this._isBrowser) {\n            return;\n        }\n
    /** @type {?} */\n        var firstRow = rows[0];\n        /** @type {?} */\n        var numCells =
firstRow.children.length;\n        /** @type {?} */\n        var cellWidths = this._getCellWidths(firstRow);\n        /**
@type {?} */\n        var startPositions = this._getStickyStartColumnPositions(cellWidths, stickyStartStates);\n
/** @type {?} */\n        var endPositions = this._getStickyEndColumnPositions(cellWidths, stickyEndStates);\n
/** @type {?} */\n        var isRtl = this.direction === 'rtl';\n        for (var _i = 0, rows_2 = rows; _i < rows_2.length;
_i++) {\n            var row = rows_2[_i];\n            for (var i = 0; i < numCells; i++) {\n                /** @type {?} */\n
            var cell = (/** @type {?} */ (row.children[i]));\n                if (stickyStartStates[i]) {\n
this._addStickyStyle(cell, isRtl ? 'right' : 'left', startPositions[i]);\n                }\n                if (stickyEndStates[i]) {\n
                this._addStickyStyle(cell, isRtl ? 'left' : 'right', endPositions[i]);\n                }\n            }\n        }\n    };\n
/**\n     * Applies sticky positioning to the row's cells if using the native table layout, and to the\n     * row itself
otherwise.\n     * @param rowsToStick The list of rows that should be stuck according to their corresponding\n     *
 sticky state and to the provided top or bottom position.\n     * @param stickyStates A list of boolean states where
each state represents whether the row\n     *     should be stuck in the particular top or bottom position.\n     *
@param position The position direction in which the row should be stuck if that row should be\n     *     sticky.\n
*\n     */\n    /**\n     * Applies sticky positioning to the row's cells if using the native table layout, and to the\n     *
row itself otherwise.\n     * @param {?} rowsToStick The list of rows that should be stuck according to their
corresponding\n     *     sticky state and to the provided top or bottom position.\n     * @param {?} stickyStates A list
of boolean states where each state represents whether the row\n     *     should be stuck in the particular top or
bottom position.\n     * @param {?} position The position direction in which the row should be stuck if that row
should be\n     *     sticky.\n     *\n     * @return {?}\n     */\n    StickyStyler.prototype.stickRows = /**\n     *
Applies sticky positioning to the row's cells if using the native table layout, and to the\n     * row itself otherwise.\n
* @param {?} rowsToStick The list of rows that should be stuck according to their corresponding\n     *     sticky
state and to the provided top or bottom position.\n     * @param {?} stickyStates A list of boolean states where each
state represents whether the row\n     *     should be stuck in the particular top or bottom position.\n     * @param {?}
position The position direction in which the row should be stuck if that row should be\n     *     sticky.\n     *\n     *
@return {?}\n     */\n    function (rowsToStick, stickyStates, position) {\n        // Since we can't measure the rows on
the server, we can't stick the rows properly.\n        if (!this._isBrowser) {\n            return;\n        }\n        // If
positioning the rows to the bottom, reverse their order when evaluating the sticky\n        // position such that the last
row stuck will be \"bottom: 0px\" and so on.\n        /** @type {?} */\n        var rows = position === 'bottom' ?
rowsToStick.reverse() : rowsToStick;\n        /** @type {?} */\n        var stickyHeight = 0;\n        for (var rowIndex =
0; rowIndex < rows.length; rowIndex++) {\n            if (!stickyStates[rowIndex]) {\n                continue;\n            }\n
        /** @type {?} */\n            var row = rows[rowIndex];\n            if (this.isNativeHtmlTable) {\n                for
(var j = 0; j < row.children.length; j++) {\n                    /** @type {?} */\n                    var cell = (/** @type {?} */
(row.children[j]));\n                    this._addStickyStyle(cell, position, stickyHeight);\n                }\n            }\n
else {\n                // Flex does not respect the stick positioning on the cells, needs to be applied to the row.\n
// If this is applied on a native table, Safari causes the header to fly in wrong direction.\n
this._addStickyStyle(row, position, stickyHeight);\n            }\n            if (rowIndex === rows.length - 1) {\n
// prevent unnecessary reflow from getBoundingClientRect()\n                return;\n            }\n            stickyHeight +=
row.getBoundingClientRect().height;\n        }\n    };\n    /**\n     * When using the native table in Safari, sticky
```

footer cells do not stick. The only way to stick\n * footer rows is to apply sticky styling to the tfoot container. This should only be done if\n * all footer rows are sticky. If not all footer rows are sticky, remove sticky positioning from\n * the tfoot element.\n */\n /**\n * When using the native table in Safari, sticky footer cells do not stick. The only way to stick\n * footer rows is to apply sticky styling to the tfoot container. This should only be done if\n * all footer rows are sticky. If not all footer rows are sticky, remove sticky positioning from\n * the tfoot element.\n * @param {?} tableElement\n * @param {?} stickyStates\n * @return {?}\n */\n StickyStyler.prototype.updateStickyFooterContainer = /**\n * When using the native table in Safari, sticky footer cells do not stick. The only way to stick\n * footer rows is to apply sticky styling to the tfoot container. This should only be done if\n * all footer rows are sticky. If not all footer rows are sticky, remove sticky positioning from\n * the tfoot element.\n * @param {?} tableElement\n * @param {?} stickyStates\n * @return {?}\n */\n function (tableElement, stickyStates) {\n if (!this.isNativeHtmlTable) {\n return;\n }\n /** @type {?} */\n var tfoot = (/** @type {?} */ (tableElement.querySelector('tfoot')));\n if (stickyStates.some(function (state) { return !state; })) {\n this._removeStickyStyle(tfoot, ['bottom']);\n }\n else {\n this._addStickyStyle(tfoot, 'bottom', 0);\n }\n };\n /**\n * Removes the sticky style on the element by removing the sticky cell CSS class, re-evaluating\n * the zIndex, removing each of the provided sticky directions, and removing the\n * sticky position if there are no more directions.\n */\n /**\n * Removes the sticky style on the element by removing the sticky cell CSS class, re-evaluating\n * the zIndex, removing each of the provided sticky directions, and removing the\n * sticky position if there are no more directions.\n * @param {?} element\n * @param {?} stickyDirections\n * @return {?}\n */\n StickyStyler.prototype._removeStickyStyle = /**\n * Removes the sticky style on the element by removing the sticky cell CSS class, re-evaluating\n * the zIndex, removing each of the provided sticky directions, and removing the\n * sticky position if there are no more directions.\n * @param {?} element\n * @param {?} stickyDirections\n * @return {?}\n */\n function (element, stickyDirections) {\n for (var _i = 0, stickyDirections_1 = stickyDirections; _i < stickyDirections_1.length; _i++) {\n var dir = stickyDirections_1[_i];\n element.style[dir] = '';\n }\n element.style.zIndex = this._getCalculatedZIndex(element);\n // If the element no longer has any more sticky directions, remove sticky positioning and\n // the sticky CSS class.\n /** @type {?} */\n var hasDirection = STICKY_DIRECTIONS.some(function (dir) { return !!element.style[dir]; });\n if (!hasDirection) {\n element.style.position = '';\n element.classList.remove(this.stickCellCss);\n }\n };\n /**\n * Adds the sticky styling to the element by adding the sticky style class, changing position\n * to be sticky (and -webkit-sticky), setting the appropriate zIndex, and adding a sticky\n * direction and value.\n */\n /**\n * Adds the sticky styling to the element by adding the sticky style class, changing position\n * to be sticky (and -webkit-sticky), setting the appropriate zIndex, and adding a sticky\n * direction and value.\n * @param {?} element\n * @param {?} dir\n * @param {?} dirValue\n * @return {?}\n */\n StickyStyler.prototype._addStickyStyle = /**\n * Adds the sticky styling to the element by adding the sticky style class, changing position\n * to be sticky (and -webkit-sticky), setting the appropriate zIndex, and adding a sticky\n * direction and value.\n * @param {?} element\n * @param {?} dir\n * @param {?} dirValue\n * @return {?}\n */\n function (element, dir, dirValue) {\n element.classList.add(this.stickCellCss);\n element.style[dir] = dirValue + \"px\";\n element.style.cssText += 'position: -webkit-sticky; position: sticky; ';\n element.style.zIndex = this._getCalculatedZIndex(element);\n };\n /**\n * Calculate what the z-index should be for the element, depending on what directions (top,\n * bottom, left, right) have been set. It should be true that elements with a top direction\n * should have the highest index since these are elements like a table header. If any of those\n * elements are also sticky in another direction, then they should appear above other elements\n * that are only sticky top (e.g. a sticky column on a sticky header). Bottom-sticky elements\n * (e.g. footer rows) should then be next in the ordering such that they are below the header\n * but above any non-sticky elements. Finally, left/right sticky elements (e.g. sticky columns)\n * should minimally increment so that they are above non-sticky elements but below top and bottom\n * elements.\n */\n /**\n * Calculate what the z-index should be for the element, depending on what directions (top,\n * bottom, left, right) have been set. It

should be true that elements with a top direction\n * should have the highest index since these are elements like a table header. If any of those\n * elements are also sticky in another direction, then they should appear above other elements\n * that are only sticky top (e.g. a sticky column on a sticky header). Bottom-sticky elements\n * (e.g. footer rows) should then be next in the ordering such that they are below the header\n * but above any non-sticky elements. Finally, left/right sticky elements (e.g. sticky columns)\n * should minimally increment so that they are above non-sticky elements but below top and bottom\n * elements.\n * @param {?} element\n * @return {?}\n */\n StickyStyler.prototype._getCalculatedZIndex = /**\n * Calculate what the z-index should be for the element, depending on what directions (top,\n * bottom, left, right) have been set. It should be true that elements with a top direction\n * should have the highest index since these are elements like a table header. If any of those\n * elements are also sticky in another direction, then they should appear above other elements\n * that are only sticky top (e.g. a sticky column on a sticky header). Bottom-sticky elements\n * (e.g. footer rows) should then be next in the ordering such that they are below the header\n * but above any non-sticky elements. Finally, left/right sticky elements (e.g. sticky columns)\n * should minimally increment so that they are above non-sticky elements but below top and bottom\n * elements.\n * @param {?} element\n * @return {?}\n */\n function (element) {\n /** @type {?} */\n var zIndexIncrements = {\n top: 100,\n bottom: 10,\n left: 1,\n right: 1,\n };\n /** @type {?} */\n var zIndex = 0;\n for (var _i = 0, STICKY_DIRECTIONS_1 = STICKY_DIRECTIONS; _i < STICKY_DIRECTIONS_1.length; _i++) {\n var dir = STICKY_DIRECTIONS_1[_i];\n if (element.style[dir]) {\n zIndex += zIndexIncrements[dir];\n }\n }\n return zIndex ? \"\" + zIndex : '';\n };\n /** Gets the widths for each cell in the provided row. */\n /**\n * Gets the widths for each cell in the provided row.\n * @param {?} row\n * @return {?}\n */\n StickyStyler.prototype._getCellWidths = /**\n * Gets the widths for each cell in the provided row.\n * @param {?} row\n * @return {?}\n */\n function (row) {\n /** @type {?} */\n var cellWidths = [];\n /** @type {?} */\n var firstRowCells = row.children;\n for (var i = 0; i < firstRowCells.length; i++) {\n /** @type {?} */\n var cell = (/** @type {?} */ (firstRowCells[i]));\n cellWidths.push(cell.getBoundingClientRect().width);\n }\n return cellWidths;\n };\n /**\n * Determines the left and right positions of each sticky column cell, which will be the\n * accumulation of all sticky column cell widths to the left and right, respectively.\n * Non-sticky cells do not need to have a value set since their positions will not be applied.\n */\n /**\n * Determines the left and right positions of each sticky column cell, which will be the\n * accumulation of all sticky column cell widths to the left and right, respectively.\n * Non-sticky cells do not need to have a value set since their positions will not be applied.\n * @param {?} widths\n * @param {?} stickyStates\n * @return {?}\n */\n StickyStyler.prototype._getStickyStartColumnPositions = /**\n * Determines the left and right positions of each sticky column cell, which will be the\n * accumulation of all sticky column cell widths to the left and right, respectively.\n * Non-sticky cells do not need to have a value set since their positions will not be applied.\n * @param {?} widths\n * @param {?} stickyStates\n * @return {?}\n */\n function (widths, stickyStates) {\n /** @type {?} */\n var positions = [];\n /** @type {?} */\n var nextPosition = 0;\n for (var i = 0; i < widths.length; i++) {\n if (stickyStates[i]) {\n positions[i] = nextPosition;\n nextPosition += widths[i];\n }\n }\n return positions;\n };\n /**\n * Determines the left and right positions of each sticky column cell, which will be the\n * accumulation of all sticky column cell widths to the left and right, respectively.\n * Non-sticky cells do not need to have a value set since their positions will not be applied.\n */\n /**\n * Determines the left and right positions of each sticky column cell, which will be the\n * accumulation of all sticky column cell widths to the left and right, respectively.\n * Non-sticky cells do not need to have a value set since their positions will not be applied.\n * @param {?} widths\n * @param {?} stickyStates\n * @return {?}\n */\n StickyStyler.prototype._getStickyEndColumnPositions = /**\n * Determines the left and right positions of each sticky column cell, which will be the\n * accumulation of all sticky column cell widths to the left and right, respectively.\n * Non-sticky cells do not need to have a value set since their positions will not be applied.\n * @param {?} widths\n * @param {?} stickyStates\n * @return {?}\n */\n function (widths, stickyStates) {\n /** @type {?} */\n var positions = [];\n /** @type {?} */\n

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 var nextPosition = 0;\n        for (var i = widths.length; i > 0; i--) {\n            if (stickyStates[i]) {\n
positions[i] = nextPosition;\n                nextPosition += widths[i];\n            }\n        }\n        return positions;\n    };\n
 return StickyStyler;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
Provides a handle for the table to grab the view container's ng-container to insert data rows.\n * \\@docs-private\n
*/\nvar DataRowOutlet = /** @class */ (function () {\n    function DataRowOutlet(viewContainer, elementRef) {\n
    this.viewContainer = viewContainer;\n        this.elementRef = elementRef;\n    }\n    DataRowOutlet.decorators =
[\n        { type: Directive, args: [{ selector: '[rowOutlet]' },] },\n    ];\n    /** @nocollapse */\n
DataRowOutlet.ctorParameters = function () { return [\n        { type: ViewContainerRef },\n        { type: ElementRef
}\n    ]; };\n    return DataRowOutlet;\n}());\n/**\n * Provides a handle for the table to grab the view container's ng-
container to insert the header.\n * \\@docs-private\n */\nvar HeaderRowOutlet = /** @class */ (function () {\n
function HeaderRowOutlet(viewContainer, elementRef) {\n        this.viewContainer = viewContainer;\n
this.elementRef = elementRef;\n    }\n    HeaderRowOutlet.decorators = [\n        { type: Directive, args: [{ selector:
'[headerRowOutlet]' },] },\n    ];\n    /** @nocollapse */\n    HeaderRowOutlet.ctorParameters = function () { return
[\n        { type: ViewContainerRef },\n        { type: ElementRef }\n    ]; };\n    return HeaderRowOutlet;\n}());\n/**\n
* Provides a handle for the table to grab the view container's ng-container to insert the footer.\n * \\@docs-private\n
*/\nvar FooterRowOutlet = /** @class */ (function () {\n    function FooterRowOutlet(viewContainer, elementRef)
{\n        this.viewContainer = viewContainer;\n        this.elementRef = elementRef;\n    }\n
FooterRowOutlet.decorators = [\n        { type: Directive, args: [{ selector: '[footerRowOutlet]' },] },\n    ];\n    /**
@nocollapse */\n    FooterRowOutlet.ctorParameters = function () { return [\n        { type: ViewContainerRef },\n
  { type: ElementRef }\n    ]; };\n    return FooterRowOutlet;\n}());\n/**\n * The table template that can be used by
the mat-table. Should not be used outside of the\n * material library.\n * \\@docs-private\n * @type {?}\n */\nvar
CDK_TABLE_TEMPLATE = \"\\n  <ng-container headerRowOutlet></ng-container>\\n  <ng-container
rowOutlet></ng-container>\\n  <ng-container footerRowOutlet></ng-container>\";\n/**\n * Class used to
conveniently type the embedded view ref for rows with a context.\n * \\@docs-private\n * @abstract\n * @template
T\n */\nvar /**\n * Class used to conveniently type the embedded view ref for rows with a context.\n * \\@docs-
private\n * @abstract\n * @template T\n */\nRowViewRef = /** @class */ (function (_super) {\n
__extends(RowViewRef, _super);\n    function RowViewRef() {\n        return _super !== null && _super.apply(this,
arguments) || this;\n    }\n    return RowViewRef;\n}(EmbeddedViewRef));\n/**\n * A data table that can render a
header row, data rows, and a footer row.\n * Uses the dataSource input to determine the data to be rendered. The
data can be provided either\n * as a data array, an Observable stream that emits the data array to render, or a
DataSource with a\n * connect function that will return an Observable stream that emits the data array to render.\n *
@template T\n */\nvar CdkTable = /** @class */ (function () {\n    function CdkTable(_differs,
_changeDetectorRef, _elementRef, role, _dir, \n    /**\n     * @deprecated\n     * @breaking-change 8.0.0
`_document` and `_platform` to\n     *    be made into a required parameters.\n     */\n    _document, _platform) {\n
   this._differs = _differs;\n        this._changeDetectorRef = _changeDetectorRef;\n        this._elementRef =
_elementRef;\n        this._dir = _dir;\n        this._platform = _platform;\n        /**\n         * Subject that emits when
the component has been destroyed.\n         */\n        this._onDestroy = new Subject();\n        /**\n         * Map of all
the user's defined columns (header, data, and footer cell template) identified by\n         * name. Collection populated
by the column definitions gathered by `ContentChildren` as well as\n         * any custom column definitions added to
`_customColumnDefs`.\n         */\n        this._columnDefsByName = new Map();\n        /**\n         * Column
definitions that were defined outside of the direct content children of the table.\n         * These will be defined when,
e.g., creating a wrapper around the cdkTable that has\n         * column definitions as *it's* content child.\n         */\n
    this._customColumnDefs = new Set();\n        /**\n         * Data row definitions that were defined outside of the
direct content children of the table.\n         * These will be defined when, e.g., creating a wrapper around the
cdkTable that has\n         * built-in data rows as *it's* content child.\n         */\n        this._customRowDefs = new
Set();\n        /**\n         * Header row definitions that were defined outside of the direct content children of the
table.\n         * These will be defined when, e.g., creating a wrapper around the cdkTable that has\n         * built-in
```

header rows as *it's* content child.\n */\n this._customHeaderRowDefs = new Set();\n /**\n * Footer row definitions that were defined outside of the direct content children of the table.\n * These will be defined when, e.g., creating a wrapper around the cdkTable that has a\n * built-in footer row as *it's* content child.\n */\n this._customFooterRowDefs = new Set();\n /**\n * Whether the header row definition has been changed. Triggers an update to the header row after\n * content is checked. Initialized as true so that the table renders the initial set of rows.\n */\n this._headerRowDefChanged = true;\n /**\n * Whether the footer row definition has been changed. Triggers an update to the footer row after\n * content is checked. Initialized as true so that the table renders the initial set of rows.\n */\n this._footerRowDefChanged = true;\n /**\n * Cache of the latest rendered `RenderRow` objects as a map for easy retrieval when constructing\n * a new list of `RenderRow` objects for rendering rows. Since the new list is constructed with\n * the cached `RenderRow` objects when possible, the row identity is preserved when the data\n * and row template matches, which allows the `IterableDiffer` to check rows by reference\n * and understand which rows are added/moved/removed.\n *\n * Implemented as a map of maps where the first key is the `data: T` object and the second is the\n * `CdkRowDef<T>` object. With the two keys, the cache points to a `RenderRow<T>` object that\n * contains an array of created pairs. The array is necessary to handle cases where the data\n * array contains multiple duplicate data objects and each instantiated `RenderRow` must be\n * stored.\n */\n this._cachedRenderRowsMap = new Map();\n /**\n * CSS class added to any row or cell that has sticky positioning applied. May be overriden by\n * table subclasses.\n */\n this.stickyCssClass = 'cdk-table-sticky';\n this._multiTemplateDataRows = false;\n // TODO(andrewseguin): Remove max value as the end index\n // and instead calculate the view on init and scroll.\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n * Can be used by the data source to as a heuristic of what data should be provided.\n */\n this.viewChange = new BehaviorSubject({ start: 0, end: Number.MAX_VALUE });\n if (!role) {\n this._elementRef.nativeElement.setAttribute('role', 'grid');\n }\n this._document = _document;\n this._isNativeHtmlTable = this._elementRef.nativeElement.nodeName === 'TABLE';\n }\n Object.defineProperty(CdkTable.prototype, \"trackBy\", {\n /**\n * Tracking function that will be used to check the differences in data changes. Used similarly\n * to `ngFor` `trackBy` function. Optimize row operations by identifying a row based on its data\n * relative to the function to know if a row should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n get: /**\n * Tracking function that will be used to check the differences in data changes. Used similarly\n * to `ngFor` `trackBy` function. Optimize row operations by identifying a row based on its data\n * relative to the function to know if a row should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n * @return {?}\n */\n function () { return this._trackByFn; },\n set: /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n if (isDevMode() &&\n fn != null && typeof fn !== 'function' &&\n (/** @type {?} */ (console)) && (/** @type {?} */ (console.warn))) {\n console.warn(\"trackBy must be a function, but received \" + JSON.stringify(fn) + \".\");\n }\n this._trackByFn = fn;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkTable.prototype, \"dataSource\", {\n /**\n * The table's source of data, which can be provided in three ways (in order of complexity):\n * - Simple data array (each object represents one table row)\n * - Stream that emits a data array each time the array changes\n * - `DataSource` object that implements the connect/disconnect interface.\n *\n * If a data array is provided, the table must be notified when the array's objects are\n * added, removed, or moved. This can be done by calling the `renderRows()` function which will\n * render the diff since the last table render. If the data array reference is changed, the table\n * will automatically trigger an update to the rows.\n *\n * When providing an Observable stream, the table will trigger an update automatically when the\n * stream emits a new array of data.\n *\n * Finally, when providing a `DataSource` object, the table will use the Observable stream\n * provided by the connect function and trigger updates when that stream emits new data array\n * values. During the table's ngOnDestroy or when the data source is removed from the table, the\n

* table will call the DataSource's `disconnect` function (may be useful for cleaning up any\n * subscriptions registered during the connect process).\n */\n get: /**\n * The table's source of data, which can be provided in three ways (in order of complexity):\n * - Simple data array (each object represents one table row)\n * - Stream that emits a data array each time the array changes\n * - `DataSource` object that implements the connect/disconnect interface.\n *\n * If a data array is provided, the table must be notified when the array's objects are\n * added, removed, or moved. This can be done by calling the `renderRows()` function which will\n * render the diff since the last table render. If the data array reference is changed, the table\n * will automatically trigger an update to the rows.\n *\n * When providing an Observable stream, the table will trigger an update automatically when the\n * stream emits a new array of data.\n *\n * Finally, when providing a `DataSource` object, the table will use the Observable stream\n * provided by the connect function and trigger updates when that stream emits new data array\n * values. During the table's ngOnDestroy or when the data source is removed from the table, the\n * table will call the DataSource's `disconnect` function (may be useful for cleaning up any\n * subscriptions registered during the connect process).\n * @return {?}\n */\n function () { return this._dataSource; },\n set: /**\n * @param {?} dataSource\n * @return {?}\n */\n function (dataSource) {\n if (this._dataSource !== dataSource) {\n this._switchDataSource(dataSource);\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkTable.prototype, \"multiTemplateDataRows\", {\n /**\n * Whether to allow multiple rows per data object by evaluating which rows evaluate their 'when'\n * predicate to true. If `multiTemplateDataRows` is false, which is the default value, then each\n * dataobject will render the first row that evaluates its when predicate to true, in the order\n * defined in the table, or otherwise the default row which does not have a when predicate.\n */\n get: /**\n * Whether to allow multiple rows per data object by evaluating which rows evaluate their 'when'\n * predicate to true. If `multiTemplateDataRows` is false, which is the default value, then each\n * dataobject will render the first row that evaluates its when predicate to true, in the order\n * defined in the table, or otherwise the default row which does not have a when predicate.\n * @return {?}\n */\n function () { return this._multiTemplateDataRows; },\n set: /**\n * @param {?} v\n * @return {?}\n */\n function (v) {\n this._multiTemplateDataRows = coerceBooleanProperty(v);\n if (this._rowOutlet.viewContainer.length) {\n this._forceRenderDataRows();\n }\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n CdkTable.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._setupStickyStyler();\n if (this._isNativeHtmlTable) {\n this._applyNativeTableSections();\n }\n // Set up the trackBy function so that it uses the `RenderRow` as its identity by default. If\n // the user has provided a custom trackBy, return the result of that function as evaluated\n // with the values of the `RenderRow`'s data and index.\n this._dataDiffer = this._differs.find([]).create(function (_i, dataRow) {\n return _this.trackBy ? _this.trackBy(dataRow.dataIndex, dataRow.data) : dataRow;\n });\n };\n /**\n * @return {?}\n */\n CdkTable.prototype.ngAfterContentChecked = /**\n * @return {?}\n */\n function () {\n // Cache the row and column definitions gathered by ContentChildren and programmatic injection.\n this._cacheRowDefs();\n this._cacheColumnDefs();\n // Make sure that the user has at least added header, footer, or data row def.\n if (!this._headerRowDefs.length && !this._footerRowDefs.length && !this._rowDefs.length) {\n throw getTableMissingRowDefsError();\n }\n // Render updates if the list of columns have been changed for the header, row, or footer defs.\n this._renderUpdatedColumns();\n // If the header row definition has been changed, trigger a render to the header row.\n if (this._headerRowDefChanged) {\n this._forceRenderHeaderRows();\n this._headerRowDefChanged = false;\n }\n // If the footer row definition has been changed, trigger a render to the footer row.\n if (this._footerRowDefChanged) {\n this._forceRenderFooterRows();\n this._footerRowDefChanged = false;\n }\n // If there is a data source and row definitions, connect to the data source unless a\n // connection has already been made.\n if (this.dataSource && this._rowDefs.length > 0 && !this._renderChangeSubscription) {\n this._observeRenderChanges();\n }\n

this._checkStickyStates();\n };\n /**\n * @return {?}\n */\n CdkTable.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._rowOutlet.viewContainer.clear();\n this._headerRowOutlet.viewContainer.clear();\n this._footerRowOutlet.viewContainer.clear();\n this._cachedRenderRowsMap.clear();\n this._onDestroy.next();\n this._onDestroy.complete();\n if (this.dataSource instanceof DataSource) {\n this.dataSource.disconnect(this);\n }\n };\n /**\n * Renders rows based on the table's latest set of data, which was either provided directly as an\n * input or retrieved through an Observable stream (directly or from a DataSource).\n * Checks for differences in the data since the last diff to perform only the necessary\n * changes (add/remove/move rows).\n *\n * If the table's data source is a DataSource or Observable, this will be invoked automatically\n * each time the provided Observable stream emits a new data array. Otherwise if your data is\n * an array, this function will need to be called to render any changes.\n */\n /**\n * Renders rows based on the table's latest set of data, which was either provided directly as an\n * input or retrieved through an Observable stream (directly or from a DataSource).\n * Checks for differences in the data since the last diff to perform only the necessary\n * changes (add/remove/move rows).\n *\n * If the table's data source is a DataSource or Observable, this will be invoked automatically\n * each time the provided Observable stream emits a new data array. Otherwise if your data is\n * an array, this function will need to be called to render any changes.\n * @return {?}\n */\n CdkTable.prototype.renderRows = /**\n * Renders rows based on the table's latest set of data, which was either provided directly as an\n * input or retrieved through an Observable stream (directly or from a DataSource).\n * Checks for differences in the data since the last diff to perform only the necessary\n * changes (add/remove/move rows).\n *\n * If the table's data source is a DataSource or Observable, this will be invoked automatically\n * each time the provided Observable stream emits a new data array. Otherwise if your data is\n * an array, this function will need to be called to render any changes.\n * @return {?}\n */\n function () {\n var _this = this;\n this._renderRows = this._getAllRenderRows();\n /** @type {?} */\n var changes = this._dataDiffer.diff(this._renderRows);\n if (!changes) {\n return;\n }\n /** @type {?} */\n var viewContainer = this._rowOutlet.viewContainer;\n changes.forEachOperation(function (record, prevIndex, currentIndex) {\n if (record.previousIndex == null) {\n _this._insertRow(record.item, (/** @type {?} */ (currentIndex)));\n }\n else if (currentIndex == null) {\n viewContainer.remove((/** @type {?} */ (prevIndex)));\n }\n else {\n /** @type {?} */\n var view = (/** @type {?} */ (viewContainer.get((/** @type {?} */ (prevIndex)))));\n viewContainer.move((/** @type {?} */ (view)), currentIndex);\n }\n });\n // Update the meta context of a row's context data (index, count, first, last, ...)\n this._updateRowIndexContext();\n // Update rows that did not get added/removed/moved but may have had their identity changed,\n // e.g. if trackBy matched data on some property but the actual data reference changed.\n changes.forEachIdentityChange(function (record) {\n /** @type {?} */\n var rowView = (/** @type {?} */ (viewContainer.get((/** @type {?} */ (record.currentIndex)))));\n rowView.context.$implicit = record.item.data;\n });\n this.updateStickyColumnStyles();\n };\n /**\n * Sets the header row definition to be used. Overrides the header row definition gathered by\n * using `ContentChild`, if one exists. Sets a flag that will re-render the header row after the\n * table's content is checked.\n * @docs-private\n * @deprecated Use `addHeaderRowDef` and `removeHeaderRowDef` instead\n * @breaking-change 8.0.0\n */\n /**\n * Sets the header row definition to be used. Overrides the header row definition gathered by\n * using `ContentChild`, if one exists. Sets a flag that will re-render the header row after the\n * table's content is checked.\n * \\@docs-private\n * @deprecated Use `addHeaderRowDef` and `removeHeaderRowDef` instead\n * \\@breaking-change 8.0.0\n * @param {?} headerRowDef\n * @return {?}\n */\n CdkTable.prototype.setHeaderRowDef = /**\n * Sets the header row definition to be used. Overrides the header row definition gathered by\n * using `ContentChild`, if one exists. Sets a flag that will re-render the header row after the\n * table's content is checked.\n * \\@docs-private\n * @deprecated Use `addHeaderRowDef` and `removeHeaderRowDef` instead\n * \\@breaking-change 8.0.0\n * @param {?} headerRowDef\n * @return {?}\n */\n function (headerRowDef) {\n this._customHeaderRowDefs = new Set([headerRowDef]);\n this._headerRowDefChanged = true;\n };\n /**\n * Sets the footer row definition

to be used. Overrides the footer row definition gathered by\n * using `ContentChild`, if one exists. Sets a flag that will re-render the footer row after the\n * table's content is checked.\n * @docs-private\n * @deprecated Use `addFooterRowDef` and `removeFooterRowDef` instead\n * @breaking-change 8.0.0\n */\n /**\n * Sets the footer row definition to be used. Overrides the footer row definition gathered by\n * using `ContentChild`, if one exists. Sets a flag that will re-render the footer row after the\n * table's content is checked.\n * \\@docs-private\n * @deprecated Use `addFooterRowDef` and `removeFooterRowDef` instead\n * \\@breaking-change 8.0.0\n * @param {?} footerRowDef\n * @return {?}\n */\n CdkTable.prototype.setFooterRowDef = /**\n * Sets the footer row definition to be used. Overrides the footer row definition gathered by\n * using `ContentChild`, if one exists. Sets a flag that will re-render the footer row after the\n * table's content is checked.\n * \\@docs-private\n * @deprecated Use `addFooterRowDef` and `removeFooterRowDef` instead\n * \\@breaking-change 8.0.0\n * @param {?} footerRowDef\n * @return {?}\n */\n function (footerRowDef) {\n this._customFooterRowDefs = new Set([footerRowDef]);\n this._footerRowDefChanged = true;\n };\n /** Adds a column definition that was not included as part of the content children. */\n /**\n * Adds a column definition that was not included as part of the content children.\n * @param {?} columnDef\n * @return {?}\n */\n CdkTable.prototype.addColumnDef = /**\n * Adds a column definition that was not included as part of the content children.\n * @param {?} columnDef\n * @return {?}\n */\n function (columnDef) {\n this._customColumnDefs.add(columnDef);\n };\n /** Removes a column definition that was not included as part of the content children. */\n /**\n * Removes a column definition that was not included as part of the content children.\n * @param {?} columnDef\n * @return {?}\n */\n CdkTable.prototype.removeColumnDef = /**\n * Removes a column definition that was not included as part of the content children.\n * @param {?} columnDef\n * @return {?}\n */\n function (columnDef) {\n this._customColumnDefs.delete(columnDef);\n };\n /** Adds a row definition that was not included as part of the content children. */\n /**\n * Adds a row definition that was not included as part of the content children.\n * @param {?} rowDef\n * @return {?}\n */\n CdkTable.prototype.addRowDef = /**\n * Adds a row definition that was not included as part of the content children.\n * @param {?} rowDef\n * @return {?}\n */\n function (rowDef) {\n this._customRowDefs.add(rowDef);\n };\n /** Removes a row definition that was not included as part of the content children. */\n /**\n * Removes a row definition that was not included as part of the content children.\n * @param {?} rowDef\n * @return {?}\n */\n CdkTable.prototype.removeRowDef = /**\n * Removes a row definition that was not included as part of the content children.\n * @param {?} rowDef\n * @return {?}\n */\n function (rowDef) {\n this._customRowDefs.delete(rowDef);\n };\n /** Adds a header row definition that was not included as part of the content children. */\n /**\n * Adds a header row definition that was not included as part of the content children.\n * @param {?} headerRowDef\n * @return {?}\n */\n CdkTable.prototype.addHeaderRowDef = /**\n * Adds a header row definition that was not included as part of the content children.\n * @param {?} headerRowDef\n * @return {?}\n */\n function (headerRowDef) {\n this._customHeaderRowDefs.add(headerRowDef);\n this._headerRowDefChanged = true;\n };\n /** Removes a header row definition that was not included as part of the content children. */\n /**\n * Removes a header row definition that was not included as part of the content children.\n * @param {?} headerRowDef\n * @return {?}\n */\n CdkTable.prototype.removeHeaderRowDef = /**\n * Removes a header row definition that was not included as part of the content children.\n * @param {?} headerRowDef\n * @return {?}\n */\n function (headerRowDef) {\n this._customHeaderRowDefs.delete(headerRowDef);\n this._headerRowDefChanged = true;\n };\n /** Adds a footer row definition that was not included as part of the content children. */\n /**\n * Adds a footer row definition that was not included as part of the content children.\n * @param {?} footerRowDef\n * @return {?}\n */\n CdkTable.prototype.addFooterRowDef = /**\n * Adds a footer row definition that was not included as part of the content children.\n * @param {?} footerRowDef\n * @return {?}\n */\n function (footerRowDef) {\n this._customFooterRowDefs.add(footerRowDef);\n this._footerRowDefChanged = true;\n };\n /** Removes a footer row definition that was not included as part of the content children. */\n /**\n * Removes a footer row

definition that was not included as part of the content children.\n * @param {?} footerRowDef\n * @return {?}\n */\n CdkTable.prototype.removeFooterRowDef = /**\n * Removes a footer row definition that was not included as part of the content children.\n * @param {?} footerRowDef\n * @return {?}\n */\n function (footerRowDef) {\n this._customFooterRowDefs.delete(footerRowDef);\n this._footerRowDefChanged = true;\n };\n /**\n * Updates the header sticky styles. First resets all applied styles with respect to the cells\n * sticking to the top. Then, evaluating which cells need to be stuck to the top. This is\n * automatically called when the header row changes its displayed set of columns, or if its\n * sticky input changes. May be called manually for cases where the cell content changes outside\n * of these events.\n */\n /**\n * Updates the header sticky styles. First resets all applied styles with respect to the cells\n * sticking to the top. Then, evaluating which cells need to be stuck to the top. This is\n * automatically called when the header row changes its displayed set of columns, or if its\n * sticky input changes. May be called manually for cases where the cell content changes outside\n * of these events.\n * @return {?}\n */\n CdkTable.prototype.updateStickyHeaderRowStyles = /**\n * Updates the header sticky styles. First resets all applied styles with respect to the cells\n * sticking to the top. Then, evaluating which cells need to be stuck to the top. This is\n * automatically called when the header row changes its displayed set of columns, or if its\n * sticky input changes. May be called manually for cases where the cell content changes outside\n * of these events.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var headerRows = this._getRenderedRows(this._headerRowOutlet);\n this._stickyStyler.clearStickyPositioning(headerRows, ['top']);\n /** @type {?} */\n var stickyStates = this._headerRowDefs.map(function (def) { return def.sticky; });\n this._stickyStyler.stickRows(headerRows, stickyStates, 'top');\n // Reset the dirty state of the sticky input change since it has been used.\n this._headerRowDefs.forEach(function (def) { return def.resetStickyChanged(); });\n };\n /**\n * Updates the footer sticky styles. First resets all applied styles with respect to the cells\n * sticking to the bottom. Then, evaluating which cells need to be stuck to the bottom. This is\n * automatically called when the footer row changes its displayed set of columns, or if its\n * sticky input changes. May be called manually for cases where the cell content changes outside\n * of these events.\n */\n /**\n * Updates the footer sticky styles. First resets all applied styles with respect to the cells\n * sticking to the bottom. Then, evaluating which cells need to be stuck to the bottom. This is\n * automatically called when the footer row changes its displayed set of columns, or if its\n * sticky input changes. May be called manually for cases where the cell content changes outside\n * of these events.\n * @return {?}\n */\n CdkTable.prototype.updateStickyFooterRowStyles = /**\n * Updates the footer sticky styles. First resets all applied styles with respect to the cells\n * sticking to the bottom. Then, evaluating which cells need to be stuck to the bottom. This is\n * automatically called when the footer row changes its displayed set of columns, or if its\n * sticky input changes. May be called manually for cases where the cell content changes outside\n * of these events.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var footerRows = this._getRenderedRows(this._footerRowOutlet);\n this._stickyStyler.clearStickyPositioning(footerRows, ['bottom']);\n /** @type {?} */\n var stickyStates = this._footerRowDefs.map(function (def) { return def.sticky; });\n this._stickyStyler.stickRows(footerRows, stickyStates, 'bottom');\n this._stickyStyler.updateStickyFooterContainer(this._elementRef.nativeElement, stickyStates);\n // Reset the dirty state of the sticky input change since it has been used.\n this._footerRowDefs.forEach(function (def) { return def.resetStickyChanged(); });\n };\n /**\n * Updates the column sticky styles. First resets all applied styles with respect to the cells\n * sticking to the left and right. Then sticky styles are added for the left and right according\n * to the column definitions for each cell in each row. This is automatically called when\n * the data source provides a new set of data or when a column definition changes its sticky\n * input. May be called manually for cases where the cell content changes outside of these events.\n */\n /**\n * Updates the column sticky styles. First resets all applied styles with respect to the cells\n * sticking to the left and right. Then sticky styles are added for the left and right according\n * to the column definitions for each cell in each row. This is automatically called when\n * the data source provides a new set of data or when a column definition changes its sticky\n * input. May be called manually for cases where the cell content changes outside of these events.\n * @return {?}\n */\n

CdkTable.prototype.updateStickyColumnStyles = /**\n * Updates the column sticky styles. First resets all applied styles with respect to the cells\n * sticking to the left and right. Then sticky styles are added for the left and right according\n * to the column definitions for each cell in each row. This is automatically called when\n * the data source provides a new set of data or when a column definition changes its sticky\n * input. May be called manually for cases where the cell content changes outside of these events.\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var headerRows = this._getRenderedRows(this._headerRowOutlet);\n /** @type {?} */\n var dataRows = this._getRenderedRows(this._rowOutlet);\n /** @type {?} */\n var footerRows = this._getRenderedRows(this._footerRowOutlet);\n // Clear the left and right positioning from all columns in the table across all rows since\n // sticky columns span across all table sections (header, data, footer)\n this._stickyStyler.clearStickyPositioning(headerRows.concat(dataRows, footerRows), ['left', 'right']);\n // Update the sticky styles for each header row depending on the def's sticky state\n headerRows.forEach(function (headerRow, i) {\n _this._addStickyColumnStyles([headerRow], _this._headerRowDefs[i]);\n });\n // Update the sticky styles for each data row depending on its def's sticky state\n this._rowDefs.forEach(function (rowDef) {\n // Collect all the rows rendered with this row definition.\n /** @type {?} */\n var rows = [];\n for (var i = 0; i < dataRows.length; i++) {\n if (_this._renderRows[i].rowDef === rowDef) {\n rows.push(dataRows[i]);\n }\n }\n _this._addStickyColumnStyles(rows, rowDef);\n });\n // Update the sticky styles for each footer row depending on the def's sticky state\n footerRows.forEach(function (footerRow, i) {\n _this._addStickyColumnStyles([footerRow], _this._footerRowDefs[i]);\n });\n // Reset the dirty state of the sticky input change since it has been used.\n Array.from(this._columnDefsByName.values()).forEach(function (def) { return def.resetStickyChanged(); });\n };\n /**\n * Get the list of RenderRow objects to render according to the current list of data and defined\n * row definitions. If the previous list already contained a particular pair, it should be reused\n * so that the differ equates their references.\n */\n /**\n * Get the list of RenderRow objects to render according to the current list of data and defined\n * row definitions. If the previous list already contained a particular pair, it should be reused\n * so that the differ equates their references.\n * @private\n * @return {?}\n */\n CdkTable.prototype._getAllRenderRows = /**\n * Get the list of RenderRow objects to render according to the current list of data and defined\n * row definitions. If the previous list already contained a particular pair, it should be reused\n * so that the differ equates their references.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var renderRows = [];\n // Store the cache and create a new one. Any re-used RenderRow objects will be moved into the\n // new cache while unused ones can be picked up by garbage collection.\n /** @type {?} */\n var prevCachedRenderRows = this._cachedRenderRowsMap;\n this._cachedRenderRowsMap = new Map();\n // For each data object, get the list of rows that should be rendered, represented by the\n // respective `RenderRow` object which is the pair of `data` and `CdkRowDef`.\n for (var i = 0; i < this._data.length; i++) {\n /** @type {?} */\n var data = this._data[i];\n /** @type {?} */\n var renderRowsForData = this._getRenderRowsForData(data, i, prevCachedRenderRows.get(data));\n if (!this._cachedRenderRowsMap.has(data)) {\n this._cachedRenderRowsMap.set(data, new WeakMap());\n }\n for (var j = 0; j < renderRowsForData.length; j++) {\n /** @type {?} */\n var renderRow = renderRowsForData[j];\n /** @type {?} */\n var cache = (/** @type {?} */ (this._cachedRenderRowsMap.get(renderRow.data)));\n if (cache.has(renderRow.rowDef)) {\n (/** @type {?} */ (cache.get(renderRow.rowDef))).push(renderRow);\n }\n else {\n cache.set(renderRow.rowDef, [renderRow]);\n }\n renderRows.push(renderRow);\n }\n }\n return renderRows;\n };\n /**\n * Gets a list of `RenderRow<T>` for the provided data object and any `CdkRowDef` objects that\n * should be rendered for this data. Reuses the cached RenderRow objects if they match the same\n * `(T, CdkRowDef)` pair.\n */\n /**\n * Gets a list of `RenderRow<T>` for the provided data object and any `CdkRowDef` objects that\n * should be rendered for this data. Reuses the cached RenderRow objects if they match the same\n * `(T, CdkRowDef)` pair.\n * @private\n * @param {?} data\n

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 * @param {?} dataIndex\n     * @param {?=} cache\n     * @return {?}\n     */\n
CdkTable.prototype._getRenderRowsForData = /**\n     * Gets a list of `RenderRow<T>` for the provided data
object and any `CdkRowDef` objects that\n     * should be rendered for this data. Reuses the cached RenderRow
objects if they match the same\n     * `(T, CdkRowDef)` pair.\n     * @private\n     * @param {?} data\n     *
@param {?} dataIndex\n     * @param {?=} cache\n     * @return {?}\n     */\n    function (data, dataIndex, cache)
{\n        /** @type {?} */\n        var rowDefs = this._getRowDefs(data, dataIndex);\n        return
rowDefs.map(function (rowDef) {\n            /** @type {?} */\n            var cachedRenderRows = (cache &&
cache.has(rowDef)) ? (/** @type {?} */ (cache.get(rowDef))) : [];\n            if (cachedRenderRows.length) {\n
  /** @type {?} */\n                var dataRow = (/** @type {?} */ (cachedRenderRows.shift()));\n
dataRow.dataIndex = dataIndex;\n                return dataRow;\n            }\n            else {\n                return { data:
data, rowDef: rowDef, dataIndex: dataIndex };\n            }\n        });\n    };\n    /** Update the map containing the
content's column definitions. */\n    /**\n     * Update the map containing the content's column definitions.\n     *
@private\n     * @return {?}\n     */\n    CdkTable.prototype._cacheColumnDefs = /**\n     * Update the map
containing the content's column definitions.\n     * @private\n     * @return {?}\n     */\n    function () {\n        var
_this = this;\n        this._columnDefsByName.clear();\n        /** @type {?} */\n        var columnDefs =
mergeQueryListAndSet(this._contentColumnDefs, this._customColumnDefs);\n        columnDefs.forEach(function
(columnDef) {\n            if (_this._columnDefsByName.has(columnDef.name)) {\n                throw
getTableDuplicateColumnNameError(columnDef.name);\n            }\n
_this._columnDefsByName.set(columnDef.name, columnDef);\n        });\n    };\n    /** Update the list of all
available row definitions that can be used. */\n    /**\n     * Update the list of all available row definitions that can be
used.\n     * @private\n     * @return {?}\n     */\n    CdkTable.prototype._cacheRowDefs = /**\n     * Update the list
of all available row definitions that can be used.\n     * @private\n     * @return {?}\n     */\n    function () {\n
this._headerRowDefs =\n            mergeQueryListAndSet(this._contentHeaderRowDefs,
this._customHeaderRowDefs);\n        this._footerRowDefs =\n
mergeQueryListAndSet(this._contentFooterRowDefs, this._customFooterRowDefs);\n        this._rowDefs =\n
mergeQueryListAndSet(this._contentRowDefs, this._customRowDefs);\n        // After all row definitions are
determined, find the row definition to be considered default.\n        /** @type {?} */\n        var defaultRowDefs =
this._rowDefs.filter(function (def) { return !def.when; });\n        if (!this.multiTemplateDataRows &&
defaultRowDefs.length > 1) {\n            throw getTableMultipleDefaultRowDefsError();\n        }\n
this._defaultRowDef = defaultRowDefs[0];\n    };\n    /**\n     * Check if the header, data, or footer rows have
changed what columns they want to display or\n     * whether the sticky states have changed for the header or footer.
If there is a diff, then\n     * re-render that section.\n     */\n    /**\n     * Check if the header, data, or footer rows
have changed what columns they want to display or\n     * whether the sticky states have changed for the header or
footer. If there is a diff, then\n     * re-render that section.\n     * @private\n     * @return {?}\n     */\n
CdkTable.prototype._renderUpdatedColumns = /**\n     * Check if the header, data, or footer rows have changed
what columns they want to display or\n     * whether the sticky states have changed for the header or footer. If there
is a diff, then\n     * re-render that section.\n     * @private\n     * @return {?}\n     */\n    function () {\n        /**
@type {?} */\n        var columnsDiffReducer = function (acc, def) { return acc || !!def.getColumnsDiff(); };\n        //
Force re-render data rows if the list of column definitions have changed.\n        if
(this._rowDefs.reduce(columnsDiffReducer, false)) {\n            this._forceRenderDataRows();\n        }\n        // Force
re-render header/footer rows if the list of column definitions have changed..\n        if
(this._headerRowDefs.reduce(columnsDiffReducer, false)) {\n            this._forceRenderHeaderRows();\n        }\n
 if (this._footerRowDefs.reduce(columnsDiffReducer, false)) {\n            this._forceRenderFooterRows();\n        }\n
};\n    /**\n     * Switch to the provided data source by resetting the data and unsubscribing from the current\n     *
render change subscription if one exists. If the data source is null, interpret this by\n     * clearing the row outlet.
Otherwise start listening for new data.\n     */\n    /**\n     * Switch to the provided data source by resetting the data
and unsubscribing from the current\n     * render change subscription if one exists. If the data source is null, interpret
this by\n     * clearing the row outlet. Otherwise start listening for new data.\n     * @private\n     * @param {?}
```

```
dataSource\n     * @return {?}\n     */\n    CdkTable.prototype._switchDataSource = /**\n     * Switch to the
provided data source by resetting the data and unsubscribing from the current\n     * render change subscription if
one exists. If the data source is null, interpret this by\n     * clearing the row outlet. Otherwise start listening for new
data.\n     * @private\n     * @param {?} dataSource\n     * @return {?}\n     */\n    function (dataSource) {\n
this._data = [];\n        if (this.dataSource instanceof DataSource) {\n            this.dataSource.disconnect(this);\n
}\n        // Stop listening for data from the previous data source.\n        if (this._renderChangeSubscription) {\n
this._renderChangeSubscription.unsubscribe();\n            this._renderChangeSubscription = null;\n        }\n        if
(!dataSource) {\n            if (this._dataDiffer) {\n                this._dataDiffer.diff([]);\n            }\n
this._rowOutlet.viewContainer.clear();\n        }\n        this._dataSource = dataSource;\n    };\n    /** Set up a
subscription for the data provided by the data source. */\n    /**\n     * Set up a subscription for the data provided by
the data source.\n     * @private\n     * @return {?}\n     */\n    CdkTable.prototype._observeRenderChanges = /**\n
 * Set up a subscription for the data provided by the data source.\n     * @private\n     * @return {?}\n     */\n
function () {\n        var _this = this;\n        // If no data source has been set, there is nothing to observe for changes.\n
    if (!this.dataSource) {\n            return;\n        }\n        /** @type {?} */\n        var dataStream;\n        // Check if
the datasource is a DataSource object by observing if it has a connect function.\n        // Cannot check
this.dataSource['connect'] due to potential property renaming, nor can it\n        // checked as an instanceof
DataSource<T> since the table should allow for data sources\n        // that did not explicitly extend
DataSource<T>.\n        if (((/** @type {?} */ (this.dataSource))).connect instanceof Function) {\n            dataStream
= ((/** @type {?} */ (this.dataSource))).connect(this);\n        }\n        else if (this.dataSource instanceof Observable)
{\n            dataStream = this.dataSource;\n        }\n        else if (Array.isArray(this.dataSource)) {\n
dataStream = of(this.dataSource);\n        }\n        if (dataStream === undefined) {\n            throw
getTableUnknownDataSourceError();\n        }\n        this._renderChangeSubscription = dataStream\n
.pipe(takeUntil(this._onDestroy))\n            .subscribe(function (data) {\n            _this._data = data || [];\n
_this.renderRows();\n        });\n    };\n    /**\n     * Clears any existing content in the header row outlet and creates a
new embedded view\n     * in the outlet using the header row definition.\n     */\n    /**\n     * Clears any existing
content in the header row outlet and creates a new embedded view\n     * in the outlet using the header row
definition.\n     * @private\n     * @return {?}\n     */\n    CdkTable.prototype._forceRenderHeaderRows = /**\n     *
Clears any existing content in the header row outlet and creates a new embedded view\n     * in the outlet using the
header row definition.\n     * @private\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n        //
Clear the header row outlet if any content exists.\n        if (this._headerRowOutlet.viewContainer.length > 0) {\n
   this._headerRowOutlet.viewContainer.clear();\n        }\n        this._headerRowDefs.forEach(function (def, i) {
return _this._renderRow(_this._headerRowOutlet, def, i); });\n        this.updateStickyHeaderRowStyles();\n
this.updateStickyColumnStyles();\n    };\n    /**\n     * Clears any existing content in the footer row outlet and
creates a new embedded view\n     * in the outlet using the footer row definition.\n     */\n    /**\n     * Clears any
existing content in the footer row outlet and creates a new embedded view\n     * in the outlet using the footer row
definition.\n     * @private\n     * @return {?}\n     */\n    CdkTable.prototype._forceRenderFooterRows = /**\n     *
Clears any existing content in the footer row outlet and creates a new embedded view\n     * in the outlet using the
footer row definition.\n     * @private\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n        //
Clear the footer row outlet if any content exists.\n        if (this._footerRowOutlet.viewContainer.length > 0) {\n
 this._footerRowOutlet.viewContainer.clear();\n        }\n        this._footerRowDefs.forEach(function (def, i) { return
_this._renderRow(_this._footerRowOutlet, def, i); });\n        this.updateStickyFooterRowStyles();\n
this.updateStickyColumnStyles();\n    };\n    /** Adds the sticky column styles for the rows according to the
columns' stick states. */\n    /**\n     * Adds the sticky column styles for the rows according to the columns' stick
states.\n     * @private\n     * @param {?} rows\n     * @param {?} rowDef\n     * @return {?}\n     */\n
CdkTable.prototype._addStickyColumnStyles = /**\n     * Adds the sticky column styles for the rows according to
the columns' stick states.\n     * @private\n     * @param {?} rows\n     * @param {?} rowDef\n     * @return {?}\n
 */\n    function (rows, rowDef) {\n        var _this = this;\n        /** @type {?} */\n        var columnDefs =
Array.from(rowDef.columns || []).map(function (c) { return (/** @type {?} */ (_this._columnDefsByName.get(c)));
```

});\n /** @type {?} */\n var stickyStartStates = columnDefs.map(function (columnDef) { return columnDef.sticky; });\n /** @type {?} */\n var stickyEndStates = columnDefs.map(function (columnDef) { return columnDef.stickyEnd; });\n this._stickyStyler.updateStickyColumns(rows, stickyStartStates, stickyEndStates);\n };\n /** Gets the list of rows that have been rendered in the row outlet. */\n /**\n * Gets the list of rows that have been rendered in the row outlet.\n * @param {?} rowOutlet\n * @return {?}\n */\n CdkTable.prototype._getRenderedRows = /**\n * Gets the list of rows that have been rendered in the row outlet.\n * @param {?} rowOutlet\n * @return {?}\n */\n function (rowOutlet) {\n /** @type {?} */\n var renderedRows = [];\n for (var i = 0; i < rowOutlet.viewContainer.length; i++) {\n /** @type {?} */\n var viewRef = ((/** @type {?} */ ((/** @type {?} */ (rowOutlet.viewContainer.get(i))))));\n renderedRows.push(viewRef.rootNodes[0]);\n }\n return renderedRows;\n };\n /**\n * Get the matching row definitions that should be used for this row data. If there is only\n * one row definition, it is returned. Otherwise, find the row definitions that has a when\n * predicate that returns true with the data. If none return true, return the default row\n * definition.\n */\n /**\n * Get the matching row definitions that should be used for this row data. If there is only\n * one row definition, it is returned. Otherwise, find the row definitions that has a when\n * predicate that returns true with the data. If none return true, return the default row\n * definition.\n * @param {?} data\n * @param {?} dataIndex\n * @return {?}\n */\n CdkTable.prototype._getRowDefs = /**\n * Get the matching row definitions that should be used for this row data. If there is only\n * one row definition, it is returned. Otherwise, find the row definitions that has a when\n * predicate that returns true with the data. If none return true, return the default row\n * definition.\n * @param {?} data\n * @param {?} dataIndex\n * @return {?}\n */\n function (data, dataIndex) {\n if (this._rowDefs.length == 1) {\n return [this._rowDefs[0]];\n }\n /** @type {?} */\n var rowDefs = [];\n if (this.multiTemplateDataRows) {\n rowDefs = this._rowDefs.filter(function (def) { return !def.when || def.when(dataIndex, data); });\n }\n else {\n /** @type {?} */\n var rowDef = this._rowDefs.find(function (def) { return def.when && def.when(dataIndex, data); }) || this._defaultRowDef;\n if (rowDef) {\n rowDefs.push(rowDef);\n }\n }\n if (!rowDefs.length) {\n throw getTableMissingMatchingRowDefError(data);\n }\n return rowDefs;\n };\n /**\n * Create the embedded view for the data row template and place it in the correct index location\n * within the data row view container.\n */\n /**\n * Create the embedded view for the data row template and place it in the correct index location\n * within the data row view container.\n * @private\n * @param {?} renderRow\n * @param {?} renderIndex\n * @return {?}\n */\n CdkTable.prototype._insertRow = /**\n * Create the embedded view for the data row template and place it in the correct index location\n * within the data row view container.\n * @private\n * @param {?} renderRow\n * @param {?} renderIndex\n * @return {?}\n */\n function (renderRow, renderIndex) {\n /** @type {?} */\n var rowDef = renderRow.rowDef;\n /** @type {?} */\n var context = { $implicit: renderRow.data };\n this._renderRow(this._rowOutlet, rowDef, renderIndex, context);\n };\n /**\n * Creates a new row template in the outlet and fills it with the set of cell templates.\n * Optionally takes a context to provide to the row and cells, as well as an optional index\n * of where to place the new row template in the outlet.\n */\n /**\n * Creates a new row template in the outlet and fills it with the set of cell templates.\n * Optionally takes a context to provide to the row and cells, as well as an optional index\n * of where to place the new row template in the outlet.\n * @private\n * @param {?} outlet\n * @param {?} rowDef\n * @param {?} index\n * @param {?=} context\n * @return {?}\n */\n CdkTable.prototype._renderRow = /**\n * Creates a new row template in the outlet and fills it with the set of cell templates.\n * Optionally takes a context to provide to the row and cells, as well as an optional index\n * of where to place the new row template in the outlet.\n * @private\n * @param {?} outlet\n * @param {?} rowDef\n * @param {?} index\n * @param {?=} context\n * @return {?}\n */\n function (outlet, rowDef, index, context) {\n if (context === void 0) { context = {}; }\n // TODO(andrewseguin): enforce that one outlet was instantiated from createEmbeddedView\n outlet.viewContainer.createEmbeddedView(rowDef.template, context, index);\n for (var _a = 0, _b = this._getCellTemplates(rowDef); _a < _b.length; _a++) {\n var cellTemplate = _b[_a];\n if

(CdkCellOutlet.mostRecentCellOutlet) {\n CdkCellOutlet.mostRecentCellOutlet._viewContainer.createEmbeddedView(cellTemplate, context);\n }\n }\n this._changeDetectorRef.markForCheck();\n };\n /**\n * Updates the index-related context for each row to reflect any changes in the index of the rows,\n * e.g. first/last/even/odd.\n */\n /**\n * Updates the index-related context for each row to reflect any changes in the index of the rows,\n * e.g. first/last/even/odd.\n * @private\n * @return {?}\n */\n CdkTable.prototype._updateRowIndexContext = /**\n * Updates the index-related context for each row to reflect any changes in the index of the rows,\n * e.g. first/last/even/odd.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var viewContainer = this._rowOutlet.viewContainer;\n for (var renderIndex = 0, count = viewContainer.length; renderIndex < count; renderIndex++) {\n /** @type {?} */\n var viewRef = (/** @type {?} */ (viewContainer.get(renderIndex)));\n /** @type {?} */\n var context = (/** @type {?} */ (viewRef.context));\n context.count = count;\n context.first = renderIndex === 0;\n context.last = renderIndex === count - 1;\n context.even = renderIndex % 2 === 0;\n context.odd = !context.even;\n if (this.multiTemplateDataRows) {\n context.dataIndex = this._renderRows[renderIndex].dataIndex;\n context.renderIndex = renderIndex;\n }\n else {\n context.index = this._renderRows[renderIndex].dataIndex;\n }\n }\n };\n /** Gets the column definitions for the provided row def. */\n /**\n * Gets the column definitions for the provided row def.\n * @private\n * @param {?} rowDef\n * @return {?}\n */\n CdkTable.prototype._getCellTemplates = /**\n * Gets the column definitions for the provided row def.\n * @private\n * @param {?} rowDef\n * @return {?}\n */\n function (rowDef) {\n var _this = this;\n if (!rowDef || !rowDef.columns) {\n return [];\n }\n return Array.from(rowDef.columns, function (columnId) {\n /** @type {?} */\n var column = _this._columnDefsByName.get(columnId);\n if (!column) {\n throw getTableUnknownColumnError(columnId);\n }\n return rowDef.extractCellTemplate(column);\n });\n };\n /** Adds native table sections (e.g. tbody) and moves the row outlets into them. */\n /**\n * Adds native table sections (e.g. tbody) and moves the row outlets into them.\n * @private\n * @return {?}\n */\n CdkTable.prototype._applyNativeTableSections = /**\n * Adds native table sections (e.g. tbody) and moves the row outlets into them.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var sections = [\n { tag: 'thead', outlet: this._headerRowOutlet },\n { tag: 'tbody', outlet: this._rowOutlet },\n { tag: 'tfoot', outlet: this._footerRowOutlet },\n];\n for (var _a = 0, sections_1 = sections; _a < sections_1.length; _a++) {\n var section = sections_1[_a];\n // @breaking-change 8.0.0 remove the `|| document` once the `_document` is a required param.\n /** @type {?} */\n var documentRef = this._document || document;\n /** @type {?} */\n var element = documentRef.createElement(section.tag);\n element.appendChild(section.outlet.elementRef.nativeElement);\n this._elementRef.nativeElement.appendChild(element);\n }\n };\n /**\n * Forces a re-render of the data rows. Should be called in cases where there has been an input\n * change that affects the evaluation of which rows should be rendered, e.g. toggling\n * `multiTemplateDataRows` or adding/removing row definitions.\n */\n /**\n * Forces a re-render of the data rows. Should be called in cases where there has been an input\n * change that affects the evaluation of which rows should be rendered, e.g. toggling\n * `multiTemplateDataRows` or adding/removing row definitions.\n * @private\n * @return {?}\n */\n CdkTable.prototype._forceRenderDataRows = /**\n * Forces a re-render of the data rows. Should be called in cases where there has been an input\n * change that affects the evaluation of which rows should be rendered, e.g. toggling\n * `multiTemplateDataRows` or adding/removing row definitions.\n * @private\n * @return {?}\n */\n function () {\n this._dataDiffer.diff([]);\n this._rowOutlet.viewContainer.clear();\n this.renderRows();\n this.updateStickyColumnStyles();\n };\n /**\n * Checks if there has been a change in sticky states since last check and applies the correct\n * sticky styles. Since checking resets the \"dirty\" state, this should only be performed once\n * during a change detection and after the inputs are settled (after content check).\n */\n /**\n * Checks if there has been a change in sticky states since last check and applies the

correct\n * sticky styles. Since checking resets the \"dirty\" state, this should only be performed once\n * during a change detection and after the inputs are settled (after content check).\n * @private\n * @return {?}\n */\n CdkTable.prototype._checkStickyStates = /**\n * Checks if there has been a change in sticky states since last check and applies the correct\n * sticky styles. Since checking resets the \"dirty\" state, this should only be performed once\n * during a change detection and after the inputs are settled (after content check).\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var stickyCheckReducer = function (acc, d) {\n return acc || d.hasStickyChanged();\n };\n // Note that the check needs to occur for every definition since it notifies the definition\n // that it can reset its dirty state. Using another operator like `some` may short-circuit\n // remaining definitions and leave them in an unchecked state.\n if (this._headerRowDefs.reduce(stickyCheckReducer, false)) {\n this.updateStickyHeaderRowStyles();\n }\n if (this._footerRowDefs.reduce(stickyCheckReducer, false)) {\n this.updateStickyFooterRowStyles();\n }\n if (Array.from(this._columnDefsByName.values()).reduce(stickyCheckReducer, false)) {\n this.updateStickyColumnStyles();\n }\n };\n /**\n * Creates the sticky styler that will be used for sticky rows and columns. Listens\n * for directionality changes and provides the latest direction to the styler. Re-applies column\n * stickiness when directionality changes.\n */\n /**\n * Creates the sticky styler that will be used for sticky rows and columns. Listens\n * for directionality changes and provides the latest direction to the styler. Re-applies column\n * stickiness when directionality changes.\n * @private\n * @return {?}\n */\n CdkTable.prototype._setupStickyStyler = /**\n * Creates the sticky styler that will be used for sticky rows and columns. Listens\n * for directionality changes and provides the latest direction to the styler. Re-applies column\n * stickiness when directionality changes.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var direction = this._dir ? this._dir.value : 'ltr';\n this._stickyStyler = new StickyStyler(this._isNativeHtmlTable, \n // @breaking-change 8.0.0 remove the null check for `this._platform`.\n this.stickyCssClass, direction, this._platform ? this._platform.isBrowser : true);\n (this._dir ? this._dir.change : of())\n .pipe(takeUntil(this._onDestroy))\n .subscribe(function (value) {\n _this._stickyStyler.direction = value;\n _this.updateStickyColumnStyles();\n });\n };\n CdkTable.decorators = [\n { type: Component, args: [{selector: 'cdk-table, table[cdk-table]',\n exportAs: 'cdkTable',\n template: CDK_TABLE_TEMPLATE,\n host: {\n 'class': 'cdk-table',\n },\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n CdkTable.ctorParameters = function () { return [\n { type: IterableDiffers },\n { type: ChangeDetectorRef },\n { type: ElementRef },\n { type: String, decorators: [{ type: Attribute, args: ['role',] }] },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] },\n { type: Platform }\n]; };\n CdkTable.propDecorators = {\n trackBy: [{ type: Input }],\n dataSource: [{ type: Input }],\n multiTemplateDataRows: [{ type: Input }],\n _rowOutlet: [{ type: ViewChild, args: [DataRowOutlet,] }],\n _headerRowOutlet: [{ type: ViewChild, args: [HeaderRowOutlet,] }],\n _footerRowOutlet: [{ type: ViewChild, args: [FooterRowOutlet,] }],\n _contentColumnDefs: [{ type: ContentChildren, args: [CdkColumnDef,] }],\n _contentRowDefs: [{ type: ContentChildren, args: [CdkRowDef,] }],\n _contentHeaderRowDefs: [{ type: ContentChildren, args: [CdkHeaderRowDef,] }],\n _contentFooterRowDefs: [{ type: ContentChildren, args: [CdkFooterRowDef,] }]\n };\n return CdkTable;\n}());\n/**\n * Utility function that gets a merged list of the entries in a QueryList and values of a Set.\n * @template T\n * @param {?} queryList\n * @param {?} set\n * @return {?}\n */\nfunction mergeQueryListAndSet(queryList, set) {\n return queryList.toArray().concat(Array.from(set));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar EXPORTED_DECLARATIONS = [\n CdkTable,\n CdkRowDef,\n CdkCellDef,\n CdkCellOutlet,\n CdkHeaderCellDef,\n CdkFooterCellDef,\n CdkColumnDef,\n CdkCell,\n CdkRow,\n CdkHeaderCell,\n CdkFooterCell,\n CdkHeaderRow,\n CdkHeaderRowDef,\n CdkFooterRow,\n CdkFooterRowDef,\n

DataRowOutlet,\n HeaderRowOutlet,\n FooterRowOutlet,\n];\nvar CdkTableModule = /** @class */ (function () {\n function CdkTableModule() {\n }\n CdkTableModule.decorators = [\n { type: NgModule, args: [{\n imports: [CommonModule],\n exports: EXPORTED_DECLARATIONS,\n declarations: EXPORTED_DECLARATIONS\n },] },\n];\n return CdkTableModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { DataRowOutlet, HeaderRowOutlet, FooterRowOutlet, CDK_TABLE_TEMPLATE, CdkTable, CdkCellDef, CdkHeaderCellDef, CdkFooterCellDef, CdkColumnDefBase, _CdkColumnDefBase, CdkColumnDef, BaseCdkCell, CdkHeaderCell, CdkFooterCell, CdkCell, CDK_ROW_TEMPLATE, BaseRowDef, CdkHeaderRowDefBase, _CdkHeaderRowDefBase, CdkHeaderRowDef, CdkFooterRowDefBase, _CdkFooterRowDefBase, CdkFooterRowDef, CdkRowDef, CdkCellOutlet, CdkHeaderRow, CdkFooterRow, CdkRow, CdkTableModule, STICKY_DIRECTIONS, StickyStyler, mixinHasStickyInput };\n//# sourceMappingURL=table.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Platform, normalizePassiveListenerOptions, PlatformModule } from '@angular/cdk/platform';\nimport { Directive, ElementRef, EventEmitter, Injectable, NgZone, Output, Input, NgModule, defineInjectable, inject } from '@angular/core';\nimport { EMPTY, Subject, fromEvent } from 'rxjs';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { auditTime, takeUntil } from 'rxjs/operators';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Options to pass to the animationstart listener.\n * @type {?}\n */\nvar listenerOptions = normalizePassiveListenerOptions({ passive: true });\n/**\n * An injectable service that can be used to monitor the autofill state of an input.\n * Based on the following blog post:\n * https://medium.com/\\@brunn/detecting-autofilled-fields-in-javascript-aed598d25da7\n */\nvar AutofillMonitor = /** @class */ (function () {\n function AutofillMonitor(_platform, _ngZone) {\n this._platform = _platform;\n this._ngZone = _ngZone;\n this._monitoredElements = new Map();\n }\n /**\n * @param {?} elementOrRef\n * @return {?}\n */\n AutofillMonitor.prototype.monitor = /**\n * @param {?} elementOrRef\n * @return {?}\n */\n function (elementOrRef) {\n var _this = this;\n if (!this._platform.isBrowser) {\n return EMPTY;\n }\n /** @type {?} */\n var element = elementOrRef instanceof ElementRef ? elementOrRef.nativeElement : elementOrRef;\n /** @type {?} */\n var info = this._monitoredElements.get(element);\n if (info) {\n return info.subject.asObservable();\n }\n /** @type {?} */\n var result = new Subject();\n /** @type {?} */\n var cssClass = 'cdk-text-field-autofilled';\n /** @type {?} */\n var listener = (/** @type {?} */ ((function (event) {\n // Animation events fire on initial element render, we check for the presence of the autofill\n // CSS class to make sure this is a real change in state, not just the initial render before\n // we fire off events.\n if (event.animationName === 'cdk-text-field-autofill-start' &&\n !element.classList.contains(cssClass)) {\n element.classList.add(cssClass);\n _this._ngZone.run(function () { return result.next({ target: (/** @type {?} */ (event.target)), isAutofilled: true });\n });\n }\n else if (event.animationName === 'cdk-text-field-autofill-end' &&\n element.classList.contains(cssClass)) {\n element.classList.remove(cssClass);\n _this._ngZone.run(function () { return result.next({ target: (/** @type {?} */ (event.target)), isAutofilled: false });\n });\n }\n })));\n this._ngZone.runOutsideAngular(function () {\n element.addEventListener('animationstart', listener, listenerOptions);\n element.classList.add('cdk-text-field-autofill-monitored');\n });\n this._monitoredElements.set(element, {\n subject: result,\n unlisten: function () {\n element.removeEventListener('animationstart', listener, listenerOptions);\n }\n });\n return result.asObservable();\n };\n /**\n * @param {?} elementOrRef\n * @return {?}\n */\n AutofillMonitor.prototype.stopMonitoring = /**\n * @param {?} elementOrRef\n * @return {?}\n */\n function (elementOrRef) {\n /** @type {?} */\n var element = elementOrRef instanceof ElementRef

? elementOrRef.nativeElement : elementOrRef;\n /** @type {?} */\n var info = this._monitoredElements.get(element);\n if (info) {\n info.unlisten();\n info.subject.complete();\n element.classList.remove('cdk-text-field-autofill-monitored');\n element.classList.remove('cdk-text-field-autofilled');\n this._monitoredElements.delete(element);\n }\n };\n /**\n * @return {?}\n */\n AutofillMonitor.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._monitoredElements.forEach(function (_info, element) { return _this.stopMonitoring(element); });\n };\n AutofillMonitor.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n AutofillMonitor.ctorParameters = function () { return [\n { type: Platform },\n { type: NgZone }\n]; };\n /** @nocollapse */ AutofillMonitor.ngInjectableDef = defineInjectable({ factory: function AutofillMonitor_Factory() { return new AutofillMonitor(inject(Platform), inject(NgZone)); }, token: AutofillMonitor, providedIn: \"root\" });\n return AutofillMonitor;\n}());\n/**\n * A directive that can be used to monitor the autofill state of an input.\n */\nvar CdkAutofill = /** @class */ (function () {\n function CdkAutofill(_elementRef, _autofillMonitor) {\n this._elementRef = _elementRef;\n this._autofillMonitor = _autofillMonitor;\n /**\n * Emits when the autofill state of the element changes.\n */\n this.cdkAutofill = new EventEmitter();\n }\n /**\n * @return {?}\n */\n CdkAutofill.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._autofillMonitor\n .monitor(this._elementRef)\n .subscribe(function (event) { return _this.cdkAutofill.emit(event); });\n };\n /**\n * @return {?}\n */\n CdkAutofill.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._autofillMonitor.stopMonitoring(this._elementRef);\n };\n CdkAutofill.decorators = [\n { type: Directive, args: [{\n selector: '[cdkAutofill]',\n },] },\n];\n /** @nocollapse */\n CdkAutofill.ctorParameters = function () { return [\n { type: ElementRef },\n { type: AutofillMonitor }\n]; };\n CdkAutofill.propDecorators = {\n cdkAutofill: [{ type: Output }]\n };\n return CdkAutofill;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Directive to automatically resize a textarea to fit its content.\n */\nvar CdkTextareaAutosize = /** @class */ (function () {\n function CdkTextareaAutosize(_elementRef, _platform, _ngZone) {\n this._elementRef = _elementRef;\n this._platform = _platform;\n this._ngZone = _ngZone;\n this._destroyed = new Subject();\n this._enabled = true;\n /**\n * Value of minRows as of last resize. If the minRows has decreased, the\n * height of the textarea needs to be recomputed to reflect the new minimum. The maxHeight\n * does not have the same problem because it does not affect the textarea's scrollHeight.\n */\n this._previousMinRows = -1;\n this._textareaElement = (/** @type {?} */ (this._elementRef.nativeElement));\n }\n Object.defineProperty(CdkTextareaAutosize.prototype, \"minRows\", {\n /** Minimum amount of rows in the textarea. */\n get: /**\n * Minimum amount of rows in the textarea.\n * @return {?}\n */\n function () { return this._minRows; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._minRows = value;\n this._setMinHeight();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkTextareaAutosize.prototype, \"maxRows\", {\n /** Maximum amount of rows in the textarea. */\n get: /**\n * Maximum amount of rows in the textarea.\n * @return {?}\n */\n function () { return this._maxRows; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._maxRows = value;\n this._setMaxHeight();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkTextareaAutosize.prototype, \"enabled\", {\n /** Whether autosizing is enabled or not */\n get: /**\n * Whether autosizing is enabled or not\n * @return {?}\n */\n function () { return this._enabled; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n value = coerceBooleanProperty(value);\n // Only act if the actual value changed. This specifically helps to not run\n // resizeToFitContent too early (i.e. before ngAfterViewInit)\n if (this._enabled !== value) {\n (this._enabled = value) ? this.resizeToFitContent(true) : this.reset();\n }\n },\n enumerable: true,\n configurable: true\n });\n /** Sets the minimum height of the textarea as determined by minRows. */\n /**\n * Sets the minimum height of the textarea as determined by minRows.\n

```
 * @return {?}\n     */\n    CdkTextareaAutosize.prototype._setMinHeight = /**\n     * Sets the minimum height of
the textarea as determined by minRows.\n     * @return {?}\n     */\n    function () {\n        /** @type {?} */\n
var minHeight = this.minRows && this._cachedLineHeight ?\n            this.minRows * this._cachedLineHeight +
\"px\" : null;\n        if (minHeight) {\n            this._textareaElement.style.minHeight = minHeight;\n        }\n    };\n
/** Sets the maximum height of the textarea as determined by maxRows. */\n    /**\n     * Sets the maximum height
of the textarea as determined by maxRows.\n     * @return {?}\n     */\n
CdkTextareaAutosize.prototype._setMaxHeight = /**\n     * Sets the maximum height of the textarea as determined
by maxRows.\n     * @return {?}\n     */\n    function () {\n        /** @type {?} */\n        var maxHeight =
this.maxRows && this._cachedLineHeight ?\n            this.maxRows * this._cachedLineHeight + \"px\" : null;\n
if (maxHeight) {\n            this._textareaElement.style.maxHeight = maxHeight;\n        }\n    };\n    /**\n     * @return
{?}\n     */\n    CdkTextareaAutosize.prototype.ngAfterViewInit = /**\n     * @return {?}\n     */\n    function () {\n
    var _this = this;\n        if (this._platform.isBrowser) {\n            // Remember the height which we started with in
case autosizing is disabled\n            this._initialHeight = this._textareaElement.style.height;\n
this.resizeToFitContent();\n            this._ngZone.runOutsideAngular(function () {\n                fromEvent(window,
'resize')\n                    .pipe(auditTime(16), takeUntil(_this._destroyed))\n                    .subscribe(function () { return
_this.resizeToFitContent(true); });\n            });\n        }\n    };\n    /**\n     * @return {?}\n     */\n
CdkTextareaAutosize.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._destroyed.next();\n        this._destroyed.complete();\n    };\n    /**\n     * Cache the height of a single-row
textarea if it has not already been cached.\n     *\n     * We need to know how large a single \"row\" of a textarea is in
order to apply minRows and\n     * maxRows. For the initial version, we will assume that the height of a single line
in the\n     * textarea does not ever change.\n     */\n    /**\n     * Cache the height of a single-row textarea if it has
not already been cached.\n     *\n     * We need to know how large a single \"row\" of a textarea is in order to apply
minRows and\n     * maxRows. For the initial version, we will assume that the height of a single line in the\n     *
textarea does not ever change.\n     * @private\n     * @return {?}\n     */\n
CdkTextareaAutosize.prototype._cacheTextareaLineHeight = /**\n     * Cache the height of a single-row textarea if
it has not already been cached.\n     *\n     * We need to know how large a single \"row\" of a textarea is in order to
apply minRows and\n     * maxRows. For the initial version, we will assume that the height of a single line in the\n
* textarea does not ever change.\n     * @private\n     * @return {?}\n     */\n    function () {\n        if
(this._cachedLineHeight) {\n            return;\n        }\n        // Use a clone element because we have to override some
styles.\n        /** @type {?} */\n        var textareaClone = (/** @type {?} */
(this._textareaElement.cloneNode(false)));\n        textareaClone.rows = 1;\n        // Use `position: absolute` so that
this doesn't cause a browser layout and use\n        // `visibility: hidden` so that nothing is rendered. Clear any other
styles that\n        // would affect the height.\n        textareaClone.style.position = 'absolute';\n
textareaClone.style.visibility = 'hidden';\n        textareaClone.style.border = 'none';\n
textareaClone.style.padding = '0';\n        textareaClone.style.height = '';\n        textareaClone.style.minHeight = '';\n
  textareaClone.style.maxHeight = '';\n        // In Firefox it happens that textarea elements are always bigger than the
specified amount\n        // of rows. This is because Firefox tries to add extra space for the horizontal scrollbar.\n
// As a workaround that removes the extra space for the scrollbar, we can just set overflow\n        // to hidden. This
ensures that there is no invalid calculation of the line height.\n        // See Firefox bug report:
https://bugzilla.mozilla.org/show_bug.cgi?id=33654\n        textareaClone.style.overflow = 'hidden';\n        (/**
@type {?} */ (this._textareaElement.parentNode)).appendChild(textareaClone);\n        this._cachedLineHeight =
textareaClone.clientHeight;\n        (/** @type {?} */
(this._textareaElement.parentNode)).removeChild(textareaClone);\n        // Min and max heights have to be re-
calculated if the cached line height changes\n        this._setMinHeight();\n        this._setMaxHeight();\n    };\n    /**\n
   * @return {?}\n     */\n    CdkTextareaAutosize.prototype.ngDoCheck = /**\n     * @return {?}\n     */\n
function () {\n        if (this._platform.isBrowser) {\n            this.resizeToFitContent();\n        }\n    };\n    /**\n     *
Resize the textarea to fit its content.\n     * @param force Whether to force a height recalculation. By default the
height will be\n     *    recalculated only if the value changed since the last call.\n     */\n    /**\n     * Resize the
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textarea to fit its content.\n * @param {?=} force Whether to force a height recalculation. By default the height will be\n * recalculated only if the value changed since the last call.\n * @return {?}\n */\n CdkTextareaAutosize.prototype.resizeToFitContent = /**\n * Resize the textarea to fit its content.\n * @param {?=} force Whether to force a height recalculation. By default the height will be\n * recalculated only if the value changed since the last call.\n * @return {?}\n */\n function (force) {\n var _this = this;\n if (force === void 0) { force = false; }\n // If autosizing is disabled, just skip everything else\n if (!this._enabled) {\n return;\n }\n this._cacheTextareaLineHeight();\n // If we haven't determined the line-height yet, we know we're still hidden and there's no point\n // in checking the height of the textarea.\n if (!this._cachedLineHeight) {\n return;\n }\n /** @type {?} */\n var textarea = (/** @type {?} */ (this._elementRef.nativeElement));\n /** @type {?} */\n var value = textarea.value;\n // Only resize if the value or minRows have changed since these calculations can be expensive.\n if (!force && this._minRows === this._previousMinRows && value === this._previousValue) {\n return;\n }\n /** @type {?} */\n var placeholderText = textarea.placeholder;\n // Reset the textarea height to auto in order to shrink back to its default size.\n // Also temporarily force overflow:hidden, so scroll bars do not interfere with calculations.\n // Long placeholders that are wider than the textarea width may lead to a bigger scrollHeight\n // value. To ensure that the scrollHeight is not bigger than the content, the placeholders\n // need to be removed temporarily.\n textarea.classList.add('cdk-textarea-autosize-measuring');\n textarea.placeholder = '';\n // The cdk-textarea-autosize-measuring class includes a 2px padding to workaround an issue with\n // Chrome, so we account for that extra space here by subtracting 4 (2px top + 2px bottom).\n /** @type {?} */\n var height = textarea.scrollHeight - 4;\n // Use the scrollHeight to know how large the textarea *would* be if fit its entire value.\n textarea.style.height = height + \"px\";\n textarea.classList.remove('cdk-textarea-autosize-measuring');\n textarea.placeholder = placeholderText;\n this._ngZone.runOutsideAngular(function () {\n if (typeof requestAnimationFrame !== 'undefined') {\n requestAnimationFrame(function () { return _this._scrollToCaretPosition(textarea); });\n }\n else {\n setTimeout(function () { return _this._scrollToCaretPosition(textarea); });\n }\n });\n this._previousValue = value;\n this._previousMinRows = this._minRows;\n };\n /**\n * Resets the textarea to it's original size\n */\n /**\n * Resets the textarea to it's original size\n * @return {?}\n */\n CdkTextareaAutosize.prototype.reset = /**\n * Resets the textarea to it's original size\n * @return {?}\n */\n function () {\n // Do not try to change the textarea, if the initialHeight has not been determined yet\n // This might potentially remove styles when reset() is called before ngAfterViewInit\n if (this._initialHeight === undefined) {\n return;\n }\n this._textareaElement.style.height = this._initialHeight;\n };\n /**\n * @return {?}\n */\n CdkTextareaAutosize.prototype._noopInputHandler = /**\n * @return {?}\n */\n function () {\n // no-op handler that ensures we're running change detection on input events.\n };\n /**\n * Scrolls a textarea to the caret position. On Firefox resizing the textarea will\n * prevent it from scrolling to the caret position. We need to re-set the selection\n * in order for it to scroll to the proper position.\n */\n /**\n * Scrolls a textarea to the caret position. On Firefox resizing the textarea will\n * prevent it from scrolling to the caret position. We need to re-set the selection\n * in order for it to scroll to the proper position.\n * @private\n * @param {?} textarea\n * @return {?}\n */\n CdkTextareaAutosize.prototype._scrollToCaretPosition = /**\n * Scrolls a textarea to the caret position. On Firefox resizing the textarea will\n * prevent it from scrolling to the caret position. We need to re-set the selection\n * in order for it to scroll to the proper position.\n * @private\n * @param {?} textarea\n * @return {?}\n */\n function (textarea) {\n var selectionStart = textarea.selectionStart, selectionEnd = textarea.selectionEnd;\n // IE will throw an \"Unspecified error\" if we try to set the selection range after the\n // element has been removed from the DOM. Assert that the directive hasn't been destroyed\n // between the time we requested the animation frame and when it was executed.\n // Also note that we have to assert that the textarea is focused before we set the\n // selection range. Setting the selection range on a non-focused textarea will cause\n // it to receive focus on IE and Edge.\n if (!this._destroyed.isStopped && document.activeElement === textarea) {\n textarea.setSelectionRange(selectionStart, selectionEnd);\n }\n };\n CdkTextareaAutosize.decorators = [\n

{ type: Directive, args: [{\n selector: 'textarea[cdkTextareaAutosize]',\n exportAs: 'cdkTextareaAutosize',\n host: {\n 'class': 'cdk-textarea-autosize',\n // Textarea elements that have the directive applied should have a single row by default.\n // Browsers normally show two rows by default and therefore this limits the minRows binding.\n 'rows': '1',\n '(input)': '_noopInputHandler()',\n },\n },] },\n];\n /** @nocollapse */\n CdkTextareaAutosize.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Platform },\n { type: NgZone }\n]; };\n CdkTextareaAutosize.propDecorators = {\n minRows: [{ type: Input, args: ['cdkAutosizeMinRows',] }],\n maxRows: [{ type: Input, args: ['cdkAutosizeMaxRows',] }],\n enabled: [{ type: Input, args: ['cdkTextareaAutosize',] }]\n };\n return CdkTextareaAutosize;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar TextFieldModule = /** @class */ (function () {\n function TextFieldModule() {\n }\n TextFieldModule.decorators = [\n { type: NgModule, args: [{\n declarations: [CdkAutofill, CdkTextareaAutosize],\n imports: [PlatformModule],\n exports: [CdkAutofill, CdkTextareaAutosize],\n },] },\n];\n return TextFieldModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { AutofillMonitor, CdkAutofill, CdkTextareaAutosize, TextFieldModule };\n//# sourceMappingURL=text-field.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { SelectionModel } from '@angular/cdk/collections';\nimport { __extends } from 'tslib';\nimport { Observable, BehaviorSubject, of, Subject } from 'rxjs';\nimport { take, filter, takeUntil } from 'rxjs/operators';\nimport { Directive, TemplateRef, ViewContainerRef, ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChildren, ElementRef, Input, IterableDiffers, ViewChild, ViewEncapsulation, Optional, Renderer2, NgModule } from '@angular/core';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { coerceNumberProperty, coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { FocusMonitor } from '@angular/cdk/a11y';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Base tree control. It has basic toggle/expand/collapse operations on a single data node.\n * @abstract\n * @template T\n */\nvar /**\n * Base tree control. It has basic toggle/expand/collapse operations on a single data node.\n * @abstract\n * @template T\n */\nBaseTreeControl = /** @class */ (function () {\n function BaseTreeControl() {\n /**\n * A selection model with multi-selection to track expansion status.\n */\n this.expansionModel = new SelectionModel(true);\n }\n /** Toggles one single data node's expanded/collapsed state. */\n /**\n * Toggles one single data node's expanded/collapsed state.\n * @param {?} dataNode\n * @return {?}\n */\n BaseTreeControl.prototype.toggle = /**\n * Toggles one single data node's expanded/collapsed state.\n * @param {?} dataNode\n * @return {?}\n */\n function (dataNode) {\n this.expansionModel.toggle(dataNode);\n };\n /** Expands one single data node. */\n /**\n * Expands one single data node.\n * @param {?} dataNode\n * @return {?}\n */\n BaseTreeControl.prototype.expand = /**\n * Expands one single data node.\n * @param {?} dataNode\n * @return {?}\n */\n function (dataNode) {\n this.expansionModel.select(dataNode);\n };\n /** Collapses one single data node. */\n /**\n * Collapses one single data node.\n * @param {?} dataNode\n * @return {?}\n */\n BaseTreeControl.prototype.collapse = /**\n * Collapses one single data node.\n * @param {?} dataNode\n * @return {?}\n */\n function (dataNode) {\n this.expansionModel.deselect(dataNode);\n };\n /** Whether a given data node is expanded or not. Returns true if the data node is expanded. */\n /**\n * Whether a given data node is expanded or not. Returns true if the data node is expanded.\n * @param {?} dataNode\n * @return {?}\n */\n BaseTreeControl.prototype.isExpanded = /**\n * Whether a given data node is expanded

or not. Returns true if the data node is expanded.\n * @param {?} dataNode\n * @return {?}\n */\n function (dataNode) {\n return this.expansionModel.isSelected(dataNode);\n };\n /** Toggles a subtree rooted at `node` recursively. */\n /**\n * Toggles a subtree rooted at `node` recursively.\n * @param {?} dataNode\n * @return {?}\n */\n BaseTreeControl.prototype.toggleDescendants = /**\n * Toggles a subtree rooted at `node` recursively.\n * @param {?} dataNode\n * @return {?}\n */\n function (dataNode) {\n this.expansionModel.isSelected(dataNode)\n ? this.collapseDescendants(dataNode)\n : this.expandDescendants(dataNode);\n };\n /** Collapse all dataNodes in the tree. */\n /**\n * Collapse all dataNodes in the tree.\n * @return {?}\n */\n BaseTreeControl.prototype.collapseAll = /**\n * Collapse all dataNodes in the tree.\n * @return {?}\n */\n function () {\n this.expansionModel.clear();\n };\n /** Expands a subtree rooted at given data node recursively. */\n /**\n * Expands a subtree rooted at given data node recursively.\n * @param {?} dataNode\n * @return {?}\n */\n BaseTreeControl.prototype.expandDescendants = /**\n * Expands a subtree rooted at given data node recursively.\n * @param {?} dataNode\n * @return {?}\n */\n function (dataNode) {\n var _a;\n /** @type {?} */\n var toBeProcessed = [dataNode];\n toBeProcessed.push.apply(toBeProcessed, this.getDescendants(dataNode));\n (_a = this.expansionModel).select.apply(_a, toBeProcessed);\n };\n /** Collapses a subtree rooted at given data node recursively. */\n /**\n * Collapses a subtree rooted at given data node recursively.\n * @param {?} dataNode\n * @return {?}\n */\n BaseTreeControl.prototype.collapseDescendants = /**\n * Collapses a subtree rooted at given data node recursively.\n * @param {?} dataNode\n * @return {?}\n */\n function (dataNode) {\n var _a;\n /** @type {?} */\n var toBeProcessed = [dataNode];\n toBeProcessed.push.apply(toBeProcessed, this.getDescendants(dataNode));\n (_a = this.expansionModel).deselect.apply(_a, toBeProcessed);\n };\n return BaseTreeControl;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Flat tree control. Able to expand/collapse a subtree recursively for flattened tree.\n * @template T\n */\nvar /**\n * Flat tree control. Able to expand/collapse a subtree recursively for flattened tree.\n * @template T\n */\nFlatTreeControl = /** @class */ (function (_super) {\n __extends(FlatTreeControl, _super);\n /** Construct with flat tree data node functions getLevel and isExpandable. */\n function FlatTreeControl(getLevel, isExpandable) {\n var _this = _super.call(this) || this;\n _this.getLevel = getLevel;\n _this.isExpandable = isExpandable;\n return _this;\n }\n /**\n * Gets a list of the data node's subtree of descendent data nodes.\n *\n * To make this working, the `dataNodes` of the TreeControl must be flattened tree nodes\n * with correct levels.\n */\n /**\n * Gets a list of the data node's subtree of descendent data nodes.\n *\n * To make this working, the `dataNodes` of the TreeControl must be flattened tree nodes\n * with correct levels.\n * @param {?} dataNode\n * @return {?}\n */\n FlatTreeControl.prototype.getDescendants = /**\n * Gets a list of the data node's subtree of descendent data nodes.\n *\n * To make this working, the `dataNodes` of the TreeControl must be flattened tree nodes\n * with correct levels.\n * @param {?} dataNode\n * @return {?}\n */\n function (dataNode) {\n /** @type {?} */\n var startIndex = this.dataNodes.indexOf(dataNode);\n /** @type {?} */\n var results = [];\n // Goes through flattened tree nodes in the `dataNodes` array, and get all descendants.\n // The level of descendants of a tree node must be greater than the level of the given\n // tree node.\n // If we reach a node whose level is equal to the level of the tree node, we hit a sibling.\n // If we reach a node whose level is greater than the level of the tree node, we hit a\n // sibling of an ancestor.\n for (var i = startIndex + 1; i < this.dataNodes.length && this.getLevel(dataNode) < this.getLevel(this.dataNodes[i]); i++) {\n results.push(this.dataNodes[i]);\n }\n return results;\n };\n /**\n * Expands all data nodes in the tree.\n *\n * To make this working, the `dataNodes` variable of the TreeControl must be set to all flattened\n * data nodes of the tree.\n */\n /**\n * Expands all data nodes in the tree.\n *\n * To make this working, the `dataNodes` variable of the TreeControl must be set to all flattened\n * data nodes of the tree.\n * @return {?}\n */\n FlatTreeControl.prototype.expandAll = /**\n * Expands all data nodes in the tree.\n *\n * To make this working, the `dataNodes` variable of the TreeControl must be set to all flattened\n * data nodes of the tree.\n * @return {?}\n */\n function () {\n var _a;\n (_a =

this.expansionModel).select.apply(_a, this.dataNodes);\n   };\n   return FlatTreeControl;\n}(BaseTreeControl));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Nested tree control. Able to expand/collapse a subtree recursively for NestedNode type.\n * @template T\n */\nvar /**\n * Nested tree control. Able to expand/collapse a subtree recursively for NestedNode type.\n * @template T\n */\nNestedTreeControl = /** @class */ (function (_super) {\n   __extends(NestedTreeControl, _super);\n   /** Construct with nested tree function getChildren. */\n   function NestedTreeControl(getChildren) {\n   var _this = _super.call(this) || this;\n   _this.getChildren = getChildren;\n   return _this;\n   }\n   /**\n   * Expands all dataNodes in the tree.\n   *\n   * To make this working, the `dataNodes` variable of the TreeControl must be set to all root level\n   * data nodes of the tree.\n   */\n   /**\n   * Expands all dataNodes in the tree.\n   *\n   * To make this working, the `dataNodes` variable of the TreeControl must be set to all root level\n   * data nodes of the tree.\n   * @return {?}\n   */\n   NestedTreeControl.prototype.expandAll = /**\n   * Expands all dataNodes in the tree.\n   *\n   * To make this working, the `dataNodes` variable of the TreeControl must be set to all root level\n   * data nodes of the tree.\n   * @return {?}\n   */\n   function () {\n   var _this = this;\n   var _a;\n   this.expansionModel.clear();\n   /** @type {?} */\n   var allNodes = this.dataNodes.reduce(function (accumulator, dataNode) {\n   return accumulator.concat(_this.getDescendants(dataNode), [dataNode]);\n   }, []);\n   (_a = this.expansionModel).select.apply(_a, allNodes);\n   };\n   /** Gets a list of descendant dataNodes of a subtree rooted at given data node recursively. */\n   /**\n   * Gets a list of descendant dataNodes of a subtree rooted at given data node recursively.\n   * @param {?} dataNode\n   * @return {?}\n   */\n   NestedTreeControl.prototype.getDescendants = /**\n   * Gets a list of descendant dataNodes of a subtree rooted at given data node recursively.\n   * @param {?} dataNode\n   * @return {?}\n   */\n   function (dataNode) {\n   /** @type {?} */\n   var descendants = [];\n   this._getDescendants(descendants, dataNode);\n   // Remove the node itself\n   return descendants.splice(1);\n   };\n   /** A helper function to get descendants recursively. */\n   /**\n   * A helper function to get descendants recursively.\n   * @protected\n   * @param {?} descendants\n   * @param {?} dataNode\n   * @return {?}\n   */\n   NestedTreeControl.prototype._getDescendants = /**\n   * A helper function to get descendants recursively.\n   * @protected\n   * @param {?} descendants\n   * @param {?} dataNode\n   * @return {?}\n   */\n   function (descendants, dataNode) {\n   var _this = this;\n   descendants.push(dataNode);\n   /** @type {?} */\n   var childrenNodes = this.getChildren(dataNode);\n   if (Array.isArray(childrenNodes)) {\n   childrenNodes.forEach(function (child) { return _this._getDescendants(descendants, child); });\n   }\n   else if (childrenNodes instanceof Observable) {\n   childrenNodes.pipe(take(1), filter(Boolean)).subscribe(function (children) {\n   children.forEach(function (child) { return _this._getDescendants(descendants, child); });\n   });\n   }\n   };\n   return NestedTreeControl;\n}(BaseTreeControl));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Context provided to the tree node component.\n * @template T\n */\nvar /**\n * Context provided to the tree node component.\n * @template T\n */\nCdkTreeNodeOutletContext = /** @class */ (function () {\n   function CdkTreeNodeOutletContext(data) {\n   this.$implicit = data;\n   }\n   return CdkTreeNodeOutletContext;\n}());\n/**\n * Data node definition for the CdkTree.\n * Captures the node's template and a when predicate that describes when this node should be used.\n * @template T\n */\nvar CdkTreeNodeDef = /** @class */ (function () {\n   /** @docs-private */\n   function CdkTreeNodeDef(template) {\n   this.template = template;\n   }\n   CdkTreeNodeDef.decorators = [\n   { type: Directive, args: [{\n   selector: '[cdkTreeNodeDef]',\n   inputs: [\n   'when: cdkTreeNodeDefWhen'\n   ],\n   },] },\n   ];\n   /** @nocollapse */\n   CdkTreeNodeDef.ctorParameters = function () { return [\n   { type: TemplateRef }\n   ]; };\n   return CdkTreeNodeDef;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Outlet for nested CdkNode. Put `[cdkTreeNodeOutlet]` on a tag to place children dataNodes\n * inside

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the outlet.\n */\nvar CdkTreeNodeOutlet = /** @class */ (function () {\n    function
CdkTreeNodeOutlet(viewContainer) {\n        this.viewContainer = viewContainer;\n    }\n
CdkTreeNodeOutlet.decorators = [\n        { type: Directive, args: [{\n                    selector: '[cdkTreeNodeOutlet]'\n
            },] },\n    ];\n    /** @nocollapse */\n    CdkTreeNodeOutlet.ctorParameters = function () { return [\n        {
type: ViewContainerRef }\n    ]; };\n    return CdkTreeNodeOutlet;\n}());\n\n/**\n * @fileoverview added by
tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by
tsc\n */\n\n/**\n * Returns an error to be thrown when there is no usable data.\n * \\@docs-private\n * @return
{?}\n */\nfunction getTreeNoValidDataSourceError() {\n    return Error(\"A valid data source must be
provided.\");\n}\n/**\n * Returns an error to be thrown when there are multiple nodes that are missing a when
function.\n * \\@docs-private\n * @return {?}\n */\nfunction getTreeMultipleDefaultNodeDefsError() {\n    return
Error(\"There can only be one default row without a when predicate function.\");\n}\n/**\n * Returns an error to be
thrown when there are no matching node defs for a particular set of data.\n * \\@docs-private\n * @return {?}\n
*/\nfunction getTreeMissingMatchingNodeDefError() {\n    return Error(\"Could not find a matching node definition
for the provided node data.\");\n}\n/**\n * Returns an error to be thrown when there are tree control.\n * \\@docs-
private\n * @return {?}\n */\nfunction getTreeControlMissingError() {\n    return Error(\"Could not find a tree
control for the tree.\");\n}\n/**\n * Returns an error to be thrown when tree control did not implement functions for
flat/nested node.\n * \\@docs-private\n * @return {?}\n */\nfunction getTreeControlFunctionsMissingError() {\n
return Error(\"Could not find functions for nested/flat tree in tree control.\");\n}\n\n/**\n * @fileoverview added by
tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by
tsc\n */\n/**\n * CDK tree component that connects with a data source to retrieve data of type `T` and renders\n *
dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.\n * @template T\n
*/\nvar CdkTree = /** @class */ (function () {\n    function CdkTree(_differs, _changeDetectorRef) {\n
this._differs = _differs;\n        this._changeDetectorRef = _changeDetectorRef;\n        /**\n         * Subject that emits
when the component has been destroyed.\n         */\n        this._onDestroy = new Subject();\n        /**\n         * Level
of nodes\n         */\n        this._levels = new Map();\n        // TODO(tinayuangao): Setup a listener for scrolling, emit
the calculated view to viewChange.\n        //     Remove the MAX_VALUE in viewChange\n        /**\n         *
Stream containing the latest information on what rows are being displayed on screen.\n         * Can be used by the
data source to as a heuristic of what data should be provided.\n         */\n        this.viewChange = new
BehaviorSubject({ start: 0, end: Number.MAX_VALUE });\n    }\n    Object.defineProperty(CdkTree.prototype,
\"dataSource\", {\n        /**\n         * Provides a stream containing the latest data array to render. Influenced by the
tree's\n         * stream of view window (what dataNodes are currently on screen).\n         * Data source can be an
observable of data array, or a data array to render.\n         */\n        get: /**\n         * Provides a stream containing the
latest data array to render. Influenced by the tree's\n         * stream of view window (what dataNodes are currently on
screen).\n         * Data source can be an observable of data array, or a data array to render.\n         * @return {?}\n
  */\n        function () { return this._dataSource; },\n        set: /**\n         * @param {?} dataSource\n         * @return
{?}\n         */\n        function (dataSource) {\n            if (this._dataSource !== dataSource) {\n
this._switchDataSource(dataSource);\n            }\n        },\n        enumerable: true,\n        configurable: true\n    });\n
/**\n     * @return {?}\n     */\n    CdkTree.prototype.ngOnInit = /**\n     * @return {?}\n     */\n    function () {\n
  this._dataDiffer = this._differs.find([]).create(this.trackBy);\n        if (!this.treeControl) {\n            throw
getTreeControlMissingError();\n        }\n    };\n    /**\n     * @return {?}\n     */\n    CdkTree.prototype.ngOnDestroy
= /**\n     * @return {?}\n     */\n    function () {\n        this._nodeOutlet.viewContainer.clear();\n
this._onDestroy.next();\n        this._onDestroy.complete();\n        if (this._dataSource && typeof ((/** @type {?} */
(this._dataSource))).disconnect === 'function') {\n            ((/** @type {?} */ (this.dataSource))).disconnect(this);\n
    }\n        if (this._dataSubscription) {\n            this._dataSubscription.unsubscribe();\n            this._dataSubscription
= null;\n        }\n    };\n    /**\n     * @return {?}\n     */\n    CdkTree.prototype.ngAfterContentChecked = /**\n     *
@return {?}\n     */\n    function () {\n        /** @type {?} */\n        var defaultNodeDefs =
this._nodeDefs.filter(function (def) { return !def.when; });\n        if (defaultNodeDefs.length > 1) {\n            throw
getTreeMultipleDefaultNodeDefsError();\n        }\n        this._defaultNodeDef = defaultNodeDefs[0];\n        if
```

(this.dataSource && this._nodeDefs && !this._dataSubscription) {\n this._observeRenderChanges();\n }\n };\n // TODO(tinayuangao): Work on keyboard traversal and actions, make sure it's working for RTL\n // and nested trees.\n /**\n * Switch to the provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source is null, interpret this by\n * clearing the node outlet. Otherwise start listening for new data.\n */\n // TODO(tinayuangao): Work on keyboard traversal and actions, make sure it's working for RTL\n // and nested trees.\n /**\n * Switch to the provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source is null, interpret this by\n * clearing the node outlet. Otherwise start listening for new data.\n * @private\n * @param {?} dataSource\n * @return {?}\n */\n CdkTree.prototype._switchDataSource = \n // TODO(tinayuangao): Work on keyboard traversal and actions, make sure it's working for RTL\n // and nested trees.\n /**\n * Switch to the provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source is null, interpret this by\n * clearing the node outlet. Otherwise start listening for new data.\n * @private\n * @param {?} dataSource\n * @return {?}\n */\n function (dataSource) {\n if (this._dataSource && typeof ((/** @type {?} */ (this._dataSource))).disconnect === 'function') {\n ((/** @type {?} */ (this.dataSource))).disconnect(this);\n }\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n this._dataSubscription = null;\n }\n // Remove the all dataNodes if there is now no data source\n if (!dataSource) {\n this._nodeOutlet.viewContainer.clear();\n }\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\n }\n };\n /** Set up a subscription for the data provided by the data source. */\n /**\n * Set up a subscription for the data provided by the data source.\n * @private\n * @return {?}\n */\n CdkTree.prototype._observeRenderChanges = /**\n * Set up a subscription for the data provided by the data source.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var dataStream;\n // Cannot use `instanceof DataSource` since the data source could be a literal with\n // `connect` function and may not extends DataSource.\n if (typeof ((/** @type {?} */ (this._dataSource))).connect === 'function') {\n dataStream = ((/** @type {?} */ (this._dataSource))).connect(this);\n }\n else if (this._dataSource instanceof Observable) {\n dataStream = this._dataSource;\n }\n else if (Array.isArray(this._dataSource)) {\n dataStream = of(this._dataSource);\n }\n if (dataStream) {\n this._dataSubscription = dataStream.pipe(takeUntil(this._onDestroy))\n .subscribe(function (data) { return _this.renderNodeChanges(data); });\n }\n else {\n throw getTreeNoValidDataSourceError();\n }\n };\n /** Check for changes made in the data and render each change (node added/removed/moved). */\n /**\n * Check for changes made in the data and render each change (node added/removed/moved).\n * @param {?} data\n * @param {?=} dataDiffer\n * @param {?=} viewContainer\n * @param {?=} parentData\n * @return {?}\n */\n CdkTree.prototype.renderNodeChanges = /**\n * Check for changes made in the data and render each change (node added/removed/moved).\n * @param {?} data\n * @param {?=} dataDiffer\n * @param {?=} viewContainer\n * @param {?=} parentData\n * @return {?}\n */\n function (data, dataDiffer, viewContainer, parentData) {\n var _this = this;\n if (dataDiffer === void 0) { dataDiffer = this._dataDiffer; }\n if (viewContainer === void 0) { viewContainer = this._nodeOutlet.viewContainer; }\n /** @type {?} */\n var changes = dataDiffer.diff(data);\n if (!changes) {\n return;\n }\n changes.forEachOperation(function (item, adjustedPreviousIndex, currentIndex) {\n if (item.previousIndex == null) {\n _this.insertNode(data[(/** @type {?} */ (currentIndex))], (/** @type {?} */ (currentIndex)), viewContainer, parentData);\n }\n else if (currentIndex == null) {\n viewContainer.remove((/** @type {?} */ (adjustedPreviousIndex)));\n _this._levels.delete(item.item);\n }\n else {\n /** @type {?} */\n var view = viewContainer.get((/** @type {?} */ (adjustedPreviousIndex)));\n viewContainer.move((/** @type {?} */ (view)), currentIndex);\n }\n });\n this._changeDetectorRef.detectChanges();\n };\n /**\n * Finds the matching node definition that should be used for this node data. If there is only\n * one node definition, it is returned. Otherwise, find the node definition that has a when\n * predicate that returns true with the data. If none return true, return the default

node\n * definition.\n */\n /**\n * Finds the matching node definition that should be used for this node data. If there is only\n * one node definition, it is returned. Otherwise, find the node definition that has a when\n * predicate that returns true with the data. If none return true, return the default node\n * definition.\n * @param {?} data\n * @param {?} i\n * @return {?}\n */\n CdkTree.prototype._getNodeDef = /**\n * Finds the matching node definition that should be used for this node data. If there is only\n * one node definition, it is returned. Otherwise, find the node definition that has a when\n * predicate that returns true with the data. If none return true, return the default node\n * definition.\n * @param {?} data\n * @param {?} i\n * @return {?}\n */\n function (data, i) {\n if (this._nodeDefs.length === 1) {\n return this._nodeDefs.first;\n }\n /** @type {?} */\n var nodeDef = this._nodeDefs.find(function (def) { return def.when && def.when(i, data); }) || this._defaultNodeDef;\n if (!nodeDef) {\n throw getTreeMissingMatchingNodeDefError();\n }\n return nodeDef;\n };\n /**\n * Create the embedded view for the data node template and place it in the correct index location\n * within the data node view container.\n */\n /**\n * Create the embedded view for the data node template and place it in the correct index location\n * within the data node view container.\n * @param {?} nodeData\n * @param {?} index\n * @param {?=} viewContainer\n * @param {?=} parentData\n * @return {?}\n */\n CdkTree.prototype.insertNode = /**\n * Create the embedded view for the data node template and place it in the correct index location\n * within the data node view container.\n * @param {?} nodeData\n * @param {?} index\n * @param {?=} viewContainer\n * @param {?=} parentData\n * @return {?}\n */\n function (nodeData, index, viewContainer, parentData) {\n /** @type {?} */\n var node = this._getNodeDef(nodeData, index);\n // Node context that will be provided to created embedded view\n /** @type {?} */\n var context = new CdkTreeNodeOutletContext(nodeData);\n // If the tree is flat tree, then use the `getLevel` function in flat tree control\n // Otherwise, use the level of parent node.\n if (this.treeControl.getLevel) {\n context.level = this.treeControl.getLevel(nodeData);\n }\n else if (typeof parentData !== 'undefined' && this._levels.has(parentData)) {\n context.level = (/** @type {?} */ (this._levels.get(parentData))) + 1;\n }\n else {\n context.level = 0;\n }\n this._levels.set(nodeData, context.level);\n // Use default tree nodeOutlet, or nested node's nodeOutlet\n /** @type {?} */\n var container = viewContainer ? viewContainer : this._nodeOutlet.viewContainer;\n container.createEmbeddedView(node.template, context, index);\n // Set the data to just created `CdkTreeNode`.\n // The `CdkTreeNode` created from `createEmbeddedView` will be saved in static variable\n // `mostRecentTreeNode`. We get it from static variable and pass the node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n }\n };\n CdkTree.decorators = [\n { type: Component, args: [{selector: 'cdk-tree',\n exportAs: 'cdkTree',\n template: \"<ng-container cdkTreeNodeOutlet></ng-container>\",\n host: {\n 'class': 'cdk-tree',\n 'role': 'tree',\n },\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush\n },] },\n];\n /** @nocollapse */\n CdkTree.ctorParameters = function () { return [\n { type: IterableDiffers },\n { type: ChangeDetectorRef }\n]; };\n CdkTree.propDecorators = {\n dataSource: [{ type: Input }],\n treeControl: [{ type: Input }],\n trackBy: [{ type: Input }],\n _nodeOutlet: [{ type: ViewChild, args: [CdkTreeNodeOutlet,] }],\n _nodeDefs: [{ type: ContentChildren, args: [CdkTreeNodeDef,] }]\n };\n return CdkTree;\n}());\n/**\n * Tree node for CdkTree. It contains the data in the tree node.\n * @template T\n */\nvar CdkTreeNode = /** @class */ (function () {\n function CdkTreeNode(_elementRef, _tree) {\n this._elementRef = _elementRef;\n this._tree = _tree;\n /**\n * Subject that emits when the component has been destroyed.\n */\n this._destroyed = new Subject();\n /**\n * The role of the node should be 'group' if it's an internal node,\n * and 'treeitem' if it's a leaf node.\n */\n this.role = 'treeitem';\n CdkTreeNode.mostRecentTreeNode = (/** @type {?} */ (this));\n }\n Object.defineProperty(CdkTreeNode.prototype, \"data\", {\n /** The tree node's data. */\n get: /**\n * The tree node's data.\n * @return {?}\n */\n function () { return this._data; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._data = value;\n

```
this._setRoleFromData();\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(CdkTreeNode.prototype, \"isExpanded\", {\n        get: /**\n         * @return {?}\n         */\n
  function () {\n            return this._tree.treeControl.isExpanded(this._data);\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(CdkTreeNode.prototype, \"level\", {\n        get: /**\n         *
@return {?}\n         */\n        function () {\n            return this._tree.treeControl.getLevel ?
this._tree.treeControl.getLevel(this._data) : 0;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
/**\n     * @return {?}\n     */\n    CdkTreeNode.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n
function () {\n        // If this is the last tree node being destroyed,\n        // clear out the reference to avoid leaking
memory.\n        if (CdkTreeNode.mostRecentTreeNode === this) {\n            CdkTreeNode.mostRecentTreeNode =
null;\n        }\n        this._destroyed.next();\n        this._destroyed.complete();\n    };\n    /** Focuses the menu item.
Implements for FocusableOption. */\n    /**\n     * Focuses the menu item. Implements for FocusableOption.\n     *
@return {?}\n     */\n    CdkTreeNode.prototype.focus = /**\n     * Focuses the menu item. Implements for
FocusableOption.\n     * @return {?}\n     */\n    function () {\n        this._elementRef.nativeElement.focus();\n    };\n
  /**\n     * @protected\n     * @return {?}\n     */\n    CdkTreeNode.prototype._setRoleFromData = /**\n     *
@protected\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n        if
(this._tree.treeControl.isExpandable) {\n            this.role = this._tree.treeControl.isExpandable(this._data) ? 'group' :
'treeitem';\n        }\n        else {\n            if (!this._tree.treeControl.getChildren) {\n                throw
getTreeControlFunctionsMissingError();\n            }\n            /** @type {?} */\n            var childrenNodes =
this._tree.treeControl.getChildren(this._data);\n            if (Array.isArray(childrenNodes)) {\n
this._setRoleFromChildren((/** @type {?} */ (childrenNodes)));\n            }\n            else if (childrenNodes
instanceof Observable) {\n                childrenNodes.pipe(takeUntil(this._destroyed))\n
.subscribe(function (children) { return _this._setRoleFromChildren(children); });\n            }\n        }\n    };\n    /**\n
  * @protected\n     * @param {?} children\n     * @return {?}\n     */\n
CdkTreeNode.prototype._setRoleFromChildren = /**\n     * @protected\n     * @param {?} children\n     * @return
{?}\n     */\n    function (children) {\n        this.role = children && children.length ? 'group' : 'treeitem';\n    };\n
/**\n     * The most recently created `CdkTreeNode`. We save it in static variable so we can retrieve it\n     * in
`CdkTree` and set the data to it.\n     */\n    CdkTreeNode.mostRecentTreeNode = null;\n    CdkTreeNode.decorators
= [\n        { type: Directive, args: [{\n                selector: 'cdk-tree-node',\n                exportAs: 'cdkTreeNode',\n
                host: {\n                    '[attr.aria-expanded]': 'isExpanded',\n                    '[attr.aria-level]': 'role ===
\"treeitem\" ? level : null',\n                    '[attr.role]': 'role',\n                    'class': 'cdk-tree-node',\n
},\n                },] },\n    ];\n    /** @nocollapse */\n    CdkTreeNode.ctorParameters = function () { return [\n        {
type: ElementRef },\n        { type: CdkTree }\n    ]; };\n    CdkTreeNode.propDecorators = {\n        role: [{ type:
Input }]\n    };\n    return CdkTreeNode;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Nested
node is a child of `<cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree
node template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n *
For example:\n *   ```html\n *   <cdk-nested-tree-node>\n *     {{node.name}}\n *     <ng-template
cdkTreeNodeOutlet></ng-template>\n *   </cdk-nested-tree-node>\n *   ```\n * The children of node will be
automatically added to `cdkTreeNodeOutlet`, the result dom will be\n * like this:\n *   ```html\n *   <cdk-nested-
tree-node>\n *     {{node.name}}\n *     <cdk-nested-tree-node>{{child1.name}}</cdk-nested-tree-node>\n *
<cdk-nested-tree-node>{{child2.name}}</cdk-nested-tree-node>\n *   </cdk-nested-tree-node>\n *   ```\n *
@template T\n */\nvar CdkNestedTreeNode = /** @class */ (function (_super) {\n
__extends(CdkNestedTreeNode, _super);\n    function CdkNestedTreeNode(_elementRef, _tree, _differs) {\n
var _this = _super.call(this, _elementRef, _tree) || this;\n        _this._elementRef = _elementRef;\n        _this._tree =
_tree;\n        _this._differs = _differs;\n        return _this;\n    }\n    /**\n     * @return {?}\n     */\n
CdkNestedTreeNode.prototype.ngAfterContentInit = /**\n     * @return {?}\n     */\n    function () {\n        var _this
= this;\n        this._dataDiffer = this._differs.find([]).create(this._tree.trackBy);\n        if
(!this._tree.treeControl.getChildren) {\n            throw getTreeControlFunctionsMissingError();\n        }\n        /**
```

@type {?} */\n var childrenNodes = this._tree.treeControl.getChildren(this.data);\n if (Array.isArray(childrenNodes)) {\n this.updateChildrenNodes((/** @type {?} */ (childrenNodes)));\n }\n else if (childrenNodes instanceof Observable) {\n childrenNodes.pipe(takeUntil(this._destroyed))\n .subscribe(function (result) { return _this.updateChildrenNodes(result); });\n }\n this.nodeOutlet.changes.pipe(takeUntil(this._destroyed))\n .subscribe(function () { return _this.updateChildrenNodes(); });\n };\n /**\n * @return {?}\n */\n CdkNestedTreeNode.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._clear();\n _super.prototype.ngOnDestroy.call(this);\n };\n /** Add children dataNodes to the NodeOutlet */\n /**\n * Add children dataNodes to the NodeOutlet\n * @protected\n * @param {?=} children\n * @return {?}\n */\n CdkNestedTreeNode.prototype.updateChildrenNodes = /**\n * Add children dataNodes to the NodeOutlet\n * @protected\n * @param {?=} children\n * @return {?}\n */\n function (children) {\n if (children) {\n this._children = children;\n }\n if (this.nodeOutlet.length && this._children) {\n /** @type {?} */\n var viewContainer = this.nodeOutlet.first.viewContainer;\n this._tree.renderNodeChanges(this._children, this._dataDiffer, viewContainer, this._data);\n }\n else {\n // Reset the data differ if there's no children nodes displayed\n this._dataDiffer.diff([]);\n }\n };\n /** Clear the children dataNodes. */\n /**\n * Clear the children dataNodes.\n * @protected\n * @return {?}\n */\n CdkNestedTreeNode.prototype._clear = /**\n * Clear the children dataNodes.\n * @protected\n * @return {?}\n */\n function () {\n if (this.nodeOutlet && this.nodeOutlet.first) {\n this.nodeOutlet.first.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n };\n CdkNestedTreeNode.decorators = [\n { type: Directive, args: [{\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n host: {\n '[attr.aria-expanded]': 'isExpanded',\n '[attr.role]': 'role',\n 'class': 'cdk-tree-node cdk-nested-tree-node',\n },\n providers: [{ provide: CdkTreeNode, useExisting: CdkNestedTreeNode }]\n },] },\n];\n /** @nocollapse */\n CdkNestedTreeNode.ctorParameters = function () { return [\n { type: ElementRef },\n { type: CdkTree },\n { type: IterableDiffers }\n]; };\n CdkNestedTreeNode.propDecorators = {\n nodeOutlet: [{ type: ContentChildren, args: [CdkTreeNodeOutlet,] }]\n };\n return CdkNestedTreeNode;\n}(CdkTreeNode));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Regex used to split a string on its CSS units.\n * @type {?}\n */\nvar cssUnitPattern = /([A-Za-z%]+)$/;\n/**\n * Indent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n * @template T\n */\nvar CdkTreeNodePadding = /** @class */ (function () {\n function CdkTreeNodePadding(_treeNode, _tree, _renderer, _element, _dir) {\n var _this = this;\n this._treeNode = _treeNode;\n this._tree = _tree;\n this._renderer = _renderer;\n this._element = _element;\n this._dir = _dir;\n /**\n * Subject that emits when the component has been destroyed.\n */\n this._destroyed = new Subject();\n /**\n * CSS units used for the indentation value.\n */\n this.indentUnits = 'px';\n this._indent = 40;\n this._setPadding();\n if (this._dir) {\n this._dir.change.pipe(takeUntil(this._destroyed)).subscribe(function () { return _this._setPadding(); });\n }\n }\n Object.defineProperty(CdkTreeNodePadding.prototype, \"level\", {\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n get: /**\n * The level of depth of the tree node. The padding will be `level * indent` pixels.\n * @return {?}\n */\n function () { return this._level; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._level = coerceNumberProperty(value);\n this._setPadding();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(CdkTreeNodePadding.prototype, \"indent\", {\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px from material design menu sub-menu spec.\n */\n get: /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px from material design menu sub-menu spec.\n * @return {?}\n */\n function () { return this._indent; },\n set: /**\n * @param {?} indent\n * @return {?}\n */\n function (indent) {\n /** @type {?} */\n var value = indent;\n /** @type {?} */\n var units =

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'px';\n            if (typeof indent === 'string') {\n                /** @type {?} */\n                var parts =
indent.split(cssUnitPattern);\n                value = parts[0];\n                units = parts[1] || units;\n            }\n
this.indentUnits = units;\n            this._indent = coerceNumberProperty(value);\n            this._setPadding();\n
},\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * @return {?}\n     */\n
CdkTreeNodePadding.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._destroyed.next();\n        this._destroyed.complete();\n    };\n    /** The padding indent value for the tree node.
Returns a string with px numbers if not null. */\n    /**\n     * The padding indent value for the tree node. Returns a
string with px numbers if not null.\n     * @return {?}\n     */\n    CdkTreeNodePadding.prototype._paddingIndent =
/**\n     * The padding indent value for the tree node. Returns a string with px numbers if not null.\n     * @return
{?}\n     */\n    function () {\n        /** @type {?} */\n        var nodeLevel = (this._treeNode.data &&
this._tree.treeControl.getLevel)\n            ? this._tree.treeControl.getLevel(this._treeNode.data)\n            : null;\n
/** @type {?} */\n        var level = this._level || nodeLevel;\n        return level ? \"\" + level * this._indent +
this.indentUnits : null;\n    };\n    /**\n     * @return {?}\n     */\n    CdkTreeNodePadding.prototype._setPadding =
/**\n     * @return {?}\n     */\n    function () {\n        /** @type {?} */\n        var padding = this._paddingIndent();\n
    /** @type {?} */\n        var paddingProp = this._dir && this._dir.value === 'rtl' ? 'paddingRight' :
'paddingLeft';\n        this._renderer.setStyle(this._element.nativeElement, paddingProp, padding);\n    };\n
CdkTreeNodePadding.decorators = [\n        { type: Directive, args: [{\n                selector:
'[cdkTreeNodePadding]',\n                },] },\n    ];\n    /** @nocollapse */\n    CdkTreeNodePadding.ctorParameters =
function () { return [\n        { type: CdkTreeNode },\n        { type: CdkTree },\n        { type: Renderer2 },\n        {
type: ElementRef },\n        { type: Directionality, decorators: [{ type: Optional }] }\n    ]; };\n
CdkTreeNodePadding.propDecorators = {\n        level: [{ type: Input, args: ['cdkTreeNodePadding',] }],\n
indent: [{ type: Input, args: ['cdkTreeNodePaddingIndent',] }]\n    };\n    return
CdkTreeNodePadding;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Node
toggle to expand/collapse the node.\n * @template T\n */\nvar CdkTreeNodeToggle = /** @class */ (function () {\n
  function CdkTreeNodeToggle(_tree, _treeNode) {\n        this._tree = _tree;\n        this._treeNode = _treeNode;\n
 this._recursive = false;\n    }\n    Object.defineProperty(CdkTreeNodeToggle.prototype, \"recursive\", {\n        /**
Whether expand/collapse the node recursively. */\n        get: /**\n         * Whether expand/collapse the node
recursively.\n         * @return {?}\n         */\n        function () { return this._recursive; },\n        set: /**\n         *
@param {?} value\n         * @return {?}\n         */\n        function (value) { this._recursive =
coerceBooleanProperty(value); },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * @param
{?} event\n     * @return {?}\n     */\n    CdkTreeNodeToggle.prototype._toggle = /**\n     * @param {?} event\n
* @return {?}\n     */\n    function (event) {\n        this.recursive\n            ?
this._tree.treeControl.toggleDescendants(this._treeNode.data)\n            :
this._tree.treeControl.toggle(this._treeNode.data);\n        event.stopPropagation();\n    };\n
CdkTreeNodeToggle.decorators = [\n        { type: Directive, args: [{\n                selector:
'[cdkTreeNodeToggle]',\n                host: {\n                    '(click)': '_toggle($event)',\n                }\n
},] },\n    ];\n    /** @nocollapse */\n    CdkTreeNodeToggle.ctorParameters = function () { return [\n        { type:
CdkTree },\n        { type: CdkTreeNode }\n    ]; };\n    CdkTreeNodeToggle.propDecorators = {\n        recursive: [{
type: Input, args: ['cdkTreeNodeToggleRecursive',] }]\n    };\n    return CdkTreeNodeToggle;\n}));\n\n/**\n *
@fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?}
*/\nvar EXPORTED_DECLARATIONS = [\n    CdkNestedTreeNode,\n    CdkTreeNodeDef,\n
CdkTreeNodePadding,\n    CdkTreeNodeToggle,\n    CdkTree,\n    CdkTreeNode,\n    CdkTreeNodeOutlet,\n];\nvar
CdkTreeModule = /** @class */ (function () {\n    function CdkTreeModule() {\n    }\n
CdkTreeModule.decorators = [\n        { type: NgModule, args: [{\n                imports: [CommonModule],\n
      exports: EXPORTED_DECLARATIONS,\n                declarations: EXPORTED_DECLARATIONS,\n
        providers: [FocusMonitor, CdkTreeNodeDef]\n            },] },\n    ];\n    return
```

CdkTreeModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { BaseTreeControl, FlatTreeControl, NestedTreeControl, CdkNestedTreeNode, CdkTreeNodeOutletContext, CdkTreeNodeDef, CdkTreeNodePadding, CdkTreeNodeOutlet, CdkTree, CdkTreeNode, getTreeNoValidDataSourceError, getTreeMultipleDefaultNodeDefsError, getTreeMissingMatchingNodeDefError, getTreeControlMissingError, getTreeControlFunctionsMissingError, CdkTreeModule, CdkTreeNodeToggle };\n//# sourceMappingURL=tree.es5.js.map\n","/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\nimport { InjectionToken, EventEmitter, Injectable, Inject, Optional, LOCALE_ID, Directive, ElementRef, Input, IterableDiffers, KeyValueDiffers, Renderer2, isListLikeIterable, stringify, ComponentFactoryResolver, Injector, NgModuleFactory, NgModuleRef, Type, ViewContainerRef, TemplateRef, isDevMode, Host, Attribute, Pipe, ChangeDetectorRef, WrappedValue, isObservable, isPromise, NgModule, Version, defineInjectable, inject } from '@angular/core';\nimport { __decorate, __metadata, __read, __param, __values, __extends, __assign } from 'tslib';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * This class should not be used directly by an application developer. Instead, use\n * {@link Location}.\n *\n * `PlatformLocation` encapsulates all calls to DOM apis, which allows the Router to be platform\n * agnostic.\n * This means that we can have different implementation of `PlatformLocation` for the different\n * platforms that angular supports. For example, `@angular/platform-browser` provides an\n * implementation specific to the browser environment, while `@angular/platform-webworker` provides\n * one suitable for use with web workers.\n *\n * The `PlatformLocation` class is used directly by all implementations of {@link LocationStrategy}\n * when they need to interact with the DOM apis like pushState, popState, etc...\n *\n * {@link LocationStrategy} in turn is used by the {@link Location} service which is used directly\n * by the {@link Router} in order to navigate between routes. Since all interactions between {@link\n * Router} /\n * {@link Location} / {@link LocationStrategy} and DOM apis flow through the `PlatformLocation`\n * class they are all platform independent.\n *\n * @publicApi\n */\nvar PlatformLocation = /** @class */ (function () {\n   function PlatformLocation() {\n   }\n   return PlatformLocation;\n}());\n/**\n * @description\n * Indicates when a location is initialized.\n *\n * @publicApi\n */\nvar LOCATION_INITIALIZED = new InjectionToken('Location Initialized');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * `LocationStrategy` is responsible for representing and reading route state\n * from the browser's URL. Angular provides two strategies:\n * {@link HashLocationStrategy} and {@link PathLocationStrategy}.\n *\n * This is used under the hood of the {@link Location} service.\n *\n * Applications should use the {@link Router} or {@link Location} services to\n * interact with application route state.\n *\n * For instance, {@link HashLocationStrategy} produces URLs like\n * `http://example.com#/foo`, and {@link PathLocationStrategy} produces\n * `http://example.com/foo` as an equivalent URL.\n *\n * See these two classes for more.\n *\n * @publicApi\n */\nvar LocationStrategy = /** @class */ (function () {\n   function LocationStrategy() {\n   }\n   return LocationStrategy;\n}());\n/**\n * The `APP_BASE_HREF` token represents the base href to be used with the\n * {@link PathLocationStrategy}.\n *\n * If you're using {@link PathLocationStrategy}, you must provide a provider to a string\n * representing the URL prefix that should be preserved when generating and recognizing\n * URLs.\n *\n * @usageNotes\n *\n * ### Example\n *\n * ```typescript\n * import {Component, NgModule} from '@angular/core';\n * import {APP_BASE_HREF} from '@angular/common';\n *\n * @NgModule({\n *   providers: [{provide: APP_BASE_HREF, useValue: '/my/app'}]\n * })\n * class AppModule {}\n * ```\n *\n * @publicApi\n */\nvar APP_BASE_HREF = new InjectionToken('appBaseHref');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description\n *\n * A service that applications can use to interact with a

browser's URL.\n *\n * Depending on which {@link LocationStrategy} is used, `Location` will either persist\n * to the URL's path or the URL's hash segment.\n *\n * @usageNotes\n *\n * It's better to use {@link Router#navigate} service to trigger route changes. Use\n * `Location` only if you need to interact with or create normalized URLs outside of\n * routing.\n *\n * `Location` is responsible for normalizing the URL against the application's base href.\n * A normalized URL is absolute from the URL host, includes the application's base href, and has no\n * trailing slash:\n * - `/my/app/user/123` is normalized\n * - `my/app/user/123` **is not** normalized\n * - `/my/app/user/123/` **is not** normalized\n *\n * ### Example\n *\n * {@example common/location/ts/path_location_component.ts region='LocationComponent'}\n *\n * @publicApi\n */\nvar Location = /** @class */ (function () {\n   function Location(platformStrategy) {\n   var _this = this;\n   /** @internal */\n   this._subject = new EventEmitter();\n   this._platformStrategy = platformStrategy;\n   var browserBaseHref = this._platformStrategy.getBaseHref();\n   this._baseHref = Location_1.stripTrailingSlash(_stripIndexHtml(browserBaseHref));\n   this._platformStrategy.onPopState(function (ev) {\n   _this._subject.emit({\n   'url': _this.path(true),\n   'pop': true,\n   'state': ev.state,\n   'type': ev.type,\n   });\n   });\n   }\n   Location_1 = Location;\n   /**\n   * Returns the normalized URL path.\n   */\n   // TODO: vsavkin. Remove the boolean flag and always include hash once the deprecated router is\n   // removed.\n   Location.prototype.path = function (includeHash) {\n   if (includeHash === void 0) { includeHash = false; }\n   return this.normalize(this._platformStrategy.path(includeHash));\n   };\n   /**\n   * Normalizes the given path and compares to the current normalized path.\n   */\n   Location.prototype.isCurrentPathEqualTo = function (path, query) {\n   if (query === void 0) { query = ''; }\n   return this.path() == this.normalize(path + Location_1.normalizeQueryParams(query));\n   };\n   /**\n   * Given a string representing a URL, returns the normalized URL path without leading or\n   * trailing slashes.\n   */\n   Location.prototype.normalize = function (url) {\n   return Location_1.stripTrailingSlash(_stripBaseHref(this._baseHref, _stripIndexHtml(url)));\n   };\n   /**\n   * Given a string representing a URL, returns the platform-specific external URL path.\n   * If the given URL doesn't begin with a leading slash (`'/'`), this method adds one\n   * before normalizing. This method will also add a hash if `HashLocationStrategy` is\n   * used, or the `APP_BASE_HREF` if the `PathLocationStrategy` is in use.\n   */\n   Location.prototype.prepareExternalUrl = function (url) {\n   if (url && url[0] !== '/') {\n   url = '/' + url;\n   }\n   return this._platformStrategy.prepareExternalUrl(url);\n   };\n   // TODO: rename this method to pushState\n   /**\n   * Changes the browsers URL to the normalized version of the given URL, and pushes a\n   * new item onto the platform's history.\n   */\n   Location.prototype.go = function (path, query, state) {\n   if (query === void 0) { query = ''; }\n   if (state === void 0) { state = null; }\n   this._platformStrategy.pushState(state, '', path, query);\n   };\n   /**\n   * Changes the browsers URL to the normalized version of the given URL, and replaces\n   * the top item on the platform's history stack.\n   */\n   Location.prototype.replaceState = function (path, query, state) {\n   if (query === void 0) { query = ''; }\n   if (state === void 0) { state = null; }\n   this._platformStrategy.replaceState(state, '', path, query);\n   };\n   /**\n   * Navigates forward in the platform's history.\n   */\n   Location.prototype.forward = function () { this._platformStrategy.forward(); };\n   /**\n   * Navigates back in the platform's history.\n   */\n   Location.prototype.back = function () { this._platformStrategy.back(); };\n   /**\n   * Subscribe to the platform's `popState` events.\n   */\n   Location.prototype.subscribe = function (onNext, onThrow, onReturn) {\n   return this._subject.subscribe({ next: onNext, error: onThrow, complete: onReturn });\n   };\n   /**\n   * Given a string of url parameters, prepend with '?' if needed, otherwise return parameters as\n   * is.\n   */\n   Location.normalizeQueryParams = function (params) {\n   return params && params[0] !== '?' ? '?' + params : params;\n   };\n   /**\n   * Given 2 parts of a url, join them with a slash if needed.\n   */\n   Location.joinWithSlash = function (start, end) {\n   if (start.length == 0) {\n   return end;\n   }\n   if (end.length == 0) {\n   return start;\n   }\n   var slashes = 0;\n   if (start.endsWith('/')) {\n   slashes++;\n   }\n   if (end.startsWith('/')) {\n   slashes++;\n   }\n   if (slashes == 2) {\n   return start + end.substring(1);\n   }\n   if (slashes == 1) {\n   return start + end;\n   }\n   return start + '/' + end;\n   };\n   /**\n   * If url has a trailing slash, remove it, otherwise return url as is. This\n   *

method looks for the first occurrence of either #, ?, or the end of the\n * line as `/` characters after any of these should not be replaced.\n */\n Location.stripTrailingSlash = function (url) {\n var match = url.match(/#|\\?|$/);\n var pathEndIdx = match && match.index || url.length;\n var droppedSlashIdx = pathEndIdx - (url[pathEndIdx - 1] === '/' ? 1 : 0);\n return url.slice(0, droppedSlashIdx) + url.slice(pathEndIdx);\n };\n var Location_1;\n Location = Location_1 = __decorate([\n Injectable(),\n __metadata(\"design:paramtypes\", [LocationStrategy])\n], Location);\n return Location;\n}());\nfunction _stripBaseHref(baseHref, url) {\n return baseHref && url.startsWith(baseHref) ? url.substring(baseHref.length) : url;\n}\nfunction _stripIndexHtml(url) {\n return url.replace(/\\/index.html$/, '');\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description\n * A {@link LocationStrategy} used to configure the {@link Location} service to\n * represent its state in the\n * [hash fragment](https://en.wikipedia.org/wiki/Uniform_Resource_Locator#Syntax)\n * of the browser's URL.\n *\n * For instance, if you call `location.go('/foo')`, the browser's URL will become\n * `example.com#/foo`.\n *\n * @usageNotes\n *\n * ### Example\n *\n * {@example common/location/ts/hash_location_component.ts region='LocationComponent'}\n *\n * @publicApi\n */\nvar HashLocationStrategy = /** @class */ (function (_super) {\n __extends(HashLocationStrategy, _super);\n function HashLocationStrategy(_platformLocation, _baseHref) {\n var _this = _super.call(this) || this;\n _this._platformLocation = _platformLocation;\n _this._baseHref = '';\n if (_baseHref != null) {\n _this._baseHref = _baseHref;\n }\n return _this;\n }\n HashLocationStrategy.prototype.onPopState = function (fn) {\n this._platformLocation.onPopState(fn);\n this._platformLocation.onHashChange(fn);\n };\n HashLocationStrategy.prototype.getBaseHref = function () { return this._baseHref; };\n HashLocationStrategy.prototype.path = function (includeHash) {\n if (includeHash === void 0) { includeHash = false; }\n // the hash value is always prefixed with a `#`\n // and if it is empty then it will stay empty\n var path = this._platformLocation.hash;\n if (path == null)\n path = '#';\n return path.length > 0 ? path.substring(1) : path;\n };\n HashLocationStrategy.prototype.prepareExternalUrl = function (internal) {\n var url = Location.joinWithSlash(this._baseHref, internal);\n return url.length > 0 ? ('#' + url) : url;\n };\n HashLocationStrategy.prototype.pushState = function (state, title, path, queryParams) {\n var url = this.prepareExternalUrl(path + Location.normalizeQueryParams(queryParams));\n if (url.length == 0) {\n url = this._platformLocation.pathname;\n }\n this._platformLocation.pushState(state, title, url);\n };\n HashLocationStrategy.prototype.replaceState = function (state, title, path, queryParams) {\n var url = this.prepareExternalUrl(path + Location.normalizeQueryParams(queryParams));\n if (url.length == 0) {\n url = this._platformLocation.pathname;\n }\n this._platformLocation.replaceState(state, title, url);\n };\n HashLocationStrategy.prototype.forward = function () { this._platformLocation.forward(); };\n HashLocationStrategy.prototype.back = function () { this._platformLocation.back(); };\n HashLocationStrategy = __decorate([\n Injectable(),\n __param(1, Optional()), __param(1, Inject(APP_BASE_HREF)),\n __metadata(\"design:paramtypes\", [PlatformLocation, String])\n], HashLocationStrategy);\n return HashLocationStrategy;\n}(LocationStrategy));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description\n * A {@link LocationStrategy} used to configure the {@link Location} service to\n * represent its state in the\n * [path](https://en.wikipedia.org/wiki/Uniform_Resource_Locator#Syntax) of the\n * browser's URL.\n *\n * If you're using `PathLocationStrategy`, you must provide a {@link APP_BASE_HREF}\n * or add a base element to the document. This URL prefix that will be preserved\n * when generating and recognizing URLs.\n *\n * For instance, if you provide an `APP_BASE_HREF` of `'/my/app'` and call\n * `location.go('/foo')`, the browser's URL will become\n * `example.com/my/app/foo`.\n *\n * Similarly, if you add `<base href='/my/app'/>` to the document and call\n * `location.go('/foo')`, the browser's URL will become\n * `example.com/my/app/foo`.\n *\n * @usageNotes\n *\n * ### Example\n *\n * {@example common/location/ts/path_location_component.ts region='LocationComponent'}\n *\n * @publicApi\n */\nvar PathLocationStrategy = /** @class */ (function

(_super) {\n __extends(PathLocationStrategy, _super);\n function PathLocationStrategy(_platformLocation, href) {\n var _this = _super.call(this) || this;\n _this._platformLocation = _platformLocation;\n if (href == null) {\n href = _this._platformLocation.getBaseHrefFromDOM();\n }\n if (href == null) {\n throw new Error(\"No base href set. Please provide a value for the APP_BASE_HREF token or add a base element to the document.\");\n }\n _this._baseHref = href;\n return _this;\n }\n PathLocationStrategy.prototype.onPopState = function (fn) {\n this._platformLocation.onPopState(fn);\n this._platformLocation.onHashChange(fn);\n };\n PathLocationStrategy.prototype.getBaseHref = function () { return this._baseHref; };\n PathLocationStrategy.prototype.prepareExternalUrl = function (internal) {\n return Location.joinWithSlash(this._baseHref, internal);\n };\n PathLocationStrategy.prototype.path = function (includeHash) {\n if (includeHash === void 0) { includeHash = false; }\n var pathname = this._platformLocation.pathname +\n Location.normalizeQueryParams(this._platformLocation.search);\n var hash = this._platformLocation.hash;\n return hash && includeHash ? \"\" + pathname + hash : pathname;\n };\n PathLocationStrategy.prototype.pushState = function (state, title, url, queryParams) {\n var externalUrl = this.prepareExternalUrl(url + Location.normalizeQueryParams(queryParams));\n this._platformLocation.pushState(state, title, externalUrl);\n };\n PathLocationStrategy.prototype.replaceState = function (state, title, url, queryParams) {\n var externalUrl = this.prepareExternalUrl(url + Location.normalizeQueryParams(queryParams));\n this._platformLocation.replaceState(state, title, externalUrl);\n };\n PathLocationStrategy.prototype.forward = function () { this._platformLocation.forward(); };\n PathLocationStrategy.prototype.back = function () { this._platformLocation.back(); };\n PathLocationStrategy = __decorate([\n Injectable(),\n __param(1, Optional()), __param(1, Inject(APP_BASE_HREF)),\n __metadata(\"design:paramtypes\", [PlatformLocation, String])\n], PathLocationStrategy);\n return PathLocationStrategy;\n}(LocationStrategy));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// THIS CODE IS GENERATED - DO NOT MODIFY\n// See angular/tools/gulp-tasks/cldr/extract.js\nvar u = undefined;\nfunction plural(n) {\n var i = Math.floor(Math.abs(n)), v = n.toString().replace(/^[^.]*\\.?/, '').length;\n if (i === 1 && v === 0)\n return 1;\n return 5;\n}\nvar localeEn = [\n 'en', [['a', 'p'], ['AM', 'PM'], u], [['AM', 'PM'], u, u],\n [\n ['S', 'M', 'T', 'W', 'T', 'F', 'S'], ['Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat'],\n ['Sunday', 'Monday', 'Tuesday', 'Wednesday', 'Thursday', 'Friday', 'Saturday'],\n ['Su', 'Mo', 'Tu', 'We', 'Th', 'Fr', 'Sa']\n],\n u,\n [\n ['J', 'F', 'M', 'A', 'M', 'J', 'J', 'A', 'S', 'O', 'N', 'D'],\n ['Jan', 'Feb', 'Mar', 'Apr', 'May', 'Jun', 'Jul', 'Aug', 'Sep', 'Oct', 'Nov', 'Dec'],\n [\n 'January', 'February', 'March', 'April', 'May', 'June', 'July', 'August', 'September',\n 'October', 'November', 'December'\n]\n],\n u, [['B', 'A'], ['BC', 'AD'], ['Before Christ', 'Anno Domini']], 0, [6, 0],\n ['M/d/yy', 'MMM d, y', 'MMMM d, y', 'EEEE, MMMM d, y'],\n ['h:mm a', 'h:mm:ss a', 'h:mm:ss a z', 'h:mm:ss a zzzz'], ['{1}, {0}', u, '{1} \\'at\\' {0}', u],\n ['.', ',', ';', '%', '+', '-', 'E', '×', '‰', '', 'NaN', ':'],\n ['#,##0.###', '#,##0%', '¤#,##0.00', '#E0'], '$', 'US Dollar', {}, plural\n];\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @publicApi\n */\nvar LOCALE_DATA = {};\n/**\n * Register global data to be used internally by Angular. See the\n * [\"I18n guide\"](guide/i18n#i18n-pipes) to know how to import additional locale data.\n *\n * @publicApi\n */\n// The signature registerLocaleData(data: any, extraData?: any) is deprecated since v5.1\nfunction registerLocaleData(data, localeId, extraData) {\n if (typeof localeId !== 'string') {\n extraData = localeId;\n localeId = data[0 /* LocaleId */];\n }\n localeId = localeId.toLowerCase().replace(/_/g, '-');\n LOCALE_DATA[localeId] = data;\n if (extraData) {\n LOCALE_DATA[localeId][19 /* ExtraData */] = extraData;\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/** @internal */\nvar CURRENCIES_EN = {\n 'ADP': [undefined, undefined, 0],\n 'AFN': [undefined, undefined, 0],\n 'ALL': [undefined, undefined, 0],\n 'AMD':

[undefined, undefined, 0],\n 'AOA': [undefined, 'Kz'],\n 'ARS': [undefined, '$'],\n 'AUD': ['A$', '$'],\n 'BAM': [undefined, 'KM'],\n 'BBD': [undefined, '$'],\n 'BDT': [undefined, ''],\n 'BHD': [undefined, undefined, 3],\n 'BIF': [undefined, undefined, 0],\n 'BMD': [undefined, '$'],\n 'BND': [undefined, '$'],\n 'BOB': [undefined, 'Bs'],\n 'BRL': ['R$'],\n 'BSD': [undefined, '$'],\n 'BWP': [undefined, 'P'],\n 'BYN': [undefined, '.', 2],\n 'BYR': [undefined, undefined, 0],\n 'BZD': [undefined, '$'],\n 'CAD': ['CA$', '$', 2],\n 'CHF': [undefined, undefined, 2],\n 'CLF': [undefined, undefined, 4],\n 'CLP': [undefined, '$', 0],\n 'CNY': ['CN¥', '¥'],\n 'COP': [undefined, '$', 0],\n 'CRC': [undefined, '', 2],\n 'CUC': [undefined, '$'],\n 'CUP': [undefined, '$'],\n 'CZK': [undefined, 'K', 2],\n 'DJF': [undefined, undefined, 0],\n 'DKK': [undefined, 'kr', 2],\n 'DOP': [undefined, '$'],\n 'EGP': [undefined, 'E£'],\n 'ESP': [undefined, '', 0],\n 'EUR': ['€'],\n 'FJD': [undefined, '$'],\n 'FKP': [undefined, '£'],\n 'GBP': ['£'],\n 'GEL': [undefined, ''],\n 'GIP': [undefined, '£'],\n 'GNF': [undefined, 'FG', 0],\n 'GTQ': [undefined, 'Q'],\n 'GYD': [undefined, '$', 0],\n 'HKD': ['HK$', '$'],\n 'HNL': [undefined, 'L'],\n 'HRK': [undefined, 'kn'],\n 'HUF': [undefined, 'Ft', 2],\n 'IDR': [undefined, 'Rp', 0],\n 'ILS': [''],\n 'INR': [''],\n 'IQD': [undefined, undefined, 0],\n 'IRR': [undefined, undefined, 0],\n 'ISK': [undefined, 'kr', 0],\n 'ITL': [undefined, undefined, 0],\n 'JMD': [undefined, '$'],\n 'JOD': [undefined, undefined, 3],\n 'JPY': ['¥', undefined, 0],\n 'KHR': [undefined, ''],\n 'KMF': [undefined, 'CF', 0],\n 'KPW': [undefined, '', 0],\n 'KRW': ['', undefined, 0],\n 'KWD': [undefined, undefined, 3],\n 'KYD': [undefined, '$'],\n 'KZT': [undefined, ''],\n 'LAK': [undefined, '', 0],\n 'LBP': [undefined, 'L£', 0],\n 'LKR': [undefined, 'Rs'],\n 'LRD': [undefined, '$'],\n 'LTL': [undefined, 'Lt'],\n 'LUF': [undefined, undefined, 0],\n 'LVL': [undefined, 'Ls'],\n 'LYD': [undefined, undefined, 3],\n 'MGA': [undefined, 'Ar', 0],\n 'MGF': [undefined, undefined, 0],\n 'MMK': [undefined, 'K', 0],\n 'MNT': [undefined, '', 0],\n 'MRO': [undefined, undefined, 0],\n 'MUR': [undefined, 'Rs', 0],\n 'MXN': ['MX$', '$'],\n 'MYR': [undefined, 'RM'],\n 'NAD': [undefined, '$'],\n 'NGN': [undefined, ''],\n 'NIO': [undefined, 'C$'],\n 'NOK': [undefined, 'kr', 2],\n 'NPR': [undefined, 'Rs'],\n 'NZD': ['NZ$', '$'],\n 'OMR': [undefined, undefined, 3],\n 'PHP': [undefined, ''],\n 'PKR': [undefined, 'Rs', 0],\n 'PLN': [undefined, 'z'],\n 'PYG': [undefined, '', 0],\n 'RON': [undefined, 'lei'],\n 'RSD': [undefined, undefined, 0],\n 'RUB': [undefined, ''],\n 'RUR': [undefined, '.'],\n 'RWF': [undefined, 'RF', 0],\n 'SBD': [undefined, '$'],\n 'SEK': [undefined, 'kr', 2],\n 'SGD': [undefined, '$'],\n 'SHP': [undefined, '£'],\n 'SLL': [undefined, undefined, 0],\n 'SOS': [undefined, undefined, 0],\n 'SRD': [undefined, '$'],\n 'SSP': [undefined, '£'],\n 'STD': [undefined, undefined, 0],\n 'STN': [undefined, 'Db'],\n 'SYP': [undefined, '£', 0],\n 'THB': [undefined, ''],\n 'TMM': [undefined, undefined, 0],\n 'TND': [undefined, undefined, 3],\n 'TOP': [undefined, 'T$'],\n 'TRL': [undefined, undefined, 0],\n 'TRY': [undefined, ''],\n 'TTD': [undefined, '$'],\n 'TWD': ['NT$', '$', 2],\n 'TZS': [undefined, undefined, 0],\n 'UAH': [undefined, ''],\n 'UGX': [undefined, undefined, 0],\n 'USD': ['$'],\n 'UYI': [undefined, undefined, 0],\n 'UYU': [undefined, '$'],\n 'UZS': [undefined, undefined, 0],\n 'VEF': [undefined, 'Bs'],\n 'VND': ['', undefined, 0],\n 'VUV': [undefined, undefined, 0],\n 'XAF': ['FCFA', undefined, 0],\n 'XCD': ['EC$', '$'],\n 'XOF': ['CFA', undefined, 0],\n 'XPF': ['CFPF', undefined, 0],\n 'YER': [undefined, undefined, 0],\n 'ZAR': [undefined, 'R'],\n 'ZMK': [undefined, undefined, 0],\n 'ZMW': [undefined, 'ZK'],\n 'ZWD': [undefined, undefined, 0]\n};\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * The different format styles that can be used to represent numbers.\n * Used by the function {@link getLocaleNumberFormat}.\n *\n * @publicApi\n */\nvar NumberFormatStyle;\n(function (NumberFormatStyle) {\n NumberFormatStyle[NumberFormatStyle[\"Decimal\"] = 0] = \"Decimal\";\n NumberFormatStyle[NumberFormatStyle[\"Percent\"] = 1] = \"Percent\";\n NumberFormatStyle[NumberFormatStyle[\"Currency\"] = 2] = \"Currency\";\n NumberFormatStyle[NumberFormatStyle[\"Scientific\"] = 3] = \"Scientific\";\n})(NumberFormatStyle || (NumberFormatStyle = {}));\n/** @publicApi */\nvar Plural;\n(function (Plural) {\n Plural[Plural[\"Zero\"] = 0] = \"Zero\";\n Plural[Plural[\"One\"] = 1] = \"One\";\n Plural[Plural[\"Two\"] = 2] = \"Two\";\n Plural[Plural[\"Few\"] = 3] = \"Few\";\n Plural[Plural[\"Many\"] = 4] = \"Many\";\n Plural[Plural[\"Other\"] = 5] = \"Other\";\n})(Plural || (Plural = {}));\n/**\n * Some languages use two different forms of strings (standalone and format) depending on the\n * context.\n * Typically the standalone version is the nominative form of the word, and

the format version is in\n * the genitive.\n * See [the CLDR website](http://cldr.unicode.org/translation/date-time) for more information.\n *\n * @publicApi\n */\nvar FormStyle;\n(function (FormStyle) {\n FormStyle[FormStyle[\"Format\"] = 0] = \"Format\";\n FormStyle[FormStyle[\"Standalone\"] = 1] = \"Standalone\";\n})(FormStyle || (FormStyle = {}));\n/**\n * Multiple widths are available for translations: narrow (1 character), abbreviated (3 characters),\n * wide (full length), and short (2 characters, only for days).\n *\n * For example the day `Sunday` will be:\n * - Narrow: `S`\n * - Short: `Su`\n * - Abbreviated: `Sun`\n * - Wide: `Sunday`\n *\n * @publicApi\n */\nvar TranslationWidth;\n(function (TranslationWidth) {\n TranslationWidth[TranslationWidth[\"Narrow\"] = 0] = \"Narrow\";\n TranslationWidth[TranslationWidth[\"Abbreviated\"] = 1] = \"Abbreviated\";\n TranslationWidth[TranslationWidth[\"Wide\"] = 2] = \"Wide\";\n TranslationWidth[TranslationWidth[\"Short\"] = 3] = \"Short\";\n})(TranslationWidth || (TranslationWidth = {}));\n/**\n * Multiple widths are available for formats: short (minimal amount of data), medium (small amount\n * of data), long (complete amount of data), full (complete amount of data and extra information).\n *\n * For example the date-time formats for the english locale will be:\n * - `'short'`: `'M/d/yy, h:mm a'` (e.g. `6/15/15, 9:03 AM`)\n * - `'medium'`: `'MMM d, y, h:mm:ss a'` (e.g. `Jun 15, 2015, 9:03:01 AM`)\n * - `'long'`: `'MMMM d, y, h:mm:ss a z'` (e.g. `June 15, 2015 at 9:03:01 AM GMT+1`)\n * - `'full'`: `'EEEE, MMMM d, y, h:mm:ss a zzzz'` (e.g. `Monday, June 15, 2015 at\n * 9:03:01 AM GMT+01:00`)\n *\n * @publicApi\n */\nvar FormatWidth;\n(function (FormatWidth) {\n FormatWidth[FormatWidth[\"Short\"] = 0] = \"Short\";\n FormatWidth[FormatWidth[\"Medium\"] = 1] = \"Medium\";\n FormatWidth[FormatWidth[\"Long\"] = 2] = \"Long\";\n FormatWidth[FormatWidth[\"Full\"] = 3] = \"Full\";\n})(FormatWidth || (FormatWidth = {}));\n/**\n * Number symbol that can be used to replace placeholders in number patterns.\n * The placeholders are based on english values:\n *\n * | Name | Example for en-US | Meaning |\n * |---|---|---|\n * | decimal | 2,345`.`67 | decimal separator |\n * | group | 2`,`345.67 | grouping separator, typically for thousands |\n * | plusSign | `+`23 | the plus sign used with numbers |\n * | minusSign | `-`23 | the minus sign used with numbers |\n * | percentSign | 23.4`%` | the percent sign (out of 100) |\n * | perMille | 234`‰` | the permille sign (out of 1000) |\n * | exponential | 1.2`E`3 | used in computers for 1.2×10³. |\n * | superscriptingExponent | 1.2`×`103 | human-readable format of exponential |\n * | infinity | `` | used in + and -. |\n * | nan | `NaN` | \"not a number\". |\n * | timeSeparator | 10`:`52 | symbol used between time units |\n * | currencyDecimal | $2,345`.`67 | decimal separator, fallback to \"decimal\" |\n * | currencyGroup | $2`,`345.67 | grouping separator, fallback to \"group\" |\n *\n * @publicApi\n */\nvar NumberSymbol;\n(function (NumberSymbol) {\n NumberSymbol[NumberSymbol[\"Decimal\"] = 0] = \"Decimal\";\n NumberSymbol[NumberSymbol[\"Group\"] = 1] = \"Group\";\n NumberSymbol[NumberSymbol[\"List\"] = 2] = \"List\";\n NumberSymbol[NumberSymbol[\"PercentSign\"] = 3] = \"PercentSign\";\n NumberSymbol[NumberSymbol[\"PlusSign\"] = 4] = \"PlusSign\";\n NumberSymbol[NumberSymbol[\"MinusSign\"] = 5] = \"MinusSign\";\n NumberSymbol[NumberSymbol[\"Exponential\"] = 6] = \"Exponential\";\n NumberSymbol[NumberSymbol[\"SuperscriptingExponent\"] = 7] = \"SuperscriptingExponent\";\n NumberSymbol[NumberSymbol[\"PerMille\"] = 8] = \"PerMille\";\n NumberSymbol[NumberSymbol[\"Infinity\"] = 9] = \"Infinity\";\n NumberSymbol[NumberSymbol[\"NaN\"] = 10] = \"NaN\";\n NumberSymbol[NumberSymbol[\"TimeSeparator\"] = 11] = \"TimeSeparator\";\n NumberSymbol[NumberSymbol[\"CurrencyDecimal\"] = 12] = \"CurrencyDecimal\";\n NumberSymbol[NumberSymbol[\"CurrencyGroup\"] = 13] = \"CurrencyGroup\";\n})(NumberSymbol || (NumberSymbol = {}));\n/**\n * The value for each day of the week, based on the en-US locale\n *\n * @publicApi\n */\nvar WeekDay;\n(function (WeekDay) {\n WeekDay[WeekDay[\"Sunday\"] = 0] = \"Sunday\";\n WeekDay[WeekDay[\"Monday\"] = 1] = \"Monday\";\n WeekDay[WeekDay[\"Tuesday\"] = 2] = \"Tuesday\";\n WeekDay[WeekDay[\"Wednesday\"] = 3] = \"Wednesday\";\n

WeekDay[WeekDay[\"Thursday\"] = 4] = \"Thursday\";\n   WeekDay[WeekDay[\"Friday\"] = 5] = \"Friday\";\n WeekDay[WeekDay[\"Saturday\"] = 6] = \"Saturday\";\n})(WeekDay || (WeekDay = {}));\n/**\n * The locale id for the chosen locale (e.g `en-GB`).\n *\n * @publicApi\n */\nfunction getLocaleId(locale) {\n   return findLocaleData(locale)[0 /* LocaleId */];\n}\n/**\n * Periods of the day (e.g. `[AM, PM]` for en-US).\n *\n * @publicApi\n */\nfunction getLocaleDayPeriods(locale, formStyle, width) {\n   var data = findLocaleData(locale);\n   var amPmData = [data[1 /* DayPeriodsFormat */], data[2 /* DayPeriodsStandalone */]];\n   var amPm = getLastDefinedValue(amPmData, formStyle);\n   return getLastDefinedValue(amPm, width);\n}\n/**\n * Days of the week for the Gregorian calendar (e.g. `[Sunday, Monday, ... Saturday]` for en-US).\n *\n * @publicApi\n */\nfunction getLocaleDayNames(locale, formStyle, width) {\n   var data = findLocaleData(locale);\n   var daysData = [data[3 /* DaysFormat */], data[4 /* DaysStandalone */]];\n   var days = getLastDefinedValue(daysData, formStyle);\n   return getLastDefinedValue(days, width);\n}\n/**\n * Months of the year for the Gregorian calendar (e.g. `[January, February, ...]` for en-US).\n *\n * @publicApi\n */\nfunction getLocaleMonthNames(locale, formStyle, width) {\n   var data = findLocaleData(locale);\n   var monthsData = [data[5 /* MonthsFormat */], data[6 /* MonthsStandalone */]];\n   var months = getLastDefinedValue(monthsData, formStyle);\n   return getLastDefinedValue(months, width);\n}\n/**\n * Eras for the Gregorian calendar (e.g. AD/BC).\n *\n * @publicApi\n */\nfunction getLocaleEraNames(locale, width) {\n   var data = findLocaleData(locale);\n   var erasData = data[7 /* Eras */];\n   return getLastDefinedValue(erasData, width);\n}\n/**\n * First day of the week for this locale, based on english days (Sunday = 0, Monday = 1, ...).\n * For example in french the value would be 1 because the first day of the week is Monday.\n *\n * @publicApi\n */\nfunction getLocaleFirstDayOfWeek(locale) {\n   var data = findLocaleData(locale);\n   return data[8 /* FirstDayOfWeek */];\n}\n/**\n * Range of days in the week that represent the week-end for this locale, based on english days\n * (Sunday = 0, Monday = 1, ...).\n * For example in english the value would be [6,0] for Saturday to Sunday.\n *\n * @publicApi\n */\nfunction getLocaleWeekEndRange(locale) {\n   var data = findLocaleData(locale);\n   return data[9 /* WeekendRange */];\n}\n/**\n * Date format that depends on the locale.\n *\n * There are four basic date formats:\n * - `full` should contain long-weekday (EEEE), year (y), long-month (MMMM), day (d).\n *\n * For example, English uses `EEEE, MMMM d, y`, corresponding to a date like\n * \"Tuesday, September 14, 1999\".\n *\n * - `long` should contain year, long-month, day.\n *\n * For example, `MMMM d, y`, corresponding to a date like \"September 14, 1999\".\n *\n * - `medium` should contain year, abbreviated-month (MMM), day.\n *\n * For example, `MMM d, y`, corresponding to a date like \"Sep 14, 1999\".\n * For languages that do not use abbreviated months, use the numeric month (MM/M). For example,\n * `y/MM/dd`, corresponding to a date like \"1999/09/14\".\n *\n * - `short` should contain year, numeric-month (MM/M), and day.\n *\n * For example, `M/d/yy`, corresponding to a date like \"9/14/99\".\n *\n * @publicApi\n */\nfunction getLocaleDateFormat(locale, width) {\n   var data = findLocaleData(locale);\n   return getLastDefinedValue(data[10 /* DateFormat */], width);\n}\n/**\n * Time format that depends on the locale.\n *\n * The standard formats include four basic time formats:\n * - `full` should contain hour (h/H), minute (mm), second (ss), and zone (zzzz).\n * - `long` should contain hour, minute, second, and zone (z)\n * - `medium` should contain hour, minute, second.\n * - `short` should contain hour, minute.\n *\n * Note: The patterns depend on whether the main country using your language uses 12-hour time or\n * not:\n * - For 12-hour time, use a pattern like `hh:mm a` using h to mean a 12-hour clock cycle running\n * 1 through 12 (midnight plus 1 minute is 12:01), or using K to mean a 12-hour clock cycle\n * running 0 through 11 (midnight plus 1 minute is 0:01).\n * - For 24-hour time, use a pattern like `HH:mm` using H to mean a 24-hour clock cycle running 0\n * through 23 (midnight plus 1 minute is 0:01), or using k to mean a 24-hour clock cycle running\n * 1 through 24 (midnight plus 1 minute is 24:01).\n *\n * @publicApi\n */\nfunction getLocaleTimeFormat(locale, width) {\n   var data = findLocaleData(locale);\n   return getLastDefinedValue(data[11 /* TimeFormat */], width);\n}\n/**\n * Date-time format that depends on the locale.\n *\n * The date-time pattern shows how to combine separate patterns for date (represented by {1})\n * and time (represented by {0}) into a single pattern. It usually doesn't need to be changed.\n * What you want to pay attention to are:\n * - possibly removing a space for languages that don't use it, such as many East Asian languages\n * - possibly adding a comma, other punctuation, or a combining word\n *\n * For example:\n * - English uses `{1} 'at'

{0}` or `{1}, {0}` (depending on date style), while Japanese uses\n * `{1}{0}`.\n * - An English formatted date-time using the combining pattern `{1}, {0}` could be\n * `Dec 10, 2010, 3:59:49 PM`. Notice the comma and space between the date portion and the time\n * portion.\n *\n * There are four formats (`full`, `long`, `medium`, `short`); the determination of which to use\n * is normally based on the date style. For example, if the date has a full month and weekday\n * name, the full combining pattern will be used to combine that with a time. If the date has\n * numeric month, the short version of the combining pattern will be used to combine that with a\n * time. English uses `{1} 'at' {0}` for full and long styles, and `{1}, {0}` for medium and short\n * styles.\n *\n * @publicApi\n */\nfunction getLocaleDateTimeFormat(locale, width) {\n var data = findLocaleData(locale);\n var dateTimeFormatData = data[12 /* DateTimeFormat */];\n return getLastDefinedValue(dateTimeFormatData, width);\n}\n/**\n * Number symbol that can be used to replace placeholders in number formats.\n * See {@link NumberSymbol} for more information.\n *\n * @publicApi\n */\nfunction getLocaleNumberSymbol(locale, symbol) {\n var data = findLocaleData(locale);\n var res = data[13 /* NumberSymbols */][symbol];\n if (typeof res === 'undefined') {\n if (symbol === NumberSymbol.CurrencyDecimal) {\n return data[13 /* NumberSymbols */][NumberSymbol.Decimal];\n }\n else if (symbol === NumberSymbol.CurrencyGroup) {\n return data[13 /* NumberSymbols */][NumberSymbol.Group];\n }\n }\n return res;\n}\n/**\n * Number format that depends on the locale.\n *\n * Numbers are formatted using patterns, like `#,###.00`. For example, the pattern `#,###.00`\n * when used to format the number 12345.678 could result in \"12'345,67\". That would happen if the\n * grouping separator for your language is an apostrophe, and the decimal separator is a comma.\n *\n * Important: The characters `.` `,` `0` `#` (and others below) are special placeholders;\n * they stand for the decimal separator, and so on, and are NOT real characters.\n * You must NOT \"translate\" the placeholders; for example, don't change `.` to `,` even though in\n * your language the decimal point is written with a comma. The symbols should be replaced by the\n * local equivalents, using the Number Symbols for your language.\n *\n * Here are the special characters used in number patterns:\n *\n * | Symbol | Meaning |\n * |--------|--------|\n * | . | Replaced automatically by the character used for the decimal point. |\n * | , | Replaced by the \"grouping\" (thousands) separator. |\n * | 0 | Replaced by a digit (or zero if there aren't enough digits). |\n * | # | Replaced by a digit (or nothing if there aren't enough). |\n * | ¤ | This will be replaced by a currency symbol, such as $ or USD. |\n * | % | This marks a percent format. The % symbol may change position, but must be retained. |\n * | E | This marks a scientific format. The E symbol may change position, but must be retained. |\n * | ' | Special characters used as literal characters are quoted with ASCII single quotes. |\n *\n * You can find more information\n * [on the CLDR website](http://cldr.unicode.org/translation/number-patterns)\n *\n * @publicApi\n */\nfunction getLocaleNumberFormat(locale, type) {\n var data = findLocaleData(locale);\n return data[14 /* NumberFormats */][type];\n}\n/**\n * The symbol used to represent the currency for the main country using this locale (e.g. $ for\n * the locale en-US).\n * The symbol will be `null` if the main country cannot be determined.\n *\n * @publicApi\n */\nfunction getLocaleCurrencySymbol(locale) {\n var data = findLocaleData(locale);\n return data[15 /* CurrencySymbol */] || null;\n}\n/**\n * The name of the currency for the main country using this locale (e.g. USD for the locale\n * en-US).\n * The name will be `null` if the main country cannot be determined.\n *\n * @publicApi\n */\nfunction getLocaleCurrencyName(locale) {\n var data = findLocaleData(locale);\n return data[16 /* CurrencyName */] || null;\n}\n/**\n * Returns the currency values for the locale\n */\nfunction getLocaleCurrencies(locale) {\n var data = findLocaleData(locale);\n return data[17 /* Currencies */];\n}\n/**\n * The locale plural function used by ICU expressions to determine the plural case to use.\n * See {@link NgPlural} for more information.\n *\n * @publicApi\n */\nfunction getLocalePluralCase(locale) {\n var data = findLocaleData(locale);\n return data[18 /* PluralCase */];\n}\nfunction checkFullData(data) {\n if (!data[19 /* ExtraData */]) {\n throw new Error(\"Missing extra locale data for the locale \\\"\" + data[0 /* LocaleId */] + \"\\\". Use \\\"registerLocaleData\\\" to load new data. See the \\\"I18n guide\\\" on angular.io to know more.\");\n }\n}\n/**\n * Rules used to determine which day period to use (See `dayPeriods` below).\n * The rules can either be an array or a single value. If it's an array, consider it as \"from\"\n * and \"to\". If it's a single value then it means that the period is only valid at this exact\n * value.\n * There is always the same number of rules as the number of day periods, which means that the\n * first rule is applied to the first day period and so on.\n * You should fallback to

AM/PM when there are no rules available.\n *\n * Note: this is only available if you load the full locale data.\n * See the [\"I18n guide\"](guide/i18n#i18n-pipes) to know how to import additional locale\n * data.\n *\n * @publicApi\n */\nfunction getLocaleExtraDayPeriodRules(locale) {\n var data = findLocaleData(locale);\n checkFullData(data);\n var rules = data[19 /* ExtraData */][2 /* ExtraDayPeriodsRules */] || [];\n return rules.map(function (rule) {\n   if (typeof rule === 'string') {\n   return extractTime(rule);\n   }\n   return [extractTime(rule[0]), extractTime(rule[1])];\n });\n}\n/**\n * Day Periods indicate roughly how the day is broken up in different languages (e.g. morning,\n * noon, afternoon, midnight, ...).\n * You should use the function {@link getLocaleExtraDayPeriodRules} to determine which period to\n * use.\n * You should fallback to AM/PM when there are no day periods available.\n *\n * Note: this is only available if you load the full locale data.\n * See the [\"I18n guide\"](guide/i18n#i18n-pipes) to know how to import additional locale\n * data.\n *\n * @publicApi\n */\nfunction getLocaleExtraDayPeriods(locale, formStyle, width) {\n var data = findLocaleData(locale);\n checkFullData(data);\n var dayPeriodsData = [\n   data[19 /* ExtraData */][0 /* ExtraDayPeriodFormats */],\n   data[19 /* ExtraData */][1 /* ExtraDayPeriodStandalone */]\n];\n var dayPeriods = getLastDefinedValue(dayPeriodsData, formStyle) || [];\n return getLastDefinedValue(dayPeriods, width) || [];\n}\n/**\n * Returns the first value that is defined in an array, going backwards.\n *\n * To avoid repeating the same data (e.g. when \"format\" and \"standalone\" are the same) we only\n * add the first one to the locale data arrays, the other ones are only defined when different.\n * We use this function to retrieve the first defined value.\n *\n * @publicApi\n */\nfunction getLastDefinedValue(data, index) {\n for (var i = index; i > -1; i--) {\n   if (typeof data[i] !== 'undefined') {\n   return data[i];\n   }\n }\n throw new Error('Locale data API: locale data undefined');\n}\n/**\n * Extract the hours and minutes from a string like \"15:45\"\n */\nfunction extractTime(time) {\n var _a = __read(time.split(':'), 2), h = _a[0], m = _a[1];\n return { hours: +h, minutes: +m };\n}\n/**\n * Finds the locale data for a locale id\n *\n * @publicApi\n */\nfunction findLocaleData(locale) {\n var normalizedLocale = locale.toLowerCase().replace(/_/g, '-');\n var match = LOCALE_DATA[normalizedLocale];\n if (match) {\n   return match;\n }\n // let's try to find a parent locale\n var parentLocale = normalizedLocale.split('-')[0];\n match = LOCALE_DATA[parentLocale];\n if (match) {\n   return match;\n }\n if (parentLocale === 'en') {\n   return localeEn;\n }\n throw new Error(\"Missing locale data for the locale \\\"\" + locale + \"\\\".\");\n}\n/**\n * Returns the currency symbol for a given currency code, or the code if no symbol available\n * (e.g.: format narrow = $, format wide = US$, code = USD)\n * If no locale is provided, it uses the locale \"en\" by default\n *\n * @publicApi\n */\nfunction getCurrencySymbol(code, format, locale) {\n if (locale === void 0) { locale = 'en'; }\n var currency = getLocaleCurrencies(locale)[code] || CURRENCIES_EN[code] || [];\n var symbolNarrow = currency[1 /* SymbolNarrow */];\n if (format === 'narrow' && typeof symbolNarrow === 'string') {\n   return symbolNarrow;\n }\n return currency[0 /* Symbol */] || code;\n}\n// Most currencies have cents, that's why the default is 2\nvar DEFAULT_NB_OF_CURRENCY_DIGITS = 2;\n/**\n * Returns the number of decimal digits for the given currency.\n * Its value depends upon the presence of cents in that particular currency.\n *\n * @publicApi\n */\nfunction getNumberOfCurrencyDigits(code) {\n var digits;\n var currency = CURRENCIES_EN[code];\n if (currency) {\n   digits = currency[2 /* NbOfDigits */];\n }\n return typeof digits === 'number' ? digits : DEFAULT_NB_OF_CURRENCY_DIGITS;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ISO8601_DATE_REGEX = /^(\\d{4})-?(\\d\\d)-?(\\d\\d)(?:T(\\d\\d)(?::?(\\d\\d)(?::?(\\d\\d)(?:\\.(\\d+))?)?)?(Z|([+-])(\\d\\d):?(\\d\\d))?)?$/;\n// 1 2 3 4 5 6 7 8 9 10 11\nvar NAMED_FORMATS = {};\nvar DATE_FORMATS_SPLIT = /((?:[^GyMLwWdEabBhHmsSzZO']+)|(?:'(?:[^']|'')*')|(?:G{1,5}|y{1,4}|M{1,5}|L{1,5}|w{1,2}|W{1}|d{1,2}|E{1,6}|a{1,5}|b{1,5}|B{1,5}|h{1,2}|H{1,2}|m{1,2}|s{1,2}|S{1,3}|z{1,4}|Z{1,5}|O{1,4}))([\\s\\S]*)/;\nvar ZoneWidth;\n(function (ZoneWidth) {\n ZoneWidth[ZoneWidth[\"Short\"] = 0] = \"Short\";\n ZoneWidth[ZoneWidth[\"ShortGMT\"] = 1] = \"ShortGMT\";\n ZoneWidth[ZoneWidth[\"Long\"] = 2] = \"Long\";\n ZoneWidth[ZoneWidth[\"Extended\"] = 3] = \"Extended\";\n})(ZoneWidth || (ZoneWidth = {}));\nvar DateType;\n(function (DateType) {\n DateType[DateType[\"FullYear\"] = 0] = \"FullYear\";\n

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DateType[DateType[\"Month\"] = 1] = \"Month\";\n    DateType[DateType[\"Date\"] = 2] = \"Date\";\n
DateType[DateType[\"Hours\"] = 3] = \"Hours\";\n    DateType[DateType[\"Minutes\"] = 4] = \"Minutes\";\n
DateType[DateType[\"Seconds\"] = 5] = \"Seconds\";\n    DateType[DateType[\"FractionalSeconds\"] = 6] =
\"FractionalSeconds\";\n    DateType[DateType[\"Day\"] = 7] = \"Day\";\n})(DateType || (DateType = {}));\nvar
TranslationType;\n(function (TranslationType) {\n    TranslationType[TranslationType[\"DayPeriods\"] = 0] =
\"DayPeriods\";\n    TranslationType[TranslationType[\"Days\"] = 1] = \"Days\";\n
TranslationType[TranslationType[\"Months\"] = 2] = \"Months\";\n    TranslationType[TranslationType[\"Eras\"] =
3] = \"Eras\";\n})(TranslationType || (TranslationType = {}));\n/**\n * @ngModule CommonModule\n *
@description\n *\n * Formats a date according to locale rules.\n *\n * Where:\n * - `value` is a Date, a number
(milliseconds since UTC epoch) or an ISO string\n *   (https://www.w3.org/TR/NOTE-datetime).\n * - `format`
indicates which date/time components to include. See {@link DatePipe} for more\n *   details.\n * - `locale` is a
`string` defining the locale to use.\n * - `timezone` to be used for formatting. It understands UTC/GMT and the
continental US time zone\n *   abbreviations, but for general use, use a time zone offset (e.g. `'+0430'`).\n *   If not
specified, host system settings are used.\n *\n * See {@link DatePipe} for more details.\n *\n * @publicApi\n
*/\nfunction formatDate(value, format, locale, timezone) {\n    var date = toDate(value);\n    var namedFormat =
getNamedFormat(locale, format);\n    format = namedFormat || format;\n    var parts = [];\n    var match;\n    while
(format) {\n        match = DATE_FORMATS_SPLIT.exec(format);\n        if (match) {\n            parts =
parts.concat(match.slice(1));\n            var part = parts.pop();\n            if (!part) {\n                break;\n            }\n
format = part;\n        }\n        else {\n            parts.push(format);\n            break;\n        }\n    }\n    var
dateTimezoneOffset = date.getTimezoneOffset();\n    if (timezone) {\n        dateTimezoneOffset =
timezoneToOffset(timezone, dateTimezoneOffset);\n        date = convertTimezoneToLocal(date, timezone, true);\n
}\n    var text = '';\n    parts.forEach(function (value) {\n        var dateFormatter = getDateFormatter(value);\n
text += dateFormatter ?\n            dateFormatter(date, locale, dateTimezoneOffset) :\n            value === '\\'\\'' ? '\\' :
value.replace(/(^'|'$)/g, '').replace(/''/g, '\\');\n    });\n    return text;\n}\nfunction getNamedFormat(locale, format) {\n
  var localeId = getLocaleId(locale);\n    NAMED_FORMATS[localeId] = NAMED_FORMATS[localeId] || {};\n
if (NAMED_FORMATS[localeId][format]) {\n        return NAMED_FORMATS[localeId][format];\n    }\n    var
formatValue = '';\n    switch (format) {\n        case 'shortDate':\n            formatValue = getLocaleDateFormat(locale,
FormatWidth.Short);\n            break;\n        case 'mediumDate':\n            formatValue =
getLocaleDateFormat(locale, FormatWidth.Medium);\n            break;\n        case 'longDate':\n            formatValue =
getLocaleDateFormat(locale, FormatWidth.Long);\n            break;\n        case 'fullDate':\n            formatValue =
getLocaleDateFormat(locale, FormatWidth.Full);\n            break;\n        case 'shortTime':\n            formatValue =
getLocaleTimeFormat(locale, FormatWidth.Short);\n            break;\n        case 'mediumTime':\n            formatValue
= getLocaleTimeFormat(locale, FormatWidth.Medium);\n            break;\n        case 'longTime':\n
formatValue = getLocaleTimeFormat(locale, FormatWidth.Long);\n            break;\n        case 'fullTime':\n
formatValue = getLocaleTimeFormat(locale, FormatWidth.Full);\n            break;\n        case 'short':\n            var
shortTime = getNamedFormat(locale, 'shortTime');\n            var shortDate = getNamedFormat(locale, 'shortDate');\n
            formatValue = formatDateTime(getLocaleDateTimeFormat(locale, FormatWidth.Short), [shortTime,
shortDate]);\n            break;\n        case 'medium':\n            var mediumTime = getNamedFormat(locale,
'mediumTime');\n            var mediumDate = getNamedFormat(locale, 'mediumDate');\n            formatValue =
formatDateTime(getLocaleDateTimeFormat(locale, FormatWidth.Medium), [mediumTime, mediumDate]);\n
break;\n        case 'long':\n            var longTime = getNamedFormat(locale, 'longTime');\n            var longDate =
getNamedFormat(locale, 'longDate');\n            formatValue =\n
formatDateTime(getLocaleDateTimeFormat(locale, FormatWidth.Long), [longTime, longDate]);\n            break;\n
  case 'full':\n            var fullTime = getNamedFormat(locale, 'fullTime');\n            var fullDate =
getNamedFormat(locale, 'fullDate');\n            formatValue =\n
formatDateTime(getLocaleDateTimeFormat(locale, FormatWidth.Full), [fullTime, fullDate]);\n            break;\n
}\n    if (formatValue) {\n        NAMED_FORMATS[localeId][format] = formatValue;\n    }\n    return
formatValue;\n}\nfunction formatDateTime(str, opt_values) {\n    if (opt_values) {\n        str =
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str.replace(/\\{([^}]+)}/g, function (match, key) {\n            return (opt_values != null && key in opt_values) ?
opt_values[key] : match;\n        });\n    }\n    return str;\n}\nfunction padNumber(num, digits, minusSign, trim,
negWrap) {\n    if (minusSign === void 0) { minusSign = '-'; }\n    var neg = '';\n    if (num < 0 || (negWrap && num
<= 0)) {\n        if (negWrap) {\n            num = -num + 1;\n        }\n        else {\n            num = -num;\n            neg =
minusSign;\n        }\n    }\n    var strNum = String(num);\n    while (strNum.length < digits) {\n        strNum = '0' +
strNum;\n    }\n    if (trim) {\n        strNum = strNum.substr(strNum.length - digits);\n    }\n    return neg +
strNum;\n}\nfunction formatFractionalSeconds(milliseconds, digits) {\n    var strMs = padNumber(milliseconds,
3);\n    return strMs.substr(0, digits);\n}\n/**\n * Returns a date formatter that transforms a date into its locale digit
representation\n */\nfunction dateGetter(name, size, offset, trim, negWrap) {\n    if (offset === void 0) { offset = 0;
}\n    if (trim === void 0) { trim = false; }\n    if (negWrap === void 0) { negWrap = false; }\n    return function
(date, locale) {\n        var part = getDatePart(name, date);\n        if (offset > 0 || part > -offset) {\n            part +=
offset;\n        }\n        if (name === DateType.Hours) {\n            if (part === 0 && offset === -12) {\n                part
= 12;\n            }\n        }\n        else if (name === DateType.FractionalSeconds) {\n            return
formatFractionalSeconds(part, size);\n        }\n        var localeMinus = getLocaleNumberSymbol(locale,
NumberSymbol.MinusSign);\n        return padNumber(part, size, localeMinus, trim, negWrap);\n    };\n}\nfunction
getDatePart(part, date) {\n    switch (part) {\n        case DateType.FullYear:\n            return date.getFullYear();\n
case DateType.Month:\n            return date.getMonth();\n        case DateType.Date:\n            return date.getDate();\n
    case DateType.Hours:\n            return date.getHours();\n        case DateType.Minutes:\n            return
date.getMinutes();\n        case DateType.Seconds:\n            return date.getSeconds();\n        case
DateType.FractionalSeconds:\n            return date.getMilliseconds();\n        case DateType.Day:\n            return
date.getDay();\n        default:\n            throw new Error(\"Unknown DateType value \\\"\" + part + \"\\\".\");\n
}\n}\n/**\n * Returns a date formatter that transforms a date into its locale string representation\n */\nfunction
dateStrGetter(name, width, form, extended) {\n    if (form === void 0) { form = FormStyle.Format; }\n    if
(extended === void 0) { extended = false; }\n    return function (date, locale) {\n        return
getDateTranslation(date, locale, name, width, form, extended);\n    };\n}\n/**\n * Returns the locale translation of a
date for a given form, type and width\n */\nfunction getDateTranslation(date, locale, name, width, form, extended)
{\n    switch (name) {\n        case TranslationType.Months:\n            return getLocaleMonthNames(locale, form,
width)[date.getMonth()];\n        case TranslationType.Days:\n            return getLocaleDayNames(locale, form,
width)[date.getDay()];\n        case TranslationType.DayPeriods:\n            var currentHours_1 = date.getHours();\n
    var currentMinutes_1 = date.getMinutes();\n            if (extended) {\n                var rules =
getLocaleExtraDayPeriodRules(locale);\n                var dayPeriods_1 = getLocaleExtraDayPeriods(locale, form,
width);\n                var result_1;\n                rules.forEach(function (rule, index) {\n                    if
(Array.isArray(rule)) {\n                        // morning, afternoon, evening, night\n                        var _a = rule[0],
hoursFrom = _a.hours, minutesFrom = _a.minutes;\n                        var _b = rule[1], hoursTo = _b.hours, minutesTo
= _b.minutes;\n                        if (currentHours_1 >= hoursFrom && currentMinutes_1 >= minutesFrom &&\n
                (currentHours_1 < hoursTo ||\n                            (currentHours_1 === hoursTo && currentMinutes_1 <
minutesTo))) {\n                            result_1 = dayPeriods_1[index];\n                        }\n                    }\n
else { // noon or midnight\n                        var hours = rule.hours, minutes = rule.minutes;\n                        if (hours
=== currentHours_1 && minutes === currentMinutes_1) {\n                            result_1 = dayPeriods_1[index];\n
                }\n                }\n                });\n                if (result_1) {\n                    return result_1;\n                }\n
    }\n            // if no rules for the day periods, we use am/pm by default\n            return getLocaleDayPeriods(locale,
form, width)[currentHours_1 < 12 ? 0 : 1];\n        case TranslationType.Eras:\n            return
getLocaleEraNames(locale, width)[date.getFullYear() <= 0 ? 0 : 1];\n        default:\n            // This default case is not
needed by TypeScript compiler, as the switch is exhaustive.\n            // However Closure Compiler does not
understand that and reports an error in typed mode.\n            // The `throw new Error` below works around the
problem, and the unexpected: never variable\n            // makes sure tsc still checks this code is unreachable.\n
var unexpected = name;\n            throw new Error(\"unexpected translation type \" + unexpected);\n    }\n}\n/**\n *
Returns a date formatter that transforms a date and an offset into a timezone with ISO8601 or\n * GMT format
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depending on the width (eg: short = +0430, short:GMT = GMT+4, long = GMT+04:30,\n * extended = +04:30)\n
*/\nfunction timeZoneGetter(width) {\n    return function (date, locale, offset) {\n        var zone = -1 * offset;\n
var minusSign = getLocaleNumberSymbol(locale, NumberSymbol.MinusSign);\n        var hours = zone > 0 ?
Math.floor(zone / 60) : Math.ceil(zone / 60);\n        switch (width) {\n            case ZoneWidth.Short:\n
return ((zone >= 0) ? '+' : '') + padNumber(hours, 2, minusSign) +\n                padNumber(Math.abs(zone % 60),
2, minusSign);\n            case ZoneWidth.ShortGMT:\n                return 'GMT' + ((zone >= 0) ? '+' : '') +
padNumber(hours, 1, minusSign);\n            case ZoneWidth.Long:\n                return 'GMT' + ((zone >= 0) ? '+' : '')
+ padNumber(hours, 2, minusSign) + ':' +\n                padNumber(Math.abs(zone % 60), 2, minusSign);\n
case ZoneWidth.Extended:\n                if (offset === 0) {\n                    return 'Z';\n                }\n                else {\n
            return ((zone >= 0) ? '+' : '') + padNumber(hours, 2, minusSign) + ':' +\n
padNumber(Math.abs(zone % 60), 2, minusSign);\n                }\n            default:\n                throw new
Error(\"Unknown zone width \\\"\" + width + \"\\\"\");\n        }\n    };\n}\nvar JANUARY = 0;\nvar THURSDAY =
4;\nfunction getFirstThursdayOfYear(year) {\n    var firstDayOfYear = (new Date(year, JANUARY, 1)).getDay();\n
  return new Date(year, 0, 1 + ((firstDayOfYear <= THURSDAY) ? THURSDAY : THURSDAY + 7) -
firstDayOfYear);\n}\nfunction getThursdayThisWeek(datetime) {\n    return new Date(datetime.getFullYear(),
datetime.getMonth(), datetime.getDate() + (THURSDAY - datetime.getDay()));\n}\nfunction weekGetter(size,
monthBased) {\n    if (monthBased === void 0) { monthBased = false; }\n    return function (date, locale) {\n
var result;\n        if (monthBased) {\n            var nbDaysBefore1stDayOfMonth = new Date(date.getFullYear(),
date.getMonth(), 1).getDay() - 1;\n            var today = date.getDate();\n            result = 1 + Math.floor((today +
nbDaysBefore1stDayOfMonth) / 7);\n        }\n        else {\n            var firstThurs =
getFirstThursdayOfYear(date.getFullYear());\n            var thisThurs = getThursdayThisWeek(date);\n            var diff
= thisThurs.getTime() - firstThurs.getTime();\n            result = 1 + Math.round(diff / 6.048e8); // 6.048e8 ms per
week\n        }\n        return padNumber(result, size, getLocaleNumberSymbol(locale,
NumberSymbol.MinusSign));\n    };\n}\nvar DATE_FORMATS = {};\n// Based on CLDR formats:\n// See
complete list: http://www.unicode.org/reports/tr35/tr35-dates.html#Date_Field_Symbol_Table\n// See also
explanations: http://cldr.unicode.org/translation/date-time\n// TODO(ocombe): support all missing cldr formats: Y,
U, Q, D, F, e, c, j, J, C, A, v, V, X, x\nfunction getDateFormatter(format) {\n    if (DATE_FORMATS[format]) {\n
    return DATE_FORMATS[format];\n    }\n    var formatter;\n    switch (format) {\n        // Era name (AD/BC)\n
 case 'G':\n        case 'GG':\n        case 'GGG':\n            formatter = dateStrGetter(TranslationType.Eras,
TranslationWidth.Abbreviated);\n            break;\n        case 'GGGG':\n            formatter =
dateStrGetter(TranslationType.Eras, TranslationWidth.Wide);\n            break;\n        case 'GGGGG':\n
formatter = dateStrGetter(TranslationType.Eras, TranslationWidth.Narrow);\n            break;\n        // 1 digit
representation of the year, e.g. (AD 1 => 1, AD 199 => 199)\n        case 'y':\n            formatter =
dateGetter(DateType.FullYear, 1, 0, false, true);\n            break;\n        // 2 digit representation of the year, padded
(00-99). (e.g. AD 2001 => 01, AD 2010 => 10)\n        case 'yy':\n            formatter = dateGetter(DateType.FullYear,
2, 0, true, true);\n            break;\n        // 3 digit representation of the year, padded (000-999). (e.g. AD 2001 => 01,
AD 2010 => 10)\n        case 'yyy':\n            formatter = dateGetter(DateType.FullYear, 3, 0, false, true);\n
break;\n        // 4 digit representation of the year (e.g. AD 1 => 0001, AD 2010 => 2010)\n        case 'yyyy':\n
formatter = dateGetter(DateType.FullYear, 4, 0, false, true);\n            break;\n        // Month of the year (1-12),
numeric\n        case 'M':\n        case 'L':\n            formatter = dateGetter(DateType.Month, 1, 1);\n            break;\n
case 'MM':\n        case 'LL':\n            formatter = dateGetter(DateType.Month, 2, 1);\n            break;\n        // Month
of the year (January, ...), string, format\n        case 'MMM':\n            formatter =
dateStrGetter(TranslationType.Months, TranslationWidth.Abbreviated);\n            break;\n        case 'MMMM':\n
   formatter = dateStrGetter(TranslationType.Months, TranslationWidth.Wide);\n            break;\n        case
'MMMMM':\n            formatter = dateStrGetter(TranslationType.Months, TranslationWidth.Narrow);\n
break;\n        // Month of the year (January, ...), string, standalone\n        case 'LLL':\n            formatter =\n
dateStrGetter(TranslationType.Months, TranslationWidth.Abbreviated, FormStyle.Standalone);\n            break;\n
 case 'LLLL':\n            formatter =\n                dateStrGetter(TranslationType.Months, TranslationWidth.Wide,
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FormStyle.Standalone);\n            break;\n        case 'LLLLL':\n            formatter =\n
dateStrGetter(TranslationType.Months, TranslationWidth.Narrow, FormStyle.Standalone);\n            break;\n        //
Week of the year (1, ... 52)\n        case 'w':\n            formatter = weekGetter(1);\n            break;\n        case 'ww':\n
    formatter = weekGetter(2);\n            break;\n        // Week of the month (1, ...)\n        case 'W':\n            formatter
= weekGetter(1, true);\n            break;\n        // Day of the month (1-31)\n        case 'd':\n            formatter =
dateGetter(DateType.Date, 1);\n            break;\n        case 'dd':\n            formatter = dateGetter(DateType.Date, 2);\n
        break;\n        // Day of the Week\n        case 'E':\n        case 'EE':\n        case 'EEE':\n            formatter =
dateStrGetter(TranslationType.Days, TranslationWidth.Abbreviated);\n            break;\n        case 'EEEE':\n
formatter = dateStrGetter(TranslationType.Days, TranslationWidth.Wide);\n            break;\n        case 'EEEEE':\n
    formatter = dateStrGetter(TranslationType.Days, TranslationWidth.Narrow);\n            break;\n        case
'EEEEEE':\n            formatter = dateStrGetter(TranslationType.Days, TranslationWidth.Short);\n            break;\n
// Generic period of the day (am-pm)\n        case 'a':\n        case 'aa':\n        case 'aaa':\n            formatter =
dateStrGetter(TranslationType.DayPeriods, TranslationWidth.Abbreviated);\n            break;\n        case 'aaaa':\n
  formatter = dateStrGetter(TranslationType.DayPeriods, TranslationWidth.Wide);\n            break;\n        case
'aaaaa':\n            formatter = dateStrGetter(TranslationType.DayPeriods, TranslationWidth.Narrow);\n
break;\n        // Extended period of the day (midnight, at night, ...), standalone\n        case 'b':\n        case 'bb':\n
case 'bbb':\n            formatter = dateStrGetter(TranslationType.DayPeriods, TranslationWidth.Abbreviated,
FormStyle.Standalone, true);\n            break;\n        case 'bbbb':\n            formatter =
dateStrGetter(TranslationType.DayPeriods, TranslationWidth.Wide, FormStyle.Standalone, true);\n            break;\n
    case 'bbbbb':\n            formatter = dateStrGetter(TranslationType.DayPeriods, TranslationWidth.Narrow,
FormStyle.Standalone, true);\n            break;\n        // Extended period of the day (midnight, night, ...), standalone\n
    case 'B':\n        case 'BB':\n        case 'BBB':\n            formatter = dateStrGetter(TranslationType.DayPeriods,
TranslationWidth.Abbreviated, FormStyle.Format, true);\n            break;\n        case 'BBBB':\n            formatter =\n
            dateStrGetter(TranslationType.DayPeriods, TranslationWidth.Wide, FormStyle.Format, true);\n
break;\n        case 'BBBBB':\n            formatter = dateStrGetter(TranslationType.DayPeriods,
TranslationWidth.Narrow, FormStyle.Format, true);\n            break;\n        // Hour in AM/PM, (1-12)\n        case
'h':\n            formatter = dateGetter(DateType.Hours, 1, -12);\n            break;\n        case 'hh':\n            formatter =
dateGetter(DateType.Hours, 2, -12);\n            break;\n        // Hour of the day (0-23)\n        case 'H':\n
formatter = dateGetter(DateType.Hours, 1);\n            break;\n        // Hour in day, padded (00-23)\n        case 'HH':\n
        formatter = dateGetter(DateType.Hours, 2);\n            break;\n        // Minute of the hour (0-59)\n        case
'm':\n            formatter = dateGetter(DateType.Minutes, 1);\n            break;\n        case 'mm':\n            formatter =
dateGetter(DateType.Minutes, 2);\n            break;\n        // Second of the minute (0-59)\n        case 's':\n
formatter = dateGetter(DateType.Seconds, 1);\n            break;\n        case 'ss':\n            formatter =
dateGetter(DateType.Seconds, 2);\n            break;\n        // Fractional second\n        case 'S':\n            formatter =
dateGetter(DateType.FractionalSeconds, 1);\n            break;\n        case 'SS':\n            formatter =
dateGetter(DateType.FractionalSeconds, 2);\n            break;\n        case 'SSS':\n            formatter =
dateGetter(DateType.FractionalSeconds, 3);\n            break;\n        // Timezone ISO8601 short format (-0430)\n
case 'Z':\n        case 'ZZ':\n        case 'ZZZ':\n            formatter = timeZoneGetter(ZoneWidth.Short);\n
break;\n        // Timezone ISO8601 extended format (-04:30)\n        case 'ZZZZZ':\n            formatter =
timeZoneGetter(ZoneWidth.Extended);\n            break;\n        // Timezone GMT short format (GMT+4)\n        case
'O':\n        case 'OO':\n        case 'OOO':\n        // Should be location, but fallback to format O instead because we
don't have the data yet\n        case 'z':\n        case 'zz':\n        case 'zzz':\n            formatter =
timeZoneGetter(ZoneWidth.ShortGMT);\n            break;\n        // Timezone GMT long format (GMT+0430)\n
case 'OOOO':\n        case 'ZZZZ':\n        // Should be location, but fallback to format O instead because we don't
have the data yet\n        case 'zzzz':\n            formatter = timeZoneGetter(ZoneWidth.Long);\n            break;\n
default:\n            return null;\n    }\n    DATE_FORMATS[format] = formatter;\n    return formatter;\n}\nfunction
timezoneToOffset(timezone, fallback) {\n    // Support: IE 9-11 only, Edge 13-15+\n    // IE/Edge do not
\"understand\" colon (`:`) in timezone\n    timezone = timezone.replace(/:/g, '');\n    var requestedTimezoneOffset =
```

Date.parse('Jan 01, 1970 00:00:00 ' + timezone) / 60000;\n return isNaN(requestedTimezoneOffset) ? fallback : requestedTimezoneOffset;\n}\nfunction addDateMinutes(date, minutes) {\n date = new Date(date.getTime());\n date.setMinutes(date.getMinutes() + minutes);\n return date;\n}\nfunction convertTimezoneToLocal(date, timezone, reverse) {\n var reverseValue = reverse ? -1 : 1;\n var dateTimezoneOffset = date.getTimezoneOffset();\n var timezoneOffset = timezoneToOffset(timezone, dateTimezoneOffset);\n return addDateMinutes(date, reverseValue * (timezoneOffset - dateTimezoneOffset));\n}\n/**\n * Converts a value to date.\n *\n * Supported input formats:\n * - `Date`\n * - number: timestamp\n * - string: numeric (e.g. \"1234\"), ISO and date strings in a format supported by\n * [Date.parse()](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date/parse).\n * Note: ISO strings without time return a date without timeoffset.\n *\n * Throws if unable to convert to a date.\n */\nfunction toDate(value) {\n if (isDate(value)) {\n   return value;\n }\n if (typeof value === 'number' && !isNaN(value)) {\n   return new Date(value);\n }\n if (typeof value === 'string') {\n   value = value.trim();\n   var parsedNb = parseFloat(value);\n   // any string that only contains numbers, like \"1234\" but not like \"1234hello\"\n   if (!isNaN(value - parsedNb)) {\n   return new Date(parsedNb);\n   }\n   if (/^(\\d{4}-\\d{1,2}-\\d{1,2})$/.test(value)) {\n   /* For ISO Strings without time the day, month and year must be extracted from the ISO String\n   before Date creation to avoid time offset and errors in the new Date.\n   If we only replace '-' with ',' in the ISO String (\"2015,01,01\"), and try to create a new\n   date, some browsers (e.g. IE 9) will throw an invalid Date error.\n   If we leave the '-' (\"2015-01-01\") and try to create a new Date(\"2015-01-01\") the timeoffset\n   is applied.\n   Note: ISO months are 0 for January, 1 for February, ... */\n var _a = __read(value.split('-').map(function (val) { return +val; }), 3), y = _a[0], m = _a[1], d = _a[2];\n return new Date(y, m - 1, d);\n   }\n   var match = void 0;\n   if (match = value.match(ISO8601_DATE_REGEX)) {\n   return isStringToDate(match);\n   }\n }\n var date = new Date(value);\n if (!isDate(date)) {\n   throw new Error(\"Unable to convert \\\"\" + value + \"\\\" into a date\");\n }\n return date;\n}\n/**\n * Converts a date in ISO8601 to a Date.\n * Used instead of `Date.parse` because of browser discrepancies.\n */\nfunction isoStringToDate(match) {\n var date = new Date(0);\n var tzHour = 0;\n var tzMin = 0;\n // match[8] means that the string contains \"Z\" (UTC) or a timezone like \"+01:00\" or \"+0100\"\n var dateSetter = match[8] ? date.setUTCFullYear : date.setFullYear;\n var timeSetter = match[8] ? date.setUTCHours : date.setHours;\n // if there is a timezone defined like \"+01:00\" or \"+0100\"\n if (match[9]) {\n   tzHour = Number(match[9] + match[10]);\n   tzMin = Number(match[9] + match[11]);\n }\n dateSetter.call(date, Number(match[1]), Number(match[2]) - 1, Number(match[3]));\n var h = Number(match[4] || 0) - tzHour;\n var m = Number(match[5] || 0) - tzMin;\n var s = Number(match[6] || 0);\n var ms = Math.round(parseFloat('0.' + (match[7] || 0)) * 1000);\n timeSetter.call(date, h, m, s, ms);\n return date;\n}\nfunction isDate(value) {\n return value instanceof Date && !isNaN(value.valueOf());\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar NUMBER_FORMAT_REGEXP = /^(\\d+)?\\.((\\d+)(-(\\d+))?)?$/;\nvar MAX_DIGITS = 22;\nvar DECIMAL_SEP = '.';\nvar ZERO_CHAR = '0';\nvar PATTERN_SEP = ';';\nvar GROUP_SEP = ',';\nvar DIGIT_CHAR = '#';\nvar CURRENCY_CHAR = '¤';\nvar PERCENT_CHAR = '%';\n/**\n * Transforms a number to a locale string based on a style and a format\n */\nfunction formatNumberToLocaleString(value, pattern, locale, groupSymbol, decimalSymbol, digitsInfo, isPercent) {\n if (isPercent === void 0) { isPercent = false; }\n var formattedText = '';\n var isZero = false;\n if (!isFinite(value)) {\n   formattedText = getLocaleNumberSymbol(locale, NumberSymbol.Infinity);\n }\n else {\n   var parsedNumber = parseNumber(value);\n   if (isPercent) {\n   parsedNumber = toPercent(parsedNumber);\n   }\n   var minInt = pattern.minInt;\n   var minFraction = pattern.minFrac;\n   var maxFraction = pattern.maxFrac;\n   if (digitsInfo) {\n   var parts = digitsInfo.match(NUMBER_FORMAT_REGEXP);\n   if (parts === null) {\n   throw new Error(digitsInfo + \" is not a valid digit info\");\n   }\n   var minIntPart = parts[1];\n   var minFractionPart = parts[3];\n   var maxFractionPart = parts[5];\n   if (minIntPart != null) {\n minInt = parseIntAutoRadix(minIntPart);\n   }\n   if (minFractionPart != null) {\n   minFraction =

parseIntAutoRadix(minFractionPart);\n }\n if (maxFractionPart != null) {\n maxFraction = parseIntAutoRadix(maxFractionPart);\n }\n else if (minFractionPart != null && minFraction > maxFraction) {\n maxFraction = minFraction;\n }\n }\n roundNumber(parsedNumber, minFraction, maxFraction);\n var digits = parsedNumber.digits;\n var integerLen = parsedNumber.integerLen;\n var exponent = parsedNumber.exponent;\n var decimals = [];\n isZero = digits.every(function (d) { return !d; });\n // pad zeros for small numbers\n for (; integerLen < minInt; integerLen++) {\n digits.unshift(0);\n }\n // pad zeros for small numbers\n for (; integerLen < 0; integerLen++) {\n digits.unshift(0);\n }\n // extract decimals digits\n if (integerLen > 0) {\n decimals = digits.splice(integerLen, digits.length);\n }\n else {\n decimals = digits;\n digits = [0];\n }\n // format the integer digits with grouping separators\n var groups = [];\n if (digits.length >= pattern.lgSize) {\n groups.unshift(digits.splice(-pattern.lgSize, digits.length).join(''));\n }\n while (digits.length > pattern.gSize) {\n groups.unshift(digits.splice(-pattern.gSize, digits.length).join(''));\n }\n if (digits.length) {\n groups.unshift(digits.join(''));\n }\n formattedText = groups.join(getLocaleNumberSymbol(locale, groupSymbol));\n // append the decimal digits\n if (decimals.length) {\n formattedText += getLocaleNumberSymbol(locale, decimalSymbol) + decimals.join('');\n }\n if (exponent) {\n formattedText += getLocaleNumberSymbol(locale, NumberSymbol.Exponential) + '+' + exponent;\n }\n }\n if (value < 0 && !isZero) {\n formattedText = pattern.negPre + formattedText + pattern.negSuf;\n }\n else {\n formattedText = pattern.posPre + formattedText + pattern.posSuf;\n }\n return formattedText;\n}\n/**\n * @ngModule CommonModule\n * @description\n *\n * Formats a number as currency using locale rules.\n *\n * Use `currency` to format a number as currency.\n *\n * Where:\n * - `value` is a number.\n * - `locale` is a `string` defining the locale to use.\n * - `currency` is the string that represents the currency, it can be its symbol or its name.\n * - `currencyCode` is the [ISO 4217](https://en.wikipedia.org/wiki/ISO_4217) currency code, such\n * as `USD` for the US dollar and `EUR` for the euro.\n * - `digitInfo` See {@link DecimalPipe} for more details.\n *\n * @publicApi\n */\nfunction formatCurrency(value, locale, currency, currencyCode, digitsInfo) {\n var format = getLocaleNumberFormat(locale, NumberFormatStyle.Currency);\n var pattern = parseNumberFormat(format, getLocaleNumberSymbol(locale, NumberSymbol.MinusSign));\n pattern.minFrac = getNumberOfCurrencyDigits(currencyCode);\n pattern.maxFrac = pattern.minFrac;\n var res = formatNumberToLocaleString(value, pattern, locale, NumberSymbol.CurrencyGroup, NumberSymbol.CurrencyDecimal, digitsInfo);\n return res\n .replace(CURRENCY_CHAR, currency)\n // if we have 2 time the currency character, the second one is ignored\n .replace(CURRENCY_CHAR, '');\n}\n/**\n * @ngModule CommonModule\n * @description\n *\n * Formats a number as a percentage according to locale rules.\n *\n * Where:\n * - `value` is a number.\n * - `locale` is a `string` defining the locale to use.\n * - `digitInfo` See {@link DecimalPipe} for more details.\n *\n * @publicApi\n */\nfunction formatPercent(value, locale, digitsInfo) {\n var format = getLocaleNumberFormat(locale, NumberFormatStyle.Percent);\n var pattern = parseNumberFormat(format, getLocaleNumberSymbol(locale, NumberSymbol.MinusSign));\n var res = formatNumberToLocaleString(value, pattern, locale, NumberSymbol.Group, NumberSymbol.Decimal, digitsInfo, true);\n return res.replace(new RegExp(PERCENT_CHAR, 'g'), getLocaleNumberSymbol(locale, NumberSymbol.PercentSign));\n}\n/**\n * @ngModule CommonModule\n * @description\n *\n * Formats a number as text. Group sizing and separator and other locale-specific\n * configurations are based on the locale.\n *\n * Where:\n * - `value` is a number.\n * - `locale` is a `string` defining the locale to use.\n * - `digitInfo` See {@link DecimalPipe} for more details.\n *\n * @publicApi\n */\nfunction formatNumber(value, locale, digitsInfo) {\n var format = getLocaleNumberFormat(locale, NumberFormatStyle.Decimal);\n var pattern = parseNumberFormat(format, getLocaleNumberSymbol(locale, NumberSymbol.MinusSign));\n return formatNumberToLocaleString(value, pattern, locale, NumberSymbol.Group, NumberSymbol.Decimal, digitsInfo);\n}\nfunction parseNumberFormat(format, minusSign) {\n if (minusSign === void 0) { minusSign = '-'; }\n var p = {\n minInt: 1,\n minFrac: 0,\n maxFrac: 0,\n posPre: '',\n posSuf: '',\n negPre: '',\n negSuf: '',\n gSize: 0,\n lgSize: 0\n };\n var patternParts =

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format.split(PATTERN_SEP);\n    var positive = patternParts[0];\n    var negative = patternParts[1];\n    var
positiveParts = positive.indexOf(DECIMAL_SEP) !== -1 ?\n        positive.split(DECIMAL_SEP) :\n        [\n
positive.substring(0, positive.lastIndexOf(ZERO_CHAR) + 1),\n
positive.substring(positive.lastIndexOf(ZERO_CHAR) + 1)\n        ], integer = positiveParts[0], fraction =
positiveParts[1] || '';\n    p.posPre = integer.substr(0, integer.indexOf(DIGIT_CHAR));\n    for (var i = 0; i <
fraction.length; i++) {\n        var ch = fraction.charAt(i);\n        if (ch === ZERO_CHAR) {\n            p.minFrac =
p.maxFrac = i + 1;\n        }\n        else if (ch === DIGIT_CHAR) {\n            p.maxFrac = i + 1;\n        }\n        else
{\n            p.posSuf += ch;\n        }\n    }\n    var groups = integer.split(GROUP_SEP);\n    p.gSize = groups[1] ?
groups[1].length : 0;\n    p.lgSize = (groups[2] || groups[1]) ? (groups[2] || groups[1]).length : 0;\n    if (negative) {\n
    var trunkLen = positive.length - p.posPre.length - p.posSuf.length, pos = negative.indexOf(DIGIT_CHAR);\n
p.negPre = negative.substr(0, pos).replace(/'/g, '');\n        p.negSuf = negative.substr(pos + trunkLen).replace(/'/g,
'');\n    }\n    else {\n        p.negPre = minusSign + p.posPre;\n        p.negSuf = p.posSuf;\n    }\n    return p;\n}\n//
Transforms a parsed number into a percentage by multiplying it by 100\nfunction toPercent(parsedNumber) {\n    //
if the number is 0, don't do anything\n    if (parsedNumber.digits[0] === 0) {\n        return parsedNumber;\n    }\n
// Getting the current number of decimals\n    var fractionLen = parsedNumber.digits.length -
parsedNumber.integerLen;\n    if (parsedNumber.exponent) {\n        parsedNumber.exponent += 2;\n    }\n    else {\n
     if (fractionLen === 0) {\n            parsedNumber.digits.push(0, 0);\n        }\n        else if (fractionLen === 1) {\n
        parsedNumber.digits.push(0);\n        }\n        parsedNumber.integerLen += 2;\n    }\n    return
parsedNumber;\n}\n/**\n * Parses a number.\n * Significant bits of this parse algorithm came from
https://github.com/MikeMcl/big.js/\n */\nfunction parseNumber(num) {\n    var numStr = Math.abs(num) + '';\n
var exponent = 0, digits, integerLen;\n    var i, j, zeros;\n    // Decimal point?\n    if ((integerLen =
numStr.indexOf(DECIMAL_SEP)) > -1) {\n        numStr = numStr.replace(DECIMAL_SEP, '');\n    }\n    //
Exponential form?\n    if ((i = numStr.search(/e/i)) > 0) {\n        // Work out the exponent.\n        if (integerLen < 0)\n
         integerLen = i;\n        integerLen += +numStr.slice(i + 1);\n        numStr = numStr.substring(0, i);\n    }\n
else if (integerLen < 0) {\n        // There was no decimal point or exponent so it is an integer.\n        integerLen =
numStr.length;\n    }\n    // Count the number of leading zeros.\n    for (i = 0; numStr.charAt(i) === ZERO_CHAR;
i++) { /* empty */\n    }\n    if (i === (zeros = numStr.length)) {\n        // The digits are all zero.\n        digits = [0];\n
    integerLen = 1;\n    }\n    else {\n        // Count the number of trailing zeros\n        zeros--;\n        while
(numStr.charAt(zeros) === ZERO_CHAR)\n            zeros--;\n        // Trailing zeros are insignificant so ignore
them\n        integerLen -= i;\n        digits = [];\n        // Convert string to array of digits without leading/trailing
zeros.\n        for (j = 0; i <= zeros; i++, j++) {\n            digits[j] = Number(numStr.charAt(i));\n        }\n    }\n    // If
the number overflows the maximum allowed digits then use an exponent.\n    if (integerLen > MAX_DIGITS) {\n
  digits = digits.splice(0, MAX_DIGITS - 1);\n        exponent = integerLen - 1;\n        integerLen = 1;\n    }\n
return { digits: digits, exponent: exponent, integerLen: integerLen };\n}\n/**\n * Round the parsed number to the
specified number of decimal places\n * This function changes the parsedNumber in-place\n */\nfunction
roundNumber(parsedNumber, minFrac, maxFrac) {\n    if (minFrac > maxFrac) {\n        throw new Error(\"The
minimum number of digits after fraction (\" + minFrac + \") is higher than the maximum (\" + maxFrac + \").\");\n
}\n    var digits = parsedNumber.digits;\n    var fractionLen = digits.length - parsedNumber.integerLen;\n    var
fractionSize = Math.min(Math.max(minFrac, fractionLen), maxFrac);\n    // The index of the digit to where
rounding is to occur\n    var roundAt = fractionSize + parsedNumber.integerLen;\n    var digit = digits[roundAt];\n
if (roundAt > 0) {\n        // Drop fractional digits beyond `roundAt`\n
digits.splice(Math.max(parsedNumber.integerLen, roundAt));\n        // Set non-fractional digits beyond `roundAt` to
0\n        for (var j = roundAt; j < digits.length; j++) {\n            digits[j] = 0;\n        }\n    }\n    else {\n        // We
rounded to zero so reset the parsedNumber\n        fractionLen = Math.max(0, fractionLen);\n
parsedNumber.integerLen = 1;\n        digits.length = Math.max(1, roundAt = fractionSize + 1);\n        digits[0] = 0;\n
     for (var i = 1; i < roundAt; i++)\n            digits[i] = 0;\n    }\n    if (digit >= 5) {\n        if (roundAt - 1 < 0) {\n
    for (var k = 0; k > roundAt; k--) {\n                digits.unshift(0);\n                parsedNumber.integerLen++;\n
}\n            digits.unshift(1);\n            parsedNumber.integerLen++;\n        }\n        else {\n            digits[roundAt -
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1]++;\n        }\n    }\n    // Pad out with zeros to get the required fraction length\n    for (; fractionLen < Math.max(0,
fractionSize); fractionLen++)\n        digits.push(0);\n    var dropTrailingZeros = fractionSize !== 0;\n    // Minimal
length = nb of decimals required + current nb of integers\n    // Any number besides that is optional and can be
removed if it's a trailing 0\n    var minLen = minFrac + parsedNumber.integerLen;\n    // Do any carrying, e.g. a digit
was rounded up to 10\n    var carry = digits.reduceRight(function (carry, d, i, digits) {\n        d = d + carry;\n
digits[i] = d < 10 ? d : d - 10; // d % 10\n        if (dropTrailingZeros) {\n            // Do not keep meaningless fractional
trailing zeros (e.g. 15.52000 --> 15.52)\n            if (digits[i] === 0 && i >= minLen) {\n                digits.pop();\n
    }\n            else {\n                dropTrailingZeros = false;\n            }\n        }\n        return d >= 10 ? 1 : 0; //
Math.floor(d / 10);\n    }, 0);\n    if (carry) {\n        digits.unshift(carry);\n        parsedNumber.integerLen++;\n
}\n}\nfunction parseIntAutoRadix(text) {\n    var result = parseInt(text);\n    if (isNaN(result)) {\n        throw new
Error('Invalid integer literal when parsing ' + text);\n    }\n    return result;\n}\n\n/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\n/**\n * @deprecated from v5\n */\nvar
DEPRECATED_PLURAL_FN = new InjectionToken('UseV4Plurals');\n/**\n * @publicApi\n */\nvar
NgLocalization = /** @class */ (function () {\n    function NgLocalization() {\n    }\n    return
NgLocalization;\n}());\n/**\n * Returns the plural category for a given value.\n * - \"=value\" when the case
exists,\n * - the plural category otherwise\n */\nfunction getPluralCategory(value, cases, ngLocalization, locale) {\n
 var key = \"=\" + value;\n    if (cases.indexOf(key) > -1) {\n        return key;\n    }\n    key =
ngLocalization.getPluralCategory(value, locale);\n    if (cases.indexOf(key) > -1) {\n        return key;\n    }\n    if
(cases.indexOf('other') > -1) {\n        return 'other';\n    }\n    throw new Error(\"No plural message found for value
\\\"\" + value + \"\\\"\");\n}\n/**\n * Returns the plural case based on the locale\n *\n * @publicApi\n */\nvar
NgLocaleLocalization = /** @class */ (function (_super) {\n    __extends(NgLocaleLocalization, _super);\n
function NgLocaleLocalization(locale, \n    /** @deprecated from v5 */\n    deprecatedPluralFn) {\n        var _this =
_super.call(this) || this;\n        _this.locale = locale;\n        _this.deprecatedPluralFn = deprecatedPluralFn;\n
return _this;\n    }\n    NgLocaleLocalization.prototype.getPluralCategory = function (value, locale) {\n        var
plural = this.deprecatedPluralFn ? this.deprecatedPluralFn(locale || this.locale, value) :\n
getLocalePluralCase(locale || this.locale)(value);\n        switch (plural) {\n            case Plural.Zero:\n                return
'zero';\n            case Plural.One:\n                return 'one';\n            case Plural.Two:\n                return 'two';\n
case Plural.Few:\n                return 'few';\n            case Plural.Many:\n                return 'many';\n            default:\n
        return 'other';\n        }\n    };\n    NgLocaleLocalization = __decorate([\n        Injectable(),\n        __param(0,
Inject(LOCALE_ID)),\n        __param(1, Optional()), __param(1, Inject(DEPRECATED_PLURAL_FN)),\n
__metadata(\"design:paramtypes\", [String, Object])\n    ], NgLocaleLocalization);\n    return
NgLocaleLocalization;\n}(NgLocalization));\n/**\n * Returns the plural case based on the locale\n *\n *
@deprecated from v5 the plural case function is in locale data files common/locales/*.ts\n * @publicApi\n
*/\nfunction getPluralCase(locale, nLike) {\n    // TODO(vicb): lazy compute\n    if (typeof nLike === 'string') {\n
  nLike = parseInt(nLike, 10);\n    }\n    var n = nLike;\n    var nDecimal = n.toString().replace(/^[^.]*\\.?/, '');\n    var
i = Math.floor(Math.abs(n));\n    var v = nDecimal.length;\n    var f = parseInt(nDecimal, 10);\n    var t =
parseInt(n.toString().replace(/^[^.]*\\.?|0+$/g, ''), 10) || 0;\n    var lang = locale.split('-')[0].toLowerCase();\n    switch
(lang) {\n        case 'af':\n        case 'asa':\n        case 'az':\n        case 'bem':\n        case 'bez':\n        case 'bg':\n
case 'brx':\n        case 'ce':\n        case 'cgg':\n        case 'chr':\n        case 'ckb':\n        case 'ee':\n        case 'el':\n
case 'eo':\n        case 'es':\n        case 'eu':\n        case 'fo':\n        case 'fur':\n        case 'gsw':\n        case 'ha':\n        case
'haw':\n        case 'hu':\n        case 'jgo':\n        case 'jmc':\n        case 'ka':\n        case 'kk':\n        case 'kkj':\n        case
'kl':\n        case 'ks':\n        case 'ksb':\n        case 'ky':\n        case 'lb':\n        case 'lg':\n        case 'mas':\n        case
'mgo':\n        case 'ml':\n        case 'mn':\n        case 'nb':\n        case 'nd':\n        case 'ne':\n        case 'nn':\n        case
'nnh':\n        case 'nyn':\n        case 'om':\n        case 'or':\n        case 'os':\n        case 'ps':\n        case 'rm':\n        case
'rof':\n        case 'rwk':\n        case 'saq':\n        case 'seh':\n        case 'sn':\n        case 'so':\n        case 'sq':\n        case
'ta':\n        case 'te':\n        case 'teo':\n        case 'tk':\n        case 'tr':\n        case 'ug':\n        case 'uz':\n        case 'vo':\n
    case 'vun':\n        case 'wae':\n        case 'xog':\n            if (n === 1)\n                return Plural.One;\n            return
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Plural.Other;\n        case 'ak':\n        case 'ln':\n        case 'mg':\n        case 'pa':\n        case 'ti':\n            if (n ===
Math.floor(n) && n >= 0 && n <= 1)\n                return Plural.One;\n            return Plural.Other;\n        case 'am':\n
    case 'as':\n        case 'bn':\n        case 'fa':\n        case 'gu':\n        case 'hi':\n        case 'kn':\n        case 'mr':\n
case 'zu':\n            if (i === 0 || n === 1)\n                return Plural.One;\n            return Plural.Other;\n        case 'ar':\n
        if (n === 0)\n                return Plural.Zero;\n            if (n === 1)\n                return Plural.One;\n            if (n
=== 2)\n                return Plural.Two;\n            if (n % 100 === Math.floor(n % 100) && n % 100 >= 3 && n % 100
<= 10)\n                return Plural.Few;\n            if (n % 100 === Math.floor(n % 100) && n % 100 >= 11 && n %
100 <= 99)\n                return Plural.Many;\n            return Plural.Other;\n        case 'ast':\n        case 'ca':\n        case
'de':\n        case 'en':\n        case 'et':\n        case 'fi':\n        case 'fy':\n        case 'gl':\n        case 'it':\n        case 'nl':\n
case 'sv':\n        case 'sw':\n        case 'ur':\n        case 'yi':\n            if (i === 1 && v === 0)\n                return
Plural.One;\n            return Plural.Other;\n        case 'be':\n            if (n % 10 === 1 && !(n % 100 === 11))\n
  return Plural.One;\n            if (n % 10 === Math.floor(n % 10) && n % 10 >= 2 && n % 10 <= 4 &&\n
!(n % 100 >= 12 && n % 100 <= 14))\n                return Plural.Few;\n            if (n % 10 === 0 || n % 10 ===
Math.floor(n % 10) && n % 10 >= 5 && n % 10 <= 9 ||\n                n % 100 === Math.floor(n % 100) && n % 100
>= 11 && n % 100 <= 14)\n                return Plural.Many;\n            return Plural.Other;\n        case 'br':\n            if (n
% 10 === 1 && !(n % 100 === 11 || n % 100 === 71 || n % 100 === 91))\n                return Plural.One;\n            if
(n % 10 === 2 && !(n % 100 === 12 || n % 100 === 72 || n % 100 === 92))\n                return Plural.Two;\n
if (n % 10 === Math.floor(n % 10) && (n % 10 >= 3 && n % 10 <= 4 || n % 10 === 9) &&\n                !(n % 100
>= 10 && n % 100 <= 19 || n % 100 >= 70 && n % 100 <= 79 ||\n                n % 100 >= 90 && n % 100 <=
99))\n                return Plural.Few;\n            if (!(n === 0) && n % 1e6 === 0)\n                return Plural.Many;\n
  return Plural.Other;\n        case 'bs':\n        case 'hr':\n        case 'sr':\n            if (v === 0 && i % 10 === 1 && !(i %
100 === 11) || f % 10 === 1 && !(f % 100 === 11))\n                return Plural.One;\n            if (v === 0 && i % 10
=== Math.floor(i % 10) && i % 10 >= 2 && i % 10 <= 4 &&\n                !(i % 100 >= 12 && i % 100 <= 14) ||\n
        f % 10 === Math.floor(f % 10) && f % 10 >= 2 && f % 10 <= 4 &&\n                !(f % 100 >= 12 && f %
100 <= 14))\n                return Plural.Few;\n            return Plural.Other;\n        case 'cs':\n        case 'sk':\n            if (i
=== 1 && v === 0)\n                return Plural.One;\n            if (i === Math.floor(i) && i >= 2 && i <= 4 && v ===
0)\n                return Plural.Few;\n            if (!(v === 0))\n                return Plural.Many;\n            return
Plural.Other;\n        case 'cy':\n            if (n === 0)\n                return Plural.Zero;\n            if (n === 1)\n
return Plural.One;\n            if (n === 2)\n                return Plural.Two;\n            if (n === 3)\n                return
Plural.Few;\n            if (n === 6)\n                return Plural.Many;\n            return Plural.Other;\n        case 'da':\n
 if (n === 1 || !(t === 0) && (i === 0 || i === 1))\n                return Plural.One;\n            return Plural.Other;\n
case 'dsb':\n        case 'hsb':\n            if (v === 0 && i % 100 === 1 || f % 100 === 1)\n                return Plural.One;\n
        if (v === 0 && i % 100 === 2 || f % 100 === 2)\n                return Plural.Two;\n            if (v === 0 && i %
100 === Math.floor(i % 100) && i % 100 >= 3 && i % 100 <= 4 ||\n                f % 100 === Math.floor(f % 100)
&& f % 100 >= 3 && f % 100 <= 4)\n                return Plural.Few;\n            return Plural.Other;\n        case 'ff':\n
case 'fr':\n        case 'hy':\n        case 'kab':\n            if (i === 0 || i === 1)\n                return Plural.One;\n
return Plural.Other;\n        case 'fil':\n            if (v === 0 && (i === 1 || i === 2 || i === 3) ||\n                v === 0 &&
!(i % 10 === 4 || i % 10 === 6 || i % 10 === 9) ||\n                !(v === 0) && !(f % 10 === 4 || f % 10 === 6 || f % 10
=== 9))\n                return Plural.One;\n            return Plural.Other;\n        case 'ga':\n            if (n === 1)\n
return Plural.One;\n            if (n === 2)\n                return Plural.Two;\n            if (n === Math.floor(n) && n >= 3
&& n <= 6)\n                return Plural.Few;\n            if (n === Math.floor(n) && n >= 7 && n <= 10)\n
return Plural.Many;\n            return Plural.Other;\n        case 'gd':\n            if (n === 1 || n === 11)\n                return
Plural.One;\n            if (n === 2 || n === 12)\n                return Plural.Two;\n            if (n === Math.floor(n) && (n
>= 3 && n <= 10 || n >= 13 && n <= 19))\n                return Plural.Few;\n            return Plural.Other;\n        case
'gv':\n            if (v === 0 && i % 10 === 1)\n                return Plural.One;\n            if (v === 0 && i % 10 === 2)\n
            return Plural.Two;\n            if (v === 0 &&\n                (i % 100 === 0 || i % 100 === 20 || i % 100 === 40 ||
i % 100 === 60 || i % 100 === 80))\n                return Plural.Few;\n            if (!(v === 0))\n                return
Plural.Many;\n            return Plural.Other;\n        case 'he':\n            if (i === 1 && v === 0)\n                return
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Plural.One;\n            if (i === 2 && v === 0)\n                return Plural.Two;\n            if (v === 0 && !(n >= 0 && n
<= 10) && n % 10 === 0)\n                return Plural.Many;\n            return Plural.Other;\n        case 'is':\n            if (t
=== 0 && i % 10 === 1 && !(i % 100 === 11) || !(t === 0))\n                return Plural.One;\n            return
Plural.Other;\n        case 'ksh':\n            if (n === 0)\n                return Plural.Zero;\n            if (n === 1)\n
return Plural.One;\n            return Plural.Other;\n        case 'kw':\n        case 'naq':\n        case 'se':\n        case 'smn':\n
            if (n === 1)\n                return Plural.One;\n            if (n === 2)\n                return Plural.Two;\n            return
Plural.Other;\n        case 'lag':\n            if (n === 0)\n                return Plural.Zero;\n            if ((i === 0 || i === 1)
&& !(n === 0))\n                return Plural.One;\n            return Plural.Other;\n        case 'lt':\n            if (n % 10 === 1
&& !(n % 100 >= 11 && n % 100 <= 19))\n                return Plural.One;\n            if (n % 10 === Math.floor(n %
10) && n % 10 >= 2 && n % 10 <= 9 &&\n                !(n % 100 >= 11 && n % 100 <= 19))\n                return
Plural.Few;\n            if (!(f === 0))\n                return Plural.Many;\n            return Plural.Other;\n        case 'lv':\n
case 'prg':\n            if (n % 10 === 0 || n % 100 === Math.floor(n % 100) && n % 100 >= 11 && n % 100 <= 19 ||\n
                v === 2 && f % 100 === Math.floor(f % 100) && f % 100 >= 11 && f % 100 <= 19)\n                return
Plural.Zero;\n            if (n % 10 === 1 && !(n % 100 === 11) || v === 2 && f % 10 === 1 && !(f % 100 === 11)
||\n                !(v === 2) && f % 10 === 1)\n                return Plural.One;\n            return Plural.Other;\n        case
'mk':\n            if (v === 0 && i % 10 === 1 || f % 10 === 1)\n                return Plural.One;\n            return
Plural.Other;\n        case 'mt':\n            if (n === 1)\n                return Plural.One;\n            if (n === 0 || n % 100 ===
Math.floor(n % 100) && n % 100 >= 2 && n % 100 <= 10)\n                return Plural.Few;\n            if (n % 100 ===
Math.floor(n % 100) && n % 100 >= 11 && n % 100 <= 19)\n                return Plural.Many;\n            return
Plural.Other;\n        case 'pl':\n            if (i === 1 && v === 0)\n                return Plural.One;\n            if (v === 0
&& i % 10 === Math.floor(i % 10) && i % 10 >= 2 && i % 10 <= 4 &&\n                !(i % 100 >= 12 && i % 100
<= 14))\n                return Plural.Few;\n            if (v === 0 && !(i === 1) && i % 10 === Math.floor(i % 10) && i
% 10 >= 0 && i % 10 <= 1 ||\n                v === 0 && i % 10 === Math.floor(i % 10) && i % 10 >= 5 && i % 10
<= 9 ||\n                v === 0 && i % 100 === Math.floor(i % 100) && i % 100 >= 12 && i % 100 <= 14)\n
return Plural.Many;\n            return Plural.Other;\n        case 'pt':\n            if (n === Math.floor(n) && n >= 0 && n
<= 2 && !(n === 2))\n                return Plural.One;\n            return Plural.Other;\n        case 'ro':\n            if (i === 1
&& v === 0)\n                return Plural.One;\n            if (!(v === 0) || n === 0 ||\n                !(n === 1) && n % 100
=== Math.floor(n % 100) && n % 100 >= 1 && n % 100 <= 19)\n                return Plural.Few;\n            return
Plural.Other;\n        case 'ru':\n        case 'uk':\n            if (v === 0 && i % 10 === 1 && !(i % 100 === 11))\n
  return Plural.One;\n            if (v === 0 && i % 10 === Math.floor(i % 10) && i % 10 >= 2 && i % 10 <= 4 &&\n
                !(i % 100 >= 12 && i % 100 <= 14))\n                return Plural.Few;\n            if (v === 0 && i % 10 === 0
||\n                v === 0 && i % 10 === Math.floor(i % 10) && i % 10 >= 5 && i % 10 <= 9 ||\n                v === 0
&& i % 100 === Math.floor(i % 100) && i % 100 >= 11 && i % 100 <= 14)\n                return Plural.Many;\n
  return Plural.Other;\n        case 'shi':\n            if (i === 0 || n === 1)\n                return Plural.One;\n            if (n ===
Math.floor(n) && n >= 2 && n <= 10)\n                return Plural.Few;\n            return Plural.Other;\n        case 'si':\n
            if (n === 0 || n === 1 || i === 0 && f === 1)\n                return Plural.One;\n            return Plural.Other;\n
case 'sl':\n            if (v === 0 && i % 100 === 1)\n                return Plural.One;\n            if (v === 0 && i % 100
=== 2)\n                return Plural.Two;\n            if (v === 0 && i % 100 === Math.floor(i % 100) && i % 100 >= 3
&& i % 100 <= 4 || !(v === 0))\n                return Plural.Few;\n            return Plural.Other;\n        case 'tzm':\n
if (n === Math.floor(n) && n >= 0 && n <= 1 || n === Math.floor(n) && n >= 11 && n <= 99)\n                return
Plural.One;\n            return Plural.Other;\n        // When there is no specification, the default is always \"other\"\n
// Spec: http://cldr.unicode.org/index/cldr-spec/plural-rules\n        // > other (required—general plural form — also
used if the language only has a single form)\n        default:\n            return Plural.Other;\n    }\n}\n\n/**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction
parseCookieValue(cookieStr, name) {\n    var e_1, _a;\n    name = encodeURIComponent(name);\n    try {\n        for
(var _b = __values(cookieStr.split(';')), _c = _b.next(); !_c.done; _c = _b.next()) {\n            var cookie = _c.value;\n
        var eqIndex = cookie.indexOf('=');\n            var _d = __read(eqIndex == -1 ? [cookie, ''] : [cookie.slice(0,
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eqIndex), cookie.slice(eqIndex + 1)], 2), cookieName = _d[0], cookieValue = _d[1];\n if (cookieName.trim() === name) {\n return decodeURIComponent(cookieValue);\n }\n }\n }\n catch (e_1_1) { e_1 = { error: e_1_1 }; }\n finally {\n try {\n if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n }\n finally { if (e_1) throw e_1.error; }\n }\n return null;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @ngModule CommonModule\n *\n * @usageNotes\n * ```\n * <some-element [ngClass]=\"'first second'\">...</some-element>\n *\n * <some-element [ngClass]=\"['first', 'second']\">...</some-element>\n *\n * <some-element [ngClass]=\"{'first': true, 'second': true, 'third': false}\">...</some-element>\n *\n * <some-element [ngClass]=\"stringExp|arrayExp|objExp\">...</some-element>\n *\n * <some-element [ngClass]=\"{'class1 class2 class3' : true}\">...</some-element>\n * ```\n *\n * @description\n *\n * Adds and removes CSS classes on an HTML element.\n *\n * The CSS classes are updated as follows, depending on the type of the expression evaluation:\n * - `string` - the CSS classes listed in the string (space delimited) are added,\n * - `Array` - the CSS classes declared as Array elements are added,\n * - `Object` - keys are CSS classes that get added when the expression given in the value\n * evaluates to a truthy value, otherwise they are removed.\n *\n * @publicApi\n */\nvar NgClass = /** @class */ (function () {\n function NgClass(_iterableDiffers, _keyValueDiffers, _ngEl, _renderer) {\n this._iterableDiffers = _iterableDiffers;\n this._keyValueDiffers = _keyValueDiffers;\n this._ngEl = _ngEl;\n this._renderer = _renderer;\n this._initialClasses = [];\n }\n Object.defineProperty(NgClass.prototype, \"klass\", {\n set: function (value) {\n this._removeClasses(this._initialClasses);\n this._initialClasses = typeof value === 'string' ? value.split(/\\s+/) : [];\n this._applyClasses(this._initialClasses);\n this._applyClasses(this._rawClass);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgClass.prototype, \"ngClass\", {\n set: function (value) {\n this._removeClasses(this._rawClass);\n this._applyClasses(this._initialClasses);\n this._iterableDiffer = null;\n this._keyValueDiffer = null;\n this._rawClass = typeof value === 'string' ? value.split(/\\s+/) : value;\n if (this._rawClass) {\n if (isListLikeIterable(this._rawClass)) {\n this._iterableDiffer = this._iterableDiffers.find(this._rawClass).create();\n }\n else {\n this._keyValueDiffer = this._keyValueDiffers.find(this._rawClass).create();\n }\n }\n },\n enumerable: true,\n configurable: true\n });\n NgClass.prototype.ngDoCheck = function () {\n if (this._iterableDiffer) {\n var iterableChanges = this._iterableDiffer.diff(this._rawClass);\n if (iterableChanges) {\n this._applyIterableChanges(iterableChanges);\n }\n }\n else if (this._keyValueDiffer) {\n var keyValueChanges = this._keyValueDiffer.diff(this._rawClass);\n if (keyValueChanges) {\n this._applyKeyValueChanges(keyValueChanges);\n }\n }\n };\n NgClass.prototype._applyKeyValueChanges = function (changes) {\n var _this = this;\n changes.forEachAddedItem(function (record) { return _this._toggleClass(record.key, record.currentValue); });\n changes.forEachChangedItem(function (record) { return _this._toggleClass(record.key, record.currentValue); });\n changes.forEachRemovedItem(function (record) {\n if (record.previousValue) {\n _this._toggleClass(record.key, false);\n }\n });\n };\n NgClass.prototype._applyIterableChanges = function (changes) {\n var _this = this;\n changes.forEachAddedItem(function (record) {\n if (typeof record.item === 'string') {\n _this._toggleClass(record.item, true);\n }\n else {\n throw new Error(\"NgClass can only toggle CSS classes expressed as strings, got \" + stringify(record.item));\n }\n });\n changes.forEachRemovedItem(function (record) { return _this._toggleClass(record.item, false); });\n };\n /**\n * Applies a collection of CSS classes to the DOM element.\n *\n * For argument of type Set and Array CSS class names contained in those collections are always\n * added.\n * For argument of type Map CSS class name in the map's key is toggled based on the value (added\n * for truthy and removed for falsy).\n */\n NgClass.prototype._applyClasses = function (rawClassVal) {\n var _this = this;\n if (rawClassVal) {\n if (Array.isArray(rawClassVal) || rawClassVal instanceof Set) {\n rawClassVal.forEach(function (klass) { return _this._toggleClass(klass, true); });\n }\n else {\n Object.keys(rawClassVal).forEach(function (klass) { return _this._toggleClass(klass, !!rawClassVal[klass]); });\n

}\n }\n };\n /**\n * Removes a collection of CSS classes from the DOM element. This is mostly useful for cleanup\n * purposes.\n */\n NgClass.prototype._removeClasses = function (rawClassVal) {\n var _this = this;\n if (rawClassVal) {\n if (Array.isArray(rawClassVal) || rawClassVal instanceof Set) {\n rawClassVal.forEach(function (klass) { return _this._toggleClass(klass, false); });\n }\n else {\n Object.keys(rawClassVal).forEach(function (klass) { return _this._toggleClass(klass, false); });\n }\n }\n };\n NgClass.prototype._toggleClass = function (klass, enabled) {\n var _this = this;\n klass = klass.trim();\n if (klass) {\n klass.split(/\\s+/g).forEach(function (klass) {\n if (enabled) {\n _this._renderer.addClass(_this._ngEl.nativeElement, klass);\n }\n else {\n _this._renderer.removeClass(_this._ngEl.nativeElement, klass);\n }\n });\n }\n };\n __decorate([\n Input('class'),\n __metadata(\"design:type\", String),\n __metadata(\"design:paramtypes\", [String])\n], NgClass.prototype, \"klass\", null);\n __decorate([\n Input(),\n __metadata(\"design:type\", Object),\n __metadata(\"design:paramtypes\", [Object])\n], NgClass.prototype, \"ngClass\", null);\n NgClass = __decorate([\n Directive({ selector: '[ngClass]' }),\n __metadata(\"design:paramtypes\", [IterableDiffers, KeyValueDiffers,\n ElementRef, Renderer2])\n], NgClass);\n return NgClass;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Instantiates a single {@link Component} type and inserts its Host View into current View.\n * `NgComponentOutlet` provides a declarative approach for dynamic component creation.\n *\n * `NgComponentOutlet` requires a component type, if a falsy value is set the view will clear and\n * any existing component will get destroyed.\n *\n * @usageNotes\n *\n * ### Fine tune control\n *\n * You can control the component creation process by using the following optional attributes:\n *\n * * `ngComponentOutletInjector`: Optional custom {@link Injector} that will be used as parent for\n * the Component. Defaults to the injector of the current view container.\n *\n * * `ngComponentOutletContent`: Optional list of projectable nodes to insert into the content\n * section of the component, if exists.\n *\n * * `ngComponentOutletNgModuleFactory`: Optional module factory to allow dynamically loading other\n * module, then load a component from that module.\n *\n * ### Syntax\n *\n * Simple\n * ```\n * <ng-container *ngComponentOutlet=\"componentTypeExpression\"></ng-container>\n * ```\n *\n * Customized injector/content\n * ```\n * <ng-container *ngComponentOutlet=\"componentTypeExpression;\n * injector: injectorExpression;\n * content: contentNodesExpression;\">\n * </ng-container>\n * ```\n *\n * Customized ngModuleFactory\n * ```\n * <ng-container *ngComponentOutlet=\"componentTypeExpression;\n * ngModuleFactory: moduleFactory;\">\n * </ng-container>\n * ```\n *\n * ### A simple example\n *\n * {@example common/ngComponentOutlet/ts/module.ts region='SimpleExample'}\n *\n * A more complete example with additional options:\n *\n * {@example common/ngComponentOutlet/ts/module.ts region='CompleteExample'}\n\n * A more complete example with ngModuleFactory:\n *\n * {@example common/ngComponentOutlet/ts/module.ts region='NgModuleFactoryExample'}\n *\n * @publicApi\n * @ngModule CommonModule\n */\nvar NgComponentOutlet = /** @class */ (function () {\n function NgComponentOutlet(_viewContainerRef) {\n this._viewContainerRef = _viewContainerRef;\n this._componentRef = null;\n this._moduleRef = null;\n }\n NgComponentOutlet.prototype.ngOnChanges = function (changes) {\n this._viewContainerRef.clear();\n this._componentRef = null;\n if (this.ngComponentOutlet) {\n var elInjector = this.ngComponentOutletInjector || this._viewContainerRef.parentInjector;\n if (changes['ngComponentOutletNgModuleFactory']) {\n if (this._moduleRef)\n this._moduleRef.destroy();\n if (this.ngComponentOutletNgModuleFactory) {\n var parentModule = elInjector.get(NgModuleRef);\n this._moduleRef = this.ngComponentOutletNgModuleFactory.create(parentModule.injector);\n }\n else {\n this._moduleRef = null;\n }\n }\n var componentFactoryResolver = this._moduleRef ? this._moduleRef.componentFactoryResolver :\n elInjector.get(ComponentFactoryResolver);\n var componentFactory = componentFactoryResolver.resolveComponentFactory(this.ngComponentOutlet);\n this._componentRef =

this._viewContainerRef.createComponent(componentFactory, this._viewContainerRef.length, elInjector, this.ngComponentOutletContent);\n }\n };\n NgComponentOutlet.prototype.ngOnDestroy = function () {\n if (this._moduleRef)\n this._moduleRef.destroy();\n };\n __decorate([\n Input(),\n __metadata(\"design:type\", Type)\n], NgComponentOutlet.prototype, \"ngComponentOutlet\", void 0);\n __decorate([\n Input(),\n __metadata(\"design:type\", Injector)\n], NgComponentOutlet.prototype, \"ngComponentOutletInjector\", void 0);\n __decorate([\n Input(),\n __metadata(\"design:type\", Array)\n], NgComponentOutlet.prototype, \"ngComponentOutletContent\", void 0);\n __decorate([\n Input(),\n __metadata(\"design:type\", NgModuleFactory)\n], NgComponentOutlet.prototype, \"ngComponentOutletNgModuleFactory\", void 0);\n NgComponentOutlet = __decorate([\n Directive({ selector: '[ngComponentOutlet]' }),\n __metadata(\"design:paramtypes\", [ViewContainerRef])\n], NgComponentOutlet);\n return NgComponentOutlet;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @publicApi\n */\nvar NgForOfContext = /** @class */ (function () {\n function NgForOfContext($implicit, ngForOf, index, count) {\n this.$implicit = $implicit;\n this.ngForOf = ngForOf;\n this.index = index;\n this.count = count;\n }\n Object.defineProperty(NgForOfContext.prototype, \"first\", {\n get: function () { return this.index === 0; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgForOfContext.prototype, \"last\", {\n get: function () { return this.index === this.count - 1; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgForOfContext.prototype, \"even\", {\n get: function () { return this.index % 2 === 0; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgForOfContext.prototype, \"odd\", {\n get: function () { return !this.even; },\n enumerable: true,\n configurable: true\n });\n return NgForOfContext;\n}());\n/**\n * The `NgForOf` directive instantiates a template once per item from an iterable. The context\n * for each instantiated template inherits from the outer context with the given loop variable\n * set to the current item from the iterable.\n *\n * @usageNotes\n *\n * ### Local Variables\n *\n * `NgForOf` provides several exported values that can be aliased to local variables:\n *\n * - `$implicit: T`: The value of the individual items in the iterable (`ngForOf`).\n * - `ngForOf: NgIterable<T>`: The value of the iterable expression. Useful when the expression is\n * more complex then a property access, for example when using the async pipe (`userStreams |\n * async`).\n * - `index: number`: The index of the current item in the iterable.\n * - `first: boolean`: True when the item is the first item in the iterable.\n * - `last: boolean`: True when the item is the last item in the iterable.\n * - `even: boolean`: True when the item has an even index in the iterable.\n * - `odd: boolean`: True when the item has an odd index in the iterable.\n *\n * ```\n * <li *ngFor=\"let user of userObservable | async as users; index as i; first as isFirst\">\n * {{i}}/{{users.length}}. {{user}} default\n * \n * ```\n *\n * ### Change Propagation\n *\n * When the contents of the iterator changes, `NgForOf` makes the corresponding changes to the DOM:\n *\n * * When an item is added, a new instance of the template is added to the DOM.\n * * When an item is removed, its template instance is removed from the DOM.\n * * When items are reordered, their respective templates are reordered in the DOM.\n * * Otherwise, the DOM element for that item will remain the same.\n *\n * Angular uses object identity to track insertions and deletions within the iterator and reproduce\n * those changes in the DOM. This has important implications for animations and any stateful\n * controls (such as `<input>` elements which accept user input) that are present. Inserted rows can\n * be animated in, deleted rows can be animated out, and unchanged rows retain any unsaved state\n * such as user input.\n *\n * It is possible for the identities of elements in the iterator to change while the data does not.\n * This can happen, for example, if the iterator produced from an RPC to the server, and that\n * RPC is re-run. Even if the data hasn't changed, the second response will produce objects with\n * different identities, and Angular will tear down the entire DOM and rebuild it (as if all old\n * elements were deleted and all new elements inserted). This is an expensive operation and should\n * be avoided if possible.\n *\n * To customize the default tracking algorithm, `NgForOf` supports `trackBy` option.\n * `trackBy` takes a function which has two arguments: `index` and `item`.\n * If `trackBy` is given, Angular tracks changes by the return value of the function.\n *\n * ### Syntax\n *\n * - `<li *ngFor=\"let item of items; index as i; trackBy: trackByFn\">...</li>`\n

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*\n * With `<ng-template>` element:\n *\n * ```\n * <ng-template ngFor let-item [ngForOf]=\"items\" let-i=\"index\"
[ngForTrackBy]=\"trackByFn\">\n *   <li>...</li>\n * </ng-template>\n * ```\n *\n * ### Example\n *\n * See a
[live demo](http://plnkr.co/edit/KVuXxDp0qinGDyo307QW?p=preview) for a more detailed\n * example.\n *\n *
@ngModule CommonModule\n * @publicApi\n */\nvar NgForOf = /** @class */ (function () {\n    function
NgForOf(_viewContainer, _template, _differs) {\n        this._viewContainer = _viewContainer;\n        this._template
= _template;\n        this._differs = _differs;\n        this._ngForOfDirty = true;\n        this._differ = null;\n    }\n
Object.defineProperty(NgForOf.prototype, \"ngForOf\", {\n        set: function (ngForOf) {\n            this._ngForOf =
ngForOf;\n            this._ngForOfDirty = true;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(NgForOf.prototype, \"ngForTrackBy\", {\n        get: function () { return this._trackByFn; },\n
    set: function (fn) {\n            if (isDevMode() && fn != null && typeof fn !== 'function') {\n                //
TODO(vicb): use a log service once there is a public one available\n                if (console && console.warn) {\n
            console.warn(\"trackBy must be a function, but received \" + JSON.stringify(fn) + \". \" +\n
\"See https://angular.io/docs/ts/latest/api/common/index/NgFor-directive.html#!#change-propagation for more
information.\");\n                }\n            }\n            this._trackByFn = fn;\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(NgForOf.prototype, \"ngForTemplate\", {\n        set: function
(value) {\n            // TODO(TS2.1): make TemplateRef<Partial<NgForRowOf<T>>> once we move to TS v2.1\n
    // The current type is too restrictive; a template that just uses index, for example,\n            // should be
acceptable.\n            if (value) {\n                this._template = value;\n            }\n        },\n        enumerable: true,\n
configurable: true\n    });\n    NgForOf.prototype.ngDoCheck = function () {\n        if (this._ngForOfDirty) {\n
this._ngForOfDirty = false;\n            // React on ngForOf changes only once all inputs have been initialized\n
var value = this._ngForOf;\n            if (!this._differ && value) {\n                try {\n                    this._differ =
this._differs.find(value).create(this.ngForTrackBy);\n                }\n                catch (e) {\n                    throw new
Error(\"Cannot find a differ supporting object '\" + value + \"' of type '\" + getTypeNameForDebugging(value) + \"'.
NgFor only supports binding to Iterables such as Arrays.\");\n                }\n            }\n        }\n        if (this._differ)
{\n            var changes = this._differ.diff(this._ngForOf);\n            if (changes)\n
this._applyChanges(changes);\n        }\n    };\n    NgForOf.prototype._applyChanges = function (changes) {\n
var _this = this;\n        var insertTuples = [];\n        changes.forEachOperation(function (item,
adjustedPreviousIndex, currentIndex) {\n            if (item.previousIndex == null) {\n                var view =
_this._viewContainer.createEmbeddedView(_this._template, new NgForOfContext(null, _this._ngForOf, -1, -1),
currentIndex);\n                var tuple = new RecordViewTuple(item, view);\n                insertTuples.push(tuple);\n
    }\n            else if (currentIndex == null) {\n                _this._viewContainer.remove(adjustedPreviousIndex);\n
    }\n            else {\n                var view = _this._viewContainer.get(adjustedPreviousIndex);\n
_this._viewContainer.move(view, currentIndex);\n                var tuple = new RecordViewTuple(item, view);\n
    insertTuples.push(tuple);\n            }\n        });\n        for (var i = 0; i < insertTuples.length; i++) {\n
this._perViewChange(insertTuples[i].view, insertTuples[i].record);\n        }\n        for (var i = 0, ilen =
this._viewContainer.length; i < ilen; i++) {\n            var viewRef = this._viewContainer.get(i);\n
viewRef.context.index = i;\n            viewRef.context.count = ilen;\n            viewRef.context.ngForOf =
this._ngForOf;\n        }\n        changes.forEachIdentityChange(function (record) {\n            var viewRef =
_this._viewContainer.get(record.currentIndex);\n            viewRef.context.$implicit = record.item;\n        });\n    };\n
NgForOf.prototype._perViewChange = function (view, record) {\n        view.context.$implicit = record.item;\n
};\n    /**\n     * Assert the correct type of the context for the template that `NgForOf` will render.\n     *\n     * The
presence of this method is a signal to the Ivy template type check compiler that the\n     * `NgForOf` structural
directive renders its template with a specific context type.\n     */\n    NgForOf.ngTemplateContextGuard = function
(dir, ctx) {\n        return true;\n    };\n    __decorate([\n        Input(),\n        __metadata(\"design:type\", Object),\n
__metadata(\"design:paramtypes\", [Object])\n    ], NgForOf.prototype, \"ngForOf\", null);\n    __decorate([\n
Input(),\n        __metadata(\"design:type\", Function),\n        __metadata(\"design:paramtypes\", [Function])\n    ],
NgForOf.prototype, \"ngForTrackBy\", null);\n    __decorate([\n        Input(),\n        __metadata(\"design:type\",
TemplateRef),\n        __metadata(\"design:paramtypes\", [TemplateRef])\n    ], NgForOf.prototype,
```

\"ngForTemplate\", null);\n   NgForOf = __decorate([\n   Directive({ selector: '[ngFor][ngForOf]' }),\n __metadata(\"design:paramtypes\", [ViewContainerRef, TemplateRef,\n   IterableDiffers])\n   ], NgForOf);\n return NgForOf;\n}());\nvar RecordViewTuple = /** @class */ (function () {\n   function RecordViewTuple(record, view) {\n   this.record = record;\n   this.view = view;\n   }\n   return RecordViewTuple;\n}());\nfunction getTypeNameForDebugging(type) {\n   return type['name'] || typeof type;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Conditionally includes a template based on the value of an `expression`.\n *\n * `ngIf` evaluates the `expression` and then renders the `then` or `else` template in its place\n * when expression is truthy or falsy respectively. Typically the:\n * - `then` template is the inline template of `ngIf` unless bound to a different value.\n * - `else` template is blank unless it is bound.\n *\n *\n * @usageNotes\n *\n * ### Most common usage\n *\n * The most common usage of the `ngIf` directive is to conditionally show the inline template as\n * seen in this example:\n * {@example common/ngIf/ts/module.ts region='NgIfSimple'}\n *\n * ### Showing an alternative template using `else`\n *\n * If it is necessary to display a template when the `expression` is falsy use the `else` template\n * binding as shown. Note that the `else` binding points to a `<ng-template>` labeled `#elseBlock`.\n * The template can be defined anywhere in the component view but is typically placed right after\n * `ngIf` for readability.\n *\n * {@example common/ngIf/ts/module.ts region='NgIfElse'}\n *\n * ### Using non-inlined `then` template\n *\n * Usually the `then` template is the inlined template of the `ngIf`, but it can be changed using\n * a binding (just like `else`). Because `then` and `else` are bindings, the template references can\n * change at runtime as shown in this example.\n *\n * {@example common/ngIf/ts/module.ts region='NgIfThenElse'}\n *\n * ### Storing conditional result in a variable\n *\n * A common pattern is that we need to show a set of properties from the same object. If the\n * object is undefined, then we have to use the safe-traversal-operator `?.` to guard against\n * dereferencing a `null` value. This is especially the case when waiting on async data such as\n * when using the `async` pipe as shown in following example:\n *\n * ```\n * Hello {{ (userStream|async)?.last }}, {{ (userStream|async)?.first }}!\n * ```\n *\n * There are several inefficiencies in the above example:\n * - We create multiple subscriptions on `userStream`. One for each `async` pipe, or two in the\n *   example above.\n * - We cannot display an alternative screen while waiting for the data to arrive asynchronously.\n * - We have to use the safe-traversal-operator `?.` to access properties, which is cumbersome.\n * - We have to place the `async` pipe in parenthesis.\n *\n * A better way to do this is to use `ngIf` and store the result of the condition in a local\n * variable as shown in the the example below:\n *\n * {@example common/ngIf/ts/module.ts region='NgIfAs'}\n *\n * Notice that:\n * - We use only one `async` pipe and hence only one subscription gets created.\n * - `ngIf` stores the result of the `userStream|async` in the local variable `user`.\n * - The local `user` can then be bound repeatedly in a more efficient way.\n * - No need to use the safe-traversal-operator `?.` to access properties as `ngIf` will only\n *   display the data if `userStream` returns a value.\n * - We can display an alternative template while waiting for the data.\n *\n * ### Syntax\n *\n * Simple form:\n * - `<div *ngIf=\"condition\">...</div>`\n * - `<ng-template [ngIf]=\"condition\"><div>...</div></ng-template>`\n *\n * Form with an else block:\n * ```\n * <div *ngIf=\"condition; else elseBlock\">...</div>\n * <ng-template #elseBlock>...</ng-template>\n * ```\n *\n * Form with a `then` and `else` block:\n * ```\n * <div *ngIf=\"condition; then thenBlock else elseBlock\"></div>\n * <ng-template #thenBlock>...</ng-template>\n * <ng-template #elseBlock>...</ng-template>\n * ```\n *\n * Form with storing the value locally:\n * ```\n * <div *ngIf=\"condition as value; else elseBlock\">{{value}}</div>\n * <ng-template #elseBlock>...</ng-template>\n * ```\n *\n * @ngModule CommonModule\n * @publicApi\n */\nvar NgIf = /** @class */ (function () {\n   function NgIf(_viewContainer, templateRef) {\n   this._viewContainer = _viewContainer;\n   this._context = new NgIfContext();\n   this._thenTemplateRef = null;\n   this._elseTemplateRef = null;\n   this._thenViewRef = null;\n   this._elseViewRef = null;\n   this._thenTemplateRef = templateRef;\n   }\n Object.defineProperty(NgIf.prototype, \"ngIf\", {\n   set: function (condition) {\n   this._context.$implicit = this._context.ngIf = condition;\n   this._updateView();\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(NgIf.prototype, \"ngIfThen\", {\n   set: function (templateRef) {\n assertTemplate('ngIfThen', templateRef);\n   this._thenTemplateRef = templateRef;\n

this._thenViewRef = null; // clear previous view if any.\n this._updateView();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgIf.prototype, \"ngIfElse\", {\n set: function (templateRef) {\n assertTemplate('ngIfElse', templateRef);\n this._elseTemplateRef = templateRef;\n this._elseViewRef = null; // clear previous view if any.\n this._updateView();\n },\n enumerable: true,\n configurable: true\n });\n NgIf.prototype._updateView = function () {\n if (this._context.$implicit) {\n if (!this._thenViewRef) {\n this._viewContainer.clear();\n this._elseViewRef = null;\n if (this._thenTemplateRef) {\n this._thenViewRef =\n this._viewContainer.createEmbeddedView(this._thenTemplateRef, this._context);\n }\n }\n }\n else {\n if (!this._elseViewRef) {\n this._viewContainer.clear();\n this._thenViewRef = null;\n if (this._elseTemplateRef) {\n this._elseViewRef =\n this._viewContainer.createEmbeddedView(this._elseTemplateRef, this._context);\n }\n }\n }\n };\n /**\n * Assert the correct type of the expression bound to the `ngIf` input within the template.\n *\n * The presence of this method is a signal to the Ivy template type check compiler that when the\n * `NgIf` structural directive renders its template, the type of the expression bound to `ngIf`\n * should be narrowed in some way. For `NgIf`, it is narrowed to be non-null, which allows the\n * strictNullChecks feature of TypeScript to work with `NgIf`.\n */\n NgIf.ngTemplateGuard_ngIf = function (dir, expr) { return true; };\n __decorate([\n Input(),\n __metadata(\"design:type\", Object),\n __metadata(\"design:paramtypes\", [Object])\n], NgIf.prototype, \"ngIf\", null);\n __decorate([\n Input(),\n __metadata(\"design:type\", Object),\n __metadata(\"design:paramtypes\", [Object])\n], NgIf.prototype, \"ngIfThen\", null);\n __decorate([\n Input(),\n __metadata(\"design:type\", Object),\n __metadata(\"design:paramtypes\", [Object])\n], NgIf.prototype, \"ngIfElse\", null);\n NgIf = __decorate([\n Directive({ selector: '[ngIf]' }),\n __metadata(\"design:paramtypes\", [ViewContainerRef, TemplateRef])\n], NgIf);\n return NgIf;\n}());\n/**\n * @publicApi\n */\nvar NgIfContext = /** @class */ (function () {\n function NgIfContext() {\n this.$implicit = null;\n this.ngIf = null;\n }\n return NgIfContext;\n}());\nfunction assertTemplate(property, templateRef) {\n var isTemplateRefOrNull = !!(!templateRef || templateRef.createEmbeddedView);\n if (!isTemplateRefOrNull) {\n throw new Error(property + \" must be a TemplateRef, but received '\" + stringify(templateRef) + \"'.\");\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar SwitchView = /** @class */ (function () {\n function SwitchView(_viewContainerRef, _templateRef) {\n this._viewContainerRef = _viewContainerRef;\n this._templateRef = _templateRef;\n this._created = false;\n }\n SwitchView.prototype.create = function () {\n this._created = true;\n this._viewContainerRef.createEmbeddedView(this._templateRef);\n };\n SwitchView.prototype.destroy = function () {\n this._created = false;\n this._viewContainerRef.clear();\n };\n SwitchView.prototype.enforceState = function (created) {\n if (created && !this._created) {\n this.create();\n }\n else if (!created && this._created) {\n this.destroy();\n }\n };\n return SwitchView;\n}());\n/**\n * @ngModule CommonModule\n *\n * @usageNotes\n * ```\n * <container-element [ngSwitch]=\"switch_expression\">\n * <some-element *ngSwitchCase=\"match_expression_1\">...</some-element>\n * <some-element *ngSwitchCase=\"match_expression_2\">...</some-element>\n * <some-other-element *ngSwitchCase=\"match_expression_3\">...</some-other-element>\n * <ng-container *ngSwitchCase=\"match_expression_3\">\n * <!-- use a ng-container to group multiple root nodes -->\n * <inner-element></inner-element>\n * <inner-other-element></inner-other-element>\n * </ng-container>\n * <some-element *ngSwitchDefault>...</some-element>\n * </container-element>\n * ```\n * @description\n *\n * Adds / removes DOM sub-trees when the nest match expressions matches the switch expression.\n *\n * `NgSwitch` stamps out nested views when their match expression value matches the value of the\n * switch expression.\n *\n * In other words:\n * - you define a container element (where you place the directive with a switch expression on the\n * `[ngSwitch]=\"...\"` attribute)\n * - you define inner views inside the `NgSwitch` and place a `*ngSwitchCase` attribute on the view\n * root elements.\n *\n * Elements within `NgSwitch` but outside of a `NgSwitchCase` or `NgSwitchDefault` directives will\n * be preserved at the location.\n *\n * The `ngSwitchCase`

directive informs the parent `NgSwitch` of which view to display when the\n * expression is evaluated.\n * When no matching expression is found on a `ngSwitchCase` view, the `ngSwitchDefault` view is\n * stamped out.\n *\n * @publicApi\n */\nvar NgSwitch = /** @class */ (function () {\n function NgSwitch() {\n this._defaultUsed = false;\n this._caseCount = 0;\n this._lastCaseCheckIndex = 0;\n this._lastCasesMatched = false;\n }\n Object.defineProperty(NgSwitch.prototype, \"ngSwitch\", {\n set: function (newValue) {\n this._ngSwitch = newValue;\n if (this._caseCount === 0) {\n this._updateDefaultCases(true);\n }\n },\n enumerable: true,\n configurable: true\n });\n /** @internal */\n NgSwitch.prototype._addCase = function () { return this._caseCount++; };\n /** @internal */\n NgSwitch.prototype._addDefault = function (view) {\n if (!this._defaultViews) {\n this._defaultViews = [];\n }\n this._defaultViews.push(view);\n };\n /** @internal */\n NgSwitch.prototype._matchCase = function (value) {\n var matched = value == this._ngSwitch;\n this._lastCasesMatched = this._lastCasesMatched || matched;\n this._lastCaseCheckIndex++;\n if (this._lastCaseCheckIndex === this._caseCount) {\n this._updateDefaultCases(!this._lastCasesMatched);\n this._lastCaseCheckIndex = 0;\n this._lastCasesMatched = false;\n }\n return matched;\n };\n NgSwitch.prototype._updateDefaultCases = function (useDefault) {\n if (this._defaultViews && useDefault !== this._defaultUsed) {\n this._defaultUsed = useDefault;\n for (var i = 0; i < this._defaultViews.length; i++) {\n var defaultView = this._defaultViews[i];\n defaultView.enforceState(useDefault);\n }\n }\n };\n __decorate([\n Input(),\n __metadata(\"design:type\", Object),\n __metadata(\"design:paramtypes\", [Object])\n], NgSwitch.prototype, \"ngSwitch\", null);\n NgSwitch = __decorate([\n Directive({ selector: '[ngSwitch]' })\n], NgSwitch);\n return NgSwitch;\n}());\n/**\n * @ngModule CommonModule\n *\n * @usageNotes\n * ```\n * <container-element [ngSwitch]=\"switch_expression\">\n * <some-element *ngSwitchCase=\"match_expression_1\">...</some-element>\n * </container-element>\n *```\n * @description\n *\n * Creates a view that will be added/removed from the parent {@link NgSwitch} when the\n * given expression evaluate to respectively the same/different value as the switch\n * expression.\n *\n * Insert the sub-tree when the expression evaluates to the same value as the enclosing switch\n * expression.\n *\n * If multiple match expressions match the switch expression value, all of them are displayed.\n *\n * See {@link NgSwitch} for more details and example.\n *\n * @publicApi\n */\nvar NgSwitchCase = /** @class */ (function () {\n function NgSwitchCase(viewContainer, templateRef, ngSwitch) {\n this.ngSwitch = ngSwitch;\n ngSwitch._addCase();\n this._view = new SwitchView(viewContainer, templateRef);\n }\n NgSwitchCase.prototype.ngDoCheck = function () { this._view.enforceState(this.ngSwitch._matchCase(this.ngSwitchCase)); };\n __decorate([\n Input(),\n __metadata(\"design:type\", Object)\n], NgSwitchCase.prototype, \"ngSwitchCase\", void 0);\n NgSwitchCase = __decorate([\n Directive({ selector: '[ngSwitchCase]' }),\n __param(2, Host()),\n __metadata(\"design:paramtypes\", [ViewContainerRef, TemplateRef,\n NgSwitch])\n], NgSwitchCase);\n return NgSwitchCase;\n}());\n/**\n * @ngModule CommonModule\n * @usageNotes\n * ```\n * <container-element [ngSwitch]=\"switch_expression\">\n * <some-element *ngSwitchCase=\"match_expression_1\">...</some-element>\n * <some-other-element *ngSwitchDefault>...</some-other-element>\n * </container-element>\n * ```\n *\n * @description\n *\n * Creates a view that is added to the parent {@link NgSwitch} when no case expressions\n * match the switch expression.\n *\n * Insert the sub-tree when no case expressions evaluate to the same value as the enclosing switch\n * expression.\n *\n * See {@link NgSwitch} for more details and example.\n *\n * @publicApi\n */\nvar NgSwitchDefault = /** @class */ (function () {\n function NgSwitchDefault(viewContainer, templateRef, ngSwitch) {\n ngSwitch._addDefault(new SwitchView(viewContainer, templateRef));\n }\n NgSwitchDefault = __decorate([\n Directive({ selector: '[ngSwitchDefault]' }),\n __param(2, Host()),\n __metadata(\"design:paramtypes\", [ViewContainerRef, TemplateRef,\n NgSwitch])\n], NgSwitchDefault);\n return NgSwitchDefault;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @ngModule CommonModule\n *\n * @usageNotes\n *

```\n * <some-element [ngPlural]=\"value\">\n *   <ng-template ngPluralCase=\"=0\">there is nothing</ng-template>\n *   <ng-template ngPluralCase=\"=1\">there is one</ng-template>\n *   <ng-template ngPluralCase=\"few\">there are a few</ng-template>\n * </some-element>\n * ```\n *\n * @description\n *\n * Adds / removes DOM sub-trees based on a numeric value. Tailored for pluralization.\n *\n * Displays DOM sub-trees that match the switch expression value, or failing that, DOM sub-trees\n * that match the switch expression's pluralization category.\n *\n * To use this directive you must provide a container element that sets the `[ngPlural]` attribute\n * to a switch expression. Inner elements with a `[ngPluralCase]` will display based on their\n * expression:\n * - if `[ngPluralCase]` is set to a value starting with `=`, it will only display if the value\n *   matches the switch expression exactly,\n * - otherwise, the view will be treated as a \"category match\", and will only display if exact\n *   value matches aren't found and the value maps to its category for the defined locale.\n *\n * See http://cldr.unicode.org/index/cldr-spec/plural-rules\n *\n * @publicApi\n */\nvar NgPlural = /** @class */ (function () {\n   function NgPlural(_localization) {\n   this._localization = _localization;\n   this._caseViews = {};\n   }\n   Object.defineProperty(NgPlural.prototype, \"ngPlural\", {\n   set: function (value) {\n   this._switchValue = value;\n   this._updateView();\n   },\n   enumerable: true,\n   configurable: true\n   });\n   NgPlural.prototype.addCase = function (value, switchView) { this._caseViews[value] = switchView; };\n   NgPlural.prototype._updateView = function () {\n   this._clearViews();\n   var cases = Object.keys(this._caseViews);\n   var key = getPluralCategory(this._switchValue, cases, this._localization);\n   this._activateView(this._caseViews[key]);\n   };\n   NgPlural.prototype._clearViews = function () {\n   if (this._activeView)\n   this._activeView.destroy();\n   };\n   NgPlural.prototype._activateView = function (view) {\n   if (view) {\n   this._activeView = view;\n   this._activeView.create();\n   }\n   };\n   __decorate([\n   Input(),\n   __metadata(\"design:type\", Number),\n   __metadata(\"design:paramtypes\", [Number])\n   ], NgPlural.prototype, \"ngPlural\", null);\n   NgPlural = __decorate([\n   Directive({ selector: '[ngPlural]' }),\n   __metadata(\"design:paramtypes\", [NgLocalization])\n   ], NgPlural);\n   return NgPlural;\n}());\n/**\n * @ngModule CommonModule\n *\n * @description\n *\n * Creates a view that will be added/removed from the parent {@link NgPlural} when the\n * given expression matches the plural expression according to CLDR rules.\n *\n * @usageNotes\n * ```\n * <some-element [ngPlural]=\"value\">\n *   <ng-template ngPluralCase=\"=0\">...</ng-template>\n *   <ng-template ngPluralCase=\"other\">...</ng-template>\n * </some-element>\n *```\n *\n * See {@link NgPlural} for more details and example.\n *\n * @publicApi\n */\nvar NgPluralCase = /** @class */ (function () {\n   function NgPluralCase(value, template, viewContainer, ngPlural) {\n   this.value = value;\n   var isANumber = !isNaN(Number(value));\n   ngPlural.addCase(isANumber ? \"=\" + value : value, new SwitchView(viewContainer, template));\n   }\n   NgPluralCase = __decorate([\n   Directive({ selector: '[ngPluralCase]' }),\n   __param(0, Attribute('ngPluralCase')),\n   __param(3, Host()),\n   __metadata(\"design:paramtypes\", [String, TemplateRef,\n   ViewContainerRef, NgPlural])\n   ], NgPluralCase);\n   return NgPluralCase;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @ngModule CommonModule\n *\n * @usageNotes\n * ```\n * <some-element [ngStyle]=\"{'font-style': styleExp}\">...</some-element>\n *\n * <some-element [ngStyle]=\"{'max-width.px': widthExp}\">...</some-element>\n *\n * <some-element [ngStyle]=\"objExp\">...</some-element>\n * ```\n *\n * @description\n *\n * Update an HTML element styles.\n *\n * The styles are updated according to the value of the expression evaluation:\n * - keys are style names with an optional `.<unit>` suffix (ie 'top.px', 'font-style.em'),\n * - values are the values assigned to those properties (expressed in the given unit).\n *\n * @publicApi\n */\nvar NgStyle = /** @class */ (function () {\n   function NgStyle(_differs, _ngEl, _renderer) {\n   this._differs = _differs;\n   this._ngEl = _ngEl;\n   this._renderer = _renderer;\n   }\n   Object.defineProperty(NgStyle.prototype, \"ngStyle\", {\n   set: function (values) {\n   this._ngStyle = values;\n   if (!this._differ && values) {\n   this._differ = this._differs.find(values).create();\n   }\n   },\n   enumerable: true,\n   configurable: true\n   });\n   NgStyle.prototype.ngDoCheck = function () {\n   if (this._differ) {\n   var changes = this._differ.diff(this._ngStyle);\n   if (changes) {\n   this._applyChanges(changes);\n   }\n   }\n
```

```
};\n    NgStyle.prototype._applyChanges = function (changes) {\n        var _this = this;\n
changes.forEachRemovedItem(function (record) { return _this._setStyle(record.key, null); });\n
changes.forEachAddedItem(function (record) { return _this._setStyle(record.key, record.currentValue); });\n
changes.forEachChangedItem(function (record) { return _this._setStyle(record.key, record.currentValue); });\n
};\n    NgStyle.prototype._setStyle = function (nameAndUnit, value) {\n        var _a = __read(nameAndUnit.split('.'),
2), name = _a[0], unit = _a[1];\n        value = value != null && unit ? \"\" + value + unit : value;\n        if (value !=
null) {\n            this._renderer.setStyle(this._ngEl.nativeElement, name, value);\n        }\n        else {\n
this._renderer.removeStyle(this._ngEl.nativeElement, name);\n        }\n    };\n    __decorate([\n        Input(),\n
__metadata(\"design:type\", Object),\n        __metadata(\"design:paramtypes\", [Object])\n    ], NgStyle.prototype,
\"ngStyle\", null);\n    NgStyle = __decorate([\n        Directive({ selector: '[ngStyle]' }),\n
__metadata(\"design:paramtypes\", [KeyValueDiffers, ElementRef, Renderer2])\n    ], NgStyle);\n    return
NgStyle;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code
is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n
*/\n/**\n * @ngModule CommonModule\n *\n * @description\n *\n * Inserts an embedded view from a prepared
`TemplateRef`.\n *\n * You can attach a context object to the `EmbeddedViewRef` by setting
`[ngTemplateOutletContext]`.\n * `[ngTemplateOutletContext]` should be an object, the object's keys will be
available for binding\n * by the local template `let` declarations.\n *\n * @usageNotes\n * ```\n * <ng-container
*ngTemplateOutlet=\"templateRefExp; context: contextExp\"></ng-container>\n * ```\n *\n * Using the key
`$implicit` in the context object will set its value as default.\n *\n * ### Example\n *\n * {@example
common/ngTemplateOutlet/ts/module.ts region='NgTemplateOutlet'}\n *\n * @publicApi\n */\nvar
NgTemplateOutlet = /** @class */ (function () {\n    function NgTemplateOutlet(_viewContainerRef) {\n
this._viewContainerRef = _viewContainerRef;\n    }\n    NgTemplateOutlet.prototype.ngOnChanges = function
(changes) {\n        var recreateView = this._shouldRecreateView(changes);\n        if (recreateView) {\n            if
(this._viewRef) {\n                this._viewContainerRef.remove(this._viewContainerRef.indexOf(this._viewRef));\n
        }\n            if (this.ngTemplateOutlet) {\n                this._viewRef =
this._viewContainerRef.createEmbeddedView(this.ngTemplateOutlet, this.ngTemplateOutletContext);\n            }\n
    }\n        else {\n            if (this._viewRef && this.ngTemplateOutletContext) {\n
this._updateExistingContext(this.ngTemplateOutletContext);\n            }\n        }\n    };\n    /**\n     * We need to re-
create existing embedded view if:\n     * - templateRef has changed\n     * - context has changes\n     *\n     * We
mark context object as changed when the corresponding object\n     * shape changes (new properties are added or
existing properties are removed).\n     * In other words we consider context with the same properties as \"the same\"
even\n     * if object reference changes (see https://github.com/angular/angular/issues/13407).\n     */\n
NgTemplateOutlet.prototype._shouldRecreateView = function (changes) {\n        var ctxChange =
changes['ngTemplateOutletContext'];\n        return !!changes['ngTemplateOutlet'] || (ctxChange &&
this._hasContextShapeChanged(ctxChange));\n    };\n    NgTemplateOutlet.prototype._hasContextShapeChanged =
function (ctxChange) {\n        var e_1, _a;\n        var prevCtxKeys = Object.keys(ctxChange.previousValue || {});\n
    var currCtxKeys = Object.keys(ctxChange.currentValue || {});\n        if (prevCtxKeys.length ===
currCtxKeys.length) {\n            try {\n                for (var currCtxKeys_1 = __values(currCtxKeys), currCtxKeys_1_1
= currCtxKeys_1.next(); !currCtxKeys_1_1.done; currCtxKeys_1_1 = currCtxKeys_1.next()) {\n                    var
propName = currCtxKeys_1_1.value;\n                    if (prevCtxKeys.indexOf(propName) === -1) {\n
return true;\n                    }\n                }\n            }\n            catch (e_1_1) { e_1 = { error: e_1_1 }; }\n            finally
{\n                try {\n                    if (currCtxKeys_1_1 && !currCtxKeys_1_1.done && (_a = currCtxKeys_1.return))
_a.call(currCtxKeys_1);\n                }\n                finally { if (e_1) throw e_1.error; }\n            }\n            return
false;\n        }\n        else {\n            return true;\n        }\n    };\n
NgTemplateOutlet.prototype._updateExistingContext = function (ctx) {\n        var e_2, _a;\n        try {\n            for
(var _b = __values(Object.keys(ctx)), _c = _b.next(); !_c.done; _c = _b.next()) {\n                var propName =
_c.value;\n                this._viewRef.context[propName] = this.ngTemplateOutletContext[propName];\n            }\n
 }\n        catch (e_2_1) { e_2 = { error: e_2_1 }; }\n        finally {\n            try {\n                if (_c && !_c.done &&
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(_a = _b.return)) _a.call(_b);\n            }\n            finally { if (e_2) throw e_2.error; }\n        }\n    };\n
__decorate([\n        Input(),\n        __metadata(\"design:type\", Object)\n    ], NgTemplateOutlet.prototype,
\"ngTemplateOutletContext\", void 0);\n    __decorate([\n        Input(),\n        __metadata(\"design:type\",
TemplateRef)\n    ], NgTemplateOutlet.prototype, \"ngTemplateOutlet\", void 0);\n    NgTemplateOutlet =
__decorate([\n        Directive({ selector: '[ngTemplateOutlet]' }),\n        __metadata(\"design:paramtypes\",
[ViewContainerRef])\n    ], NgTemplateOutlet);\n    return NgTemplateOutlet;\n}());\n\n/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A collection of Angular directives
that are likely to be used in each and every Angular\n * application.\n */\nvar COMMON_DIRECTIVES = [\n
NgClass,\n    NgComponentOutlet,\n    NgForOf,\n    NgIf,\n    NgTemplateOutlet,\n    NgStyle,\n    NgSwitch,\n
NgSwitchCase,\n    NgSwitchDefault,\n    NgPlural,\n    NgPluralCase,\n];\n\n/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\nfunction invalidPipeArgumentError(type, value) {\n
return Error(\"InvalidPipeArgument: '\" + value + \'" for pipe '\" + stringify(type) + \"'\");\n}\n\nvar
NumberFormatter = /** @class */ (function () {\n    function NumberFormatter() {\n    }\n
NumberFormatter.format = function (num, locale, style, opts) {\n        if (opts === void 0) { opts = {}; }\n        var
minimumIntegerDigits = opts.minimumIntegerDigits, minimumFractionDigits = opts.minimumFractionDigits,
maximumFractionDigits = opts.maximumFractionDigits, currency = opts.currency, _a = opts.currencyAsSymbol,
currencyAsSymbol = _a === void 0 ? false : _a;\n        var options = {\n            minimumIntegerDigits:
minimumIntegerDigits,\n            minimumFractionDigits: minimumFractionDigits,\n
maximumFractionDigits: maximumFractionDigits,\n            style: NumberFormatStyle[style].toLowerCase()\n
};\n        if (style == NumberFormatStyle.Currency) {\n            options.currency = typeof currency == 'string' ?
currency : undefined;\n            options.currencyDisplay = currencyAsSymbol ? 'symbol' : 'code';\n        }\n
return new Intl.NumberFormat(locale, options).format(num);\n    };\n    return NumberFormatter;\n}());\nvar
DATE_FORMATS_SPLIT$1 =
/((?:[^yMLdHhmsazZEwGjJ']+)|(?:'(?:[^']|'')*')|(?:E+|y+|M+|L+|d+|H+|h+|J+|j+|m+|s+|a|z|Z|G+|w+))(.*)/;\nvar
PATTERN_ALIASES = {\n    // Keys are quoted so they do not get renamed during closure compilation.\n
'yMMMdjms': datePartGetterFactory(combine([\n        digitCondition('year', 1),\n        nameCondition('month', 3),\n
    digitCondition('day', 1),\n        digitCondition('hour', 1),\n        digitCondition('minute', 1),\n
digitCondition('second', 1),\n    ])),\n    'yMdjm': datePartGetterFactory(combine([\n        digitCondition('year', 1),
digitCondition('month', 1), digitCondition('day', 1),\n        digitCondition('hour', 1), digitCondition('minute', 1)\n
])),\n    'yMMMMEEEEd': datePartGetterFactory(combine([\n        digitCondition('year', 1), nameCondition('month',
4), nameCondition('weekday', 4),\n        digitCondition('day', 1)\n    ])),\n    'yMMMMd':
datePartGetterFactory(combine([digitCondition('year', 1), nameCondition('month', 4), digitCondition('day', 1)])),\n
'yMMMd': datePartGetterFactory(combine([digitCondition('year', 1), nameCondition('month', 3),
digitCondition('day', 1)])),\n    'yMd': datePartGetterFactory(combine([digitCondition('year', 1),
digitCondition('month', 1), digitCondition('day', 1)])),\n    'jms':
datePartGetterFactory(combine([digitCondition('hour', 1), digitCondition('second', 1), digitCondition('minute',
1)])),\n    'jm': datePartGetterFactory(combine([digitCondition('hour', 1), digitCondition('minute', 1)]))\n};\nvar
DATE_FORMATS$1 = {\n    // Keys are quoted so they do not get renamed.\n    'yyyy':
datePartGetterFactory(digitCondition('year', 4)),\n    'yy': datePartGetterFactory(digitCondition('year', 2)),\n    'y':
datePartGetterFactory(digitCondition('year', 1)),\n    'MMMM': datePartGetterFactory(nameCondition('month',
4)),\n    'MMM': datePartGetterFactory(nameCondition('month', 3)),\n    'MM':
datePartGetterFactory(digitCondition('month', 2)),\n    'M': datePartGetterFactory(digitCondition('month', 1)),\n
'LLLL': datePartGetterFactory(nameCondition('month', 4)),\n    'L': datePartGetterFactory(nameCondition('month',
1)),\n    'dd': datePartGetterFactory(digitCondition('day', 2)),\n    'd': datePartGetterFactory(digitCondition('day',
1)),\n    'HH': digitModifier(hourExtractor(datePartGetterFactory(hour12Modify(digitCondition('hour', 2),
false)))),\n    'H': hourExtractor(datePartGetterFactory(hour12Modify(digitCondition('hour', 1), false))),\n    'hh':
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digitModifier(hourExtractor(datePartGetterFactory(hour12Modify(digitCondition('hour', 2), true)))),\n 'h': hourExtractor(datePartGetterFactory(hour12Modify(digitCondition('hour', 1), true))),\n 'jj': datePartGetterFactory(digitCondition('hour', 2)),\n 'j': datePartGetterFactory(digitCondition('hour', 1)),\n 'mm': digitModifier(datePartGetterFactory(digitCondition('minute', 2))),\n 'm': datePartGetterFactory(digitCondition('minute', 1)),\n 'ss': digitModifier(datePartGetterFactory(digitCondition('second', 2))),\n 's': datePartGetterFactory(digitCondition('second', 1)),\n // while ISO 8601 requires fractions to be prefixed with `.` or `,`\n // we can be just safely rely on using `sss` since we currently don't support single or two digit\n // fractions\n 'sss': datePartGetterFactory(digitCondition('second', 3)),\n 'EEEE': datePartGetterFactory(nameCondition('weekday', 4)),\n 'EEE': datePartGetterFactory(nameCondition('weekday', 3)),\n 'EE': datePartGetterFactory(nameCondition('weekday', 2)),\n 'E': datePartGetterFactory(nameCondition('weekday', 1)),\n 'a': hourClockExtractor(datePartGetterFactory(hour12Modify(digitCondition('hour', 1), true))),\n 'Z': timeZoneGetter$1('short'),\n 'z': timeZoneGetter$1('long'),\n 'ww': datePartGetterFactory({}),\n // first Thursday of the year. not support ?\n 'w': datePartGetterFactory({}),\n // of the year not support ?\n 'G': datePartGetterFactory(nameCondition('era', 1)),\n 'GG': datePartGetterFactory(nameCondition('era', 2)),\n 'GGG': datePartGetterFactory(nameCondition('era', 3)),\n 'GGGG': datePartGetterFactory(nameCondition('era', 4))\n};\nfunction digitModifier(inner) {\n return function (date, locale) {\n   var result = inner(date, locale);\n   return result.length == 1 ? '0' + result : result;\n };\n}\nfunction hourClockExtractor(inner) {\n return function (date, locale) { return inner(date, locale).split(' ')[1]; };\n}\nfunction hourExtractor(inner) {\n return function (date, locale) { return inner(date, locale).split(' ')[0]; };\n}\nfunction intlDateFormat(date, locale, options) {\n return new Intl.DateTimeFormat(locale, options).format(date).replace(/[\\u200e\\u200f]/g, '');\n}\nfunction timeZoneGetter$1(timezone) {\n // To workaround `Intl` API restriction for single timezone let format with 24 hours\n var options = { hour: '2-digit', hour12: false, timeZoneName: timezone };\n return function (date, locale) {\n   var result = intlDateFormat(date, locale, options);\n   // Then extract first 3 letters that related to hours\n   return result ? result.substring(3) : '';\n };\n}\nfunction hour12Modify(options, value) {\n options.hour12 = value;\n return options;\n}\nfunction digitCondition(prop, len) {\n var result = {};\n result[prop] = len === 2 ? '2-digit' : 'numeric';\n return result;\n}\nfunction nameCondition(prop, len) {\n var result = {};\n if (len < 4) {\n   result[prop] = len > 1 ? 'short' : 'narrow';\n }\n else {\n   result[prop] = 'long';\n }\n return result;\n}\nfunction combine(options) {\n return options.reduce(function (merged, opt) { return (__assign({}, merged, opt)); }, {});\n}\nfunction datePartGetterFactory(ret) {\n return function (date, locale) { return intlDateFormat(date, locale, ret); };\n}\nvar DATE_FORMATTER_CACHE = new Map();\nfunction dateFormatter(format, date, locale) {\n var fn = PATTERN_ALIASES[format];\n if (fn)\n   return fn(date, locale);\n var cacheKey = format;\n var parts = DATE_FORMATTER_CACHE.get(cacheKey);\n if (!parts) {\n   parts = [];\n   var match = void 0;\n   DATE_FORMATS_SPLIT$1.exec(format);\n   var _format = format;\n   while (_format) {\n   match = DATE_FORMATS_SPLIT$1.exec(_format);\n   if (match) {\n   parts = parts.concat(match.slice(1));\n   _format = parts.pop();\n   }\n   else {\n   parts.push(_format);\n   _format = null;\n   }\n   }\n   DATE_FORMATTER_CACHE.set(cacheKey, parts);\n }\n return parts.reduce(function (text, part) {\n   var fn = DATE_FORMATS$1[part];\n   return text + (fn ? fn(date, locale) : partToTime(part));\n }, '');\n}\nfunction partToTime(part) {\n return part === '\\'\\'' ? '\\'' : part.replace(/(^'|'$)/g, '').replace(/''/g, '\\'');\n}\nvar DateFormatter = /** @class */ (function () {\n function DateFormatter() {\n }\n DateFormatter.format = function (date, locale, pattern) {\n   return dateFormatter(pattern, date, locale);\n };\n return DateFormatter;\n}());\n\n/**\n* @license\n* Copyright Google Inc. All Rights Reserved.\n*\n* Use of this source code is governed by an MIT-style license that can be\n* found in the LICENSE file at https://angular.io/license\n */\n/**\n * @ngModule CommonModule\n * @description\n *\n * Formats a date according to locale rules.\n *\n * Where:\n * - `expression` is a date object or a number (milliseconds since UTC epoch) or an ISO string\n * (https://www.w3.org/TR/NOTE-datetime).\n * - `format` indicates which date/time

components to include. The format can be predefined as\n * shown below or custom as shown in the table.\n * - `'medium'`: equivalent to `'yMMMdjms'` (e.g. `Sep 3, 2010, 12:05:08 PM` for `en-US`)\n * - `'short'`: equivalent to `'yMdjm'` (e.g. `9/3/2010, 12:05 PM` for `en-US`)\n * - `'fullDate'`: equivalent to `'yMMMMEEEEd'` (e.g. `Friday, September 3, 2010` for `en-US`)\n * - `'longDate'`: equivalent to `'yMMMMd'` (e.g. `September 3, 2010` for `en-US`)\n * - `'mediumDate'`: equivalent to `'yMMMd'` (e.g. `Sep 3, 2010` for `en-US`)\n * - `'shortDate'`: equivalent to `'yMd'` (e.g. `9/3/2010` for `en-US`)\n * - `'mediumTime'`: equivalent to `'jms'` (e.g. `12:05:08 PM` for `en-US`)\n * - `'shortTime'`: equivalent to `'jm'` (e.g. `12:05 PM` for `en-US`)\n *\n *\n * | Component | Symbol | Narrow | Short Form | Long Form | Numeric | 2-digit |\n * |----------|:------:|--------|----------|----------|----------|----------|\n * | era | G | G (A) | GGG (AD) | GGGG (Anno Domini)| - | - |\n * | year | y | - | - | - | y (2015) | yy (15) |\n * | month | M | L (S) | MMM (Sep) | MMMM (September) | M (9) | MM (09) |\n * | day | d | - | - | - | d (3) | dd (03) |\n * | weekday | E | E (S) | EEE (Sun) | EEEE (Sunday) | - | - |\n * | hour | j | - | - | - | j (13) | jj (13) |\n * | hour12 | h | - | - | - | h (1 PM) | hh (01 PM)|\n * | hour24 | H | - | - | - | H (13) | HH (13) |\n * | minute | m | - | - | - | m (5) | mm (05) |\n * | second | s | - | - | - | s (9) | ss (09) |\n * | timezone | z | - | - | z (Pacific Standard Time)| - | - |\n * | timezone | Z | - | Z (GMT-8:00) | - | - | - |\n * | timezone | a | - | a (PM) | - | - | - |\n *\n * In javascript, only the components specified will be respected (not the ordering,\n * punctuations, ...) and details of the formatting will be dependent on the locale.\n *\n * Timezone of the formatted text will be the local system timezone of the end-user's machine.\n *\n * When the expression is a ISO string without time (e.g. 2016-09-19) the time zone offset is not\n * applied and the formatted text will have the same day, month and year of the expression.\n *\n * WARNINGS:\n * - this pipe is marked as pure hence it will not be re-evaluated when the input is mutated.\n * Instead users should treat the date as an immutable object and change the reference when the\n * pipe needs to re-run (this is to avoid reformatting the date on every change detection run\n * which would be an expensive operation).\n * - this pipe uses the Internationalization API. Therefore it is only reliable in Chrome and Opera\n * browsers.\n *\n * @usageNotes\n *\n * ### Examples\n *\n * Assuming `dateObj` is (year: 2010, month: 9, day: 3, hour: 12 PM, minute: 05, second: 08)\n * in the _local_ time and locale is 'en-US':\n *\n * {@example common/pipes/ts/date_pipe.ts region='DeprecatedDatePipe'}\n *\n * @publicApi\n */\nvar DeprecatedDatePipe = /** @class */ (function () {\n function DeprecatedDatePipe(_locale) {\n this._locale = _locale;\n }\n DeprecatedDatePipe_1 = DeprecatedDatePipe;\n DeprecatedDatePipe.prototype.transform = function (value, pattern) {\n if (pattern === void 0) { pattern = 'mediumDate'; }\n if (value == null || value === '' || value !== value)\n return null;\n var date;\n if (typeof value === 'string') {\n value = value.trim();\n }\n if (isDate$1(value)) {\n date = value;\n }\n else if (!isNaN(value - parseFloat(value))) {\n date = new Date(parseFloat(value));\n }\n else if (typeof value === 'string' && /^(\\d{4}-\\d{1,2}-\\d{1,2})$/.test(value)) {\n /**\n * For ISO Strings without time the day, month and year must be extracted from the ISO String\n * before Date creation to avoid time offset and errors in the new Date.\n * If we only replace '-' with ',' in the ISO String (\"2015,01,01\"), and try to create a new\n * date, some browsers (e.g. IE 9) will throw an invalid Date error\n * If we leave the '-' (\"2015-01-01\") and try to create a new Date(\"2015-01-01\") the\n * timeoffset\n * is applied\n * Note: ISO months are 0 for January, 1 for February, ...\n */\n var _a = __read(value.split('-').map(function (val) { return parseInt(val, 10); }), 3), y = _a[0], m = _a[1], d = _a[2];\n date = new Date(y, m - 1, d);\n }\n else {\n date = new Date(value);\n }\n if (!isDate$1(date)) {\n var match = void 0;\n if ((typeof value === 'string') && (match = value.match(ISO8601_DATE_REGEX))) {\n date = isoStringToDate(match);\n }\n else {\n throw invalidPipeArgumentError(DeprecatedDatePipe_1, value);\n }\n }\n return DateFormatter.format(date, this._locale, DeprecatedDatePipe_1._ALIASES[pattern] || pattern);\n };\n var DeprecatedDatePipe_1;\n /** @internal */\n DeprecatedDatePipe._ALIASES = {\n 'medium': 'yMMMdjms',\n 'short': 'yMdjm',\n 'fullDate': 'yMMMMEEEEd',\n 'longDate': 'yMMMMd',\n

'mediumDate': 'yMMMd',\n 'shortDate': 'yMd',\n 'mediumTime': 'jms',\n 'shortTime': 'jm'\n };\n DeprecatedDatePipe = DeprecatedDatePipe_1 = __decorate([\n Pipe({ name: 'date', pure: true }),\n __param(0, Inject(LOCALE_ID)),\n __metadata(\"design:paramtypes\", [String])\n], DeprecatedDatePipe);\n return DeprecatedDatePipe;\n}());\nfunction isDate$1(value) {\n return value instanceof Date && !isNaN(value.valueOf());\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction formatNumber$1(pipe, locale, value, style, digits, currency, currencyAsSymbol) {\n if (currency === void 0) { currency = null; }\n if (currencyAsSymbol === void 0) { currencyAsSymbol = false; }\n if (value == null)\n return null;\n // Convert strings to numbers\n value = typeof value === 'string' && !isNaN(+value - parseFloat(value)) ? +value : value;\n if (typeof value !== 'number') {\n throw invalidPipeArgumentError(pipe, value);\n }\n var minInt;\n var minFraction;\n var maxFraction;\n if (style !== NumberFormatStyle.Currency) {\n // rely on Intl default for currency\n minInt = 1;\n minFraction = 0;\n maxFraction = 3;\n }\n if (digits) {\n var parts = digits.match(NUMBER_FORMAT_REGEXP);\n if (parts === null) {\n throw new Error(digits + \" is not a valid digit info for number pipes\");\n }\n if (parts[1] != null) { // min integer digits\n minInt = parseIntAutoRadix(parts[1]);\n }\n if (parts[3] != null) { // min fraction digits\n minFraction = parseIntAutoRadix(parts[3]);\n }\n if (parts[5] != null) { // max fraction digits\n maxFraction = parseIntAutoRadix(parts[5]);\n }\n }\n return NumberFormatter.format(value, locale, style, {\n minimumIntegerDigits: minInt,\n minimumFractionDigits: minFraction,\n maximumFractionDigits: maxFraction,\n currency: currency,\n currencyAsSymbol: currencyAsSymbol,\n });\n}\n/**\n * Formats a number as text. Group sizing and separator and other locale-specific\n * configurations are based on the active locale.\n *\n * where `expression` is a number:\n * - `digitInfo` is a `string` which has a following format:
\n * <code>{minIntegerDigits}.{minFractionDigits}-{maxFractionDigits}</code>\n * - `minIntegerDigits` is the minimum number of integer digits to use. Defaults to `1`.\n * - `minFractionDigits` is the minimum number of digits after fraction. Defaults to `0`.\n * - `maxFractionDigits` is the maximum number of digits after fraction. Defaults to `3`.\n *\n * For more information on the acceptable range for each of these numbers and other\n * details see your native internationalization library.\n *\n * WARNING: this pipe uses the Internationalization API which is not yet available in all browsers\n * and may require a polyfill. See [Browser Support](guide/browser-support) for details.\n *\n * @usageNotes\n *\n * ### Example\n *\n * {@example common/pipes/ts/number_pipe.ts region='DeprecatedNumberPipe'}\n *\n * @ngModule CommonModule\n * @publicApi\n */\nvar DeprecatedDecimalPipe = /** @class */ (function () {\n function DeprecatedDecimalPipe(_locale) {\n this._locale = _locale;\n }\n DeprecatedDecimalPipe_1 = DeprecatedDecimalPipe;\n DeprecatedDecimalPipe.prototype.transform = function (value, digits) {\n return formatNumber$1(DeprecatedDecimalPipe_1, this._locale, value, NumberFormatStyle.Decimal, digits);\n };\n var DeprecatedDecimalPipe_1;\n DeprecatedDecimalPipe = DeprecatedDecimalPipe_1 = __decorate([\n Pipe({ name: 'number' }),\n __param(0, Inject(LOCALE_ID)),\n __metadata(\"design:paramtypes\", [String])\n], DeprecatedDecimalPipe);\n return DeprecatedDecimalPipe;\n}());\n/**\n * @ngModule CommonModule\n *\n * @description\n *\n * Formats a number as percentage according to locale rules.\n *\n * - `digitInfo` See {@link DecimalPipe} for detailed description.\n *\n * WARNING: this pipe uses the Internationalization API which is not yet available in all browsers\n * and may require a polyfill. See [Browser Support](guide/browser-support) for details.\n *\n * @usageNotes\n *\n * ### Example\n *\n * {@example common/pipes/ts/percent_pipe.ts region='DeprecatedPercentPipe'}\n *\n * @publicApi\n */\nvar DeprecatedPercentPipe = /** @class */ (function () {\n function DeprecatedPercentPipe(_locale) {\n this._locale = _locale;\n }\n DeprecatedPercentPipe_1 = DeprecatedPercentPipe;\n DeprecatedPercentPipe.prototype.transform = function (value, digits) {\n return formatNumber$1(DeprecatedPercentPipe_1, this._locale, value, NumberFormatStyle.Percent, digits);\n };\n var DeprecatedPercentPipe_1;\n DeprecatedPercentPipe = DeprecatedPercentPipe_1 = __decorate([\n Pipe({ name: 'percent' }),\n __param(0, Inject(LOCALE_ID)),\n __metadata(\"design:paramtypes\", [String])\n

], DeprecatedPercentPipe);\n return DeprecatedPercentPipe;\n}());\n/**\n * @ngModule CommonModule\n * @description\n *\n * Formats a number as currency using locale rules.\n *\n * Use `currency` to format a number as currency.\n *\n * - `currencyCode` is the [ISO 4217](https://en.wikipedia.org/wiki/ISO_4217) currency code, such\n * as `USD` for the US dollar and `EUR` for the euro.\n * - `symbolDisplay` is a boolean indicating whether to use the currency symbol or code.\n * - `true`: use symbol (e.g. `$`).\n * - `false`(default): use code (e.g. `USD`).\n * - `digitInfo` See {@link DecimalPipe} for detailed description.\n *\n * WARNING: this pipe uses the Internationalization API which is not yet available in all browsers\n * and may require a polyfill. See [Browser Support](guide/browser-support) for details.\n *\n * @usageNotes\n *\n * ### Example\n *\n * {@example common/pipes/ts/currency_pipe.ts region='DeprecatedCurrencyPipe'}\n *\n * @publicApi\n */\nvar DeprecatedCurrencyPipe = /** @class */ (function () {\n function DeprecatedCurrencyPipe(_locale) {\n this._locale = _locale;\n }\n DeprecatedCurrencyPipe_1 = DeprecatedCurrencyPipe;\n DeprecatedCurrencyPipe.prototype.transform = function (value, currencyCode, symbolDisplay, digits) {\n if (currencyCode === void 0) { currencyCode = 'USD'; }\n if (symbolDisplay === void 0) { symbolDisplay = false; }\n return formatNumber$1(DeprecatedCurrencyPipe_1, this._locale, value, NumberFormatStyle.Currency, digits, currencyCode, symbolDisplay);\n };\n var DeprecatedCurrencyPipe_1;\n DeprecatedCurrencyPipe = DeprecatedCurrencyPipe_1 = __decorate([\n Pipe({ name: 'currency' }),\n __param(0, Inject(LOCALE_ID)),\n __metadata(\"design:paramtypes\", [String])\n], DeprecatedCurrencyPipe);\n return DeprecatedCurrencyPipe;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A collection of deprecated i18n pipes that require intl api\n *\n * @deprecated from v5\n */\nvar COMMON_DEPRECATED_I18N_PIPES = [DeprecatedDecimalPipe, DeprecatedPercentPipe, DeprecatedCurrencyPipe, DeprecatedDatePipe];\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ObservableStrategy = /** @class */ (function () {\n function ObservableStrategy() {\n }\n ObservableStrategy.prototype.createSubscription = function (async, updateLatestValue) {\n return async.subscribe({ next: updateLatestValue, error: function (e) { throw e; } });\n };\n ObservableStrategy.prototype.dispose = function (subscription) { subscription.unsubscribe(); };\n ObservableStrategy.prototype.onDestroy = function (subscription) { subscription.unsubscribe(); };\n return ObservableStrategy;\n}());\nvar PromiseStrategy = /** @class */ (function () {\n function PromiseStrategy() {\n }\n PromiseStrategy.prototype.createSubscription = function (async, updateLatestValue) {\n return async.then(updateLatestValue, function (e) { throw e; });\n };\n PromiseStrategy.prototype.dispose = function (subscription) { };\n PromiseStrategy.prototype.onDestroy = function (subscription) { };\n return PromiseStrategy;\n}());\nvar _promiseStrategy = new PromiseStrategy();\nvar _observableStrategy = new ObservableStrategy();\n/**\n * @ngModule CommonModule\n * @description\n *\n * Unwraps a value from an asynchronous primitive.\n *\n * The `async` pipe subscribes to an `Observable` or `Promise` and returns the latest value it has\n * emitted. When a new value is emitted, the `async` pipe marks the component to be checked for\n * changes. When the component gets destroyed, the `async` pipe unsubscribes automatically to avoid\n * potential memory leaks.\n *\n * @usageNotes\n *\n * ### Examples\n *\n * This example binds a `Promise` to the view. Clicking the `Resolve` button resolves the\n * promise.\n *\n * {@example common/pipes/ts/async_pipe.ts region='AsyncPipePromise'}\n *\n * It's also possible to use `async` with Observables. The example below binds the `time` Observable\n * to the view. The Observable continuously updates the view with the current time.\n *\n * {@example common/pipes/ts/async_pipe.ts region='AsyncPipeObservable'}\n *\n * @publicApi\n */\nvar AsyncPipe = /** @class */ (function () {\n function AsyncPipe(_ref) {\n this._ref = _ref;\n this._latestValue = null;\n this._latestReturnedValue = null;\n this._subscription = null;\n this._obj = null;\n this._strategy = null;\n }\n AsyncPipe_1 = AsyncPipe;\n AsyncPipe.prototype.ngOnDestroy = function () {\n if (this._subscription) {\n this._dispose();\n }\n };\n AsyncPipe.prototype.transform = function (obj) {\n if (!this._obj) {\n if (obj) {\n this._subscribe(obj);\n }\n this._latestReturnedValue = this._latestValue;\n return

this._latestValue;\n }\n if (obj !== this._obj) {\n this._dispose();\n return this.transform(obj);\n }\n if (this._latestValue === this._latestReturnedValue) {\n return this._latestReturnedValue;\n }\n this._latestReturnedValue = this._latestValue;\n return WrappedValue.wrap(this._latestValue);\n };\n AsyncPipe.prototype._subscribe = function (obj) {\n var _this = this;\n this._obj = obj;\n this._strategy = this._selectStrategy(obj);\n this._subscription = this._strategy.createSubscription(obj, function (value) { return _this._updateLatestValue(obj, value); });\n };\n AsyncPipe.prototype._selectStrategy = function (obj) {\n if (isPromise(obj)) {\n return _promiseStrategy;\n }\n if (isObservable(obj)) {\n return _observableStrategy;\n }\n throw invalidPipeArgumentError(AsyncPipe_1, obj);\n };\n AsyncPipe.prototype._dispose = function () {\n this._strategy.dispose(this._subscription);\n this._latestValue = null;\n this._latestReturnedValue = null;\n this._subscription = null;\n this._obj = null;\n };\n AsyncPipe.prototype._updateLatestValue = function (async, value) {\n if (async === this._obj) {\n this._latestValue = value;\n this._ref.markForCheck();\n }\n };\n var AsyncPipe_1;\n AsyncPipe = AsyncPipe_1 = __decorate([\n Pipe({ name: 'async', pure: false }),\n __metadata(\"design:paramtypes\", [ChangeDetectorRef])\n], AsyncPipe);\n return AsyncPipe;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Transforms text to all lower case.\n *\n * @see `UpperCasePipe`\n * @see `TitleCasePipe`\n * @usageNotes\n *\n * The following example defines a view that allows the user to enter\n * text, and then uses the pipe to convert the input text to all lower case.\n *\n * <code-example path=\"common/pipes/ts/lowerupper_pipe.ts\" region='LowerUpperPipe'></code-example>\n *\n * @ngModule CommonModule\n * @publicApi\n */\nvar LowerCasePipe = /** @class */ (function () {\n function LowerCasePipe() {\n }\n LowerCasePipe_1 = LowerCasePipe;\n /**\n * @param value The string to transform to lower case.\n */\n LowerCasePipe.prototype.transform = function (value) {\n if (!value)\n return value;\n if (typeof value !== 'string') {\n throw invalidPipeArgumentError(LowerCasePipe_1, value);\n }\n return value.toLowerCase();\n };\n var LowerCasePipe_1;\n LowerCasePipe = LowerCasePipe_1 = __decorate([\n Pipe({ name: 'lowercase' })\n], LowerCasePipe);\n return LowerCasePipe;\n}());\n//\n// Regex below matches any Unicode word and compatible with ES5. In ES2018 the same result\n// can be achieved by using /\\p{L}\\S*/gu and also known as Unicode Property Escapes\n// (http://2ality.com/2017/07/regexp-unicode-property-escapes.html). Since there is no\n// transpilation of this functionality down to ES5 without external tool, the only solution is\n// to use already transpiled form. Example can be found here -\n// https://mothereff.in/regexpu#input=var+regex+%3D+/%5Cp%7BL%7D/u%3B&unicodePropertyEscape=1\n//\nvar unicodeWordMatch = /(?:[A-Za-z\\xAA\\xB5\\xBA\\xC0-\\xD6\\xD8-\\xF6\\xF8-\\u02C1\\u02C6-\\u02D1\\u02E0-\\u02E4\\u02EC\\u02EE\\u0370-\\u0374\\u0376\\u0377\\u037A-\\u037D\\u037F\\u0386\\u0388-\\u038A\\u038C\\u038E-\\u03A1\\u03A3-\\u03F5\\u03F7-\\u0481\\u048A-\\u052F\\u0531-\\u0556\\u0559\\u0561-\\u0587\\u05D0-\\u05EA\\u05F0-\\u05F2\\u0620-\\u064A\\u066E\\u066F\\u0671-\\u06D3\\u06D5\\u06E5\\u06E6\\u06EE\\u06EF\\u06FA-\\u06FC\\u06FF\\u0710\\u0712-\\u072F\\u074D-\\u07A5\\u07B1\\u07CA-\\u07EA\\u07F4\\u07F5\\u07FA\\u0800-\\u0815\\u081A\\u0824\\u0828\\u0840-\\u0858\\u0860-\\u086A\\u08A0-\\u08B4\\u08B6-\\u08BD\\u0904-\\u0939\\u093D\\u0950\\u0958-\\u0961\\u0971-\\u0980\\u0985-\\u098C\\u098F\\u0990\\u0993-\\u09A8\\u09AA-\\u09B0\\u09B2\\u09B6-\\u09B9\\u09BD\\u09CE\\u09DC\\u09DD\\u09DF-\\u09E1\\u09F0\\u09F1\\u09FC\\u0A05-\\u0A0A\\u0A0F\\u0A10\\u0A13-\\u0A28\\u0A2A-\\u0A30\\u0A32\\u0A33\\u0A35\\u0A36\\u0A38\\u0A39\\u0A59-\\u0A5C\\u0A5E\\u0A72-\\u0A74\\u0A85-\\u0A8D\\u0A8F-\\u0A91\\u0A93-\\u0AA8\\u0AAA-\\u0AB0\\u0AB2\\u0AB3\\u0AB5-\\u0AB9\\u0ABD\\u0AD0\\u0AE0\\u0AE1\\u0AF9\\u0B05-\\u0B0C\\u0B0F\\u0B10\\u0B13-\\u0B28\\u0B2A-\\u0B30\\u0B32\\u0B33\\u0B35-\\u0B39\\u0B3D\\u0B5C\\u0B5D\\u0B5F-\\u0B61\\u0B71\\u0B83\\u0B85-\\u0B8A\\u0B8E-\\u0B90\\u0B92-\\u0B95\\u0B99\\u0B9A\\u0B9C\\u0B9E\\u0B9F\\u0BA3\\u0BA4\\u0BA8-\\u0BAA\\u0BAE-\\u0BB9\\u0BD0\\u0C05-\\u0C0C\\u0C0E-\\u0C10\\u0C12-\\u0C28\\u0C2A-

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\\u0CA8\\u0CAA-\\u0CB3\\u0CB5-\\u0CB9\\u0CBD\\u0CDE\\u0CE0\\u0CE1\\u0CF1\\u0CF2\\u0D05-
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\\u0E97\\u0E99-\\u0E9F\\u0EA1-\\u0EA3\\u0EA5\\u0EA7\\u0EAA\\u0EAB\\u0EAD-
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\\u1A16\\u1A20-\\u1A54\\u1AA7\\u1B05-\\u1B33\\u1B45-\\u1B4B\\u1B83-\\u1BA0\\u1BAE\\u1BAF\\u1BBA-
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\\uFFDC]|\\uD800[\\uDC00-\\uDC0B\\uDC0D-\\uDC26\\uDC28-\\uDC3A\\uDC3C\\uDC3D\\uDC3F-
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\\uDFCF]|\\uD801[\\uDC00-\\uDC9D\\uDCB0-\\uDCD3\\uDCD8-\\uDCFB\\uDD00-\\uDD27\\uDD30-
\\uDD63\\uDE00-\\uDF36\\uDF40-\\uDF55\\uDF60-\\uDF67]|\\uD802[\\uDC00-\\uDC05\\uDC08\\uDC0A-
\\uDC35\\uDC37\\uDC38\\uDC3C\\uDC3F-\\uDC55\\uDC60-\\uDC76\\uDC80-\\uDC9E\\uDCE0-
\\uDCF2\\uDCF4\\uDCF5\\uDD00-\\uDD15\\uDD20-\\uDD39\\uDD80-
\\uDDB7\\uDDBE\\uDDBF\\uDE00\\uDE10-\\uDE13\\uDE15-\\uDE17\\uDE19-\\uDE33\\uDE60-

\\uDE7C\\uDE80-\\uDE9C\\uDEC0-\\uDEC7\\uDEC9-\\uDEE4\\uDF00-\\uDF35\\uDF40-\\uDF55\\uDF60-
\\uDF72\\uDF80-\\uDF91]|\\uD803[\\uDC00-\\uDC48\\uDC80-\\uDCB2\\uDCC0-\\uDCF2]|\\uD804[\\uDC03-
\\uDC37\\uDC83-\\uDCAF\\uDCD0-\\uDCE8\\uDD03-\\uDD26\\uDD50-\\uDD72\\uDD76\\uDD83-
\\uDDB2\\uDDC1-\\uDDC4\\uDDDA\\uDDDC\\uDE00-\\uDE11\\uDE13-\\uDE2B\\uDE80-
\\uDE86\\uDE88\\uDE8A-\\uDE8D\\uDE8F-\\uDE9D\\uDE9F-\\uDEA8\\uDEB0-\\uDEDE\\uDF05-
\\uDF0C\\uDF0F\\uDF10\\uDF13-\\uDF28\\uDF2A-\\uDF30\\uDF32\\uDF33\\uDF35-
\\uDF39\\uDF3D\\uDF50\\uDF5D-\\uDF61]|\\uD805[\\uDC00-\\uDC34\\uDC47-\\uDC4A\\uDC80-
\\uDCAF\\uDCC4\\uDCC5\\uDCC7\\uDD80-\\uDDAE\\uDDD8-\\uDDDB\\uDE00-\\uDE2F\\uDE44\\uDE80-
\\uDEAA\\uDF00-\\uDF19]|\\uD806[\\uDCA0-\\uDCDF\\uDCFF\\uDE00\\uDE0B-
\\uDE32\\uDE3A\\uDE50\\uDE5C-\\uDE83\\uDE86-\\uDE89\\uDEC0-\\uDEF8]|\\uD807[\\uDC00-
\\uDC08\\uDC0A-\\uDC2E\\uDC40\\uDC72-\\uDC8F\\uDD00-\\uDD06\\uDD08\\uDD09\\uDD0B-
\\uDD30\\uDD46]|\\uD808[\\uDC00-\\uDF99]|\\uD809[\\uDC80-\\uDD43]|[\\uD80C\\uD81C-\\uD820\\uD840-
\\uD868\\uD86A-\\uD86C\\uD86F-\\uD872\\uD874-\\uD879][\\uDC00-\\uDFFF]|\\uD80D[\\uDC00-
\\uDC2E]|\\uD811[\\uDC00-\\uDE46]|\\uD81A[\\uDC00-\\uDE38\\uDE40-\\uDE5E\\uDED0-\\uDEED\\uDF00-
\\uDF2F\\uDF40-\\uDF43\\uDF63-\\uDF77\\uDF7D-\\uDF8F]|\\uD81B[\\uDF00-\\uDF44\\uDF50\\uDF93-
\\uDF9F\\uDFE0\\uDFE1]|\\uD821[\\uDC00-\\uDFEC]|\\uD822[\\uDC00-\\uDEF2]|\\uD82C[\\uDC00-
\\uDD1E\\uDD70-\\uDEFB]|\\uD82F[\\uDC00-\\uDC6A\\uDC70-\\uDC7C\\uDC80-\\uDC88\\uDC90-
\\uDC99]|\\uD835[\\uDC00-\\uDC54\\uDC56-\\uDC9C\\uDC9E\\uDC9F\\uDCA2\\uDCA5\\uDCA6\\uDCA9-
\\uDCAC\\uDCAE-\\uDCB9\\uDCBB\\uDCBD-\\uDCC3\\uDCC5-\\uDD05\\uDD07-\\uDD0A\\uDD0D-
\\uDD14\\uDD16-\\uDD1C\\uDD1E-\\uDD39\\uDD3B-\\uDD3E\\uDD40-\\uDD44\\uDD46\\uDD4A-
\\uDD50\\uDD52-\\uDEA5\\uDEA8-\\uDEC0\\uDEC2-\\uDEDA\\uDEDC-\\uDEFA\\uDEFC-\\uDF14\\uDF16-
\\uDF34\\uDF36-\\uDF4E\\uDF50-\\uDF6E\\uDF70-\\uDF88\\uDF8A-\\uDFA8\\uDFAA-\\uDFC2\\uDFC4-
\\uDFCB]|\\uD83A[\\uDC00-\\uDCC4\\uDD00-\\uDD43]|\\uD83B[\\uDE00-\\uDE03\\uDE05-
\\uDE1F\\uDE21\\uDE22\\uDE24\\uDE27\\uDE29-\\uDE32\\uDE34-
\\uDE37\\uDE39\\uDE3B\\uDE42\\uDE47\\uDE49\\uDE4B\\uDE4D-
\\uDE4F\\uDE51\\uDE52\\uDE54\\uDE57\\uDE59\\uDE5B\\uDE5D\\uDE5F\\uDE61\\uDE62\\uDE64\\uDE67-
\\uDE6A\\uDE6C-\\uDE72\\uDE74-\\uDE77\\uDE79-\\uDE7C\\uDE7E\\uDE80-\\uDE89\\uDE8B-
\\uDE9B\\uDEA1-\\uDEA3\\uDEA5-\\uDEA9\\uDEAB-\\uDEBB]|\\uD869[\\uDC00-\\uDED6\\uDF00-
\\uDFFF]|\\uD86D[\\uDC00-\\uDF34\\uDF40-\\uDFFF]|\\uD86E[\\uDC00-\\uDC1D\\uDC20-
\\uDFFF]|\\uD873[\\uDC00-\\uDEA1\\uDEB0-\\uDFFF]|\\uD87A[\\uDC00-\\uDFE0]|\\uD87E[\\uDC00-
\\uDE1D])\\S*/g;\n/**\n * Transforms text to title case.\n * Capitalizes the first letter of each word, and transforms
the\n * rest of the word to lower case.\n * Words are delimited by any whitespace character, such as a space, tab, or
line-feed character.\n *\n * @see `LowerCasePipe`\n * @see `UpperCasePipe`\n *\n * @usageNotes\n * The
following example shows the result of transforming various strings into title case.\n *\n * <code-example
path=\"common/pipes/ts/titlecase_pipe.ts\" region='TitleCasePipe'></code-example>\n *\n * @ngModule
CommonModule\n * @publicApi\n */\nvar TitleCasePipe = /** @class */ (function () {\n function
TitleCasePipe() {\n }\n TitleCasePipe_1 = TitleCasePipe;\n /**\n * @param value The string to transform
to title case.\n */\n TitleCasePipe.prototype.transform = function (value) {\n if (!value)\n return
value;\n if (typeof value !== 'string') {\n throw invalidPipeArgumentError(TitleCasePipe_1, value);\n
}\n return value.replace(unicodeWordMatch, (function (txt) { return txt[0].toUpperCase() +
txt.substr(1).toLowerCase(); }));\n };\n var TitleCasePipe_1;\n TitleCasePipe = TitleCasePipe_1 =
__decorate([\n Pipe({ name: 'titlecase' })\n], TitleCasePipe);\n return TitleCasePipe;\n}());\n/**\n *
Transforms text to all upper case.\n * @see `LowerCasePipe`\n * @see `TitleCasePipe`\n *\n * @ngModule
CommonModule\n * @publicApi\n */\nvar UpperCasePipe = /** @class */ (function () {\n function
UpperCasePipe() {\n }\n UpperCasePipe_1 = UpperCasePipe;\n /**\n * @param value The string to
transform to upper case.\n */\n UpperCasePipe.prototype.transform = function (value) {\n if (!value)\n
return value;\n if (typeof value !== 'string') {\n throw invalidPipeArgumentError(UpperCasePipe_1,
value);\n }\n return value.toUpperCase();\n };\n var UpperCasePipe_1;\n UpperCasePipe =

UpperCasePipe_1 = __decorate([\n Pipe({ name: 'uppercase' })\n], UpperCasePipe);\n return UpperCasePipe;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// clang-format off\n/**\n * @ngModule CommonModule\n * @description\n *\n * Formats a date value according to locale rules.\n *\n * Only the `en-US` locale data comes with Angular. To localize dates\n * in another language, you must import the corresponding locale data.\n * See the [I18n guide](guide/i18n#i18n-pipes) for more information.\n *\n * @see `formatDate()`\n *\n *\n * @usageNotes\n *\n * The result of this pipe is not reevaluated when the input is mutated. To avoid the need to\n * reformat the date on every change-detection cycle, treat the date as an immutable object\n * and change the reference when the pipe needs to run again.\n *\n * ### Pre-defined format options\n *\n * Examples are given in `en-US` locale.\n *\n * - `'short'`: equivalent to `'M/d/yy, h:mm a'` (`6/15/15, 9:03 AM`).\n * - `'medium'`: equivalent to `'MMM d, y, h:mm:ss a'` (`Jun 15, 2015, 9:03:01 AM`).\n * - `'long'`: equivalent to `'MMMM d, y, h:mm:ss a z'` (`June 15, 2015 at 9:03:01 AM\n * GMT+1`).\n * - `'full'`: equivalent to `'EEEE, MMMM d, y, h:mm:ss a zzzz'` (`Monday, June 15, 2015 at\n * 9:03:01 AM GMT+01:00`).\n * - `'shortDate'`: equivalent to `'M/d/yy'` (`6/15/15`).\n * - `'mediumDate'`: equivalent to `'MMM d, y'` (`Jun 15, 2015`).\n * - `'longDate'`: equivalent to `'MMMM d, y'` (`June 15, 2015`).\n * - `'fullDate'`: equivalent to `'EEEE, MMMM d, y'` (`Monday, June 15, 2015`).\n * - `'shortTime'`: equivalent to `'h:mm a'` (`9:03 AM`).\n * - `'mediumTime'`: equivalent to `'h:mm:ss a'` (`9:03:01 AM`).\n * - `'longTime'`: equivalent to `'h:mm:ss a z'` (`9:03:01 AM GMT+1`).\n * - `'fullTime'`: equivalent to `'h:mm:ss a zzzz'` (`9:03:01 AM GMT+01:00`).\n *\n * ### Custom format options\n *\n * You can construct a format string using symbols to specify the components\n * of a date-time value, as described in the following table.\n * Format details depend on the locale.\n * Fields marked with (*) are only available in the extra data set for the given locale.\n *\n * | Field type | Format | Description | Example Value |\n * |---|---|---|---|\n * | Era | G, GG & GGG | Abbreviated | AD |\n * | | GGGG | Wide | Anno Domini |\n * | | GGGGG | Narrow | A |\n * | Year | y | Numeric: minimum digits | 2, 20, 201, 2017, 20173 |\n * | | yy | Numeric: 2 digits + zero padded | 02, 20, 01, 17, 73 |\n * | | yyy | Numeric: 3 digits + zero padded | 002, 020, 201, 2017, 20173 |\n * | | yyyy | Numeric: 4 digits or more + zero padded | 0002, 0020, 0201, 2017, 20173 |\n * | Month | M | Numeric: 1 digit | 9, 12 |\n * | | MM | Numeric: 2 digits + zero padded | 09, 12 |\n * | | MMM | Abbreviated | Sep |\n * | | MMMM | Wide | September |\n * | | MMMMM | Narrow | S |\n * | Month standalone | L | Numeric: 1 digit | 9, 12 |\n * | | LL | Numeric: 2 digits + zero padded | 09, 12 |\n * | | LLL | Abbreviated | Sep |\n * | | LLLL | Wide | September |\n * | | LLLLL | Narrow | S |\n * | Week of year | w | Numeric: minimum digits | 1... 53 |\n * | | ww | Numeric: 2 digits + zero padded | 01... 53 |\n * | Week of month | W | Numeric: 1 digit | 1... 5 |\n * | Day of month | d | Numeric: minimum digits | 1 |\n * | | dd | Numeric: 2 digits + zero padded | 01 |\n * | Week day | E, EE & EEE | Abbreviated | Tue |\n * | | EEEE | Wide | Tuesday |

|\n * | | EEEEE | Narrow | T
|\n * | | EEEEEE | Short | Tu
|\n * | Period | a, aa & aaa | Abbreviated | am/pm or
AM/PM |\n * | | aaaa | Wide (fallback to `a` when missing)
| ante meridiem/post meridiem |\n * | | aaaaa | Narrow
| a/p |\n * | Period* | B, BB & BBB | Abbreviated
| mid. |\n * | | BBBB | Wide
| am, pm, midnight, noon, morning, afternoon, evening, night |\n * | | BBBBB | Narrow
| md |\n * | Period standalone* | b, bb & bbb |
Abbreviated | mid. |\n * | | bbbb |
Wide | am, pm, midnight, noon, morning, afternoon, evening, night |\n * |
| bbbbb | Narrow | md |\n * | Hour 1-12
| h | Numeric: minimum digits | 1, 12 |\n * |
| hh | Numeric: 2 digits + zero padded | 01, 12 |\n * |
Hour 0-23 | H | Numeric: minimum digits | 0, 23
|\n * | | HH | Numeric: 2 digits + zero padded | 00, 23
|\n * | Minute | m | Numeric: minimum digits | 8, 59
|\n * | | mm | Numeric: 2 digits + zero padded | 08, 59
|\n * | Second | s | Numeric: minimum digits | 0... 59
|\n * | | ss | Numeric: 2 digits + zero padded | 00... 59
|\n * | Fractional seconds | S | Numeric: 1 digit | 0... 9
|\n * | | SS | Numeric: 2 digits + zero padded | 00... 99
|\n * | | SSS | Numeric: 3 digits + zero padded (= milliseconds)
| 000... 999 |\n * | Zone | z, zz & zzz | Short specific non location format
(fallback to O) | GMT-8 |\n * | | zzzz | Long specific non
location format (fallback to OOOO) | GMT-08:00 |\n * | | Z, ZZ &
ZZZ | ISO8601 basic format | -0800 |\n * | |
ZZZZ | Long localized GMT format | GMT-8:00 |\n * |
| ZZZZZ | ISO8601 extended format + Z indicator for offset 0 (= XXXXX) | -08:00
|\n * | | O, OO & OOO | Short localized GMT format | GMT-8
|\n * | | OOOO | Long localized GMT format | GMT-
08:00 |\n *\n * Note that timezone correction is not applied to an ISO string that has
no time component, such as \"2016-09-19\"\n *\n * ### Format examples\n *\n * These examples transform a date
into various formats,\n * assuming that `dateObj` is a JavaScript `Date` object for\n * year: 2015, month: 6, day: 15,
hour: 21, minute: 43, second: 11,\n * given in the local time for the `en-US` locale.\n *\n * ```\n * {{ dateObj | date
}} // output is 'Jun 15, 2015'\n * {{ dateObj | date:'medium' }} // output is 'Jun 15, 2015, 9:43:11 PM'\n *
{{ dateObj | date:'shortTime' }} // output is '9:43 PM'\n * {{ dateObj | date:'mmss' }} // output is '43:11'\n *
```\n *\n * ### Usage example\n *\n * The following component uses a date pipe to display the current date in
different formats.\n *\n * ```\n * @Component({\n *  selector: 'date-pipe',\n *  template: `<div>\n *  <p>Today is
{{today | date}}</p>\n *  <p>Or if you prefer, {{today | date:'fullDate'}}</p>\n *  <p>The time is {{today |
date:'h:mm a z'}}</p>\n *  </div>`\n * })\n * // Get the current date and time as a date-time value.\n * export class
DatePipeComponent {\n *  today: number = Date.now();\n * }\n * ```\n *\n * @publicApi\n */\n// clang-format
on\nvar DatePipe = /** @class */ (function () {\n  function DatePipe(locale) {\n  this.locale = locale;\n  }\n
DatePipe_1 = DatePipe;\n  /**\n  * @param value The date expression: a `Date` object,  a number\n  *
(milliseconds since UTC epoch), or an ISO string (https://www.w3.org/TR/NOTE-datetime).\n  * @param format
The date/time components to include, using predefined options or a\n  * custom format string.\n  * @param
timezone A timezone offset (such as `'+0430'`), or a standard\n  * UTC/GMT or continental US timezone
abbreviation. Default is\n  * the local system timezone of the end-user's machine.\n  * @param locale A locale
```

code for the locale format rules to use.\n * When not supplied, uses the value of `LOCALE_ID`, which is `en-US` by default.\n * See [Setting your app locale](guide/i18n#setting-up-the-locale-of-your-app).\n * @returns A date string in the desired format.\n */\n DatePipe.prototype.transform = function (value, format, timezone, locale) {\n if (format === void 0) { format = 'mediumDate'; }\n if (value == null || value === '' || value !== value)\n return null;\n try {\n return formatDate(value, format, locale || this.locale, timezone);\n }\n catch (error) {\n throw invalidPipeArgumentError(DatePipe_1, error.message);\n }\n };\n var DatePipe_1;\n DatePipe = DatePipe_1 = __decorate([\n Pipe({ name: 'date', pure: true }),\n __param(0, Inject(LOCALE_ID)),\n __metadata(\"design:paramtypes\", [String])\n], DatePipe);\n return DatePipe;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _INTERPOLATION_REGEXP = /#/g;\n/**\n * @ngModule CommonModule\n * @description\n *\n * Maps a value to a string that pluralizes the value according to locale rules.\n *\n * @usageNotes\n *\n * ### Example\n *\n * {@example common/pipes/ts/i18n_pipe.ts region='I18nPluralPipeComponent'}\n *\n * @publicApi\n */\nvar I18nPluralPipe = /** @class */ (function () {\n function I18nPluralPipe(_localization) {\n this._localization = _localization;\n }\n I18nPluralPipe_1 = I18nPluralPipe;\n /**\n * @param value the number to be formatted\n * @param pluralMap an object that mimics the ICU format, see\n * http://userguide.icu-project.org/formatparse/messages.\n * @param locale a `string` defining the locale to use (uses the current {@link LOCALE_ID} by\n * default).\n */\n I18nPluralPipe.prototype.transform = function (value, pluralMap, locale) {\n if (value == null)\n return '';\n if (typeof pluralMap !== 'object' || pluralMap === null) {\n throw invalidPipeArgumentError(I18nPluralPipe_1, pluralMap);\n }\n var key = getPluralCategory(value, Object.keys(pluralMap), this._localization, locale);\n return pluralMap[key].replace(_INTERPOLATION_REGEXP, value.toString());\n };\n var I18nPluralPipe_1;\n I18nPluralPipe = I18nPluralPipe_1 = __decorate([\n Pipe({ name: 'i18nPlural', pure: true }),\n __metadata(\"design:paramtypes\", [NgLocalization])\n], I18nPluralPipe);\n return I18nPluralPipe;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @ngModule CommonModule\n * @description\n *\n * Generic selector that displays the string that matches the current value.\n *\n * If none of the keys of the `mapping` match the `value`, then the content\n * of the `other` key is returned when present, otherwise an empty string is returned.\n *\n * @usageNotes\n *\n * ### Example\n *\n * {@example common/pipes/ts/i18n_pipe.ts region='I18nSelectPipeComponent'}\n *\n * @publicApi\n */\nvar I18nSelectPipe = /** @class */ (function () {\n function I18nSelectPipe() {\n }\n I18nSelectPipe_1 = I18nSelectPipe;\n /**\n * @param value a string to be internationalized.\n * @param mapping an object that indicates the text that should be displayed\n * for different values of the provided `value`.\n */\n I18nSelectPipe.prototype.transform = function (value, mapping) {\n if (value == null)\n return '';\n if (typeof mapping !== 'object' || typeof value !== 'string') {\n throw invalidPipeArgumentError(I18nSelectPipe_1, mapping);\n }\n if (mapping.hasOwnProperty(value)) {\n return mapping[value];\n }\n if (mapping.hasOwnProperty('other')) {\n return mapping['other'];\n }\n return '';\n };\n var I18nSelectPipe_1;\n I18nSelectPipe = I18nSelectPipe_1 = __decorate([\n Pipe({ name: 'i18nSelect', pure: true })\n], I18nSelectPipe);\n return I18nSelectPipe;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @ngModule CommonModule\n * @description\n *\n * Converts a value into its JSON-format representation. Useful for debugging.\n *\n * @usageNotes\n *\n * The following component uses a JSON pipe to convert an object\n * to JSON format, and displays the string in both formats for comparison.\n *\n * {@example common/pipes/ts/json_pipe.ts region='JsonPipe'}\n *\n * @publicApi\n */\nvar JsonPipe = /** @class */ (function () {\n function JsonPipe() {\n }\n /**\n * @param value A value of any type to convert into a JSON-format string.\n */\n JsonPipe.prototype.transform = function (value) { return JSON.stringify(value, null, 2); };\n JsonPipe = __decorate([\n Pipe({ name: 'json', pure: false })\n],

JsonPipe);\n   return JsonPipe;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction makeKeyValuePair(key, value) {\n   return { key: key, value: value };\n}\n/**\n * @ngModule CommonModule\n * @description\n *\n * Transforms Object or Map into an array of key value pairs.\n *\n * The output array will be ordered by keys.\n * By default the comparator will be by Unicode point value.\n * You can optionally pass a compareFn if your keys are complex types.\n *\n * @usageNotes\n * ### Examples\n *\n * This examples show how an Object or a Map and be iterated by ngFor with the use of this keyvalue\n * pipe.\n *\n * {@example common/pipes/ts/keyvalue_pipe.ts region='KeyValuePipe'}\n *\n * @publicApi\n */\nvar KeyValuePipe = /** @class */ (function () {\n   function KeyValuePipe(differs) {\n   this.differs = differs;\n   }\n   KeyValuePipe.prototype.transform = function (input, compareFn) {\n   var _this = this;\n   if (compareFn === void 0) { compareFn = defaultComparator; }\n   if (!input || (!(input instanceof Map) && typeof input !== 'object')) {\n   return null;\n   }\n   if (!this.differ) {\n   // make a differ for whatever type we've been passed in\n   this.differ = this.differs.find(input).create();\n   }\n   var differChanges = this.differ.diff(input);\n   if (differChanges) {\n   this.keyValues = [];\n   differChanges.forEachItem(function (r) {\n   _this.keyValues.push(makeKeyValuePair(r.key, r.currentValue));\n   });\n   this.keyValues.sort(compareFn);\n   }\n   return this.keyValues;\n   };\n   KeyValuePipe = __decorate([\n   Pipe({ name: 'keyvalue', pure: false }),\n   __metadata(\"design:paramtypes\", [KeyValueDiffers])\n   ], KeyValuePipe);\n   return KeyValuePipe;\n}());\nfunction defaultComparator(keyValueA, keyValueB) {\n   var a = keyValueA.key;\n   var b = keyValueB.key;\n   // if same exit with 0;\n   if (a === b)\n   return 0;\n   // make sure that undefined are at the end of the sort.\n   if (a === undefined)\n   return 1;\n   if (b === undefined)\n   return -1;\n   // make sure that nulls are at the end of the sort.\n   if (a === null)\n   return 1;\n   if (b === null)\n   return -1;\n   if (typeof a == 'string' && typeof b == 'string') {\n   return a < b ? -1 : 1;\n   }\n   if (typeof a == 'number' && typeof b == 'number') {\n   return a - b;\n   }\n   if (typeof a == 'boolean' && typeof b == 'boolean') {\n   return a < b ? -1 : 1;\n   }\n   // `a` and `b` are of different types. Compare their string values.\n   var aString = String(a);\n   var bString = String(b);\n   return aString == bString ? 0 : aString < bString ? -1 : 1;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @ngModule CommonModule\n * @description\n *\n * Transforms a number into a string,\n * formatted according to locale rules that determine group sizing and\n * separator, decimal-point character, and other locale-specific\n * configurations.\n *\n * If no parameters are specified, the function rounds off to the nearest value using this\n * [rounding method](https://en.wikibooks.org/wiki/Arithmetic/Rounding).\n * The behavior differs from that of the JavaScript ```Math.round()``` function.\n * In the following case for example, the pipe rounds down where\n * ```Math.round()``` rounds up:\n *\n * ```html\n * -2.5 | number:'1.0-0'\n * > -3\n * Math.round(-2.5)\n * > -2\n * ```\n *\n * @see `formatNumber()`\n *\n * @usageNotes\n * The following code shows how the pipe transforms numbers\n * into text strings, according to various format specifications,\n * where the caller's default locale is `en-US`.\n *\n * ### Example\n *\n * <code-example path=\"common/pipes/ts/number_pipe.ts\" region='NumberPipe'></code-example>\n *\n * @publicApi\n */\nvar DecimalPipe = /** @class */ (function () {\n   function DecimalPipe(_locale) {\n   this._locale = _locale;\n   }\n   DecimalPipe_1 = DecimalPipe;\n   /**\n   * @param value The number to be formatted.\n   * @param digitsInfo Decimal representation options, specified by a string\n   * in the following format:
\n   * <code>{minIntegerDigits}.{minFractionDigits}-{maxFractionDigits}</code>.\n   *   - `minIntegerDigits`: The minimum number of integer digits before the decimal point.\n   * Default is `1`.\n   *   - `minFractionDigits`: The minimum number of digits after the decimal point.\n   * Default is `0`.\n   *   - `maxFractionDigits`: The maximum number of digits after the decimal point.\n   * Default is `3`.\n   * @param locale A locale code for the locale format rules to use.\n   * When not supplied, uses the value of `LOCALE_ID`, which is `en-US` by default.\n   * See [Setting your app locale](guide/i18n#setting-up-the-locale-of-your-app).\n   */\n   DecimalPipe.prototype.transform = function (value, digitsInfo, locale) {\n   if (isEmpty(value))\n   return null;\n   locale = locale || this._locale;\n

try {\n var num = strToNumber(value);\n return formatNumber(num, locale, digitsInfo);\n }\n catch (error) {\n throw invalidPipeArgumentError(DecimalPipe_1, error.message);\n }\n };\n var DecimalPipe_1;\n DecimalPipe = DecimalPipe_1 = __decorate([\n Pipe({ name: 'number' }),\n __param(0, Inject(LOCALE_ID)),\n __metadata(\"design:paramtypes\", [String])\n], DecimalPipe);\n return DecimalPipe;\n}());\n/**\n * @ngModule CommonModule\n * @description\n *\n * Transforms a number to a percentage\n * string, formatted according to locale rules that determine group sizing and\n * separator, decimal-point character, and other locale-specific\n * configurations.\n *\n * @see `formatPercent()`\n *\n * @usageNotes\n * The following code shows how the pipe transforms numbers\n * into text strings, according to various format specifications,\n * where the caller's default locale is `en-US`.\n *\n * <code-example path=\"common/pipes/ts/percent_pipe.ts\" region='PercentPipe'></code-example>\n *\n * @publicApi\n */\nvar PercentPipe = /** @class */ (function () {\n function PercentPipe(_locale) {\n this._locale = _locale;\n }\n PercentPipe_1 = PercentPipe;\n /**\n *\n * @param value The number to be formatted as a percentage.\n * @param digitsInfo Decimal representation options, specified by a string\n * in the following format:
\n * <code>{minIntegerDigits}.{minFractionDigits}-{maxFractionDigits}</code>.\n * - `minIntegerDigits`: The minimum number of integer digits before the decimal point.\n * Default is `1`.\n * - `minFractionDigits`: The minimum number of digits after the decimal point.\n * Default is `0`.\n * - `maxFractionDigits`: The maximum number of digits after the decimal point.\n * Default is `3`.\n * @param locale A locale code for the locale format rules to use.\n * When not supplied, uses the value of `LOCALE_ID`, which is `en-US` by default.\n * See [Setting your app locale](guide/i18n#setting-up-the-locale-of-your-app).\n */\n PercentPipe.prototype.transform = function (value, digitsInfo, locale) {\n if (isEmpty(value))\n return null;\n locale = locale || this._locale;\n try {\n var num = strToNumber(value);\n return formatPercent(num, locale, digitsInfo);\n }\n catch (error) {\n throw invalidPipeArgumentError(PercentPipe_1, error.message);\n }\n };\n var PercentPipe_1;\n PercentPipe = PercentPipe_1 = __decorate([\n Pipe({ name: 'percent' }),\n __param(0, Inject(LOCALE_ID)),\n __metadata(\"design:paramtypes\", [String])\n], PercentPipe);\n return PercentPipe;\n}());\n/**\n * @ngModule CommonModule\n * @description\n *\n * Transforms a number to a currency string, formatted according to locale rules\n * that determine group sizing and separator, decimal-point character,\n * and other locale-specific configurations.\n *\n * @see `getCurrencySymbol()`\n * @see `formatCurrency()`\n *\n * @usageNotes\n * The following code shows how the pipe transforms numbers\n * into text strings, according to various format specifications,\n * where the caller's default locale is `en-US`.\n *\n * <code-example path=\"common/pipes/ts/currency_pipe.ts\" region='CurrencyPipe'></code-example>\n *\n * @publicApi\n */\nvar CurrencyPipe = /** @class */ (function () {\n function CurrencyPipe(_locale) {\n this._locale = _locale;\n }\n CurrencyPipe_1 = CurrencyPipe;\n /**\n *\n * @param value The number to be formatted as currency.\n * @param currencyCode The [ISO 4217](https://en.wikipedia.org/wiki/ISO_4217) currency code,\n * such as `USD` for the US dollar and `EUR` for the euro.\n * @param display The format for the currency indicator. One of the following:\n * - `code`: Show the code (such as `USD`).\n * - `symbol`(default): Show the symbol (such as `$`).\n * - `symbol-narrow`: Use the narrow symbol for locales that have two symbols for their\n * currency.\n * For example, the Canadian dollar CAD has the symbol `CA$` and the symbol-narrow `$`. If the\n * locale has no narrow symbol, uses the standard symbol for the locale.\n * - String: Use the given string value instead of a code or a symbol.\n * For example, an empty string will suppress the currency & symbol.\n * - Boolean (marked deprecated in v5): `true` for symbol and false for `code`.\n *\n * @param digitsInfo Decimal representation options, specified by a string\n * in the following format:
\n * <code>{minIntegerDigits}.{minFractionDigits}-{maxFractionDigits}</code>.\n * - `minIntegerDigits`: The minimum number of integer digits before the decimal point.\n * Default is `1`.\n * - `minFractionDigits`: The minimum number of digits after the decimal point.\n * Default is `0`.\n * - `maxFractionDigits`: The maximum number of digits after the decimal point.\n * Default is `3`.\n * If not provided, the number will be formatted with the proper amount of digits,\n * depending on what the [ISO 4217](https://en.wikipedia.org/wiki/ISO_4217) specifies.\n * For example, the Canadian dollar has 2 digits,

whereas the Chilean peso has none.\n * @param locale A locale code for the locale format rules to use.\n * When not supplied, uses the value of `LOCALE_ID`, which is `en-US` by default.\n * See [Setting your app locale](guide/i18n#setting-up-the-locale-of-your-app).\n */\n CurrencyPipe.prototype.transform = function (value, currencyCode, display, digitsInfo, locale) {\n if (display === void 0) { display = 'symbol'; }\n if (isEmpty(value))\n return null;\n locale = locale || this._locale;\n if (typeof display === 'boolean') {\n if (console && console.warn) {\n console.warn(\"Warning: the currency pipe has been changed in Angular v5. The symbolDisplay option (third parameter) is now a string instead of a boolean. The accepted values are \\\"code\\\", \\\"symbol\\\" or \\\"symbol-narrow\\\".\");\n }\n display = display ? 'symbol' : 'code';\n }\n var currency = currencyCode || 'USD';\n if (display !== 'code') {\n if (display === 'symbol' || display === 'symbol-narrow') {\n currency = getCurrencySymbol(currency, display === 'symbol' ? 'wide' : 'narrow', locale);\n }\n else {\n currency = display;\n }\n }\n try {\n var num = strToNumber(value);\n return formatCurrency(num, locale, currency, currencyCode, digitsInfo);\n }\n catch (error) {\n throw invalidPipeArgumentError(CurrencyPipe_1, error.message);\n }\n };\n var CurrencyPipe_1;\n CurrencyPipe = CurrencyPipe_1 = __decorate([\n Pipe({ name: 'currency' }),\n __param(0, Inject(LOCALE_ID)),\n __metadata(\"design:paramtypes\", [String])\n], CurrencyPipe);\n return CurrencyPipe;\n}());\nfunction isEmpty(value) {\n return value == null || value === '' || value !== value;\n}\n/**\n * Transforms a string into a number (if needed).\n */\nfunction strToNumber(value) {\n // Convert strings to numbers\n if (typeof value === 'string' && !isNaN(Number(value) - parseFloat(value))) {\n return Number(value);\n }\n if (typeof value !== 'number') {\n throw new Error(value + \" is not a number\");\n }\n return value;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @ngModule CommonModule\n * @description\n *\n * Creates a new `Array` or `String` containing a subset (slice) of the elements.\n *\n * @usageNotes\n *\n * All behavior is based on the expected behavior of the JavaScript API `Array.prototype.slice()`\n * and `String.prototype.slice()`.\n *\n * When operating on an `Array`, the returned `Array` is always a copy even when all\n * the elements are being returned.\n *\n * When operating on a blank value, the pipe returns the blank value.\n *\n * ### List Example\n *\n * This `ngFor` example:\n *\n * {@example common/pipes/ts/slice_pipe.ts region='SlicePipe_list'}\n *\n * produces the following:\n *\n * ```html\n * b \n * c \n * ```\n *\n * ### String Examples\n *\n * {@example common/pipes/ts/slice_pipe.ts region='SlicePipe_string'}\n *\n * @publicApi\n */\nvar SlicePipe = /** @class */ (function () {\n function SlicePipe() {\n }\n SlicePipe_1 = SlicePipe;\n /**\n * @param value a list or a string to be sliced.\n * @param start the starting index of the subset to return:\n * - **a positive integer**: return the item at `start` index and all items after\n * in the list or string expression.\n * - **a negative integer**: return the item at `start` index from the end and all items after\n * in the list or string expression.\n * - **if positive and greater than the size of the expression**: return an empty list or\n * string.\n * - **if negative and greater than the size of the expression**: return entire list or string.\n * @param end the ending index of the subset to return:\n * - **omitted**: return all items until the end.\n * - **if positive**: return all items before `end` index of the list or string.\n * - **if negative**: return all items before `end` index from the end of the list or string.\n */\n SlicePipe.prototype.transform = function (value, start, end) {\n if (value == null)\n return value;\n if (!this.supports(value)) {\n throw invalidPipeArgumentError(SlicePipe_1, value);\n }\n return value.slice(start, end);\n };\n SlicePipe.prototype.supports = function (obj) { return typeof obj === 'string' || Array.isArray(obj); };\n var SlicePipe_1;\n SlicePipe = SlicePipe_1 = __decorate([\n Pipe({ name: 'slice', pure: false })\n], SlicePipe);\n return SlicePipe;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A collection of Angular pipes that are likely to be used in each and every application.\n */\nvar COMMON_PIPES = [\n AsyncPipe,\n UpperCasePipe,\n LowerCasePipe,\n JsonPipe,\n SlicePipe,\n DecimalPipe,\n PercentPipe,\n TitleCasePipe,\n CurrencyPipe,\n DatePipe,\n I18nPluralPipe,\n I18nSelectPipe,\n KeyValuePipe,\n];\n\n/**\n * @license\n * Copyright Google Inc. All

Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// Note: This does not contain the location providers,\n// as they need some platform specific implementations to work.\n/**\n * Exports all the basic Angular directives and pipes,\n * such as `NgIf`, `NgForOf`, `DecimalPipe`, and so on.\n * Re-exported by `BrowserModule`, which is included automatically in the root\n * `AppModule` when you create a new app with the CLI `new` command.\n *\n * * The `providers` options configure the NgModule's injector to provide\n * localization dependencies to members.\n * * The `exports` options make the declared directives and pipes available for import\n * by other NgModules.\n *\n * @publicApi\n */\nvar CommonModule = /** @class */ (function () {\n function CommonModule() {\n }\n CommonModule = __decorate([\n NgModule({\n declarations: [COMMON_DIRECTIVES, COMMON_PIPES],\n exports: [COMMON_DIRECTIVES, COMMON_PIPES],\n providers: [\n { provide: NgLocalization, useClass: NgLocaleLocalization },\n],\n })\n], CommonModule);\n return CommonModule;\n}());\nvar 0 = getPluralCase;\n/**\n * A module that contains the deprecated i18n pipes.\n *\n * @deprecated from v5\n * @publicApi\n */\nvar DeprecatedI18NPipesModule = /** @class */ (function () {\n function DeprecatedI18NPipesModule() {\n }\n DeprecatedI18NPipesModule = __decorate([\n NgModule({\n declarations: [COMMON_DEPRECATED_I18N_PIPES],\n exports: [COMMON_DEPRECATED_I18N_PIPES],\n providers: [{ provide: DEPRECATED_PLURAL_FN, useValue: 0 }],\n })\n], DeprecatedI18NPipesModule);\n return DeprecatedI18NPipesModule;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A DI Token representing the main rendering context. In a browser this is the DOM Document.\n *\n * Note: Document might not be available in the Application Context when Application and Rendering\n * Contexts are not the same (e.g. when running the application into a Web Worker).\n *\n * @publicApi\n */\nvar DOCUMENT = new InjectionToken('DocumentToken');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar PLATFORM_BROWSER_ID = 'browser';\nvar PLATFORM_SERVER_ID = 'server';\nvar PLATFORM_WORKER_APP_ID = 'browserWorkerApp';\nvar PLATFORM_WORKER_UI_ID = 'browserWorkerUi';\n/**\n * Returns whether a platform id represents a browser platform.\n * @publicApi\n */\nfunction isPlatformBrowser(platformId) {\n return platformId === PLATFORM_BROWSER_ID;\n}\n/**\n * Returns whether a platform id represents a server platform.\n * @publicApi\n */\nfunction isPlatformServer(platformId) {\n return platformId === PLATFORM_SERVER_ID;\n}\n/**\n * Returns whether a platform id represents a web worker app platform.\n * @publicApi\n */\nfunction isPlatformWorkerApp(platformId) {\n return platformId === PLATFORM_WORKER_APP_ID;\n}\n/**\n * Returns whether a platform id represents a web worker UI platform.\n * @publicApi\n */\nfunction isPlatformWorkerUi(platformId) {\n return platformId === PLATFORM_WORKER_UI_ID;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @publicApi\n */\nvar VERSION = new Version('7.0.4');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Manages the scroll position.\n *\n * @publicApi\n */\nvar ViewportScroller = /** @class */ (function () {\n function ViewportScroller() {\n }\n // De-sugared tree-shakable injection\n // See #23917\n /** @nocollapse */\n ViewportScroller.ngInjectableDef = defineInjectable({ providedIn: 'root', factory: function () { return new BrowserViewportScroller(inject(DOCUMENT), window); } });\n return ViewportScroller;\n}());\n/**\n * Manages the scroll position.\n */\nvar BrowserViewportScroller = /** @class */ (function () {\n function BrowserViewportScroller(document, window) {\n this.document = document;\n this.window = window;\n this.offset = function () { return [0, 0]; };\n }\n /**\n * Configures the top offset used when scrolling to an anchor.\n *\n * * When given a number, the service will always use the number.\n * * When given a function, the service will invoke the function every time it restores scroll\n * position.\n */\n

BrowserViewportScroller.prototype.setOffset = function (offset) {\n if (Array.isArray(offset)) {\n this.offset = function () { return offset; };\n }\n else {\n this.offset = offset;\n }\n };\n /**\n * Returns the current scroll position.\n */\n BrowserViewportScroller.prototype.getScrollPosition = function () {\n if (this.supportScrollRestoration()) {\n return [this.window.scrollX, this.window.scrollY];\n }\n else {\n return [0, 0];\n }\n };\n /**\n * Sets the scroll position.\n */\n BrowserViewportScroller.prototype.scrollToPosition = function (position) {\n if (this.supportScrollRestoration()) {\n this.window.scrollTo(position[0], position[1]);\n }\n };\n /**\n * Scrolls to the provided anchor.\n */\n BrowserViewportScroller.prototype.scrollToAnchor = function (anchor) {\n if (this.supportScrollRestoration()) {\n var elSelectedById = this.document.querySelector(\"#\" + anchor);\n if (elSelectedById) {\n this.scrollToElement(elSelectedById);\n return;\n }\n var elSelectedByName = this.document.querySelector(\"[name='\" + anchor + \"']\");\n if (elSelectedByName) {\n this.scrollToElement(elSelectedByName);\n return;\n }\n }\n };\n /**\n * Disables automatic scroll restoration provided by the browser.\n */\n BrowserViewportScroller.prototype.setHistoryScrollRestoration = function (scrollRestoration) {\n if (this.supportScrollRestoration()) {\n var history_1 = this.window.history;\n if (history_1 && history_1.scrollRestoration) {\n history_1.scrollRestoration = scrollRestoration;\n }\n }\n };\n BrowserViewportScroller.prototype.scrollToElement = function (el) {\n var rect = el.getBoundingClientRect();\n var left = rect.left + this.window.pageXOffset;\n var top = rect.top + this.window.pageYOffset;\n var offset = this.offset();\n this.window.scrollTo(left - offset[0], top - offset[1]);\n };\n /**\n * We only support scroll restoration when we can get a hold of window.\n * This means that we do not support this behavior when running in a web worker.\n *\n * Lifting this restriction right now would require more changes in the dom adapter.\n * Since webworkers aren't widely used, we will lift it once RouterScroller is\n * battle-tested.\n */\n BrowserViewportScroller.prototype.supportScrollRestoration = function () {\n try {\n return !!this.window && !!this.window.scrollTo;\n }\n catch (e) {\n return false;\n }\n };\n return BrowserViewportScroller;\n}());\n/**\n * Provides an empty implementation of the viewport scroller. This will\n * live in @angular/common as it will be used by both platform-server and platform-webworker.\n */\nvar NullViewportScroller = /** @class */ (function () {\n function NullViewportScroller() {\n }\n /**\n * Empty implementation\n */\n NullViewportScroller.prototype.setOffset = function (offset) { };\n /**\n * Empty implementation\n */\n NullViewportScroller.prototype.getScrollPosition = function () { return [0, 0]; };\n /**\n * Empty implementation\n */\n NullViewportScroller.prototype.scrollToPosition = function (position) { };\n /**\n * Empty implementation\n */\n NullViewportScroller.prototype.scrollToAnchor = function (anchor) { };\n /**\n * Empty implementation\n */\n NullViewportScroller.prototype.setHistoryScrollRestoration = function (scrollRestoration) { };\n return NullViewportScroller;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// This file only reexports content of the `src` folder. Keep it that way.\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Generated bundle index. Do not edit.\n */\n\nexport { COMMON_DIRECTIVES as angular_packages_common_common_e, findLocaleData as angular_packages_common_common_d, DEPRECATED_PLURAL_FN as angular_packages_common_common_a, getPluralCase as angular_packages_common_common_b, COMMON_DEPRECATED_I18N_PIPES as angular_packages_common_common_g, COMMON_PIPES as angular_packages_common_common_f, registerLocaleData as registerLocaleData, formatDate, formatCurrency, formatNumber, formatPercent, NgLocaleLocalization, NgLocalization, registerLocaleData, Plural, NumberFormatStyle, FormStyle, TranslationWidth, FormatWidth, NumberSymbol, WeekDay, getNumberOfCurrencyDigits, getCurrencySymbol,

getLocaleDayPeriods, getLocaleDayNames, getLocaleMonthNames, getLocaleId, getLocaleEraNames, getLocaleWeekEndRange, getLocaleFirstDayOfWeek, getLocaleDateFormat, getLocaleDateTimeFormat, getLocaleExtraDayPeriodRules, getLocaleExtraDayPeriods, getLocalePluralCase, getLocaleTimeFormat, getLocaleNumberSymbol, getLocaleNumberFormat, getLocaleCurrencyName, getLocaleCurrencySymbol, parseCookieValue as parseCookieValue, CommonModule, DeprecatedI18NPipesModule, NgClass, NgForOf, NgForOfContext, NgIf, NgIfContext, NgPlural, NgPluralCase, NgStyle, NgSwitch, NgSwitchCase, NgSwitchDefault, NgTemplateOutlet, NgComponentOutlet, DOCUMENT, AsyncPipe, DatePipe, I18nPluralPipe, I18nSelectPipe, JsonPipe, LowerCasePipe, CurrencyPipe, DecimalPipe, PercentPipe, SlicePipe, UpperCasePipe, TitleCasePipe, KeyValuePipe, DeprecatedDatePipe, DeprecatedCurrencyPipe, DeprecatedDecimalPipe, DeprecatedPercentPipe, PLATFORM_BROWSER_ID as PLATFORM_BROWSER_ID, PLATFORM_SERVER_ID as PLATFORM_SERVER_ID, PLATFORM_WORKER_APP_ID as PLATFORM_WORKER_APP_ID, PLATFORM_WORKER_UI_ID as PLATFORM_WORKER_UI_ID, isPlatformBrowser, isPlatformServer, isPlatformWorkerApp, isPlatformWorkerUi, VERSION, ViewportScroller, NullViewportScroller as NullViewportScroller, PlatformLocation, LOCATION_INITIALIZED, LocationStrategy, APP_BASE_HREF, HashLocationStrategy, PathLocationStrategy, Location };\n//# sourceMappingURL=common.js.map\n","/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\nimport { __decorate, __param, __metadata, __extends, __spread, __read } from 'tslib';\nimport { Injectable, InjectionToken, Inject, PLATFORM_ID, Injector, NgModule } from '@angular/core';\nimport { of, Observable } from 'rxjs';\nimport { concatMap, filter, map } from 'rxjs/operators';\nimport { DOCUMENT, parseCookieValue } from '@angular/common';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Transforms an `HttpRequest` into a stream of `HttpEvent`s, one of which will likely be a\n * `HttpResponse`.\n *\n * `HttpHandler` is injectable. When injected, the handler instance dispatches requests to the\n * first interceptor in the chain, which dispatches to the second, etc, eventually reaching the\n * `HttpBackend`.\n *\n * In an `HttpInterceptor`, the `HttpHandler` parameter is the next interceptor in the chain.\n *\n * @publicApi\n */\nvar HttpHandler = /** @class */ (function () {\n function HttpHandler() {\n }\n return HttpHandler;\n}());\n/**\n * A final `HttpHandler` which will dispatch the request via browser HTTP APIs to a backend.\n *\n * Interceptors sit between the `HttpClient` interface and the `HttpBackend`.\n *\n * When injected, `HttpBackend` dispatches requests directly to the backend, without going\n * through the interceptor chain.\n *\n * @publicApi\n */\nvar HttpBackend = /** @class */ (function () {\n function HttpBackend() {\n }\n return HttpBackend;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Immutable set of Http headers, with lazy parsing.\n *\n * @publicApi\n */\nvar HttpHeaders = /** @class */ (function () {\n function HttpHeaders(headers) {\n var _this = this;\n /**\n * Internal map of lowercased header names to the normalized\n * form of the name (the form seen first).\n */\n this.normalizedNames = new Map();\n /**\n * Queued updates to be materialized the next initialization.\n */\n this.lazyUpdate = null;\n if (!headers) {\n this.headers = new Map();\n }\n else if (typeof headers === 'string') {\n this.lazyInit = function () {\n _this.headers = new Map();\n headers.split('\\n').forEach(function (line) {\n var index = line.indexOf(':');\n if (index > 0) {\n var name_1 = line.slice(0, index);\n var key = name_1.toLowerCase();\n var value = line.slice(index + 1).trim();\n _this.maybeSetNormalizedName(name_1, key);\n if (_this.headers.has(key)) {\n _this.headers.get(key).push(value);\n }\n else {\n _this.headers.set(key, [value]);\n }\n }\n });\n };\n }\n else {\n this.lazyInit = function () {\n _this.headers = new Map();\n Object.keys(headers).forEach(function (name) {\n var values = headers[name];\n var key = name.toLowerCase();\n if (typeof values === 'string') {\n values = [values];\n }\n if (values.length > 0) {\n _this.headers.set(key, values);\n

_this.maybeSetNormalizedName(name, key);\n }\n });\n };\n }\n }\n /**\n * Checks for existence of header by given name.\n */\n HttpHeaders.prototype.has = function (name) {\n this.init();\n return this.headers.has(name.toLowerCase());\n };\n /**\n * Returns first header that matches given name.\n */\n HttpHeaders.prototype.get = function (name) {\n this.init();\n var values = this.headers.get(name.toLowerCase());\n return values && values.length > 0 ? values[0] : null;\n };\n /**\n * Returns the names of the headers\n */\n HttpHeaders.prototype.keys = function () {\n this.init();\n return Array.from(this.normalizedNames.values());\n };\n /**\n * Returns list of header values for a given name.\n */\n HttpHeaders.prototype.getAll = function (name) {\n this.init();\n return this.headers.get(name.toLowerCase()) || null;\n };\n HttpHeaders.prototype.append = function (name, value) {\n return this.clone({ name: name, value: value, op: 'a' });\n };\n HttpHeaders.prototype.set = function (name, value) {\n return this.clone({ name: name, value: value, op: 's' });\n };\n HttpHeaders.prototype.delete = function (name, value) {\n return this.clone({ name: name, value: value, op: 'd' });\n };\n HttpHeaders.prototype.maybeSetNormalizedName = function (name, lcName) {\n if (!this.normalizedNames.has(lcName)) {\n this.normalizedNames.set(lcName, name);\n }\n };\n HttpHeaders.prototype.init = function () {\n var _this = this;\n if (!!this.lazyInit) {\n if (this.lazyInit instanceof HttpHeaders) {\n this.copyFrom(this.lazyInit);\n }\n else {\n this.lazyInit();\n }\n this.lazyInit = null;\n if (!!this.lazyUpdate) {\n this.lazyUpdate.forEach(function (update) { return _this.applyUpdate(update); });\n this.lazyUpdate = null;\n }\n }\n };\n HttpHeaders.prototype.copyFrom = function (other) {\n var _this = this;\n other.init();\n Array.from(other.headers.keys()).forEach(function (key) {\n _this.headers.set(key, other.headers.get(key));\n _this.normalizedNames.set(key, other.normalizedNames.get(key));\n });\n };\n HttpHeaders.prototype.clone = function (update) {\n var clone = new HttpHeaders();\n clone.lazyInit =\n (!!this.lazyInit && this.lazyInit instanceof HttpHeaders) ? this.lazyInit : this;\n clone.lazyUpdate = (this.lazyUpdate || []).concat([update]);\n return clone;\n };\n HttpHeaders.prototype.applyUpdate = function (update) {\n var key = update.name.toLowerCase();\n switch (update.op) {\n case 'a':\n case 's':\n var value = update.value;\n if (typeof value === 'string') {\n value = [value];\n }\n if (value.length === 0) {\n return;\n }\n this.maybeSetNormalizedName(update.name, key);\n var base = (update.op === 'a' ? this.headers.get(key) : undefined) || [];\n base.push.apply(base, __spread(value));\n this.headers.set(key, base);\n break;\n case 'd':\n var toDelete_1 = update.value;\n if (!toDelete_1) {\n this.headers.delete(key);\n this.normalizedNames.delete(key);\n }\n else {\n var existing = this.headers.get(key);\n if (!existing) {\n return;\n }\n existing = existing.filter(function (value) { return toDelete_1.indexOf(value) === -1; });\n if (existing.length === 0) {\n this.headers.delete(key);\n this.normalizedNames.delete(key);\n }\n else {\n this.headers.set(key, existing);\n }\n }\n break;\n }\n };\n /**\n * @internal\n */\n HttpHeaders.prototype.forEach = function (fn) {\n var _this = this;\n this.init();\n Array.from(this.normalizedNames.keys())\n .forEach(function (key) { return fn(_this.normalizedNames.get(key), _this.headers.get(key)); });\n };\n return HttpHeaders;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A `HttpParameterCodec` that uses `encodeURIComponent` and `decodeURIComponent` to\n * serialize and parse URL parameter keys and values.\n *\n * @publicApi\n */\nvar HttpUrlEncodingCodec = /** @class */ (function () {\n function HttpUrlEncodingCodec() {\n }\n HttpUrlEncodingCodec.prototype.encodeKey = function (key) { return standardEncoding(key); };\n HttpUrlEncodingCodec.prototype.encodeValue = function (value) { return standardEncoding(value); };\n HttpUrlEncodingCodec.prototype.decodeKey = function (key) { return decodeURIComponent(key); };\n HttpUrlEncodingCodec.prototype.decodeValue = function (value) { return decodeURIComponent(value); };\n return HttpUrlEncodingCodec;\n}());\nfunction paramParser(rawParams,

```
codec) {\n    var map$$1 = new Map();\n    if (rawParams.length > 0) {\n        var params = rawParams.split('&');\n
    params.forEach(function (param) {\n            var eqIdx = param.indexOf('=');\n            var _a = __read(eqIdx == -1
?\n                [codec.decodeKey(param), ''] :\n                [codec.decodeKey(param.slice(0, eqIdx)),
codec.decodeValue(param.slice(eqIdx + 1))], 2), key = _a[0], val = _a[1];\n            var list = map$$1.get(key) || [];\n
            list.push(val);\n            map$$1.set(key, list);\n        });\n    }\n    return map$$1;\n}\nfunction
standardEncoding(v) {\n    return encodeURIComponent(v)\n        .replace(/%40/gi, '@')\n        .replace(/%3A/gi,
':')\n        .replace(/%24/gi, '$')\n        .replace(/%2C/gi, ',')\n        .replace(/%3B/gi, ';')\n        .replace(/%2B/gi, '+')\n
    .replace(/%3D/gi, '=')\n        .replace(/%3F/gi, '?')\n        .replace(/%2F/gi, '/');\n}\n/**\n * An HTTP
request/response body that represents serialized parameters,\n * per the MIME type `application/x-www-form-
urlencoded`.\n *\n * This class is immutable - all mutation operations return a new instance.\n *\n * @publicApi\n
*/\nvar HttpParams = /** @class */ (function () {\n    function HttpParams(options) {\n        if (options === void 0)
{ options = {}; }\n        var _this = this;\n        this.updates = null;\n        this.cloneFrom = null;\n        this.encoder =
options.encoder || new HttpUrlEncodingCodec();\n        if (!!options.fromString) {\n            if (!!options.fromObject)
{\n                throw new Error(\"Cannot specify both fromString and fromObject.\");\n            }\n            this.map =
paramParser(options.fromString, this.encoder);\n        }\n        else if (!!options.fromObject) {\n            this.map =
new Map();\n            Object.keys(options.fromObject).forEach(function (key) {\n                var value =
options.fromObject[key];\n                _this.map.set(key, Array.isArray(value) ? value : [value]);\n            });\n
}\n        else {\n            this.map = null;\n        }\n    }\n    /**\n     * Check whether the body has one or more values
for the given parameter name.\n     */\n    HttpParams.prototype.has = function (param) {\n        this.init();\n
return this.map.has(param);\n    };\n    /**\n     * Get the first value for the given parameter name, or `null` if it's not
present.\n     */\n    HttpParams.prototype.get = function (param) {\n        this.init();\n        var res =
this.map.get(param);\n        return !!res ? res[0] : null;\n    };\n    /**\n     * Get all values for the given parameter
name, or `null` if it's not present.\n     */\n    HttpParams.prototype.getAll = function (param) {\n        this.init();\n
 return this.map.get(param) || null;\n    };\n    /**\n     * Get all the parameter names for this body.\n     */\n
HttpParams.prototype.keys = function () {\n        this.init();\n        return Array.from(this.map.keys());\n    };\n
/**\n     * Construct a new body with an appended value for the given parameter name.\n     */\n
HttpParams.prototype.append = function (param, value) { return this.clone({ param: param, value: value, op: 'a' });
};\n    /**\n     * Construct a new body with a new value for the given parameter name.\n     */\n
HttpParams.prototype.set = function (param, value) { return this.clone({ param: param, value: value, op: 's' }); };\n
/**\n     * Construct a new body with either the given value for the given parameter\n     * removed, if a value is
given, or all values for the given parameter removed\n     * if not.\n     */\n    HttpParams.prototype.delete = function
(param, value) { return this.clone({ param: param, value: value, op: 'd' }); };\n    /**\n     * Serialize the body to an
encoded string, where key-value pairs (separated by `=`) are\n     * separated by `&`s.\n     */\n
HttpParams.prototype.toString = function () {\n        var _this = this;\n        this.init();\n        return this.keys()\n
 .map(function (key) {\n            var eKey = _this.encoder.encodeKey(key);\n            return
_this.map.get(key).map(function (value) { return eKey + '=' + _this.encoder.encodeValue(value); })\n
.join('&');\n        })\n            .join('&');\n    };\n    HttpParams.prototype.clone = function (update) {\n        var clone =
new HttpParams({ encoder: this.encoder });\n        clone.cloneFrom = this.cloneFrom || this;\n        clone.updates =
(this.updates || []).concat([update]);\n        return clone;\n    };\n    HttpParams.prototype.init = function () {\n        var
_this = this;\n        if (this.map === null) {\n            this.map = new Map();\n        }\n        if (this.cloneFrom !==
null) {\n            this.cloneFrom.init();\n            this.cloneFrom.keys().forEach(function (key) { return
_this.map.set(key, _this.cloneFrom.map.get(key)); });\n            this.updates.forEach(function (update) {\n
switch (update.op) {\n                case 'a':\n                case 's':\n                    var base = (update.op === 'a' ?
_this.map.get(update.param) : undefined) || [];\n                    base.push(update.value);\n
_this.map.set(update.param, base);\n                    break;\n                case 'd':\n                    if (update.value
!== undefined) {\n                        var base_1 = _this.map.get(update.param) || [];\n                        var idx =
base_1.indexOf(update.value);\n                        if (idx !== -1) {\n                            base_1.splice(idx, 1);\n
                }\n                        if (base_1.length > 0) {\n                            _this.map.set(update.param, base_1);\n
```

}\n else {\n _this.map.delete(update.param);\n }\n }\n else {\n _this.map.delete(update.param);\n break;\n }\n }\n });\n this.cloneFrom = null;\n }\n };\n return HttpParams;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Determine whether the given HTTP method may include a body.\n */\nfunction mightHaveBody(method) {\n switch (method) {\n case 'DELETE':\n case 'GET':\n case 'HEAD':\n case 'OPTIONS':\n case 'JSONP':\n return false;\n default:\n return true;\n }\n}\n/**\n * Safely assert whether the given value is an ArrayBuffer.\n *\n * In some execution environments ArrayBuffer is not defined.\n */\nfunction isArrayBuffer(value) {\n return typeof ArrayBuffer !== 'undefined' && value instanceof ArrayBuffer;\n}\n/**\n * Safely assert whether the given value is a Blob.\n *\n * In some execution environments Blob is not defined.\n */\nfunction isBlob(value) {\n return typeof Blob !== 'undefined' && value instanceof Blob;\n}\n/**\n * Safely assert whether the given value is a FormData instance.\n *\n * In some execution environments FormData is not defined.\n */\nfunction isFormData(value) {\n return typeof FormData !== 'undefined' && value instanceof FormData;\n}\n/**\n * An outgoing HTTP request with an optional typed body.\n *\n * `HttpRequest` represents an outgoing request, including URL, method,\n * headers, body, and other request configuration options. Instances should be\n * assumed to be immutable. To modify a `HttpRequest`, the `clone`\n * method should be used.\n *\n * @publicApi\n */\nvar HttpRequest = /** @class */ (function () {\n function HttpRequest(method, url, third, fourth) {\n this.url = url;\n /**\n * The request body, or `null` if one isn't set.\n *\n * Bodies are not enforced to be immutable, as they can include a reference to any\n * user-defined data type. However, interceptors should take care to preserve\n * idempotence by treating them as such.\n */\n this.body = null;\n /**\n * Whether this request should be made in a way that exposes progress events.\n *\n * Progress events are expensive (change detection runs on each event) and so\n * they should only be requested if the consumer intends to monitor them.\n */\n this.reportProgress = false;\n /**\n * Whether this request should be sent with outgoing credentials (cookies).\n */\n this.withCredentials = false;\n /**\n * The expected response type of the server.\n *\n * This is used to parse the response appropriately before returning it to\n * the requestee.\n */\n this.responseType = 'json';\n this.method = method.toUpperCase();\n // Next, need to figure out which argument holds the HttpRequestInit\n // options, if any.\n var options;\n // Check whether a body argument is expected. The only valid way to omit\n // the body argument is to use a known no-body method like GET.\n if (mightHaveBody(this.method) || !!fourth) {\n // Body is the third argument, options are the fourth.\n this.body = (third !== undefined) ? third : null;\n options = fourth;\n }\n else {\n // No body required, options are the third argument. The body stays null.\n options = third;\n }\n // If options have been passed, interpret them.\n if (options) {\n // Normalize reportProgress and withCredentials.\n this.reportProgress = !!options.reportProgress;\n this.withCredentials = !!options.withCredentials;\n // Override default response type of 'json' if one is provided.\n if (!!options.responseType) {\n this.responseType = options.responseType;\n }\n // Override headers if they're provided.\n if (!!options.headers) {\n this.headers = options.headers;\n }\n if (!!options.params) {\n this.params = options.params;\n }\n }\n // If no headers have been passed in, construct a new HttpHeaders instance.\n if (!this.headers) {\n this.headers = new HttpHeaders();\n }\n // If no parameters have been passed in, construct a new HttpUrlEncodedParams instance.\n if (!this.params) {\n this.params = new HttpParams();\n this.urlWithParams = url;\n }\n else {\n // Encode the parameters to a string in preparation for inclusion in the URL.\n var params = this.params.toString();\n if (params.length === 0) {\n // No parameters, the visible URL is just the URL given at creation time.\n this.urlWithParams = url;\n }\n else {\n // Does the URL already have query parameters? Look for '?'.\n var qIdx = url.indexOf('?');\n // There are 3 cases to handle:\n // 1) No existing parameters -> append '?' followed by params.\n // 2) '?' exists and is followed by existing query string ->\n // append '&' followed by params.\n //

3) '?' exists at the end of the url -> append params directly.\n // This basically amounts to determining the character, if any, with\n // which to join the URL and parameters.\n var sep = qIdx === -1 ? '?' : (qIdx < url.length - 1 ? '&' : '');\n this.urlWithParams = url + sep + params;\n }\n }\n }\n /**\n * Transform the free-form body into a serialized format suitable for\n * transmission to the server.\n */\n HttpRequest.prototype.serializeBody = function () {\n // If no body is present, no need to serialize it.\n if (this.body === null) {\n return null;\n }\n // Check whether the body is already in a serialized form. If so,\n // it can just be returned directly.\n if (isArrayBuffer(this.body) || isBlob(this.body) || isFormData(this.body) ||\n typeof this.body === 'string') {\n return this.body;\n }\n // Check whether the body is an instance of HttpUrlEncodedParams.\n if (this.body instanceof HttpParams) {\n return this.body.toString();\n }\n // Check whether the body is an object or array, and serialize with JSON if so.\n if (typeof this.body === 'object' || typeof this.body === 'boolean' ||\n Array.isArray(this.body)) {\n return JSON.stringify(this.body);\n }\n // Fall back on toString() for everything else.\n return this.body.toString();\n };\n /**\n * Examine the body and attempt to infer an appropriate MIME type\n * for it.\n *\n * If no such type can be inferred, this method will return `null`.\n */\n HttpRequest.prototype.detectContentTypeHeader = function () {\n // An empty body has no content type.\n if (this.body === null) {\n return null;\n }\n // FormData bodies rely on the browser's content type assignment.\n if (isFormData(this.body)) {\n return null;\n }\n // Blobs usually have their own content type. If it doesn't, then\n // no type can be inferred.\n if (isBlob(this.body)) {\n return this.body.type || null;\n }\n // Array buffers have unknown contents and thus no type can be inferred.\n if (isArrayBuffer(this.body)) {\n return null;\n }\n // Technically, strings could be a form of JSON data, but it's safe enough\n // to assume they're plain strings.\n if (typeof this.body === 'string') {\n return 'text/plain';\n }\n // `HttpUrlEncodedParams` has its own content-type.\n if (this.body instanceof HttpParams) {\n return 'application/x-www-form-urlencoded;charset=UTF-8';\n }\n // Arrays, objects, and numbers will be encoded as JSON.\n if (typeof this.body === 'object' || typeof this.body === 'number' ||\n Array.isArray(this.body)) {\n return 'application/json';\n }\n // No type could be inferred.\n return null;\n };\n HttpRequest.prototype.clone = function (update) {\n if (update === void 0) { update = {}; }\n // For method, url, and responseType, take the current value unless\n // it is overridden in the update hash.\n var method = update.method || this.method;\n var url = update.url || this.url;\n var responseType = update.responseType || this.responseType;\n // The body is somewhat special - a `null` value in update.body means\n // whatever current body is present is being overridden with an empty\n // body, whereas an `undefined` value in update.body implies no\n // override.\n var body = (update.body !== undefined) ? update.body : this.body;\n // Carefully handle the boolean options to differentiate between\n // `false` and `undefined` in the update args.\n var withCredentials = (update.withCredentials !== undefined) ? update.withCredentials : this.withCredentials;\n var reportProgress = (update.reportProgress !== undefined) ? update.reportProgress : this.reportProgress;\n // Headers and params may be appended to if `setHeaders` or\n // `setParams` are used.\n var headers = update.headers || this.headers;\n var params = update.params || this.params;\n // Check whether the caller has asked to add headers.\n if (update.setHeaders !== undefined) {\n // Set every requested header.\n headers =\n Object.keys(update.setHeaders)\n .reduce(function (headers, name) { return headers.set(name, update.setHeaders[name]); }, headers);\n }\n // Check whether the caller has asked to set params.\n if (update.setParams) {\n // Set every requested param.\n params = Object.keys(update.setParams)\n .reduce(function (params, param) { return params.set(param, update.setParams[param]); }, params);\n }\n // Finally, construct the new HttpRequest using the pieces from above.\n return new HttpRequest(method, url, body, {\n params: params, headers: headers, reportProgress: reportProgress, responseType: responseType, withCredentials: withCredentials,\n });\n };\n return HttpRequest;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Type enumeration for the different kinds of `HttpEvent`.\n *\n * @publicApi\n */\nvar HttpEventType;\n(function (HttpEventType) {\n /**\n * The request was sent out over

the wire.\n */\n HttpEventType[HttpEventType[\"Sent\"] = 0] = \"Sent\";\n /**\n * An upload progress event was received.\n */\n HttpEventType[HttpEventType[\"UploadProgress\"] = 1] = \"UploadProgress\";\n /**\n * The response status code and headers were received.\n */\n HttpEventType[HttpEventType[\"ResponseHeader\"] = 2] = \"ResponseHeader\";\n /**\n * A download progress event was received.\n */\n HttpEventType[HttpEventType[\"DownloadProgress\"] = 3] = \"DownloadProgress\";\n /**\n * The full response including the body was received.\n */\n HttpEventType[HttpEventType[\"Response\"] = 4] = \"Response\";\n /**\n * A custom event from an interceptor or a backend.\n */\n HttpEventType[HttpEventType[\"User\"] = 5] = \"User\";\n})(HttpEventType || (HttpEventType = {}));\n/**\n * Base class for both `HttpResponse` and `HttpHeaderResponse`.\n *\n * @publicApi\n */\nvar HttpResponseBase = /** @class */ (function () {\n /**\n * Super-constructor for all responses.\n *\n * The single parameter accepted is an initialization hash. Any properties\n * of the response passed there will override the default values.\n */\n function HttpResponseBase(init, defaultStatus, defaultStatusText) {\n if (defaultStatus === void 0) { defaultStatus = 200; }\n if (defaultStatusText === void 0) { defaultStatusText = 'OK'; }\n // If the hash has values passed, use them to initialize the response.\n // Otherwise use the default values.\n this.headers = init.headers || new HttpHeaders();\n this.status = init.status !== undefined ? init.status : defaultStatus;\n this.statusText = init.statusText || defaultStatusText;\n this.url = init.url || null;\n // Cache the ok value to avoid defining a getter.\n this.ok = this.status >= 200 && this.status < 300;\n }\n return HttpResponseBase;\n}());\n/**\n * A partial HTTP response which only includes the status and header data,\n * but no response body.\n *\n * `HttpHeaderResponse` is a `HttpEvent` available on the response\n * event stream, only when progress events are requested.\n *\n * @publicApi\n */\nvar HttpHeaderResponse = /** @class */ (function (_super) {\n __extends(HttpHeaderResponse, _super);\n /**\n * Create a new `HttpHeaderResponse` with the given parameters.\n */\n function HttpHeaderResponse(init) {\n if (init === void 0) { init = {}; }\n var _this = _super.call(this, init) || this;\n _this.type = HttpEventType.ResponseHeader;\n return _this;\n }\n /**\n * Copy this `HttpHeaderResponse`, overriding its contents with the\n * given parameter hash.\n */\n HttpHeaderResponse.prototype.clone = function (update) {\n if (update === void 0) { update = {}; }\n // Perform a straightforward initialization of the new HttpHeaderResponse,\n // overriding the current parameters with new ones if given.\n return new HttpHeaderResponse({\n headers: update.headers || this.headers,\n status: update.status !== undefined ? update.status : this.status,\n statusText: update.statusText || this.statusText,\n url: update.url || this.url || undefined,\n });\n };\n return HttpHeaderResponse;\n}(HttpResponseBase));\n/**\n * A full HTTP response, including a typed response body (which may be `null`\n * if one was not returned).\n *\n * `HttpResponse` is a `HttpEvent` available on the response event\n * stream.\n *\n * @publicApi\n */\nvar HttpResponse = /** @class */ (function (_super) {\n __extends(HttpResponse, _super);\n /**\n * Construct a new `HttpResponse`.\n */\n function HttpResponse(init) {\n if (init === void 0) { init = {}; }\n var _this = _super.call(this, init) || this;\n _this.type = HttpEventType.Response;\n _this.body = init.body !== undefined ? init.body : null;\n return _this;\n }\n HttpResponse.prototype.clone = function (update) {\n if (update === void 0) { update = {}; }\n return new HttpResponse({\n body: (update.body !== undefined) ? update.body : this.body,\n headers: update.headers || this.headers,\n status: (update.status !== undefined) ? update.status : this.status,\n statusText: update.statusText || this.statusText,\n url: update.url || this.url || undefined,\n });\n };\n return HttpResponse;\n}(HttpResponseBase));\n/**\n * A response that represents an error or failure, either from a\n * non-successful HTTP status, an error while executing the request,\n * or some other failure which occurred during the parsing of the response.\n *\n * Any error returned on the `Observable` response stream will be\n * wrapped in an `HttpErrorResponse` to provide additional context about\n * the state of the HTTP layer when the error occurred. The error property\n * will contain either a wrapped Error object or the error response returned\n * from the server.\n *\n * @publicApi\n */\nvar HttpErrorResponse = /** @class */ (function (_super) {\n __extends(HttpErrorResponse, _super);\n function HttpErrorResponse(init) {\n var _this = \n // Initialize with a default status of 0 / Unknown Error.\n _super.call(this, init, 0, 'Unknown Error') || this;\n _this.name = 'HttpErrorResponse';\n /**\n * Errors are never okay, even

when the status code is in the 2xx success range.\n */\n _this.ok = false;\n // If the response was successful, then this was a parse error. Otherwise, it was\n // a protocol-level failure of some sort. Either the request failed in transit\n // or the server returned an unsuccessful status code.\n if (_this.status >= 200 && _this.status < 300) {\n _this.message = \"Http failure during parsing for \" + (init.url || '(unknown url)');\n }\n else {\n _this.message =\n \"Http failure response for \" + (init.url || '(unknown url)') + \": \" + init.status + \" \" + init.statusText;\n }\n _this.error = init.error || null;\n return _this;\n }\n return HttpErrorResponse;\n}(HttpResponseBase));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Construct an instance of `HttpRequestOptions<T>` from a source `HttpMethodOptions` and\n * the given `body`. Basically, this clones the object and adds the body.\n */\nfunction addBody(options, body) {\n return {\n body: body,\n headers: options.headers,\n observe: options.observe,\n params: options.params,\n reportProgress: options.reportProgress,\n responseType: options.responseType,\n withCredentials: options.withCredentials,\n };\n}\n/**\n * Perform HTTP requests.\n *\n * `HttpClient` is available as an injectable class, with methods to perform HTTP requests.\n * Each request method has multiple signatures, and the return type varies according to which\n * signature is called (mainly the values of `observe` and `responseType`).\n *\n * @publicApi\n */\nvar HttpClient = /** @class */ (function () {\n function HttpClient(handler) {\n this.handler = handler;\n }\n /**\n * Constructs an `Observable` for a particular HTTP request that, when subscribed,\n * fires the request through the chain of registered interceptors and on to the\n * server.\n *\n * This method can be called in one of two ways. Either an `HttpRequest`\n * instance can be passed directly as the only parameter, or a method can be\n * passed as the first parameter, a string URL as the second, and an\n * options hash as the third.\n *\n * If a `HttpRequest` object is passed directly, an `Observable` of the\n * raw `HttpEvent` stream will be returned.\n *\n * If a request is instead built by providing a URL, the options object\n * determines the return type of `request()`. In addition to configuring\n * request parameters such as the outgoing headers and/or the body, the options\n * hash specifies two key pieces of information about the request: the\n * `responseType` and what to `observe`.\n *\n * The `responseType` value determines how a successful response body will be\n * parsed. If `responseType` is the default `json`, a type interface for the\n * resulting object may be passed as a type parameter to `request()`.\n *\n * The `observe` value determines the return type of `request()`, based on what\n * the consumer is interested in observing. A value of `events` will return an\n * `Observable<HttpEvent>` representing the raw `HttpEvent` stream,\n * including progress events by default. A value of `response` will return an\n * `Observable<HttpResponse<T>>` where the `T` parameter of `HttpResponse`\n * depends on the `responseType` and any optionally provided type parameter.\n * A value of `body` will return an `Observable<T>` with the same `T` body type.\n */\n HttpClient.prototype.request = function (first, url, options) {\n var _this = this;\n if (options === void 0) { options = {}; }\n var req;\n // Firstly, check whether the primary argument is an instance of `HttpRequest`.\n if (first instanceof HttpRequest) {\n // It is. The other arguments must be undefined (per the signatures) and can be\n // ignored.\n req = first;\n }\n else {\n // It's a string, so it represents a URL. Construct a request based on it,\n // and incorporate the remaining arguments (assuming GET unless a method is\n // provided.\n // Figure out the headers.\n var headers = undefined;\n if (options.headers instanceof HttpHeaders) {\n headers = options.headers;\n }\n else {\n headers = new HttpHeaders(options.headers);\n }\n // Sort out parameters.\n var params = undefined;\n if (!!options.params) {\n if (options.params instanceof HttpParams) {\n params = options.params;\n }\n else {\n params = new HttpParams({ fromObject: options.params });\n }\n }\n // Construct the request.\n req = new HttpRequest(first, url, (options.body !== undefined ? options.body : null), {\n headers: headers,\n params: params,\n reportProgress: options.reportProgress,\n // By default, JSON is assumed to be returned for all calls.\n responseType: options.responseType || 'json',\n withCredentials: options.withCredentials,\n });\n }\n // Start with an Observable.of() the initial request, and run the handler (which\n // includes all interceptors) inside a concatMap(). This way, the handler runs\n // inside an

Observable chain, which causes interceptors to be re-run on every\n // subscription (this also makes retries re-run the handler, including interceptors).\n var events$ = of(req).pipe(concatMap(function (req) { return _this.handler.handle(req); }));\n // If coming via the API signature which accepts a previously constructed HttpRequest,\n // the only option is to get the event stream. Otherwise, return the event stream if\n // that is what was requested.\n if (first instanceof HttpRequest || options.observe === 'events') {\n return events$;\n }\n // The requested stream contains either the full response or the body. In either\n // case, the first step is to filter the event stream to extract a stream of\n // responses(s).\n var res$ = events$.pipe(filter(function (event) { return event instanceof HttpResponse; }));\n // Decide which stream to return.\n switch (options.observe || 'body') {\n case 'body':\n // The requested stream is the body. Map the response stream to the response\n // body. This could be done more simply, but a misbehaving interceptor might\n // transform the response body into a different format and ignore the requested\n // responseType. Guard against this by validating that the response is of the\n // requested type.\n switch (req.responseType) {\n case 'arraybuffer':\n return res$.pipe(map(function (res) {\n // Validate that the body is an ArrayBuffer.\n if (res.body !== null && !(res.body instanceof ArrayBuffer)) {\n throw new Error('Response is not an ArrayBuffer.');\n }\n return res.body;\n }));\n case 'blob':\n return res$.pipe(map(function (res) {\n // Validate that the body is a Blob.\n if (res.body !== null && !(res.body instanceof Blob)) {\n throw new Error('Response is not a Blob.');\n }\n return res.body;\n }));\n case 'text':\n return res$.pipe(map(function (res) {\n // Validate that the body is a string.\n if (res.body !== null && typeof res.body !== 'string') {\n throw new Error('Response is not a string.');\n }\n return res.body;\n }));\n case 'json':\n default:\n // No validation needed for JSON responses, as they can be of any type.\n return res$.pipe(map(function (res) { return res.body; }));\n }\n case 'response':\n // The response stream was requested directly, so return it.\n return res$;\n default:\n // Guard against new future observe types being added.\n throw new Error(\"Unreachable: unhandled observe type \" + options.observe + \"}\");\n }\n };\n /**\n * Constructs an `Observable` which, when subscribed, will cause the configured\n * DELETE request to be executed on the server. See the individual overloads for\n * details of `delete()`'s return type based on the provided options.\n */\n HttpClient.prototype.delete = function (url, options) {\n if (options === void 0) { options = {}; }\n return this.request('DELETE', url, options);\n };\n /**\n * Constructs an `Observable` which, when subscribed, will cause the configured\n * GET request to be executed on the server. See the individual overloads for\n * details of `get()`'s return type based on the provided options.\n */\n HttpClient.prototype.get = function (url, options) {\n if (options === void 0) { options = {}; }\n return this.request('GET', url, options);\n };\n /**\n * Constructs an `Observable` which, when subscribed, will cause the configured\n * HEAD request to be executed on the server. See the individual overloads for\n * details of `head()`'s return type based on the provided options.\n */\n HttpClient.prototype.head = function (url, options) {\n if (options === void 0) { options = {}; }\n return this.request('HEAD', url, options);\n };\n /**\n * Constructs an `Observable` which, when subscribed, will cause a request\n * with the special method `JSONP` to be dispatched via the interceptor pipeline.\n *\n * A suitable interceptor must be installed (e.g. via the `HttpClientJsonpModule`).\n * If no such interceptor is reached, then the `JSONP` request will likely be\n * rejected by the configured backend.\n */\n HttpClient.prototype.jsonp = function (url, callbackParam) {\n return this.request('JSONP', url, {\n params: new HttpParams().append(callbackParam, 'JSONP_CALLBACK'),\n observe: 'body',\n responseType: 'json',\n });\n };\n /**\n * Constructs an `Observable` which, when subscribed, will cause the configured\n * OPTIONS request to be executed on the server. See the individual overloads for\n * details of `options()`'s return type based on the provided options.\n */\n HttpClient.prototype.options = function (url, options) {\n if (options === void 0) { options = {}; }\n return this.request('OPTIONS', url, options);\n };\n /**\n * Constructs an `Observable` which, when subscribed, will cause the configured\n * PATCH

request to be executed on the server. See the individual overloads for\n * details of `patch()`'s return type based on the provided options.\n */\n HttpClient.prototype.patch = function (url, body, options) {\n if (options === void 0) { options = {}; }\n return this.request('PATCH', url, addBody(options, body));\n };\n /**\n * Constructs an `Observable` which, when subscribed, will cause the configured\n * POST request to be executed on the server. See the individual overloads for\n * details of `post()`'s return type based on the provided options.\n */\n HttpClient.prototype.post = function (url, body, options) {\n if (options === void 0) { options = {}; }\n return this.request('POST', url, addBody(options, body));\n };\n /**\n * Constructs an `Observable` which, when subscribed, will cause the configured\n * PUT request to be executed on the server. See the individual overloads for\n * details of `put()`'s return type based on the provided options.\n */\n HttpClient.prototype.put = function (url, body, options) {\n if (options === void 0) { options = {}; }\n return this.request('PUT', url, addBody(options, body));\n };\n HttpClient = __decorate([\n Injectable(),\n __metadata(\"design:paramtypes\", [HttpHandler])\n], HttpClient);\n return HttpClient;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * `HttpHandler` which applies an `HttpInterceptor` to an `HttpRequest`.\n *\n *\n */\nvar HttpInterceptorHandler = /** @class */ (function () {\n function HttpInterceptorHandler(next, interceptor) {\n this.next = next;\n this.interceptor = interceptor;\n }\n HttpInterceptorHandler.prototype.handle = function (req) {\n return this.interceptor.intercept(req, this.next);\n };\n return HttpInterceptorHandler;\n}());\n/**\n * A multi-provider token which represents the array of `HttpInterceptor`s that\n * are registered.\n *\n * @publicApi\n */\nvar HTTP_INTERCEPTORS = new InjectionToken('HTTP_INTERCEPTORS');\nvar NoopInterceptor = /** @class */ (function () {\n function NoopInterceptor() {\n }\n NoopInterceptor.prototype.intercept = function (req, next) {\n return next.handle(req);\n };\n NoopInterceptor = __decorate([\n Injectable()\n], NoopInterceptor);\n return NoopInterceptor;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// Every request made through JSONP needs a callback name that's unique across the\n// whole page. Each request is assigned an id and the callback name is constructed\n// from that. The next id to be assigned is tracked in a global variable here that\n// is shared among all applications on the page.\nvar nextRequestId = 0;\n// Error text given when a JSONP script is injected, but doesn't invoke the callback\n// passed in its URL.\nvar JSONP_ERR_NO_CALLBACK = 'JSONP injected script did not invoke callback.';\n// Error text given when a request is passed to the JsonpClientBackend that doesn't\n// have a request method JSONP.\nvar JSONP_ERR_WRONG_METHOD = 'JSONP requests must use JSONP request method.';\nvar JSONP_ERR_WRONG_RESPONSE_TYPE = 'JSONP requests must use Json response type.';\n/**\n * DI token/abstract type representing a map of JSONP callbacks.\n *\n * In the browser, this should always be the `window` object.\n *\n *\n */\nvar JsonpCallbackContext = /** @class */ (function () {\n function JsonpCallbackContext() {\n }\n return JsonpCallbackContext;\n}());\n/**\n * `HttpBackend` that only processes `HttpRequest` with the JSONP method,\n * by performing JSONP style requests.\n *\n * @publicApi\n */\nvar JsonpClientBackend = /** @class */ (function () {\n function JsonpClientBackend(callbackMap, document) {\n this.callbackMap = callbackMap;\n this.document = document;\n }\n /**\n * Get the name of the next callback method, by incrementing the global `nextRequestId`.\n */\n JsonpClientBackend.prototype.nextCallback = function () { return \"ng_jsonp_callback_\" + nextRequestId++; };\n /**\n * Process a JSONP request and return an event stream of the results.\n */\n JsonpClientBackend.prototype.handle = function (req) {\n var _this = this;\n // Firstly, check both the method and response type. If either doesn't match\n // then the request was improperly routed here and cannot be handled.\n if (req.method !== 'JSONP') {\n throw new Error(JSONP_ERR_WRONG_METHOD);\n }\n else if (req.responseType !== 'json') {\n throw new Error(JSONP_ERR_WRONG_RESPONSE_TYPE);\n }\n // Everything else happens inside the Observable boundary.\n return new Observable(function (observer) {\n // The first step to make a request is to generate the callback name, and replace the\n // callback placeholder in the URL with the name. Care has to

be taken here to ensure\n // a trailing &, if matched, gets inserted back into the URL in the correct place.\n var callback = _this.nextCallback();\n var url = req.urlWithParams.replace(/=JSONP_CALLBACK(&|$)/, \"=\" + callback + \"$1\");\n // Construct the <script> tag and point it at the URL.\n var node = _this.document.createElement('script');\n node.src = url;\n // A JSONP request requires waiting for multiple callbacks. These variables\n // are closed over and track state across those callbacks.\n // The response object, if one has been received, or null otherwise.\n var body = null;\n // Whether the response callback has been called.\n var finished = false;\n // Whether the request has been cancelled (and thus any other callbacks)\n // should be ignored.\n var cancelled = false;\n // Set the response callback in this.callbackMap (which will be the window\n // object in the browser. The script being loaded via the <script> tag will\n // eventually call this callback.\n _this.callbackMap[callback] = function (data) {\n // Data has been received from the JSONP script. Firstly, delete this callback.\n delete _this.callbackMap[callback];\n // Next, make sure the request wasn't cancelled in the meantime.\n if (cancelled) {\n return;\n }\n // Set state to indicate data was received.\n body = data;\n finished = true;\n };\n // cleanup() is a utility closure that removes the <script> from the page and\n // the response callback from the window. This logic is used in both the\n // success, error, and cancellation paths, so it's extracted out for convenience.\n var cleanup = function () {\n // Remove the <script> tag if it's still on the page.\n if (node.parentNode) {\n node.parentNode.removeChild(node);\n }\n // Remove the response callback from the callbackMap (window object in the\n // browser).\n delete _this.callbackMap[callback];\n };\n // onLoad() is the success callback which runs after the response callback\n // if the JSONP script loads successfully. The event itself is unimportant.\n // If something went wrong, onLoad() may run without the response callback\n // having been invoked.\n var onLoad = function (event) {\n // Do nothing if the request has been cancelled.\n if (cancelled) {\n return;\n }\n // Cleanup the page.\n cleanup();\n // Check whether the response callback has run.\n if (!finished) {\n // It hasn't, something went wrong with the request. Return an error via\n // the Observable error path. All JSONP errors have status 0.\n observer.error(new HttpErrorResponse({\n url: url,\n status: 0,\n statusText: 'JSONP Error',\n error: new Error(JSONP_ERR_NO_CALLBACK),\n }));\n return;\n }\n // Success. body either contains the response body or null if none was\n // returned.\n observer.next(new HttpResponse({\n body: body,\n status: 200,\n statusText: 'OK', url: url,\n }));\n // Complete the stream, the response is over.\n observer.complete();\n };\n // onError() is the error callback, which runs if the script returned generates\n // a Javascript error. It emits the error via the Observable error channel as\n // a HttpErrorResponse.\n var onError = function (error) {\n // If the request was already cancelled, no need to emit anything.\n if (cancelled) {\n return;\n }\n cleanup();\n // Wrap the error in a HttpErrorResponse.\n observer.error(new HttpErrorResponse({\n error: error,\n status: 0,\n statusText: 'JSONP Error', url: url,\n }));\n };\n // Subscribe to both the success (load) and error events on the <script> tag,\n // and add it to the page.\n node.addEventListener('load', onLoad);\n node.addEventListener('error', onError);\n _this.document.body.appendChild(node);\n // The request has now been successfully sent.\n observer.next({ type: HttpEventType.Sent });\n // Cancellation handler.\n return function () {\n // Track the cancellation so event listeners won't do anything even if already scheduled.\n cancelled = true;\n // Remove the event listeners so they won't run if the events later fire.\n node.removeEventListener('load', onLoad);\n node.removeEventListener('error', onError);\n // And finally, clean up the page.\n cleanup();\n };\n });\n };\n JsonpClientBackend = __decorate([\n Injectable(),\n __param(1, Inject(DOCUMENT)),\n __metadata(\"design:paramtypes\", [JsonpCallbackContext, Object])\n], JsonpClientBackend);\n return JsonpClientBackend;\n}());\n/**\n * An `HttpInterceptor` which identifies requests with the method JSONP and\n * shifts them to the

```
`JsonpClientBackend`.\n *\n * @publicApi\n */\nvar JsonpInterceptor = /** @class */ (function () {\n    function
JsonpInterceptor(jsonp) {\n        this.jsonp = jsonp;\n    }\n    JsonpInterceptor.prototype.intercept = function (req,
next) {\n        if (req.method === 'JSONP') {\n            return this.jsonp.handle(req);\n        }\n        // Fall through for
normal HTTP requests.\n        return next.handle(req);\n    };\n    JsonpInterceptor = __decorate([\n
Injectable(),\n        __metadata(\"design:paramtypes\", [JsonpClientBackend])\n    ], JsonpInterceptor);\n    return
JsonpInterceptor;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this
source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\nvar XSSI_PREFIX = /^\\)\\]\\}',?\\n/;\n/**\n * Determine an appropriate URL for the
response, by checking either\n * XMLHttpRequest.responseURL or the X-Request-URL header.\n */\nfunction
getResponseUrl(xhr) {\n    if ('responseURL' in xhr && xhr.responseURL) {\n        return xhr.responseURL;\n    }\n
  if (/^X-Request-URL:/m.test(xhr.getAllResponseHeaders())) {\n        return xhr.getResponseHeader('X-Request-
URL');\n    }\n    return null;\n}\n/**\n * A wrapper around the `XMLHttpRequest` constructor.\n *\n *
@publicApi\n */\nvar XhrFactory = /** @class */ (function () {\n    function XhrFactory() {\n    }\n    return
XhrFactory;\n}());\n/**\n * A factory for @{link HttpXhrBackend} that uses the `XMLHttpRequest` browser
API.\n *\n *\n */\nvar BrowserXhr = /** @class */ (function () {\n    function BrowserXhr() {\n    }\n
BrowserXhr.prototype.build = function () { return (new XMLHttpRequest()); };\n    BrowserXhr = __decorate([\n
  Injectable(),\n        __metadata(\"design:paramtypes\", [])\n    ], BrowserXhr);\n    return BrowserXhr;\n}());\n/**\n
* An `HttpBackend` which uses the XMLHttpRequest API to send\n * requests to a backend server.\n *\n *
@publicApi\n */\nvar HttpXhrBackend = /** @class */ (function () {\n    function HttpXhrBackend(xhrFactory) {\n
      this.xhrFactory = xhrFactory;\n    }\n    /**\n     * Process a request and return a stream of response events.\n
*/\n    HttpXhrBackend.prototype.handle = function (req) {\n        var _this = this;\n        // Quick check to give a
better error message when a user attempts to use\n        // HttpClient.jsonp() without installing the
JsonpClientModule\n        if (req.method === 'JSONP') {\n            throw new Error(\"Attempted to construct Jsonp
request without JsonpClientModule installed.\");\n        }\n        // Everything happens on Observable subscription.\n
     return new Observable(function (observer) {\n            // Start by setting up the XHR object with request method,
URL, and withCredentials flag.\n            var xhr = _this.xhrFactory.build();\n            xhr.open(req.method,
req.urlWithParams);\n            if (!!req.withCredentials) {\n                xhr.withCredentials = true;\n            }\n
// Add all the requested headers.\n            req.headers.forEach(function (name, values) { return
xhr.setRequestHeader(name, values.join(',')); });\n            // Add an Accept header if one isn't present already.\n
  if (!req.headers.has('Accept')) {\n                xhr.setRequestHeader('Accept', 'application/json, text/plain, */*');\n
   }\n            // Auto-detect the Content-Type header if one isn't present already.\n            if
(!req.headers.has('Content-Type')) {\n                var detectedType = req.detectContentTypeHeader();\n                //
Sometimes Content-Type detection fails.\n                if (detectedType !== null) {\n
xhr.setRequestHeader('Content-Type', detectedType);\n                }\n            }\n            // Set the responseType if one
was requested.\n            if (req.responseType) {\n                var responseType = req.responseType.toLowerCase();\n
            // JSON responses need to be processed as text. This is because if the server\n                // returns an XSSI-
prefixed JSON response, the browser will fail to parse it,\n                // xhr.response will be null, and
xhr.responseText cannot be accessed to\n                // retrieve the prefixed JSON data in order to strip the prefix.
Thus, all JSON\n                // is parsed by first requesting text and then applying JSON.parse.\n
xhr.responseType = ((responseType !== 'json') ? responseType : 'text');\n            }\n            // Serialize the request
body if one is present. If not, this will be set to null.\n            var reqBody = req.serializeBody();\n            // If
progress events are enabled, response headers will be delivered\n            // in two events - the HttpHeaderResponse
event and the full HttpResponse\n            // event. However, since response headers don't change in between these\n
        // two events, it doesn't make sense to parse them twice. So headerResponse\n            // caches the data
extracted from the response whenever it's first parsed,\n            // to ensure parsing isn't duplicated.\n            var
headerResponse = null;\n            // partialFromXhr extracts the HttpHeaderResponse from the current
XMLHttpRequest\n            // state, and memoizes it into headerResponse.\n            var partialFromXhr = function ()
{\n                if (headerResponse !== null) {\n                    return headerResponse;\n                }\n                // Read
```

status and normalize an IE9 bug (http://bugs.jquery.com/ticket/1450).\n var status = xhr.status === 1223 ? 204 : xhr.status;\n var statusText = xhr.statusText || 'OK';\n // Parse headers from XMLHttpRequest - this step is lazy.\n var headers = new HttpHeaders(xhr.getAllResponseHeaders());\n // Read the response URL from the XMLHttpResponse instance and fall back on the\n // request URL.\n var url = getResponseUrl(xhr) || req.url;\n // Construct the HttpHeaderResponse and memoize it.\n headerResponse = new HttpHeaderResponse({ headers: headers, status: status, statusText: statusText, url: url });\n return headerResponse;\n };\n // Next, a few closures are defined for the various events which XMLHttpRequest can\n // emit. This allows them to be unregistered as event listeners later.\n // First up is the load event, which represents a response being fully available.\n var onLoad = function () {\n // Read response state from the memoized partial data.\n var _a = partialFromXhr(), headers = _a.headers, status = _a.status, statusText = _a.statusText, url = _a.url;\n // The body will be read out if present.\n var body = null;\n if (status !== 204) {\n // Use XMLHttpRequest.response if set, responseText otherwise.\n body = (typeof xhr.response === 'undefined') ? xhr.responseText : xhr.response;\n }\n // Normalize another potential bug (this one comes from CORS).\n if (status === 0) {\n status = !!body ? 200 : 0;\n }\n // ok determines whether the response will be transmitted on the event or\n // error channel. Unsuccessful status codes (not 2xx) will always be errors,\n // but a successful status code can still result in an error if the user\n // asked for JSON data and the body cannot be parsed as such.\n var ok = status >= 200 && status < 300;\n // Check whether the body needs to be parsed as JSON (in many cases the browser\n // will have done that already).\n if (req.responseType === 'json' && typeof body === 'string') {\n // Save the original body, before attempting XSSI prefix stripping.\n var originalBody = body;\n body = body.replace(XSSI_PREFIX, '');\n try {\n // Attempt the parse. If it fails, a parse error should be delivered to the user.\n body = body !== '' ? JSON.parse(body) : null;\n }\n catch (error) {\n // Since the JSON.parse failed, it's reasonable to assume this might not have been a\n // JSON response. Restore the original body (including any XSSI prefix) to deliver\n // a better error response.\n body = originalBody;\n // If this was an error request to begin with, leave it as a string, it probably\n // just isn't JSON. Otherwise, deliver the parsing error to the user.\n if (ok) {\n // Even though the response status was 2xx, this is still an error.\n ok = false;\n // The parse error contains the text of the body that failed to parse.\n body = { error: error, text: body };\n }\n }\n }\n if (ok) {\n // A successful response is delivered on the event stream.\n observer.next(new HttpResponse({\n body: body,\n headers: headers,\n status: status,\n statusText: statusText,\n url: url || undefined,\n }));\n // The full body has been received and delivered, no further events\n // are possible. This request is complete.\n observer.complete();\n }\n else {\n // An unsuccessful request is delivered on the error channel.\n observer.error(new HttpErrorResponse({\n // The error in this case is the response body (error from the server).\n error: body,\n headers: headers,\n status: status,\n statusText: statusText,\n url: url || undefined,\n }));\n }\n };\n // The onError callback is called when something goes wrong at the network level.\n // Connection timeout, DNS error, offline, etc. These are actual errors, and are\n // transmitted on the error channel.\n var onError = function (error) {\n var res = new HttpErrorResponse({\n error: error,\n status: xhr.status || 0,\n statusText: xhr.statusText || 'Unknown Error',\n });\n observer.error(res);\n };\n // The sentHeaders flag tracks whether the HttpResponseHeaders event\n // has been sent on the stream. This is necessary to track if progress\n // is enabled since the event will be sent on only the first download\n // progerss event.\n var sentHeaders = false;\n // The download progress event handler, which is only registered if\n // progress events are enabled.\n var onDownProgress = function (event) {\n // Send the HttpResponseHeaders event if it hasn't been sent already.\n if (!sentHeaders) {\n

observer.next(partialFromXhr());\n sentHeaders = true;\n }\n // Start building the download progress event to deliver on the response\n // event stream.\n var progressEvent = {\n type: HttpEventType.DownloadProgress,\n loaded: event.loaded,\n };\n // Set the total number of bytes in the event if it's available.\n if (event.lengthComputable) {\n progressEvent.total = event.total;\n }\n // If the request was for text content and a partial response is\n // available on XMLHttpRequest, include it in the progress event\n // to allow for streaming reads.\n if (req.responseType === 'text' && !!xhr.responseText) {\n progressEvent.partialText = xhr.responseText;\n }\n // Finally, fire the event.\n observer.next(progressEvent);\n };\n // The upload progress event handler, which is only registered if\n // progress events are enabled.\n var onUpProgress = function (event) {\n // Upload progress events are simpler. Begin building the progress\n // event.\n var progress = {\n type: HttpEventType.UploadProgress,\n loaded: event.loaded,\n };\n // If the total number of bytes being uploaded is available, include\n // it.\n if (event.lengthComputable) {\n progress.total = event.total;\n }\n // Send the event.\n observer.next(progress);\n };\n // By default, register for load and error events.\n xhr.addEventListener('load', onLoad);\n xhr.addEventListener('error', onError);\n // Progress events are only enabled if requested.\n if (req.reportProgress) {\n // Download progress is always enabled if requested.\n xhr.addEventListener('progress', onDownProgress);\n // Upload progress depends on whether there is a body to upload.\n if (reqBody !== null && xhr.upload) {\n xhr.upload.addEventListener('progress', onUpProgress);\n }\n }\n // Fire the request, and notify the event stream that it was fired.\n xhr.send(reqBody);\n observer.next({ type: HttpEventType.Sent });\n // This is the return from the Observable function, which is the\n // request cancellation handler.\n return function () {\n // On a cancellation, remove all registered event listeners.\n xhr.removeEventListener('error', onError);\n xhr.removeEventListener('load', onLoad);\n if (req.reportProgress) {\n xhr.removeEventListener('progress', onDownProgress);\n if (reqBody !== null && xhr.upload) {\n xhr.upload.removeEventListener('progress', onUpProgress);\n }\n }\n // Finally, abort the in-flight request.\n xhr.abort();\n };\n });\n };\n HttpXhrBackend = __decorate([\n Injectable(),\n __metadata(\"design:paramtypes\", [XhrFactory])\n], HttpXhrBackend);\n return HttpXhrBackend;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar XSRF_COOKIE_NAME = new InjectionToken('XSRF_COOKIE_NAME');\nvar XSRF_HEADER_NAME = new InjectionToken('XSRF_HEADER_NAME');\n/**\n * Retrieves the current XSRF token to use with the next outgoing request.\n *\n * @publicApi\n */\nvar HttpXsrfTokenExtractor = /** @class */ (function () {\n function HttpXsrfTokenExtractor() {\n }\n return HttpXsrfTokenExtractor;\n}());\n/**\n * `HttpXsrfTokenExtractor` which retrieves the token from a cookie.\n */\nvar HttpXsrfCookieExtractor = /** @class */ (function () {\n function HttpXsrfCookieExtractor(doc, platform, cookieName) {\n this.doc = doc;\n this.platform = platform;\n this.cookieName = cookieName;\n this.lastCookieString = '';\n this.lastToken = null;\n /**\n * @internal for testing\n */\n this.parseCount = 0;\n }\n HttpXsrfCookieExtractor.prototype.getToken = function () {\n if (this.platform === 'server') {\n return null;\n }\n var cookieString = this.doc.cookie || '';\n if (cookieString !== this.lastCookieString) {\n this.parseCount++;\n this.lastToken = parseCookieValue(cookieString, this.cookieName);\n this.lastCookieString = cookieString;\n }\n return this.lastToken;\n };\n HttpXsrfCookieExtractor = __decorate([\n Injectable(),\n __param(0, Inject(DOCUMENT)), __param(1, Inject(PLATFORM_ID)),\n __param(2, Inject(XSRF_COOKIE_NAME)),\n __metadata(\"design:paramtypes\", [Object, String, String])\n], HttpXsrfCookieExtractor);\n return HttpXsrfCookieExtractor;\n}());\n/**\n * `HttpInterceptor` which adds an XSRF token to eligible outgoing requests.\n */\nvar HttpXsrfInterceptor = /** @class */ (function () {\n function

HttpXsrfInterceptor(tokenService, headerName) {\n this.tokenService = tokenService;\n this.headerName = headerName;\n }\n HttpXsrfInterceptor.prototype.intercept = function (req, next) {\n var lcUrl = req.url.toLowerCase();\n // Skip both non-mutating requests and absolute URLs.\n // Non-mutating requests don't require a token, and absolute URLs require special handling\n // anyway as the cookie set\n // on our origin is not the same as the token expected by another origin.\n if (req.method === 'GET' || req.method === 'HEAD' || lcUrl.startsWith('http://') ||\n lcUrl.startsWith('https://')) {\n return next.handle(req);\n }\n var token = this.tokenService.getToken();\n // Be careful not to overwrite an existing header of the same name.\n if (token !== null && !req.headers.has(this.headerName)) {\n req = req.clone({ headers: req.headers.set(this.headerName, token) });\n }\n return next.handle(req);\n };\n HttpXsrfInterceptor = __decorate([\n Injectable(),\n __param(1, Inject(XSRF_HEADER_NAME)),\n __metadata(\"design:paramtypes\", [HttpXsrfTokenExtractor, String])\n], HttpXsrfInterceptor);\n return HttpXsrfInterceptor;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An injectable `HttpHandler` that applies multiple interceptors\n * to a request before passing it to the given `HttpBackend`.\n *\n * The interceptors are loaded lazily from the injector, to allow\n * interceptors to themselves inject classes depending indirectly\n * on `HttpInterceptingHandler` itself.\n * @see `HttpInterceptor`\n */\nvar HttpInterceptingHandler = /** @class */ (function () {\n function HttpInterceptingHandler(backend, injector) {\n this.backend = backend;\n this.injector = injector;\n this.chain = null;\n }\n HttpInterceptingHandler.prototype.handle = function (req) {\n if (this.chain === null) {\n var interceptors = this.injector.get(HTTP_INTERCEPTORS, []);\n this.chain = interceptors.reduceRight(function (next, interceptor) { return new HttpInterceptorHandler(next, interceptor); }, this.backend);\n }\n return this.chain.handle(req);\n };\n HttpInterceptingHandler = __decorate([\n Injectable(),\n __metadata(\"design:paramtypes\", [HttpBackend, Injector])\n], HttpInterceptingHandler);\n return HttpInterceptingHandler;\n}());\n/**\n * Factory function that determines where to store JSONP callbacks.\n *\n * Ordinarily JSONP callbacks are stored on the `window` object, but this may not exist\n * in test environments. In that case, callbacks are stored on an anonymous object instead.\n *\n *\n */\nfunction jsonpCallbackContext() {\n if (typeof window === 'object') {\n return window;\n }\n return {};\n}\n/**\n * Configures XSRF protection support for outgoing requests.\n *\n * For a server that supports a cookie-based XSRF protection system,\n * use directly to configure XSRF protection with the correct\n * cookie and header names.\n *\n * If no names are supplied, the default cookie name is `XSRF-TOKEN`\n * and the default header name is `X-XSRF-TOKEN`.\n *\n * @publicApi\n */\nvar HttpClientXsrfModule = /** @class */ (function () {\n function HttpClientXsrfModule() {\n }\n HttpClientXsrfModule_1 = HttpClientXsrfModule;\n /**\n * Disable the default XSRF protection.\n */\n HttpClientXsrfModule.disable = function () {\n return {\n ngModule: HttpClientXsrfModule_1,\n providers: [\n { provide: HttpXsrfInterceptor, useClass: NoopInterceptor },\n],\n };\n };\n /**\n * Configure XSRF protection.\n * @param options An object that can specify either or both\n * cookie name or header name.\n * - Cookie name default is `XSRF-TOKEN`.\n * - Header name default is `X-XSRF-TOKEN`.\n *\n */\n HttpClientXsrfModule.withOptions = function (options) {\n if (options === void 0) { options = {}; }\n return {\n ngModule: HttpClientXsrfModule_1,\n providers: [\n options.cookieName ? { provide: XSRF_COOKIE_NAME, useValue: options.cookieName } : [],\n options.headerName ? { provide: XSRF_HEADER_NAME, useValue: options.headerName } : [],\n],\n };\n };\n var HttpClientXsrfModule_1;\n HttpClientXsrfModule = HttpClientXsrfModule_1 = __decorate([\n NgModule({\n providers: [\n HttpXsrfInterceptor,\n { provide: HTTP_INTERCEPTORS, useExisting: HttpXsrfInterceptor, multi: true },\n { provide: HttpXsrfTokenExtractor, useClass: HttpXsrfCookieExtractor },\n { provide: XSRF_COOKIE_NAME, useValue: 'XSRF-TOKEN' },\n { provide: XSRF_HEADER_NAME, useValue: 'X-XSRF-TOKEN' },\n],\n })\n], HttpClientXsrfModule);\n return HttpClientXsrfModule;\n}());\n/**\n * Configures the [dependency injector](guide/glossary#injector) for `HttpClient`\n * with supporting services for XSRF. Automatically imported

by `HttpClientModule`.\n *\n * You can add interceptors to the chain behind `HttpClient` by binding them to the\n * multiprovider for built-in [DI token](guide/glossary#di-token) `HTTP_INTERCEPTORS`.\n *\n * @publicApi\n */\nvar HttpClientModule = /** @class */ (function () {\n function HttpClientModule() {\n }\n HttpClientModule = __decorate([\n NgModule({\n /**\n * Optional configuration for XSRF protection.\n */\n imports: [\n HttpClientXsrfModule.withOptions({\n cookieName: 'XSRF-TOKEN',\n headerName: 'X-XSRF-TOKEN',\n }),\n],\n /**\n * Configures the [dependency injector](guide/glossary#injector) where it is imported\n * with supporting services for HTTP communications.\n */\n providers: [\n HttpClient,\n { provide: HttpHandler, useClass: HttpInterceptingHandler },\n HttpXhrBackend,\n { provide: HttpBackend, useExisting: HttpXhrBackend },\n BrowserXhr,\n { provide: XhrFactory, useExisting: BrowserXhr },\n],\n })\n], HttpClientModule);\n return HttpClientModule;\n}());\n/**\n * Configures the [dependency injector](guide/glossary#injector) for `HttpClient`\n * with supporting services for JSONP.\n * Without this module, Jsonp requests reach the backend\n * with method JSONP, where they are rejected.\n *\n * You can add interceptors to the chain behind `HttpClient` by binding them to the\n * multiprovider for built-in [DI token](guide/glossary#di-token) `HTTP_INTERCEPTORS`.\n *\n * @publicApi\n */\nvar HttpClientJsonpModule = /** @class */ (function () {\n function HttpClientJsonpModule() {\n }\n HttpClientJsonpModule = __decorate([\n NgModule({\n providers: [\n JsonpClientBackend,\n { provide: JsonpCallbackContext, useFactory: jsonpCallbackContext },\n { provide: HTTP_INTERCEPTORS, useClass: JsonpInterceptor, multi: true },\n],\n })\n], HttpClientJsonpModule);\n return HttpClientJsonpModule;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Generated bundle index. Do not edit.\n */\n\nexport { NoopInterceptor as angular_packages_common_http_http_a, JsonpCallbackContext as angular_packages_common_http_http_b, jsonpCallbackContext as angular_packages_common_http_http_c, BrowserXhr as angular_packages_common_http_http_d, HttpXsrfCookieExtractor as angular_packages_common_http_http_g, HttpXsrfInterceptor as angular_packages_common_http_http_h, XSRF_COOKIE_NAME as angular_packages_common_http_http_e, XSRF_HEADER_NAME as angular_packages_common_http_http_f, HttpBackend, HttpHandler, HttpClient, HttpHeaders, HTTP_INTERCEPTORS, JsonpClientBackend, JsonpInterceptor, HttpClientJsonpModule, HttpClientModule, HttpClientXsrfModule, HttpInterceptingHandler as HttpInterceptingHandler, HttpParams, HttpUrlEncodingCodec, HttpRequest, HttpErrorResponse, HttpEventType, HttpHeaderResponse, HttpResponse, HttpResponseBase, HttpXhrBackend, XhrFactory, HttpXsrfTokenExtractor };\n//# sourceMappingURL=http.js.map\n","/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\nimport { __extends, __assign, __spread, __read, __values } from 'tslib';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar TagContentType;\n(function (TagContentType) {\n TagContentType[TagContentType[\"RAW_TEXT\"] = 0] = \"RAW_TEXT\";\n TagContentType[TagContentType[\"ESCAPABLE_RAW_TEXT\"] = 1] = \"ESCAPABLE_RAW_TEXT\";\n TagContentType[TagContentType[\"PARSABLE_DATA\"] = 2] = \"PARSABLE_DATA\";\n})(TagContentType || (TagContentType = {}));\nfunction splitNsName(elementName) {\n if (elementName[0] != ':') {\n return [null, elementName];\n }\n var colonIndex = elementName.indexOf(':', 1);\n if (colonIndex == -1) {\n throw new Error(\"Unsupported format \\\"\" + elementName + \"\\\" expecting \\\":namespace:name\\\"\");\n }\n return [elementName.slice(1, colonIndex), elementName.slice(colonIndex + 1)];\n}\n// `<ng-container>` tags work the same regardless the namespace\nfunction isNgContainer(tagName) {\n return splitNsName(tagName)[1] === 'ng-container';\n}\n// `<ng-content>` tags work the same regardless the namespace\nfunction isNgContent(tagName) {\n return splitNsName(tagName)[1] === 'ng-content';\n}\n// `<ng-template>` tags work the same regardless the

namespace\nfunction isNgTemplate(tagName) {\n return splitNsName(tagName)[1] === 'ng-template';\n}\nfunction getNsPrefix(fullName) {\n return fullName === null ? null : splitNsName(fullName)[0];\n}\nfunction mergeNsAndName(prefix, localName) {\n return prefix ? \":\" + prefix + \":\" + localName : localName;\n}\n// see http://www.w3.org/TR/html51/syntax.html#named-character-references\n// see https://html.spec.whatwg.org/multipage/entities.json\n// This list is not exhaustive to keep the compiler footprint low.\n// The `{` / `ƫ` syntax should be used when the named character reference does not\n// exist.\nvar NAMED_ENTITIES = {\n 'Aacute': '\\u00C1',\n 'aacute': '\\u00E1',\n 'Acirc': '\\u00C2',\n 'acirc': '\\u00E2',\n 'acute': '\\u00B4',\n 'AElig': '\\u00C6',\n 'aelig': '\\u00E6',\n 'Agrave': '\\u00C0',\n 'agrave': '\\u00E0',\n 'alefsym': '\\u2135',\n 'Alpha': '\\u0391',\n 'alpha': '\\u03B1',\n 'amp': '&',\n 'and': '\\u2227',\n 'ang': '\\u2220',\n 'apos': '\\u0027',\n 'Aring': '\\u00C5',\n 'aring': '\\u00E5',\n 'asymp': '\\u2248',\n 'Atilde': '\\u00C3',\n 'atilde': '\\u00E3',\n 'Auml': '\\u00C4',\n 'auml': '\\u00E4',\n 'bdquo': '\\u201E',\n 'Beta': '\\u0392',\n 'beta': '\\u03B2',\n 'brvbar': '\\u00A6',\n 'bull': '\\u2022',\n 'cap': '\\u2229',\n 'Ccedil': '\\u00C7',\n 'ccedil': '\\u00E7',\n 'cedil': '\\u00B8',\n 'cent': '\\u00A2',\n 'Chi': '\\u03A7',\n 'chi': '\\u03C7',\n 'circ': '\\u02C6',\n 'clubs': '\\u2663',\n 'cong': '\\u2245',\n 'copy': '\\u00A9',\n 'crarr': '\\u21B5',\n 'cup': '\\u222A',\n 'curren': '\\u00A4',\n 'dagger': '\\u2020',\n 'Dagger': '\\u2021',\n 'darr': '\\u2193',\n 'dArr': '\\u21D3',\n 'deg': '\\u00B0',\n 'Delta': '\\u0394',\n 'delta': '\\u03B4',\n 'diams': '\\u2666',\n 'divide': '\\u00F7',\n 'Eacute': '\\u00C9',\n 'eacute': '\\u00E9',\n 'Ecirc': '\\u00CA',\n 'ecirc': '\\u00EA',\n 'Egrave': '\\u00C8',\n 'egrave': '\\u00E8',\n 'empty': '\\u2205',\n 'emsp': '\\u2003',\n 'ensp': '\\u2002',\n 'Epsilon': '\\u0395',\n 'epsilon': '\\u03B5',\n 'equiv': '\\u2261',\n 'Eta': '\\u0397',\n 'eta': '\\u03B7',\n 'ETH': '\\u00D0',\n 'eth': '\\u00F0',\n 'Euml': '\\u00CB',\n 'euml': '\\u00EB',\n 'euro': '\\u20AC',\n 'exist': '\\u2203',\n 'fnof': '\\u0192',\n 'forall': '\\u2200',\n 'frac12': '\\u00BD',\n 'frac14': '\\u00BC',\n 'frac34': '\\u00BE',\n 'frasl': '\\u2044',\n 'Gamma': '\\u0393',\n 'gamma': '\\u03B3',\n 'ge': '\\u2265',\n 'gt': '>',\n 'harr': '\\u2194',\n 'hArr': '\\u21D4',\n 'hearts': '\\u2665',\n 'hellip': '\\u2026',\n 'Iacute': '\\u00CD',\n 'iacute': '\\u00ED',\n 'Icirc': '\\u00CE',\n 'icirc': '\\u00EE',\n 'iexcl': '\\u00A1',\n 'Igrave': '\\u00CC',\n 'igrave': '\\u00EC',\n 'image': '\\u2111',\n 'infin': '\\u221E',\n 'int': '\\u222B',\n 'Iota': '\\u0399',\n 'iota': '\\u03B9',\n 'iquest': '\\u00BF',\n 'isin': '\\u2208',\n 'Iuml': '\\u00CF',\n 'iuml': '\\u00EF',\n 'Kappa': '\\u039A',\n 'kappa': '\\u03BA',\n 'Lambda': '\\u039B',\n 'lambda': '\\u03BB',\n 'lang': '\\u27E8',\n 'laquo': '\\u00AB',\n 'larr': '\\u2190',\n 'lArr': '\\u21D0',\n 'lceil': '\\u2308',\n 'ldquo': '\\u201C',\n 'le': '\\u2264',\n 'lfloor': '\\u230A',\n 'lowast': '\\u2217',\n 'loz': '\\u25CA',\n 'lrm': '\\u200E',\n 'lsaquo': '\\u2039',\n 'lsquo': '\\u2018',\n 'lt': '<',\n 'macr': '\\u00AF',\n 'mdash': '\\u2014',\n 'micro': '\\u00B5',\n 'middot': '\\u00B7',\n 'minus': '\\u2212',\n 'Mu': '\\u039C',\n 'mu': '\\u03BC',\n 'nabla': '\\u2207',\n 'nbsp': '\\u00A0',\n 'ndash': '\\u2013',\n 'ne': '\\u2260',\n 'ni': '\\u220B',\n 'not': '\\u00AC',\n 'notin': '\\u2209',\n 'nsub': '\\u2284',\n 'Ntilde': '\\u00D1',\n 'ntilde': '\\u00F1',\n 'Nu': '\\u039D',\n 'nu': '\\u03BD',\n 'Oacute': '\\u00D3',\n 'oacute': '\\u00F3',\n 'Ocirc': '\\u00D4',\n 'ocirc': '\\u00F4',\n 'OElig': '\\u0152',\n 'oelig': '\\u0153',\n 'Ograve': '\\u00D2',\n 'ograve': '\\u00F2',\n 'oline': '\\u203E',\n 'Omega': '\\u03A9',\n 'omega': '\\u03C9',\n 'Omicron': '\\u039F',\n 'omicron': '\\u03BF',\n 'oplus': '\\u2295',\n 'or': '\\u2228',\n 'ordf': '\\u00AA',\n 'ordm': '\\u00BA',\n 'Oslash': '\\u00D8',\n 'oslash': '\\u00F8',\n 'Otilde': '\\u00D5',\n 'otilde': '\\u00F5',\n 'otimes': '\\u2297',\n 'Ouml': '\\u00D6',\n 'ouml': '\\u00F6',\n 'para': '\\u00B6',\n 'permil': '\\u2030',\n 'perp': '\\u22A5',\n 'Phi': '\\u03A6',\n 'phi': '\\u03C6',\n 'Pi': '\\u03A0',\n 'pi': '\\u03C0',\n 'piv': '\\u03D6',\n 'plusmn': '\\u00B1',\n 'pound': '\\u00A3',\n 'prime': '\\u2032',\n 'Prime': '\\u2033',\n 'prod': '\\u220F',\n 'prop': '\\u221D',\n 'Psi': '\\u03A8',\n 'psi': '\\u03C8',\n 'quot': '\\u0022',\n 'radic': '\\u221A',\n 'rang': '\\u27E9',\n 'raquo': '\\u00BB',\n 'rarr': '\\u2192',\n 'rArr': '\\u21D2',\n 'rceil': '\\u2309',\n 'rdquo': '\\u201D',\n 'real': '\\u211C',\n 'reg': '\\u00AE',\n 'rfloor': '\\u230B',\n 'Rho': '\\u03A1',\n 'rho': '\\u03C1',\n 'rlm': '\\u200F',\n 'rsaquo': '\\u203A',\n 'rsquo': '\\u2019',\n 'sbquo': '\\u201A',\n 'Scaron': '\\u0160',\n 'scaron': '\\u0161',\n 'sdot': '\\u22C5',\n 'sect': '\\u00A7',\n 'shy': '\\u00AD',\n 'Sigma': '\\u03A3',\n 'sigma': '\\u03C3',\n 'sigmaf': '\\u03C2',\n 'sim': '\\u223C',\n 'spades': '\\u2660',\n 'sub': '\\u2282',\n 'sube': '\\u2286',\n 'sum': '\\u2211',\n 'sup': '\\u2283',\n 'sup1': '\\u00B9',\n 'sup2': '\\u00B2',\n 'sup3': '\\u00B3',\n 'supe': '\\u2287',\n 'szlig': '\\u00DF',\n 'Tau': '\\u03A4',\n 'tau': '\\u03C4',\n 'there4': '\\u2234',\n 'Theta': '\\u0398',\n 'theta': '\\u03B8',\n 'thetasym': '\\u03D1',\n 'thinsp':

'\\u2009',\n 'THORN': '\\u00DE',\n 'thorn': '\\u00FE',\n 'tilde': '\\u02DC',\n 'times': '\\u00D7',\n 'trade': '\\u2122',\n 'Uacute': '\\u00DA',\n 'uacute': '\\u00FA',\n 'uarr': '\\u2191',\n 'uArr': '\\u21D1',\n 'Ucirc': '\\u00DB',\n 'ucirc': '\\u00FB',\n 'Ugrave': '\\u00D9',\n 'ugrave': '\\u00F9',\n 'uml': '\\u00A8',\n 'upsih': '\\u03D2',\n 'Upsilon': '\\u03A5',\n 'upsilon': '\\u03C5',\n 'Uuml': '\\u00DC',\n 'uuml': '\\u00FC',\n 'weierp': '\\u2118',\n 'Xi': '\\u039E',\n 'xi': '\\u03BE',\n 'Yacute': '\\u00DD',\n 'yacute': '\\u00FD',\n 'yen': '\\u00A5',\n 'yuml': '\\u00FF',\n 'Yuml': '\\u0178',\n 'Zeta': '\\u0396',\n 'zeta': '\\u03B6',\n 'zwj': '\\u200D',\n 'zwnj': '\\u200C',\n};\n// The &ngsp; pseudo-entity is denoting a space. see:\n// https://github.com/dart-lang/angular/blob/0bb611387d29d65b5af7f9d2515ab571fd3fbee4/_tests/test/compiler/preserve_whitespace_test.dart\nvar NGSP_UNICODE = '\\uE500';\nNAMED_ENTITIES['ngsp'] = NGSP_UNICODE;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar HtmlTagDefinition = /** @class */ (function () {\n function HtmlTagDefinition(_a) {\n   var _b = _a === void 0 ? {} : _a, closedByChildren = _b.closedByChildren, requiredParents = _b.requiredParents, implicitNamespacePrefix = _b.implicitNamespacePrefix, _c = _b.contentType, contentType = _c === void 0 ? TagContentType.PARSABLE_DATA : _c, _d = _b.closedByParent, closedByParent = _d === void 0 ? false : _d, _e = _b.isVoid, isVoid = _e === void 0 ? false : _e, _f = _b.ignoreFirstLf, ignoreFirstLf = _f === void 0 ? false : _f;\n   var _this = this;\n   this.closedByChildren = {};\n   this.closedByParent = false;\n   this.canSelfClose = false;\n   if (closedByChildren && closedByChildren.length > 0) {\n   closedByChildren.forEach(function (tagName) { return _this.closedByChildren[tagName] = true; });\n   }\n   this.isVoid = isVoid;\n   this.closedByParent = closedByParent || isVoid;\n   if (requiredParents && requiredParents.length > 0) {\n   this.requiredParents = {};\n   // The first parent is the list is automatically when none of the listed parents are present\n   this.parentToAdd = requiredParents[0];\n   requiredParents.forEach(function (tagName) { return _this.requiredParents[tagName] = true; });\n   }\n   this.implicitNamespacePrefix = implicitNamespacePrefix || null;\n   this.contentType = contentType;\n   this.ignoreFirstLf = ignoreFirstLf;\n }\n HtmlTagDefinition.prototype.requireExtraParent = function (currentParent) {\n   if (!this.requiredParents) {\n   return false;\n   }\n   if (!currentParent) {\n   return true;\n   }\n   var lcParent = currentParent.toLowerCase();\n   var isParentTemplate = lcParent === 'template' || currentParent === 'ng-template';\n   return !isParentTemplate && this.requiredParents[lcParent] != true;\n };\n HtmlTagDefinition.prototype.isClosedByChild = function (name) {\n   return this.isVoid || name.toLowerCase() in this.closedByChildren;\n };\n return HtmlTagDefinition;\n}());\nvar _DEFAULT_TAG_DEFINITION;\n// see http://www.w3.org/TR/html51/syntax.html#optional-tags\n// This implementation does not fully conform to the HTML5 spec.\nvar TAG_DEFINITIONS;\nfunction getHtmlTagDefinition(tagName) {\n if (!TAG_DEFINITIONS) {\n   _DEFAULT_TAG_DEFINITION = new HtmlTagDefinition();\n   TAG_DEFINITIONS = {\n   'base': new HtmlTagDefinition({ isVoid: true }),\n   'meta': new HtmlTagDefinition({ isVoid: true }),\n   'area': new HtmlTagDefinition({ isVoid: true }),\n   'embed': new HtmlTagDefinition({ isVoid: true }),\n   'link': new HtmlTagDefinition({ isVoid: true }),\n   'img': new HtmlTagDefinition({ isVoid: true }),\n   'input': new HtmlTagDefinition({ isVoid: true }),\n   'param': new HtmlTagDefinition({ isVoid: true }),\n   'hr': new HtmlTagDefinition({ isVoid: true }),\n   'br': new HtmlTagDefinition({ isVoid: true }),\n   'source': new HtmlTagDefinition({ isVoid: true }),\n   'track': new HtmlTagDefinition({ isVoid: true }),\n   'wbr': new HtmlTagDefinition({ isVoid: true }),\n   'p': new HtmlTagDefinition({\n   closedByChildren: [\n   'address', 'article', 'aside', 'blockquote', 'div', 'dl', 'fieldset',\n   'footer', 'form', 'h1', 'h2', 'h3', 'h4', 'h5',\n   'h6', 'header', 'hgroup', 'hr', 'main', 'nav', 'ol',\n   'p', 'pre', 'section', 'table', 'ul'\n   ],\n   closedByParent: true\n   }),\n   'thead': new HtmlTagDefinition({ closedByChildren: ['tbody', 'tfoot'] }),\n   'tbody': new HtmlTagDefinition({ closedByChildren: ['tbody', 'tfoot'], closedByParent: true }),\n   'tfoot': new HtmlTagDefinition({ closedByChildren: ['tbody'], closedByParent: true }),\n   'tr': new HtmlTagDefinition({\n   closedByChildren: ['tr'],\n   requiredParents: ['tbody', 'tfoot', 'thead'],\n   closedByParent: true\n   }),\n   'td': new HtmlTagDefinition({ closedByChildren: ['td', 'th'], closedByParent: true }),\n

'th': new HtmlTagDefinition({ closedByChildren: ['td', 'th'], closedByParent: true }),\n 'col': new HtmlTagDefinition({ requiredParents: ['colgroup'], isVoid: true }),\n 'svg': new HtmlTagDefinition({ implicitNamespacePrefix: 'svg' }),\n 'math': new HtmlTagDefinition({ implicitNamespacePrefix: 'math' }),\n 'li': new HtmlTagDefinition({ closedByChildren: ['li'], closedByParent: true }),\n 'dt': new HtmlTagDefinition({ closedByChildren: ['dt', 'dd'] }),\n 'dd': new HtmlTagDefinition({ closedByChildren: ['dt', 'dd'], closedByParent: true }),\n 'rb': new HtmlTagDefinition({ closedByChildren: ['rb', 'rt', 'rtc', 'rp'], closedByParent: true }),\n 'rt': new HtmlTagDefinition({ closedByChildren: ['rb', 'rt', 'rtc', 'rp'], closedByParent: true }),\n 'rtc': new HtmlTagDefinition({ closedByChildren: ['rb', 'rtc', 'rp'], closedByParent: true }),\n 'rp': new HtmlTagDefinition({ closedByChildren: ['rb', 'rt', 'rtc', 'rp'], closedByParent: true }),\n 'optgroup': new HtmlTagDefinition({ closedByChildren: ['optgroup'], closedByParent: true }),\n 'option': new HtmlTagDefinition({ closedByChildren: ['option', 'optgroup'], closedByParent: true }),\n 'pre': new HtmlTagDefinition({ ignoreFirstLf: true }),\n 'listing': new HtmlTagDefinition({ ignoreFirstLf: true }),\n 'style': new HtmlTagDefinition({ contentType: TagContentType.RAW_TEXT }),\n 'script': new HtmlTagDefinition({ contentType: TagContentType.RAW_TEXT }),\n 'title': new HtmlTagDefinition({ contentType: TagContentType.ESCAPABLE_RAW_TEXT }),\n 'textarea': new HtmlTagDefinition({ contentType: TagContentType.ESCAPABLE_RAW_TEXT, ignoreFirstLf: true }),\n };\n }\n return TAG_DEFINITIONS[tagName.toLowerCase()] || _DEFAULT_TAG_DEFINITION;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _SELECTOR_REGEXP = new RegExp('(\\\\:not\\\\()|' + //\":not(\"\n '([-\\\\w]+)|' + // \"tag\"\n '(?:\\\\.([-\\\\w]+))|' + // \".class\"\n // \"-\" should appear first in the regexp below as FF31 parses \"[.-\\w]\" as a range\n '(?:\\\\[([-.\\\\w*]+)(?:=([\\\"\\']?)([^\\\\]\\\"\\']*)\\\\5)?\\\\])|' + // \"[name]\", \"[name=value]\",\n // \"[name=\"value\"]\",\n // \"[name='value']\"\n '(\\\\))|' + // \")\"\n '(\\\\s*,\\\\s*)', // \",\"\n'g');\n/**\n * A css selector contains an element name,\n * css classes and attribute/value pairs with the purpose\n * of selecting subsets out of them.\n */\nvar CssSelector = /** @class */ (function () {\n function CssSelector() {\n this.element = null;\n this.classNames = [];\n /**\n * The selectors are encoded in pairs where:\n * - even locations are attribute names\n * - odd locations are attribute values.\n *\n * Example:\n * Selector: `[key1=value1][key2]` would parse to:\n * ```\n * ['key1', 'value1', 'key2', '']\n * ```\n */\n this.attrs = [];\n this.notSelectors = [];\n }\n CssSelector.parse = function (selector) {\n var results = [];\n var _addResult = function (res, cssSel) {\n if (cssSel.notSelectors.length > 0 && !cssSel.element && cssSel.classNames.length == 0 &&\n cssSel.attrs.length == 0) {\n cssSel.element = '*';\n }\n res.push(cssSel);\n };\n var cssSelector = new CssSelector();\n var match;\n var current = cssSelector;\n var inNot = false;\n _SELECTOR_REGEXP.lastIndex = 0;\n while (match = _SELECTOR_REGEXP.exec(selector)) {\n if (match[1]) {\n if (inNot) {\n throw new Error('Nesting :not is not allowed in a selector');\n }\n inNot = true;\n current = new CssSelector();\n cssSelector.notSelectors.push(current);\n }\n if (match[2]) {\n current.setElement(match[2]);\n }\n if (match[3]) {\n current.addClassName(match[3]);\n }\n if (match[4]) {\n current.addAttribute(match[4], match[6]);\n }\n if (match[7]) {\n inNot = false;\n current = cssSelector;\n }\n if (match[8]) {\n if (inNot) {\n throw new Error('Multiple selectors in :not are not supported');\n }\n _addResult(results, cssSelector);\n cssSelector = current = new CssSelector();\n }\n }\n _addResult(results, cssSelector);\n return results;\n };\n CssSelector.prototype.isElementSelector = function () {\n return this.hasElementSelector() && this.classNames.length == 0 && this.attrs.length == 0 &&\n this.notSelectors.length === 0;\n };\n CssSelector.prototype.hasElementSelector = function () { return !!this.element; };\n CssSelector.prototype.setElement = function (element) {\n if (element === void 0) { element = null; }\n this.element = element;\n };\n /** Gets a template string for an element that matches the selector. */\n CssSelector.prototype.getMatchingElementTemplate = function () {\n var tagName = this.element || 'div';\n var classAttr = this.classNames.length > 0 ? \" class=\\\"\" + this.classNames.join(' ') +

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\"\\\"\" : ";\n        var attrs = ";\n        for (var i = 0; i < this.attrs.length; i += 2) {\n            var attrName =
this.attrs[i];\n            var attrValue = this.attrs[i + 1] !== '' ? \"=\\\"\" + this.attrs[i + 1] + \"\\\"\" : ";\n            attrs +=
\" \" + attrName + attrValue;\n        }\n        return getHtmlTagDefinition(tagName).isVoid ? \"<\" + tagName +
classAttr + attrs + \"/>\" :\n            \"<\" + tagName + classAttr + attrs + \"></\" + tagName + \">\";\n    };\n
CssSelector.prototype.getAttrs = function () {\n        var result = [];\n        if (this.classNames.length > 0) {\n
result.push('class', this.classNames.join(' '));\n        }\n        return result.concat(this.attrs);\n    };\n
CssSelector.prototype.addAttribute = function (name, value) {\n        if (value === void 0) { value = ''; }\n
this.attrs.push(name, value && value.toLowerCase() || '');\n    };\n    CssSelector.prototype.addClassName =
function (name) { this.classNames.push(name.toLowerCase()); };\n    CssSelector.prototype.toString = function ()
{\n        var res = this.element || '';\n        if (this.classNames) {\n            this.classNames.forEach(function (klass) {
return res += \".\" + klass; });\n        }\n        if (this.attrs) {\n            for (var i = 0; i < this.attrs.length; i += 2) {\n
        var name_1 = this.attrs[i];\n                var value = this.attrs[i + 1];\n                res += \"[\" + name_1 + (value ?
'=' + value : '') + \"]\";\n            }\n        }\n        this.notSelectors.forEach(function (notSelector) { return res +=
\":not(\" + notSelector + \")\"; });\n        return res;\n    };\n    return CssSelector;\n}());\n/**\n * Reads a list of
CssSelectors and allows to calculate which ones\n * are contained in a given CssSelector.\n */\nvar SelectorMatcher
= /** @class */ (function () {\n    function SelectorMatcher() {\n        this._elementMap = new Map();\n
this._elementPartialMap = new Map();\n        this._classMap = new Map();\n        this._classPartialMap = new
Map();\n        this._attrValueMap = new Map();\n        this._attrValuePartialMap = new Map();\n
this._listContexts = [];\n    }\n    SelectorMatcher.createNotMatcher = function (notSelectors) {\n        var
notMatcher = new SelectorMatcher();\n        notMatcher.addSelectables(notSelectors, null);\n        return
notMatcher;\n    };\n    SelectorMatcher.prototype.addSelectables = function (cssSelectors, callbackCtxt) {\n        var
listContext = null;\n        if (cssSelectors.length > 1) {\n            listContext = new
SelectorListContext(cssSelectors);\n            this._listContexts.push(listContext);\n        }\n        for (var i = 0; i <
cssSelectors.length; i++) {\n            this._addSelectable(cssSelectors[i], callbackCtxt, listContext);\n        }\n    };\n
/**\n     * Add an object that can be found later on by calling `match`.\n     * @param cssSelector A css selector\n
* @param callbackCtxt An opaque object that will be given to the callback of the `match` function\n     */\n
SelectorMatcher.prototype._addSelectable = function (cssSelector, callbackCtxt, listContext) {\n        var matcher =
this;\n        var element = cssSelector.element;\n        var classNames = cssSelector.classNames;\n        var attrs =
cssSelector.attrs;\n        var selectable = new SelectorContext(cssSelector, callbackCtxt, listContext);\n        if
(element) {\n            var isTerminal = attrs.length === 0 && classNames.length === 0;\n            if (isTerminal) {\n
            this._addTerminal(matcher._elementMap, element, selectable);\n            }\n            else {\n                matcher
= this._addPartial(matcher._elementPartialMap, element);\n            }\n        }\n        if (classNames) {\n            for
(var i = 0; i < classNames.length; i++) {\n                var isTerminal = attrs.length === 0 && i ===
classNames.length - 1;\n                var className = classNames[i];\n                if (isTerminal) {\n
this._addTerminal(matcher._classMap, className, selectable);\n                }\n                else {\n                matcher
= this._addPartial(matcher._classPartialMap, className);\n                }\n            }\n        }\n        if (attrs) {\n
for (var i = 0; i < attrs.length; i += 2) {\n                var isTerminal = i === attrs.length - 2;\n                var name_2 =
attrs[i];\n                var value = attrs[i + 1];\n                if (isTerminal) {\n                var terminalMap =
matcher._attrValueMap;\n                var terminalValuesMap = terminalMap.get(name_2);\n                if
(!terminalValuesMap) {\n                terminalValuesMap = new Map();\n
terminalMap.set(name_2, terminalValuesMap);\n                }\n
this._addTerminal(terminalValuesMap, value, selectable);\n                }\n                else {\n                var
partialMap = matcher._attrValuePartialMap;\n                var partialValuesMap = partialMap.get(name_2);\n
        if (!partialValuesMap) {\n                partialValuesMap = new Map();\n
partialMap.set(name_2, partialValuesMap);\n                }\n                matcher =
this._addPartial(partialValuesMap, value);\n                }\n            }\n        }\n    };\n
SelectorMatcher.prototype._addTerminal = function (map, name, selectable) {\n        var terminalList =
map.get(name);\n        if (!terminalList) {\n            terminalList = [];\n            map.set(name, terminalList);\n        }\n
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terminalList.push(selectable);\n    };\n    SelectorMatcher.prototype._addPartial = function (map, name) {\n
var matcher = map.get(name);\n        if (!matcher) {\n            matcher = new SelectorMatcher();\n
map.set(name, matcher);\n        }\n        return matcher;\n    };\n    /**\n     * Find the objects that have been added
via `addSelectable`\n     * whose css selector is contained in the given css selector.\n     * @param cssSelector A css
selector\n     * @param matchedCallback This callback will be called with the object handed into `addSelectable`\n
 * @return boolean true if a match was found\n    */\n    SelectorMatcher.prototype.match = function (cssSelector,
matchedCallback) {\n        var result = false;\n        var element = cssSelector.element;\n        var classNames =
cssSelector.classNames;\n        var attrs = cssSelector.attrs;\n        for (var i = 0; i < this._listContexts.length; i++)
{\n            this._listContexts[i].alreadyMatched = false;\n        }\n        result =
this._matchTerminal(this._elementMap, element, cssSelector, matchedCallback) || result;\n        result =
this._matchPartial(this._elementPartialMap, element, cssSelector, matchedCallback) ||\n            result;\n        if
(classNames) {\n            for (var i = 0; i < classNames.length; i++) {\n                var className = classNames[i];\n
            result =\n                    this._matchTerminal(this._classMap, className, cssSelector, matchedCallback) ||
result;\n                result =\n                    this._matchPartial(this._classPartialMap, className, cssSelector,
matchedCallback) ||\n                        result;\n            }\n        }\n        if (attrs) {\n            for (var i = 0; i <
attrs.length; i += 2) {\n                var name_3 = attrs[i];\n                var value = attrs[i + 1];\n                var
terminalValuesMap = this._attrValueMap.get(name_3);\n                if (value) {\n                    result =\n
this._matchTerminal(terminalValuesMap, '', cssSelector, matchedCallback) || result;\n                }\n                result
=\n                    this._matchTerminal(terminalValuesMap, value, cssSelector, matchedCallback) || result;\n
var partialValuesMap = this._attrValuePartialMap.get(name_3);\n                if (value) {\n                    result =
this._matchPartial(partialValuesMap, '', cssSelector, matchedCallback) || result;\n                }\n                result =\n
            this._matchPartial(partialValuesMap, value, cssSelector, matchedCallback) || result;\n            }\n        }\n
 return result;\n    };\n    /** @internal */\n    SelectorMatcher.prototype._matchTerminal = function (map, name,
cssSelector, matchedCallback) {\n        if (!map || typeof name !== 'string') {\n            return false;\n        }\n        var
selectables = map.get(name) || [];\n        var starSelectables = map.get('*');\n        if (starSelectables) {\n
selectables = selectables.concat(starSelectables);\n        }\n        if (selectables.length === 0) {\n            return
false;\n        }\n        var selectable;\n        var result = false;\n        for (var i = 0; i < selectables.length; i++) {\n
 selectable = selectables[i];\n            result = selectable.finalize(cssSelector, matchedCallback) || result;\n        }\n
return result;\n    };\n    /** @internal */\n    SelectorMatcher.prototype._matchPartial = function (map, name,
cssSelector, matchedCallback) {\n        if (!map || typeof name !== 'string') {\n            return false;\n        }\n        var
nestedSelector = map.get(name);\n        if (!nestedSelector) {\n            return false;\n        }\n        // TODO(perf): get
rid of recursion and measure again\n        // TODO(perf): don't pass the whole selector into the recursion,\n        //
but only the not processed parts\n        return nestedSelector.match(cssSelector, matchedCallback);\n    };\n    return
SelectorMatcher;\n}());\nvar SelectorListContext = /** @class */ (function () {\n    function
SelectorListContext(selectors) {\n        this.selectors = selectors;\n        this.alreadyMatched = false;\n    }\n    return
SelectorListContext;\n}());\n// Store context to pass back selector and context when a selector is matched\nvar
SelectorContext = /** @class */ (function () {\n    function SelectorContext(selector, cbContext, listContext) {\n
this.selector = selector;\n        this.cbContext = cbContext;\n        this.listContext = listContext;\n
this.notSelectors = selector.notSelectors;\n    }\n    SelectorContext.prototype.finalize = function (cssSelector,
callback) {\n        var result = true;\n        if (this.notSelectors.length > 0 && (!this.listContext ||
!this.listContext.alreadyMatched)) {\n            var notMatcher =
SelectorMatcher.createNotMatcher(this.notSelectors);\n            result = !notMatcher.match(cssSelector, null);\n
}\n        if (result && callback && (!this.listContext || !this.listContext.alreadyMatched)) {\n            if
(this.listContext) {\n                this.listContext.alreadyMatched = true;\n            }\n            callback(this.selector,
this.cbContext);\n        }\n        return result;\n    };\n    return SelectorContext;\n}());\n\n/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar createInject =
makeMetadataFactory('Inject', function (token) { return ({ token: token }); });\nvar createInjectionToken =
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makeMetadataFactory('InjectionToken', function (desc) { return ({ _desc: desc, ngInjectableDef: undefined }); });\nvar createAttribute = makeMetadataFactory('Attribute', function (attributeName) { return ({ attributeName: attributeName }); });\nvar createContentChildren = makeMetadataFactory('ContentChildren', function (selector, data) {\n if (data === void 0) { data = {}; }\n return (__assign({ selector: selector, first: false, isViewQuery: false, descendants: false }, data));\n});\nvar createContentChild = makeMetadataFactory('ContentChild', function (selector, data) {\n if (data === void 0) { data = {}; }\n return (__assign({ selector: selector, first: true, isViewQuery: false, descendants: true }, data));\n});\nvar createViewChildren = makeMetadataFactory('ViewChildren', function (selector, data) {\n if (data === void 0) { data = {}; }\n return (__assign({ selector: selector, first: false, isViewQuery: true, descendants: true }, data));\n});\nvar createViewChild = makeMetadataFactory('ViewChild', function (selector, data) {\n return (__assign({ selector: selector, first: true, isViewQuery: true, descendants: true }, data));\n});\nvar createDirective = makeMetadataFactory('Directive', function (dir) {\n if (dir === void 0) { dir = {}; }\n return dir;\n});\nvar ViewEncapsulation;\n(function (ViewEncapsulation) {\n ViewEncapsulation[ViewEncapsulation[\"Emulated\"] = 0] = \"Emulated\";\n ViewEncapsulation[ViewEncapsulation[\"Native\"] = 1] = \"Native\";\n ViewEncapsulation[ViewEncapsulation[\"None\"] = 2] = \"None\";\n ViewEncapsulation[ViewEncapsulation[\"ShadowDom\"] = 3] = \"ShadowDom\";\n})(ViewEncapsulation || (ViewEncapsulation = {}));\nvar ChangeDetectionStrategy;\n(function (ChangeDetectionStrategy) {\n ChangeDetectionStrategy[ChangeDetectionStrategy[\"OnPush\"] = 0] = \"OnPush\";\n ChangeDetectionStrategy[ChangeDetectionStrategy[\"Default\"] = 1] = \"Default\";\n})(ChangeDetectionStrategy || (ChangeDetectionStrategy = {}));\nvar createComponent = makeMetadataFactory('Component', function (c) {\n if (c === void 0) { c = {}; }\n return (__assign({ changeDetection: ChangeDetectionStrategy.Default }, c));\n});\nvar createPipe = makeMetadataFactory('Pipe', function (p) { return (__assign({ pure: true }, p)); });\nvar createInput = makeMetadataFactory('Input', function (bindingPropertyName) { return ({ bindingPropertyName: bindingPropertyName }); });\nvar createOutput = makeMetadataFactory('Output', function (bindingPropertyName) { return ({ bindingPropertyName: bindingPropertyName }); });\nvar createHostBinding = makeMetadataFactory('HostBinding', function (hostPropertyName) { return ({ hostPropertyName: hostPropertyName }); });\nvar createHostListener = makeMetadataFactory('HostListener', function (eventName, args) { return ({ eventName: eventName, args: args }); });\nvar createNgModule = makeMetadataFactory('NgModule', function (ngModule) { return ngModule; });\nvar createInjectable = makeMetadataFactory('Injectable', function (injectable) {\n if (injectable === void 0) { injectable = {}; }\n return injectable;\n});\nvar CUSTOM_ELEMENTS_SCHEMA = {\n name: 'custom-elements'\n};\nvar NO_ERRORS_SCHEMA = {\n name: 'no-errors-schema'\n};\nvar createOptional = makeMetadataFactory('Optional');\nvar createSelf = makeMetadataFactory('Self');\nvar createSkipSelf = makeMetadataFactory('SkipSelf');\nvar createHost = makeMetadataFactory('Host');\nvar Type = Function;\nvar SecurityContext;\n(function (SecurityContext) {\n SecurityContext[SecurityContext[\"NONE\"] = 0] = \"NONE\";\n SecurityContext[SecurityContext[\"HTML\"] = 1] = \"HTML\";\n SecurityContext[SecurityContext[\"STYLE\"] = 2] = \"STYLE\";\n SecurityContext[SecurityContext[\"SCRIPT\"] = 3] = \"SCRIPT\";\n SecurityContext[SecurityContext[\"URL\"] = 4] = \"URL\";\n SecurityContext[SecurityContext[\"RESOURCE_URL\"] = 5] = \"RESOURCE_URL\";\n})(SecurityContext || (SecurityContext = {}));\nvar MissingTranslationStrategy;\n(function (MissingTranslationStrategy) {\n MissingTranslationStrategy[MissingTranslationStrategy[\"Error\"] = 0] = \"Error\";\n MissingTranslationStrategy[MissingTranslationStrategy[\"Warning\"] = 1] = \"Warning\";\n MissingTranslationStrategy[MissingTranslationStrategy[\"Ignore\"] = 2] = \"Ignore\";\n})(MissingTranslationStrategy || (MissingTranslationStrategy = {}));\nfunction makeMetadataFactory(name, props) {\n var factory = function () {\n   var args = [];\n   for (var _i = 0; _i < arguments.length; _i++) {\n   args[_i] = arguments[_i];\n   }\n   var values = props ? props.apply(void 0, __spread(args)) : {};\n   return __assign({ ngMetadataName: name }, values);\n };\n factory.isTypeOf = function (obj) { return obj && obj.ngMetadataName === name; };\n factory.ngMetadataName = name;\n return

factory;\n}\nfunction parserSelectorToSimpleSelector(selector) {\n var classes = selector.classNames && selector.classNames.length ? __spread([8 /* CLASS */], selector.classNames) :\n [];\n var elementName = selector.element && selector.element !== '*' ? selector.element : '';\n return __spread([elementName], selector.attrs, classes);\n}\nfunction parserSelectorToNegativeSelector(selector) {\n var classes = selector.classNames && selector.classNames.length ? __spread([8 /* CLASS */], selector.classNames) :\n [];\n if (selector.element) {\n return __spread([\n 1 /* NOT */ | 4 /* ELEMENT */, selector.element\n], selector.attrs, classes);\n }\n else if (selector.attrs.length) {\n return __spread([1 /* NOT */ | 2 /* ATTRIBUTE */], selector.attrs, classes);\n }\n else {\n return selector.classNames && selector.classNames.length ? __spread([1 /* NOT */ | 8 /* CLASS */], selector.classNames) :\n [];\n }\n}\nfunction parserSelectorToR3Selector(selector) {\n var positive = parserSelectorToSimpleSelector(selector);\n var negative = selector.notSelectors && selector.notSelectors.length ?\n selector.notSelectors.map(function (notSelector) { return parserSelectorToNegativeSelector(notSelector); }) :\n [];\n return positive.concat.apply(positive, __spread(negative));\n}\nfunction parseSelectorToR3Selector(selector) {\n var selectors = CssSelector.parse(selector);\n return selectors.map(parserSelectorToR3Selector);\n}\n\nvar core = /*#__PURE__*/Object.freeze({\n createInject: createInject,\n createInjectionToken: createInjectionToken,\n createAttribute: createAttribute,\n createContentChildren: createContentChildren,\n createContentChild: createContentChild,\n createViewChildren: createViewChildren,\n createViewChild: createViewChild,\n createDirective: createDirective,\n get ViewEncapsulation () { return ViewEncapsulation; },\n get ChangeDetectionStrategy () { return ChangeDetectionStrategy; },\n createComponent: createComponent,\n createPipe: createPipe,\n createInput: createInput,\n createOutput: createOutput,\n createHostBinding: createHostBinding,\n createHostListener: createHostListener,\n createNgModule: createNgModule,\n createInjectable: createInjectable,\n CUSTOM_ELEMENTS_SCHEMA: CUSTOM_ELEMENTS_SCHEMA,\n NO_ERRORS_SCHEMA: NO_ERRORS_SCHEMA,\n createOptional: createOptional,\n createSelf: createSelf,\n createSkipSelf: createSkipSelf,\n createHost: createHost,\n Type: Type,\n get SecurityContext () { return SecurityContext; },\n get MissingTranslationStrategy () { return MissingTranslationStrategy; },\n parseSelectorToR3Selector: parseSelectorToR3Selector\n});\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n//// Types\nvar TypeModifier;\n(function (TypeModifier) {\n TypeModifier[TypeModifier[\"Const\"] = 0] = \"Const\";\n})(TypeModifier || (TypeModifier = {}));\nvar Type$1 = /** @class */ (function () {\n function Type(modifiers) {\n if (modifiers === void 0) { modifiers = null; }\n this.modifiers = modifiers;\n if (!modifiers) {\n this.modifiers = [];\n }\n }\n Type.prototype.hasModifier = function (modifier) { return this.modifiers.indexOf(modifier) !== -1; };\n return Type;\n}());\nvar BuiltinTypeName;\n(function (BuiltinTypeName) {\n BuiltinTypeName[BuiltinTypeName[\"Dynamic\"] = 0] = \"Dynamic\";\n BuiltinTypeName[BuiltinTypeName[\"Bool\"] = 1] = \"Bool\";\n BuiltinTypeName[BuiltinTypeName[\"String\"] = 2] = \"String\";\n BuiltinTypeName[BuiltinTypeName[\"Int\"] = 3] = \"Int\";\n BuiltinTypeName[BuiltinTypeName[\"Number\"] = 4] = \"Number\";\n BuiltinTypeName[BuiltinTypeName[\"Function\"] = 5] = \"Function\";\n BuiltinTypeName[BuiltinTypeName[\"Inferred\"] = 6] = \"Inferred\";\n BuiltinTypeName[BuiltinTypeName[\"None\"] = 7] = \"None\";\n})(BuiltinTypeName || (BuiltinTypeName = {}));\nvar BuiltinType = /** @class */ (function (_super) {\n __extends(BuiltinType, _super);\n function BuiltinType(name, modifiers) {\n if (modifiers === void 0) { modifiers = null; }\n var _this = _super.call(this, modifiers) || this;\n _this.name = name;\n return _this;\n }\n BuiltinType.prototype.visitType = function (visitor, context) {\n return visitor.visitBuiltinType(this, context);\n };\n return BuiltinType;\n}(Type$1));\nvar ExpressionType = /** @class */ (function (_super) {\n __extends(ExpressionType, _super);\n function ExpressionType(value, modifiers, typeParams) {\n if (modifiers === void 0) { modifiers = null; }\n if (typeParams === void 0) { typeParams = null; }\n var

_this = _super.call(this, modifiers) || this;\n   _this.value = value;\n   _this.typeParams = typeParams;\n
return _this;\n   }\n   ExpressionType.prototype.visitType = function (visitor, context) {\n   return
visitor.visitExpressionType(this, context);\n   };\n   return ExpressionType;\n}(Type$1));\nvar ArrayType = /**
@class */ (function (_super) {\n   __extends(ArrayType, _super);\n   function ArrayType(of, modifiers) {\n   if
(modifiers === void 0) { modifiers = null; }\n   var _this = _super.call(this, modifiers) || this;\n   _this.of =
of;\n   return _this;\n   }\n   ArrayType.prototype.visitType = function (visitor, context) {\n   return
visitor.visitArrayType(this, context);\n   };\n   return ArrayType;\n}(Type$1));\nvar MapType = /** @class */
(function (_super) {\n   __extends(MapType, _super);\n   function MapType(valueType, modifiers) {\n   if
(modifiers === void 0) { modifiers = null; }\n   var _this = _super.call(this, modifiers) || this;\n
_this.valueType = valueType || null;\n   return _this;\n   }\n   MapType.prototype.visitType = function (visitor,
context) { return visitor.visitMapType(this, context); };\n   return MapType;\n}(Type$1));\nvar DYNAMIC_TYPE
= new BuiltinType(BuiltinTypeName.Dynamic);\nvar INFERRED_TYPE = new
BuiltinType(BuiltinTypeName.Inferred);\nvar BOOL_TYPE = new BuiltinType(BuiltinTypeName.Bool);\nvar
INT_TYPE = new BuiltinType(BuiltinTypeName.Int);\nvar NUMBER_TYPE = new
BuiltinType(BuiltinTypeName.Number);\nvar STRING_TYPE = new BuiltinType(BuiltinTypeName.String);\nvar
FUNCTION_TYPE = new BuiltinType(BuiltinTypeName.Function);\nvar NONE_TYPE = new
BuiltinType(BuiltinTypeName.None);\n///// Expressions\nvar BinaryOperator;\n(function (BinaryOperator) {\n
BinaryOperator[BinaryOperator[\"Equals\"] = 0] = \"Equals\";\n   BinaryOperator[BinaryOperator[\"NotEquals\"] =
1] = \"NotEquals\";\n   BinaryOperator[BinaryOperator[\"Identical\"] = 2] = \"Identical\";\n
BinaryOperator[BinaryOperator[\"NotIdentical\"] = 3] = \"NotIdentical\";\n
BinaryOperator[BinaryOperator[\"Minus\"] = 4] = \"Minus\";\n   BinaryOperator[BinaryOperator[\"Plus\"] = 5] =
\"Plus\";\n   BinaryOperator[BinaryOperator[\"Divide\"] = 6] = \"Divide\";\n
BinaryOperator[BinaryOperator[\"Multiply\"] = 7] = \"Multiply\";\n   BinaryOperator[BinaryOperator[\"Modulo\"]
= 8] = \"Modulo\";\n   BinaryOperator[BinaryOperator[\"And\"] = 9] = \"And\";\n
BinaryOperator[BinaryOperator[\"Or\"] = 10] = \"Or\";\n   BinaryOperator[BinaryOperator[\"BitwiseAnd\"] = 11]
= \"BitwiseAnd\";\n   BinaryOperator[BinaryOperator[\"Lower\"] = 12] = \"Lower\";\n
BinaryOperator[BinaryOperator[\"LowerEquals\"] = 13] = \"LowerEquals\";\n
BinaryOperator[BinaryOperator[\"Bigger\"] = 14] = \"Bigger\";\n
BinaryOperator[BinaryOperator[\"BiggerEquals\"] = 15] = \"BiggerEquals\";\n})(BinaryOperator || (BinaryOperator
= {}));\nfunction nullSafeIsEquivalent(base, other) {\n   if (base == null || other == null) {\n   return base ==
other;\n   }\n   return base.isEquivalent(other);\n}\nfunction areAllEquivalent(base, other) {\n   var len =
base.length;\n   if (len !== other.length) {\n   return false;\n   }\n   for (var i = 0; i < len; i++) {\n   if
(!base[i].isEquivalent(other[i])) {\n   return false;\n   }\n   }\n   return true;\n}\nvar Expression = /**
@class */ (function () {\n   function Expression(type, sourceSpan) {\n   this.type = type || null;\n
this.sourceSpan = sourceSpan || null;\n   }\n   Expression.prototype.prop = function (name, sourceSpan) {\n
return new ReadPropExpr(this, name, null, sourceSpan);\n   };\n   Expression.prototype.key = function (index,
type, sourceSpan) {\n   return new ReadKeyExpr(this, index, type, sourceSpan);\n   };\n
Expression.prototype.callMethod = function (name, params, sourceSpan) {\n   return new
InvokeMethodExpr(this, name, params, null, sourceSpan);\n   };\n   Expression.prototype.callFn = function
(params, sourceSpan) {\n   return new InvokeFunctionExpr(this, params, null, sourceSpan);\n   };\n
Expression.prototype.instantiate = function (params, type, sourceSpan) {\n   return new InstantiateExpr(this,
params, type, sourceSpan);\n   };\n   Expression.prototype.conditional = function (trueCase, falseCase, sourceSpan)
{\n   if (falseCase === void 0) { falseCase = null; }\n   return new ConditionalExpr(this, trueCase, falseCase,
null, sourceSpan);\n   };\n   Expression.prototype.equals = function (rhs, sourceSpan) {\n   return new
BinaryOperatorExpr(BinaryOperator.Equals, this, rhs, null, sourceSpan);\n   };\n   Expression.prototype.notEquals
= function (rhs, sourceSpan) {\n   return new BinaryOperatorExpr(BinaryOperator.NotEquals, this, rhs, null,
sourceSpan);\n   };\n   Expression.prototype.identical = function (rhs, sourceSpan) {\n   return new
BinaryOperatorExpr(BinaryOperator.Identical, this, rhs, null, sourceSpan);\n   };\n

Expression.prototype.notIdentical = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.NotIdentical, this, rhs, null, sourceSpan);\n };\n Expression.prototype.minus = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.Minus, this, rhs, null, sourceSpan);\n };\n Expression.prototype.plus = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.Plus, this, rhs, null, sourceSpan);\n };\n Expression.prototype.divide = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.Divide, this, rhs, null, sourceSpan);\n };\n Expression.prototype.multiply = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.Multiply, this, rhs, null, sourceSpan);\n };\n Expression.prototype.modulo = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.Modulo, this, rhs, null, sourceSpan);\n };\n Expression.prototype.and = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.And, this, rhs, null, sourceSpan);\n };\n Expression.prototype.bitwiseAnd = function (rhs, sourceSpan, parens) {\n if (parens === void 0) { parens = true; }\n return new BinaryOperatorExpr(BinaryOperator.BitwiseAnd, this, rhs, null, sourceSpan, parens);\n };\n Expression.prototype.or = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.Or, this, rhs, null, sourceSpan);\n };\n Expression.prototype.lower = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.Lower, this, rhs, null, sourceSpan);\n };\n Expression.prototype.lowerEquals = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.LowerEquals, this, rhs, null, sourceSpan);\n };\n Expression.prototype.bigger = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.Bigger, this, rhs, null, sourceSpan);\n };\n Expression.prototype.biggerEquals = function (rhs, sourceSpan) {\n return new BinaryOperatorExpr(BinaryOperator.BiggerEquals, this, rhs, null, sourceSpan);\n };\n Expression.prototype.isBlank = function (sourceSpan) {\n // Note: We use equals by purpose here to compare to null and undefined in JS.\n // We use the typed null to allow strictNullChecks to narrow types.\n return this.equals(TYPED_NULL_EXPR, sourceSpan);\n };\n Expression.prototype.cast = function (type, sourceSpan) {\n return new CastExpr(this, type, sourceSpan);\n };\n Expression.prototype.toStmt = function () { return new ExpressionStatement(this, null); };\n return Expression;\n}());\nvar BuiltinVar;\n(function (BuiltinVar) {\n BuiltinVar[BuiltinVar[\"This\"] = 0] = \"This\";\n BuiltinVar[BuiltinVar[\"Super\"] = 1] = \"Super\";\n BuiltinVar[BuiltinVar[\"CatchError\"] = 2] = \"CatchError\";\n BuiltinVar[BuiltinVar[\"CatchStack\"] = 3] = \"CatchStack\";\n})(BuiltinVar || (BuiltinVar = {}));\nvar ReadVarExpr = /** @class */ (function (_super) {\n __extends(ReadVarExpr, _super);\n function ReadVarExpr(name, type, sourceSpan) {\n var _this = _super.call(this, type, sourceSpan) || this;\n if (typeof name === 'string') {\n _this.name = name;\n _this.builtin = null;\n }\n else {\n _this.name = null;\n _this.builtin = name;\n }\n return _this;\n }\n ReadVarExpr.prototype.isEquivalent = function (e) {\n return e instanceof ReadVarExpr && this.name === e.name && this.builtin === e.builtin;\n };\n ReadVarExpr.prototype.isConstant = function () { return false; };\n ReadVarExpr.prototype.visitExpression = function (visitor, context) {\n return visitor.visitReadVarExpr(this, context);\n };\n ReadVarExpr.prototype.set = function (value) {\n if (!this.name) {\n throw new Error(\"Built in variable \" + this.builtin + \" can not be assigned to.\");\n }\n return new WriteVarExpr(this.name, value, null, this.sourceSpan);\n };\n return ReadVarExpr;\n}(Expression));\nvar TypeofExpr = /** @class */ (function (_super) {\n __extends(TypeofExpr, _super);\n function TypeofExpr(expr, type, sourceSpan) {\n var _this = _super.call(this, type, sourceSpan) || this;\n _this.expr = expr;\n return _this;\n }\n TypeofExpr.prototype.visitExpression = function (visitor, context) {\n return visitor.visitTypeofExpr(this, context);\n };\n TypeofExpr.prototype.isEquivalent = function (e) {\n return e instanceof TypeofExpr && e.expr.isEquivalent(this.expr);\n };\n TypeofExpr.prototype.isConstant = function () { return this.expr.isConstant(); };\n return TypeofExpr;\n}(Expression));\nvar WrappedNodeExpr = /** @class */ (function (_super) {\n __extends(WrappedNodeExpr, _super);\n function WrappedNodeExpr(node, type, sourceSpan) {\n var _this = _super.call(this, type, sourceSpan) || this;\n _this.node = node;\n return _this;\n }\n

WrappedNodeExpr.prototype.isEquivalent = function (e) {\n return e instanceof WrappedNodeExpr && this.node === e.node;\n };\n WrappedNodeExpr.prototype.isConstant = function () { return false; };\n WrappedNodeExpr.prototype.visitExpression = function (visitor, context) {\n return visitor.visitWrappedNodeExpr(this, context);\n };\n return WrappedNodeExpr;\n}(Expression));\nvar WriteVarExpr = /** @class */ (function (_super) {\n __extends(WriteVarExpr, _super);\n function WriteVarExpr(name, value, type, sourceSpan) {\n var _this = _super.call(this, type || value.type, sourceSpan) || this;\n _this.name = name;\n _this.value = value;\n return _this;\n }\n WriteVarExpr.prototype.isEquivalent = function (e) {\n return e instanceof WriteVarExpr && this.name === e.name && this.value.isEquivalent(e.value);\n };\n WriteVarExpr.prototype.isConstant = function () { return false; };\n WriteVarExpr.prototype.visitExpression = function (visitor, context) {\n return visitor.visitWriteVarExpr(this, context);\n };\n WriteVarExpr.prototype.toDeclStmt = function (type, modifiers) {\n return new DeclareVarStmt(this.name, this.value, type, modifiers, this.sourceSpan);\n };\n WriteVarExpr.prototype.toConstDecl = function () { return this.toDeclStmt(INFERRED_TYPE, [StmtModifier.Final]); };\n return WriteVarExpr;\n}(Expression));\nvar WriteKeyExpr = /** @class */ (function (_super) {\n __extends(WriteKeyExpr, _super);\n function WriteKeyExpr(receiver, index, value, type, sourceSpan) {\n var _this = _super.call(this, type || value.type, sourceSpan) || this;\n _this.receiver = receiver;\n _this.index = index;\n _this.value = value;\n return _this;\n }\n WriteKeyExpr.prototype.isEquivalent = function (e) {\n return e instanceof WriteKeyExpr && this.receiver.isEquivalent(e.receiver) &&\n this.index.isEquivalent(e.index) && this.value.isEquivalent(e.value);\n };\n WriteKeyExpr.prototype.isConstant = function () { return false; };\n WriteKeyExpr.prototype.visitExpression = function (visitor, context) {\n return visitor.visitWriteKeyExpr(this, context);\n };\n return WriteKeyExpr;\n}(Expression));\nvar WritePropExpr = /** @class */ (function (_super) {\n __extends(WritePropExpr, _super);\n function WritePropExpr(receiver, name, value, type, sourceSpan) {\n var _this = _super.call(this, type || value.type, sourceSpan) || this;\n _this.receiver = receiver;\n _this.name = name;\n _this.value = value;\n return _this;\n }\n WritePropExpr.prototype.isEquivalent = function (e) {\n return e instanceof WritePropExpr && this.receiver.isEquivalent(e.receiver) &&\n this.name === e.name && this.value.isEquivalent(e.value);\n };\n WritePropExpr.prototype.isConstant = function () { return false; };\n WritePropExpr.prototype.visitExpression = function (visitor, context) {\n return visitor.visitWritePropExpr(this, context);\n };\n return WritePropExpr;\n}(Expression));\nvar BuiltinMethod;\n(function (BuiltinMethod) {\n BuiltinMethod[BuiltinMethod[\"ConcatArray\"] = 0] = \"ConcatArray\";\n BuiltinMethod[BuiltinMethod[\"SubscribeObservable\"] = 1] = \"SubscribeObservable\";\n BuiltinMethod[BuiltinMethod[\"Bind\"] = 2] = \"Bind\";\n})(BuiltinMethod || (BuiltinMethod = {}));\nvar InvokeMethodExpr = /** @class */ (function (_super) {\n __extends(InvokeMethodExpr, _super);\n function InvokeMethodExpr(receiver, method, args, type, sourceSpan) {\n var _this = _super.call(this, type, sourceSpan) || this;\n _this.receiver = receiver;\n _this.args = args;\n if (typeof method === 'string') {\n _this.name = method;\n _this.builtin = null;\n }\n else {\n _this.name = null;\n _this.builtin = method;\n }\n return _this;\n }\n InvokeMethodExpr.prototype.isEquivalent = function (e) {\n return e instanceof InvokeMethodExpr && this.receiver.isEquivalent(e.receiver) &&\n this.name === e.name && this.builtin === e.builtin && areAllEquivalent(this.args, e.args);\n };\n InvokeMethodExpr.prototype.isConstant = function () { return false; };\n InvokeMethodExpr.prototype.visitExpression = function (visitor, context) {\n return visitor.visitInvokeMethodExpr(this, context);\n };\n return InvokeMethodExpr;\n}(Expression));\nvar InvokeFunctionExpr = /** @class */ (function (_super) {\n __extends(InvokeFunctionExpr, _super);\n function InvokeFunctionExpr(fn, args, type, sourceSpan) {\n var _this = _super.call(this, type, sourceSpan) || this;\n _this.fn = fn;\n _this.args = args;\n return _this;\n }\n InvokeFunctionExpr.prototype.isEquivalent = function (e) {\n return e instanceof InvokeFunctionExpr && this.fn.isEquivalent(e.fn) &&\n areAllEquivalent(this.args, e.args);\n };\n InvokeFunctionExpr.prototype.isConstant = function () { return false; };\n InvokeFunctionExpr.prototype.visitExpression = function (visitor, context) {\n return

visitor.visitInvokeFunctionExpr(this, context);\n   };\n   return InvokeFunctionExpr;\n}(Expression));\nvar InstantiateExpr = /** @class */ (function (_super) {\n   __extends(InstantiateExpr, _super);\n   function InstantiateExpr(classExpr, args, type, sourceSpan) {\n   var _this = _super.call(this, type, sourceSpan) || this;\n _this.classExpr = classExpr;\n   _this.args = args;\n   return _this;\n   }\n InstantiateExpr.prototype.isEquivalent = function (e) {\n   return e instanceof InstantiateExpr && this.classExpr.isEquivalent(e.classExpr) &&\n   areAllEquivalent(this.args, e.args);\n   };\n InstantiateExpr.prototype.isConstant = function () { return false; };\n   InstantiateExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitInstantiateExpr(this, context);\n   };\n   return InstantiateExpr;\n}(Expression));\nvar LiteralExpr = /** @class */ (function (_super) {\n   __extends(LiteralExpr, _super);\n   function LiteralExpr(value, type, sourceSpan) {\n   var _this = _super.call(this, type, sourceSpan) || this;\n   _this.value = value;\n   return _this;\n   }\n   LiteralExpr.prototype.isEquivalent = function (e) {\n return e instanceof LiteralExpr && this.value === e.value;\n   };\n   LiteralExpr.prototype.isConstant = function () { return true; };\n   LiteralExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitLiteralExpr(this, context);\n   };\n   return LiteralExpr;\n}(Expression));\nvar ExternalExpr = /** @class */ (function (_super) {\n   __extends(ExternalExpr, _super);\n   function ExternalExpr(value, type, typeParams, sourceSpan) {\n   if (typeParams === void 0) { typeParams = null; }\n   var _this = _super.call(this, type, sourceSpan) || this;\n   _this.value = value;\n   _this.typeParams = typeParams;\n return _this;\n   }\n   ExternalExpr.prototype.isEquivalent = function (e) {\n   return e instanceof ExternalExpr && this.value.name === e.value.name &&\n   this.value.moduleName === e.value.moduleName && this.value.runtime === e.value.runtime;\n   };\n   ExternalExpr.prototype.isConstant = function () { return false; };\n   ExternalExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitExternalExpr(this, context);\n   };\n   return ExternalExpr;\n}(Expression));\nvar ExternalReference = /** @class */ (function () {\n   function ExternalReference(moduleName, name, runtime) {\n   this.moduleName = moduleName;\n   this.name = name;\n   this.runtime = runtime;\n   }\n   return ExternalReference;\n}());\nvar ConditionalExpr = /** @class */ (function (_super) {\n __extends(ConditionalExpr, _super);\n   function ConditionalExpr(condition, trueCase, falseCase, type, sourceSpan) {\n   if (falseCase === void 0) { falseCase = null; }\n   var _this = _super.call(this, type || trueCase.type, sourceSpan) || this;\n   _this.condition = condition;\n   _this.falseCase = falseCase;\n _this.trueCase = trueCase;\n   return _this;\n   }\n   ConditionalExpr.prototype.isEquivalent = function (e) {\n return e instanceof ConditionalExpr && this.condition.isEquivalent(e.condition) &&\n this.trueCase.isEquivalent(e.trueCase) && nullSafeIsEquivalent(this.falseCase, e.falseCase);\n   };\n ConditionalExpr.prototype.isConstant = function () { return false; };\n   ConditionalExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitConditionalExpr(this, context);\n   };\n   return ConditionalExpr;\n}(Expression));\nvar NotExpr = /** @class */ (function (_super) {\n   __extends(NotExpr, _super);\n   function NotExpr(condition, sourceSpan) {\n   var _this = _super.call(this, BOOL_TYPE, sourceSpan) || this;\n   _this.condition = condition;\n   return _this;\n   }\n   NotExpr.prototype.isEquivalent = function (e) {\n   return e instanceof NotExpr && this.condition.isEquivalent(e.condition);\n   };\n NotExpr.prototype.isConstant = function () { return false; };\n   NotExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitNotExpr(this, context);\n   };\n   return NotExpr;\n}(Expression));\nvar AssertNotNull = /** @class */ (function (_super) {\n   __extends(AssertNotNull, _super);\n   function AssertNotNull(condition, sourceSpan) {\n   var _this = _super.call(this, condition.type, sourceSpan) || this;\n _this.condition = condition;\n   return _this;\n   }\n   AssertNotNull.prototype.isEquivalent = function (e) {\n return e instanceof AssertNotNull && this.condition.isEquivalent(e.condition);\n   };\n AssertNotNull.prototype.isConstant = function () { return false; };\n   AssertNotNull.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitAssertNotNullExpr(this, context);\n   };\n   return AssertNotNull;\n}(Expression));\nvar CastExpr = /** @class */ (function (_super) {\n   __extends(CastExpr, _super);\n   function CastExpr(value, type, sourceSpan) {\n   var _this = _super.call(this, type, sourceSpan) || this;\n   _this.value = value;\n   return _this;\n   }\n   CastExpr.prototype.isEquivalent = function (e) {\n

return e instanceof CastExpr && this.value.isEquivalent(e.value);\n   };\n   CastExpr.prototype.isConstant = function () { return false; };\n   CastExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitCastExpr(this, context);\n   };\n   return CastExpr;\n}(Expression));\nvar FnParam = /** @class */ (function () {\n   function FnParam(name, type) {\n   if (type === void 0) { type = null; }\n   this.name = name;\n   this.type = type;\n   }\n   FnParam.prototype.isEquivalent = function (param) { return this.name === param.name; };\n   return FnParam;\n}());\nvar FunctionExpr = /** @class */ (function (_super) {\n   __extends(FunctionExpr, _super);\n   function FunctionExpr(params, statements, type, sourceSpan, name) {\n   var _this = _super.call(this, type, sourceSpan) || this;\n   _this.params = params;\n   _this.statements = statements;\n   _this.name = name;\n   return _this;\n   }\n   FunctionExpr.prototype.isEquivalent = function (e) {\n   return e instanceof FunctionExpr && areAllEquivalent(this.params, e.params) &&\n   areAllEquivalent(this.statements, e.statements);\n   };\n   FunctionExpr.prototype.isConstant = function () { return false; };\n   FunctionExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitFunctionExpr(this, context);\n   };\n   FunctionExpr.prototype.toDeclStmt = function (name, modifiers) {\n   if (modifiers === void 0) { modifiers = null; }\n   return new DeclareFunctionStmt(name, this.params, this.statements, this.type, modifiers, this.sourceSpan);\n   };\n   return FunctionExpr;\n}(Expression));\nvar BinaryOperatorExpr = /** @class */ (function (_super) {\n   __extends(BinaryOperatorExpr, _super);\n   function BinaryOperatorExpr(operator, lhs, rhs, type, sourceSpan, parens) {\n   if (parens === void 0) { parens = true; }\n   var _this = _super.call(this, type || lhs.type, sourceSpan) || this;\n   _this.operator = operator;\n   _this.rhs = rhs;\n   _this.parens = parens;\n   _this.lhs = lhs;\n   return _this;\n   }\n   BinaryOperatorExpr.prototype.isEquivalent = function (e) {\n   return e instanceof BinaryOperatorExpr && this.operator === e.operator &&\n   this.lhs.isEquivalent(e.lhs) && this.rhs.isEquivalent(e.rhs);\n   };\n   BinaryOperatorExpr.prototype.isConstant = function () { return false; };\n   BinaryOperatorExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitBinaryOperatorExpr(this, context);\n   };\n   return BinaryOperatorExpr;\n}(Expression));\nvar ReadPropExpr = /** @class */ (function (_super) {\n   __extends(ReadPropExpr, _super);\n   function ReadPropExpr(receiver, name, type, sourceSpan) {\n   var _this = _super.call(this, type, sourceSpan) || this;\n   _this.receiver = receiver;\n   _this.name = name;\n   return _this;\n   }\n   ReadPropExpr.prototype.isEquivalent = function (e) {\n   return e instanceof ReadPropExpr && this.receiver.isEquivalent(e.receiver) &&\n   this.name === e.name;\n   };\n   ReadPropExpr.prototype.isConstant = function () { return false; };\n   ReadPropExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitReadPropExpr(this, context);\n   };\n   ReadPropExpr.prototype.set = function (value) {\n   return new WritePropExpr(this.receiver, this.name, value, null, this.sourceSpan);\n   };\n   return ReadPropExpr;\n}(Expression));\nvar ReadKeyExpr = /** @class */ (function (_super) {\n   __extends(ReadKeyExpr, _super);\n   function ReadKeyExpr(receiver, index, type, sourceSpan) {\n   var _this = _super.call(this, type, sourceSpan) || this;\n   _this.receiver = receiver;\n   _this.index = index;\n   return _this;\n   }\n   ReadKeyExpr.prototype.isEquivalent = function (e) {\n   return e instanceof ReadKeyExpr && this.receiver.isEquivalent(e.receiver) &&\n   this.index.isEquivalent(e.index);\n   };\n   ReadKeyExpr.prototype.isConstant = function () { return false; };\n   ReadKeyExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitReadKeyExpr(this, context);\n   };\n   ReadKeyExpr.prototype.set = function (value) {\n   return new WriteKeyExpr(this.receiver, this.index, value, null, this.sourceSpan);\n   };\n   return ReadKeyExpr;\n}(Expression));\nvar LiteralArrayExpr = /** @class */ (function (_super) {\n   __extends(LiteralArrayExpr, _super);\n   function LiteralArrayExpr(entries, type, sourceSpan) {\n   var _this = _super.call(this, type, sourceSpan) || this;\n   _this.entries = entries;\n   return _this;\n   }\n   LiteralArrayExpr.prototype.isConstant = function () { return this.entries.every(function (e) { return e.isConstant(); }); };\n   LiteralArrayExpr.prototype.isEquivalent = function (e) {\n   return e instanceof LiteralArrayExpr && areAllEquivalent(this.entries, e.entries);\n   };\n   LiteralArrayExpr.prototype.visitExpression = function (visitor, context) {\n   return visitor.visitLiteralArrayExpr(this, context);\n   };\n   return LiteralArrayExpr;\n}(Expression));\nvar LiteralMapEntry = /** @class */ (function () {\n   function

LiteralMapEntry(key, value, quoted) {\n this.key = key;\n this.value = value;\n this.quoted = quoted;\n }\n LiteralMapEntry.prototype.isEquivalent = function (e) {\n return this.key === e.key && this.value.isEquivalent(e.value);\n };\n return LiteralMapEntry;\n}());\nvar LiteralMapExpr = /** @class */ (function (_super) {\n __extends(LiteralMapExpr, _super);\n function LiteralMapExpr(entries, type, sourceSpan) {\n var _this = _super.call(this, type, sourceSpan) || this;\n _this.entries = entries;\n _this.valueType = null;\n if (type) {\n _this.valueType = type.valueType;\n }\n return _this;\n }\n LiteralMapExpr.prototype.isEquivalent = function (e) {\n return e instanceof LiteralMapExpr && areAllEquivalent(this.entries, e.entries);\n };\n LiteralMapExpr.prototype.isConstant = function () { return this.entries.every(function (e) { return e.value.isConstant(); }); };\n LiteralMapExpr.prototype.visitExpression = function (visitor, context) {\n return visitor.visitLiteralMapExpr(this, context);\n };\n return LiteralMapExpr;\n}(Expression));\nvar CommaExpr = /** @class */ (function (_super) {\n __extends(CommaExpr, _super);\n function CommaExpr(parts, sourceSpan) {\n var _this = _super.call(this, parts[parts.length - 1].type, sourceSpan) || this;\n _this.parts = parts;\n return _this;\n }\n CommaExpr.prototype.isEquivalent = function (e) {\n return e instanceof CommaExpr && areAllEquivalent(this.parts, e.parts);\n };\n CommaExpr.prototype.isConstant = function () { return false; };\n CommaExpr.prototype.visitExpression = function (visitor, context) {\n return visitor.visitCommaExpr(this, context);\n };\n return CommaExpr;\n}(Expression));\nvar THIS_EXPR = new ReadVarExpr(BuiltinVar.This, null, null);\nvar SUPER_EXPR = new ReadVarExpr(BuiltinVar.Super, null, null);\nvar CATCH_ERROR_VAR = new ReadVarExpr(BuiltinVar.CatchError, null, null);\nvar CATCH_STACK_VAR = new ReadVarExpr(BuiltinVar.CatchStack, null, null);\nvar NULL_EXPR = new LiteralExpr(null, null, null);\nvar TYPED_NULL_EXPR = new LiteralExpr(null, INFERRED_TYPE, null);\n//// Statements\nvar StmtModifier;\n(function (StmtModifier) {\n StmtModifier[StmtModifier[\"Final\"] = 0] = \"Final\";\n StmtModifier[StmtModifier[\"Private\"] = 1] = \"Private\";\n StmtModifier[StmtModifier[\"Exported\"] = 2] = \"Exported\";\n StmtModifier[StmtModifier[\"Static\"] = 3] = \"Static\";\n})(StmtModifier || (StmtModifier = {}));\nvar Statement = /** @class */ (function () {\n function Statement(modifiers, sourceSpan) {\n this.modifiers = modifiers || [];\n this.sourceSpan = sourceSpan || null;\n }\n Statement.prototype.hasModifier = function (modifier) { return this.modifiers.indexOf(modifier) !== -1; };\n return Statement;\n}());\nvar DeclareVarStmt = /** @class */ (function (_super) {\n __extends(DeclareVarStmt, _super);\n function DeclareVarStmt(name, value, type, modifiers, sourceSpan) {\n if (modifiers === void 0) { modifiers = null; }\n var _this = _super.call(this, modifiers, sourceSpan) || this;\n _this.name = name;\n _this.value = value;\n _this.type = type || (value && value.type) || null;\n return _this;\n }\n DeclareVarStmt.prototype.isEquivalent = function (stmt) {\n return stmt instanceof DeclareVarStmt && this.name === stmt.name &&\n (this.value ? !!stmt.value && this.value.isEquivalent(stmt.value) : !stmt.value);\n };\n DeclareVarStmt.prototype.visitStatement = function (visitor, context) {\n return visitor.visitDeclareVarStmt(this, context);\n };\n return DeclareVarStmt;\n}(Statement));\nvar DeclareFunctionStmt = /** @class */ (function (_super) {\n __extends(DeclareFunctionStmt, _super);\n function DeclareFunctionStmt(name, params, statements, type, modifiers, sourceSpan) {\n if (modifiers === void 0) { modifiers = null; }\n var _this = _super.call(this, modifiers, sourceSpan) || this;\n _this.name = name;\n _this.params = params;\n _this.statements = statements;\n _this.type = type || null;\n return _this;\n }\n DeclareFunctionStmt.prototype.isEquivalent = function (stmt) {\n return stmt instanceof DeclareFunctionStmt && areAllEquivalent(this.params, stmt.params) &&\n areAllEquivalent(this.statements, stmt.statements);\n };\n DeclareFunctionStmt.prototype.visitStatement = function (visitor, context) {\n return visitor.visitDeclareFunctionStmt(this, context);\n };\n return DeclareFunctionStmt;\n}(Statement));\nvar ExpressionStatement = /** @class */ (function (_super) {\n __extends(ExpressionStatement, _super);\n function ExpressionStatement(expr, sourceSpan) {\n var _this = _super.call(this, null, sourceSpan) || this;\n _this.expr = expr;\n return _this;\n }\n ExpressionStatement.prototype.isEquivalent = function (stmt) {\n return stmt instanceof ExpressionStatement && this.expr.isEquivalent(stmt.expr);\n };\n ExpressionStatement.prototype.visitStatement = function (visitor,

context) {\n return visitor.visitExpressionStmt(this, context);\n };\n return ExpressionStatement;\n}(Statement));\nvar ReturnStatement = /** @class */ (function (_super) {\n __extends(ReturnStatement, _super);\n function ReturnStatement(value, sourceSpan) {\n var _this = _super.call(this, null, sourceSpan) || this;\n _this.value = value;\n return _this;\n }\n ReturnStatement.prototype.isEquivalent = function (stmt) {\n return stmt instanceof ReturnStatement && this.value.isEquivalent(stmt.value);\n };\n ReturnStatement.prototype.visitStatement = function (visitor, context) {\n return visitor.visitReturnStmt(this, context);\n };\n return ReturnStatement;\n}(Statement));\nvar AbstractClassPart = /** @class */ (function () {\n function AbstractClassPart(type, modifiers) {\n this.modifiers = modifiers;\n if (!modifiers) {\n this.modifiers = [];\n }\n this.type = type || null;\n }\n AbstractClassPart.prototype.hasModifier = function (modifier) { return this.modifiers.indexOf(modifier) !== -1; };\n return AbstractClassPart;\n}());\nvar ClassField = /** @class */ (function (_super) {\n __extends(ClassField, _super);\n function ClassField(name, type, modifiers, initializer) {\n if (modifiers === void 0) { modifiers = null; }\n var _this = _super.call(this, type, modifiers) || this;\n _this.name = name;\n _this.initializer = initializer;\n return _this;\n }\n ClassField.prototype.isEquivalent = function (f) { return this.name === f.name; };\n return ClassField;\n}(AbstractClassPart));\nvar ClassMethod = /** @class */ (function (_super) {\n __extends(ClassMethod, _super);\n function ClassMethod(name, params, body, type, modifiers) {\n if (modifiers === void 0) { modifiers = null; }\n var _this = _super.call(this, type, modifiers) || this;\n _this.name = name;\n _this.params = params;\n _this.body = body;\n return _this;\n }\n ClassMethod.prototype.isEquivalent = function (m) {\n return this.name === m.name && areAllEquivalent(this.body, m.body);\n };\n return ClassMethod;\n}(AbstractClassPart));\nvar ClassGetter = /** @class */ (function (_super) {\n __extends(ClassGetter, _super);\n function ClassGetter(name, body, type, modifiers) {\n if (modifiers === void 0) { modifiers = null; }\n var _this = _super.call(this, type, modifiers) || this;\n _this.name = name;\n _this.body = body;\n return _this;\n }\n ClassGetter.prototype.isEquivalent = function (m) {\n return this.name === m.name && areAllEquivalent(this.body, m.body);\n };\n return ClassGetter;\n}(AbstractClassPart));\nvar ClassStmt = /** @class */ (function (_super) {\n __extends(ClassStmt, _super);\n function ClassStmt(name, parent, fields, getters, constructorMethod, methods, modifiers, sourceSpan) {\n if (modifiers === void 0) { modifiers = null; }\n var _this = _super.call(this, modifiers, sourceSpan) || this;\n _this.name = name;\n _this.parent = parent;\n _this.fields = fields;\n _this.getters = getters;\n _this.constructorMethod = constructorMethod;\n _this.methods = methods;\n return _this;\n }\n ClassStmt.prototype.isEquivalent = function (stmt) {\n return stmt instanceof ClassStmt && this.name === stmt.name &&\n nullSafeIsEquivalent(this.parent, stmt.parent) &&\n areAllEquivalent(this.fields, stmt.fields) &&\n areAllEquivalent(this.getters, stmt.getters) &&\n this.constructorMethod.isEquivalent(stmt.constructorMethod) &&\n areAllEquivalent(this.methods, stmt.methods);\n };\n ClassStmt.prototype.visitStatement = function (visitor, context) {\n return visitor.visitDeclareClassStmt(this, context);\n };\n return ClassStmt;\n}(Statement));\nvar IfStmt = /** @class */ (function (_super) {\n __extends(IfStmt, _super);\n function IfStmt(condition, trueCase, falseCase, sourceSpan) {\n if (falseCase === void 0) { falseCase = []; }\n var _this = _super.call(this, null, sourceSpan) || this;\n _this.condition = condition;\n _this.trueCase = trueCase;\n _this.falseCase = falseCase;\n return _this;\n }\n IfStmt.prototype.isEquivalent = function (stmt) {\n return stmt instanceof IfStmt && this.condition.isEquivalent(stmt.condition) &&\n areAllEquivalent(this.trueCase, stmt.trueCase) &&\n areAllEquivalent(this.falseCase, stmt.falseCase);\n };\n IfStmt.prototype.visitStatement = function (visitor, context) {\n return visitor.visitIfStmt(this, context);\n };\n return IfStmt;\n}(Statement));\nvar CommentStmt = /** @class */ (function (_super) {\n __extends(CommentStmt, _super);\n function CommentStmt(comment, multiline, sourceSpan) {\n if (multiline === void 0) { multiline = false; }\n var _this = _super.call(this, null, sourceSpan) || this;\n _this.comment = comment;\n _this.multiline = multiline;\n return _this;\n }\n CommentStmt.prototype.isEquivalent = function (stmt) { return stmt

instanceof CommentStmt; };\n CommentStmt.prototype.visitStatement = function (visitor, context) {\n return visitor.visitCommentStmt(this, context);\n };\n return CommentStmt;\n}(Statement));\nvar JSDocCommentStmt = /** @class */ (function (_super) {\n __extends(JSDocCommentStmt, _super);\n function JSDocCommentStmt(tags, sourceSpan) {\n if (tags === void 0) { tags = []; }\n var _this = _super.call(this, null, sourceSpan) || this;\n _this.tags = tags;\n return _this;\n }\n JSDocCommentStmt.prototype.isEquivalent = function (stmt) {\n return stmt instanceof JSDocCommentStmt && this.toString() === stmt.toString();\n };\n JSDocCommentStmt.prototype.visitStatement = function (visitor, context) {\n return visitor.visitJSDocCommentStmt(this, context);\n };\n JSDocCommentStmt.prototype.toString = function () { return serializeTags(this.tags); };\n return JSDocCommentStmt;\n}(Statement));\nvar TryCatchStmt = /** @class */ (function (_super) {\n __extends(TryCatchStmt, _super);\n function TryCatchStmt(bodyStmts, catchStmts, sourceSpan) {\n var _this = _super.call(this, null, sourceSpan) || this;\n _this.bodyStmts = bodyStmts;\n _this.catchStmts = catchStmts;\n return _this;\n }\n TryCatchStmt.prototype.isEquivalent = function (stmt) {\n return stmt instanceof TryCatchStmt && areAllEquivalent(this.bodyStmts, stmt.bodyStmts) &&\n areAllEquivalent(this.catchStmts, stmt.catchStmts);\n };\n TryCatchStmt.prototype.visitStatement = function (visitor, context) {\n return visitor.visitTryCatchStmt(this, context);\n };\n return TryCatchStmt;\n}(Statement));\nvar ThrowStmt = /** @class */ (function (_super) {\n __extends(ThrowStmt, _super);\n function ThrowStmt(error, sourceSpan) {\n var _this = _super.call(this, null, sourceSpan) || this;\n _this.error = error;\n return _this;\n }\n ThrowStmt.prototype.isEquivalent = function (stmt) {\n return stmt instanceof TryCatchStmt && this.error.isEquivalent(stmt.error);\n };\n ThrowStmt.prototype.visitStatement = function (visitor, context) {\n return visitor.visitThrowStmt(this, context);\n };\n return ThrowStmt;\n}(Statement));\nvar AstTransformer = /** @class */ (function () {\n function AstTransformer() {\n }\n AstTransformer.prototype.transformExpr = function (expr, context) { return expr; };\n AstTransformer.prototype.transformStmt = function (stmt, context) { return stmt; };\n AstTransformer.prototype.visitReadVarExpr = function (ast, context) { return this.transformExpr(ast, context); };\n AstTransformer.prototype.visitWrappedNodeExpr = function (ast, context) {\n return this.transformExpr(ast, context);\n };\n AstTransformer.prototype.visitTypeofExpr = function (expr, context) {\n return this.transformExpr(new TypeofExpr(expr.expr.visitExpression(this, context), expr.type, expr.sourceSpan), context);\n };\n AstTransformer.prototype.visitWriteVarExpr = function (expr, context) {\n return this.transformExpr(new WriteVarExpr(expr.name, expr.value.visitExpression(this, context), expr.type, expr.sourceSpan), context);\n };\n AstTransformer.prototype.visitWriteKeyExpr = function (expr, context) {\n return this.transformExpr(new WriteKeyExpr(expr.receiver.visitExpression(this, context), expr.index.visitExpression(this, context), expr.value.visitExpression(this, context), expr.type, expr.sourceSpan), context);\n };\n AstTransformer.prototype.visitWritePropExpr = function (expr, context) {\n return this.transformExpr(new WritePropExpr(expr.receiver.visitExpression(this, context), expr.name, expr.value.visitExpression(this, context), expr.type, expr.sourceSpan), context);\n };\n AstTransformer.prototype.visitInvokeMethodExpr = function (ast, context) {\n var method = ast.builtin || ast.name;\n return this.transformExpr(new InvokeMethodExpr(ast.receiver.visitExpression(this, context), method, this.visitAllExpressions(ast.args, context), ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitInvokeFunctionExpr = function (ast, context) {\n return this.transformExpr(new InvokeFunctionExpr(ast.fn.visitExpression(this, context), this.visitAllExpressions(ast.args, context), ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitInstantiateExpr = function (ast, context) {\n return this.transformExpr(new InstantiateExpr(ast.classExpr.visitExpression(this, context), this.visitAllExpressions(ast.args, context), ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitLiteralExpr = function (ast, context) { return this.transformExpr(ast, context); };\n AstTransformer.prototype.visitExternalExpr = function (ast, context) {\n return this.transformExpr(ast, context);\n };\n AstTransformer.prototype.visitConditionalExpr = function (ast, context) {\n return this.transformExpr(new ConditionalExpr(ast.condition.visitExpression(this, context),

ast.trueCase.visitExpression(this, context), ast.falseCase.visitExpression(this, context), ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitNotExpr = function (ast, context) {\n return this.transformExpr(new NotExpr(ast.condition.visitExpression(this, context), ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitAssertNotNullExpr = function (ast, context) {\n return this.transformExpr(new AssertNotNull(ast.condition.visitExpression(this, context), ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitCastExpr = function (ast, context) {\n return this.transformExpr(new CastExpr(ast.value.visitExpression(this, context), ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitFunctionExpr = function (ast, context) {\n return this.transformExpr(new FunctionExpr(ast.params, this.visitAllStatements(ast.statements, context), ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitBinaryOperatorExpr = function (ast, context) {\n return this.transformExpr(new BinaryOperatorExpr(ast.operator, ast.lhs.visitExpression(this, context), ast.rhs.visitExpression(this, context), ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitReadPropExpr = function (ast, context) {\n return this.transformExpr(new ReadPropExpr(ast.receiver.visitExpression(this, context), ast.name, ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitReadKeyExpr = function (ast, context) {\n return this.transformExpr(new ReadKeyExpr(ast.receiver.visitExpression(this, context), ast.index.visitExpression(this, context), ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitLiteralArrayExpr = function (ast, context) {\n return this.transformExpr(new LiteralArrayExpr(this.visitAllExpressions(ast.entries, context), ast.type, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitLiteralMapExpr = function (ast, context) {\n var _this = this;\n var entries = ast.entries.map(function (entry) { return new LiteralMapEntry(entry.key, entry.value.visitExpression(_this, context), entry.quoted); });\n var mapType = new MapType(ast.valueType, null);\n return this.transformExpr(new LiteralMapExpr(entries, mapType, ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitCommaExpr = function (ast, context) {\n return this.transformExpr(new CommaExpr(this.visitAllExpressions(ast.parts, context), ast.sourceSpan), context);\n };\n AstTransformer.prototype.visitAllExpressions = function (exprs, context) {\n var _this = this;\n return exprs.map(function (expr) { return expr.visitExpression(_this, context); });\n };\n AstTransformer.prototype.visitDeclareVarStmt = function (stmt, context) {\n var value = stmt.value && stmt.value.visitExpression(this, context);\n return this.transformStmt(new DeclareVarStmt(stmt.name, value, stmt.type, stmt.modifiers, stmt.sourceSpan), context);\n };\n AstTransformer.prototype.visitDeclareFunctionStmt = function (stmt, context) {\n return this.transformStmt(new DeclareFunctionStmt(stmt.name, stmt.params, this.visitAllStatements(stmt.statements, context), stmt.type, stmt.modifiers, stmt.sourceSpan), context);\n };\n AstTransformer.prototype.visitExpressionStmt = function (stmt, context) {\n return this.transformStmt(new ExpressionStatement(stmt.expr.visitExpression(this, context), stmt.sourceSpan), context);\n };\n AstTransformer.prototype.visitReturnStmt = function (stmt, context) {\n return this.transformStmt(new ReturnStatement(stmt.value.visitExpression(this, context), stmt.sourceSpan), context);\n };\n AstTransformer.prototype.visitDeclareClassStmt = function (stmt, context) {\n var _this = this;\n var parent = stmt.parent.visitExpression(this, context);\n var getters = stmt.getters.map(function (getter) { return new ClassGetter(getter.name, _this.visitAllStatements(getter.body, context), getter.type, getter.modifiers); });\n var ctorMethod = stmt.constructorMethod &&\n new ClassMethod(stmt.constructorMethod.name, stmt.constructorMethod.params, this.visitAllStatements(stmt.constructorMethod.body, context), stmt.constructorMethod.type, stmt.constructorMethod.modifiers);\n var methods = stmt.methods.map(function (method) { return new ClassMethod(method.name, method.params, _this.visitAllStatements(method.body, context), method.type, method.modifiers); });\n return this.transformStmt(new ClassStmt(stmt.name, parent, stmt.fields, getters, ctorMethod, methods, stmt.modifiers, stmt.sourceSpan), context);\n };\n AstTransformer.prototype.visitIfStmt = function (stmt, context) {\n return this.transformStmt(new IfStmt(stmt.condition.visitExpression(this, context), this.visitAllStatements(stmt.trueCase, context), this.visitAllStatements(stmt.falseCase, context), stmt.sourceSpan), context);\n };\n AstTransformer.prototype.visitTryCatchStmt = function (stmt, context) {\n return this.transformStmt(new

TryCatchStmt(this.visitAllStatements(stmt.bodyStmts, context), this.visitAllStatements(stmt.catchStmts, context), stmt.sourceSpan), context);\n };\n AstTransformer.prototype.visitThrowStmt = function (stmt, context) {\n return this.transformStmt(new ThrowStmt(stmt.error.visitExpression(this, context), stmt.sourceSpan), context);\n };\n AstTransformer.prototype.visitCommentStmt = function (stmt, context) {\n return this.transformStmt(stmt, context);\n };\n AstTransformer.prototype.visitJSDocCommentStmt = function (stmt, context) {\n return this.transformStmt(stmt, context);\n };\n AstTransformer.prototype.visitAllStatements = function (stmts, context) {\n var _this = this;\n return stmts.map(function (stmt) { return stmt.visitStatement(_this, context); });\n };\n return AstTransformer;\n}());\nvar RecursiveAstVisitor = /** @class */ (function () {\n function RecursiveAstVisitor() {\n }\n RecursiveAstVisitor.prototype.visitType = function (ast, context) { return ast; };\n RecursiveAstVisitor.prototype.visitExpression = function (ast, context) {\n if (ast.type) {\n ast.type.visitType(this, context);\n }\n return ast;\n };\n RecursiveAstVisitor.prototype.visitBuiltinType = function (type, context) { return this.visitType(type, context); };\n RecursiveAstVisitor.prototype.visitExpressionType = function (type, context) {\n var _this = this;\n type.value.visitExpression(this, context);\n if (type.typeParams !== null) {\n type.typeParams.forEach(function (param) { return _this.visitType(param, context); });\n }\n return this.visitType(type, context);\n };\n RecursiveAstVisitor.prototype.visitArrayType = function (type, context) { return this.visitType(type, context); };\n RecursiveAstVisitor.prototype.visitMapType = function (type, context) { return this.visitType(type, context); };\n RecursiveAstVisitor.prototype.visitWrappedNodeExpr = function (ast, context) { return ast; };\n RecursiveAstVisitor.prototype.visitTypeofExpr = function (ast, context) { return this.visitExpression(ast, context); };\n RecursiveAstVisitor.prototype.visitReadVarExpr = function (ast, context) {\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitWriteVarExpr = function (ast, context) {\n ast.value.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitWriteKeyExpr = function (ast, context) {\n ast.receiver.visitExpression(this, context);\n ast.index.visitExpression(this, context);\n ast.value.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitWritePropExpr = function (ast, context) {\n ast.receiver.visitExpression(this, context);\n ast.value.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitInvokeMethodExpr = function (ast, context) {\n ast.receiver.visitExpression(this, context);\n this.visitAllExpressions(ast.args, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitInvokeFunctionExpr = function (ast, context) {\n ast.fn.visitExpression(this, context);\n this.visitAllExpressions(ast.args, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitInstantiateExpr = function (ast, context) {\n ast.classExpr.visitExpression(this, context);\n this.visitAllExpressions(ast.args, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitLiteralExpr = function (ast, context) {\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitExternalExpr = function (ast, context) {\n var _this = this;\n if (ast.typeParams) {\n ast.typeParams.forEach(function (type) { return type.visitType(_this, context); });\n }\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitConditionalExpr = function (ast, context) {\n ast.condition.visitExpression(this, context);\n ast.trueCase.visitExpression(this, context);\n ast.falseCase.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitNotExpr = function (ast, context) {\n ast.condition.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitAssertNotNullExpr = function (ast, context) {\n ast.condition.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitCastExpr = function (ast, context) {\n ast.value.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitFunctionExpr = function (ast, context) {\n this.visitAllStatements(ast.statements, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitBinaryOperatorExpr = function (ast,

context) {\n ast.lhs.visitExpression(this, context);\n ast.rhs.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitReadPropExpr = function (ast, context) {\n ast.receiver.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitReadKeyExpr = function (ast, context) {\n ast.receiver.visitExpression(this, context);\n ast.index.visitExpression(this, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitLiteralArrayExpr = function (ast, context) {\n this.visitAllExpressions(ast.entries, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitLiteralMapExpr = function (ast, context) {\n var _this = this;\n ast.entries.forEach(function (entry) { return entry.value.visitExpression(_this, context); });\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitCommaExpr = function (ast, context) {\n this.visitAllExpressions(ast.parts, context);\n return this.visitExpression(ast, context);\n };\n RecursiveAstVisitor.prototype.visitAllExpressions = function (exprs, context) {\n var _this = this;\n exprs.forEach(function (expr) { return expr.visitExpression(_this, context); });\n };\n RecursiveAstVisitor.prototype.visitDeclareVarStmt = function (stmt, context) {\n if (stmt.value) {\n stmt.value.visitExpression(this, context);\n }\n if (stmt.type) {\n stmt.type.visitType(this, context);\n }\n return stmt;\n };\n RecursiveAstVisitor.prototype.visitDeclareFunctionStmt = function (stmt, context) {\n this.visitAllStatements(stmt.statements, context);\n if (stmt.type) {\n stmt.type.visitType(this, context);\n }\n return stmt;\n };\n RecursiveAstVisitor.prototype.visitExpressionStmt = function (stmt, context) {\n stmt.expr.visitExpression(this, context);\n return stmt;\n };\n RecursiveAstVisitor.prototype.visitReturnStmt = function (stmt, context) {\n stmt.value.visitExpression(this, context);\n return stmt;\n };\n RecursiveAstVisitor.prototype.visitDeclareClassStmt = function (stmt, context) {\n var _this = this;\n stmt.parent.visitExpression(this, context);\n stmt.getters.forEach(function (getter) { return _this.visitAllStatements(getter.body, context); });\n if (stmt.constructorMethod) {\n this.visitAllStatements(stmt.constructorMethod.body, context);\n }\n stmt.methods.forEach(function (method) { return _this.visitAllStatements(method.body, context); });\n return stmt;\n };\n RecursiveAstVisitor.prototype.visitIfStmt = function (stmt, context) {\n stmt.condition.visitExpression(this, context);\n this.visitAllStatements(stmt.trueCase, context);\n this.visitAllStatements(stmt.falseCase, context);\n return stmt;\n };\n RecursiveAstVisitor.prototype.visitTryCatchStmt = function (stmt, context) {\n this.visitAllStatements(stmt.bodyStmts, context);\n this.visitAllStatements(stmt.catchStmts, context);\n return stmt;\n };\n RecursiveAstVisitor.prototype.visitThrowStmt = function (stmt, context) {\n stmt.error.visitExpression(this, context);\n return stmt;\n };\n RecursiveAstVisitor.prototype.visitCommentStmt = function (stmt, context) { return stmt; };\n RecursiveAstVisitor.prototype.visitJSDocCommentStmt = function (stmt, context) { return stmt; };\n RecursiveAstVisitor.prototype.visitAllStatements = function (stmts, context) {\n var _this = this;\n stmts.forEach(function (stmt) { return stmt.visitStatement(_this, context); });\n };\n return RecursiveAstVisitor;\n}());\nfunction findReadVarNames(stmts) {\n var visitor = new _ReadVarVisitor();\n visitor.visitAllStatements(stmts, null);\n return visitor.varNames;\n}\nvar _ReadVarVisitor = /** @class */ (function (_super) {\n __extends(_ReadVarVisitor, _super);\n function _ReadVarVisitor() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.varNames = new Set();\n return _this;\n }\n _ReadVarVisitor.prototype.visitDeclareFunctionStmt = function (stmt, context) {\n // Don't descend into nested functions\n return stmt;\n };\n _ReadVarVisitor.prototype.visitDeclareClassStmt = function (stmt, context) {\n // Don't descend into nested classes\n return stmt;\n };\n _ReadVarVisitor.prototype.visitReadVarExpr = function (ast, context) {\n if (ast.name) {\n this.varNames.add(ast.name);\n }\n return null;\n };\n return _ReadVarVisitor;\n}(RecursiveAstVisitor));\nfunction collectExternalReferences(stmts) {\n var visitor = new _FindExternalReferencesVisitor();\n visitor.visitAllStatements(stmts, null);\n return visitor.externalReferences;\n}\nvar _FindExternalReferencesVisitor = /** @class */ (function (_super) {\n

__extends(_FindExternalReferencesVisitor, _super);\n   function _FindExternalReferencesVisitor() {\n   var _this = _super !== null && _super.apply(this, arguments) || this;\n   _this.externalReferences = [];\n   return _this;\n   }\n   _FindExternalReferencesVisitor.prototype.visitExternalExpr = function (e, context) {\n   this.externalReferences.push(e.value);\n   return _super.prototype.visitExternalExpr.call(this, e, context);\n   };\n   return _FindExternalReferencesVisitor;\n}(RecursiveAstVisitor));\nfunction applySourceSpanToStatementIfNeeded(stmt, sourceSpan) {\n   if (!sourceSpan) {\n   return stmt;\n   }\n   var transformer = new _ApplySourceSpanTransformer(sourceSpan);\n   return stmt.visitStatement(transformer, null);\n}\nfunction applySourceSpanToExpressionIfNeeded(expr, sourceSpan) {\n   if (!sourceSpan) {\n   return expr;\n   }\n   var transformer = new _ApplySourceSpanTransformer(sourceSpan);\n   return expr.visitExpression(transformer, null);\n}\nvar _ApplySourceSpanTransformer = /** @class */ (function (_super) {\n   __extends(_ApplySourceSpanTransformer, _super);\n   function _ApplySourceSpanTransformer(sourceSpan) {\n   var _this = _super.call(this) || this;\n   _this.sourceSpan = sourceSpan;\n   return _this;\n   }\n   _ApplySourceSpanTransformer.prototype._clone = function (obj) {\n   var clone = Object.create(obj.constructor.prototype);\n   for (var prop in obj) {\n   clone[prop] = obj[prop];\n   }\n   return clone;\n   };\n   _ApplySourceSpanTransformer.prototype.transformExpr = function (expr, context) {\n   if (!expr.sourceSpan) {\n   expr = this._clone(expr);\n   expr.sourceSpan = this.sourceSpan;\n   }\n   return expr;\n   };\n   _ApplySourceSpanTransformer.prototype.transformStmt = function (stmt, context) {\n   if (!stmt.sourceSpan) {\n   stmt = this._clone(stmt);\n   stmt.sourceSpan = this.sourceSpan;\n   }\n   return stmt;\n   };\n   return _ApplySourceSpanTransformer;\n}(AstTransformer));\nfunction variable(name, type, sourceSpan) {\n   return new ReadVarExpr(name, type, sourceSpan);\n}\nfunction importExpr(id, typeParams, sourceSpan) {\n   if (typeParams === void 0) { typeParams = null; }\n   return new ExternalExpr(id, null, typeParams, sourceSpan);\n}\nfunction importType(id, typeParams, typeModifiers) {\n   if (typeParams === void 0) { typeParams = null; }\n   if (typeModifiers === void 0) { typeModifiers = null; }\n   return id != null ? expressionType(importExpr(id, typeParams, null), typeModifiers) : null;\n}\nfunction expressionType(expr, typeModifiers, typeParams) {\n   if (typeModifiers === void 0) { typeModifiers = null; }\n   if (typeParams === void 0) { typeParams = null; }\n   return new ExpressionType(expr, typeModifiers, typeParams);\n}\nfunction typeofExpr(expr) {\n   return new TypeofExpr(expr);\n}\nfunction literalArr(values, type, sourceSpan) {\n   return new LiteralArrayExpr(values, type, sourceSpan);\n}\nfunction literalMap(values, type) {\n   if (type === void 0) { type = null; }\n   return new LiteralMapExpr(values.map(function (e) { return new LiteralMapEntry(e.key, e.value, e.quoted); }), type, null);\n}\nfunction not(expr, sourceSpan) {\n   return new NotExpr(expr, sourceSpan);\n}\nfunction assertNotNull(expr, sourceSpan) {\n   return new AssertNotNull(expr, sourceSpan);\n}\nfunction fn(params, body, type, sourceSpan, name) {\n   return new FunctionExpr(params, body, type, sourceSpan, name);\n}\nfunction ifStmt(condition, thenClause, elseClause) {\n   return new IfStmt(condition, thenClause, elseClause);\n}\nfunction literal(value, type, sourceSpan) {\n   return new LiteralExpr(value, type, sourceSpan);\n}\nfunction isNull(exp) {\n   return exp instanceof LiteralExpr && exp.value === null;\n}\n/*\n * Serializes a `Tag` into a string.\n * Returns a string like \" @foo {bar} baz\" (note the leading whitespace before `@foo`).\n */\nfunction tagToString(tag) {\n   var out = '';\n   if (tag.tagName) {\n   out += \" @\" + tag.tagName;\n   }\n   if (tag.text) {\n   if (tag.text.match(/\\/*|*\\//)) {\n   throw new Error('JSDoc text cannot contain \"/*\" and \"*/\"');\n   }\n   out += ' ' + tag.text.replace(/@/g, '\\\\@');\n   }\n   return out;\n}\nfunction serializeTags(tags) {\n   var e_1, _a;\n   if (tags.length === 0)\n   return '';\n   var out = '*\\n';\n   try {\n   for (var tags_1 = __values(tags), tags_1_1 = tags_1.next(); !tags_1_1.done; tags_1_1 = tags_1.next()) {\n   var tag = tags_1_1.value;\n   out += ' *';\n   // If the tagToString is multi-line, insert \" * \" prefixes on subsequent lines.\n   out += tagToString(tag).replace(/\\n/g, '\\n * ');\n   out += '\\n';\n   }\n   }\n   catch (e_1_1) { e_1 = { error: e_1_1 }; }\n   finally {\n   try {\n   if (tags_1_1 && !tags_1_1.done && (_a = tags_1.return)) _a.call(tags_1);\n   }\n   finally { if (e_1) throw e_1.error; }\n   }\n   out += ' ';\n   return out;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/** I18n separators for metadata **/\nvar I18N_MEANING_SEPARATOR = '|';\nvar

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I18N_ID_SEPARATOR = '@@';\n/** Name of the i18n attributes **/\nvar I18N_ATTR = 'i18n';\nvar
I18N_ATTR_PREFIX = 'i18n-';\n/** Placeholder wrapper for i18n expressions **/\nvar
I18N_PLACEHOLDER_SYMBOL = '';\n// Parse i18n metas like:\n// - \"@@id\",\n// - \"description[@@id]\",\n// -
\"meaning|description[@@id]\"\nfunction parseI18nMeta(meta) {\n    var _a, _b;\n    var id;\n    var meaning;\n
var description;\n    if (meta) {\n        var idIndex = meta.indexOf(I18N_ID_SEPARATOR);\n        var descIndex =
meta.indexOf(I18N_MEANING_SEPARATOR);\n        var meaningAndDesc = void 0;\n        _a = __read((idIndex
> -1) ? [meta.slice(0, idIndex), meta.slice(idIndex + 2)] : [meta, ''], 2), meaningAndDesc = _a[0], id = _a[1];\n
_b = __read((descIndex > -1) ?\n            [meaningAndDesc.slice(0, descIndex), meaningAndDesc.slice(descIndex +
1)] :\n            ['', meaningAndDesc], 2), meaning = _b[0], description = _b[1];\n    }\n    return { id: id, meaning:
meaning, description: description };\n}\nfunction isI18NAttribute(name) {\n    return name === I18N_ATTR ||
name.startsWith(I18N_ATTR_PREFIX);\n}\nfunction wrapI18nPlaceholder(content, contextId) {\n    if (contextId
=== void 0) { contextId = 0; }\n    var blockId = contextId > 0 ? \":\" + contextId : '';\n    return \"\" +
I18N_PLACEHOLDER_SYMBOL + content + blockId + I18N_PLACEHOLDER_SYMBOL;\n}\nfunction
assembleI18nBoundString(strings, bindingStartIndex, contextId) {\n    if (bindingStartIndex === void 0) {
bindingStartIndex = 0; }\n    if (contextId === void 0) { contextId = 0; }\n    if (!strings.length)\n        return '';\n
var acc = '';\n    var lastIdx = strings.length - 1;\n    for (var i = 0; i < lastIdx; i++) {\n        acc += \"\" + strings[i] +
wrapI18nPlaceholder(bindingStartIndex + i, contextId);\n    }\n    acc += strings[lastIdx];\n    return
acc;\n}\nfunction getSeqNumberGenerator(startsAt) {\n    if (startsAt === void 0) { startsAt = 0; }\n    var current =
startsAt;\n    return function () { return current++; };\n}\n/**\n * I18nContext is a helper class which keeps track of
all i18n-related aspects\n * (accumulates content, bindings, etc) between i18nStart and i18nEnd instructions.\n *\n *
When we enter a nested template, the top-level context is being passed down\n * to the nested component, which
uses this context to generate a child instance\n * of I18nContext class (to handle nested template) and at the end,
reconciles it back\n * with the parent context.\n */\nvar I18nContext = /** @class */ (function () {\n    function
I18nContext(index, templateIndex, ref, level, uniqueIdGen) {\n        if (level === void 0) { level = 0; }\n
this.index = index;\n        this.templateIndex = templateIndex;\n        this.ref = ref;\n        this.level = level;\n
this.uniqueIdGen = uniqueIdGen;\n        this.content = '';\n        this.bindings = new Set();\n        this.uniqueIdGen =
uniqueIdGen || getSeqNumberGenerator();\n        this.id = this.uniqueIdGen();\n    }\n    I18nContext.prototype.wrap
= function (symbol, elementIndex, contextId, closed) {\n        var state = closed ? '/' : '';\n        return
wrapI18nPlaceholder(\"\" + state + symbol + elementIndex, contextId);\n    };\n    I18nContext.prototype.append =
function (content) { this.content += content; };\n    I18nContext.prototype.genTemplatePattern = function
(contextId, templateId) {\n        return wrapI18nPlaceholder(\"tmpl:\" + contextId + \":\" + templateId);\n    };\n
I18nContext.prototype.getId = function () { return this.id; };\n    I18nContext.prototype.getRef = function () { return
this.ref; };\n    I18nContext.prototype.getIndex = function () { return this.index; };\n
I18nContext.prototype.getContent = function () { return this.content; };\n
I18nContext.prototype.getTemplateIndex = function () { return this.templateIndex; };\n
I18nContext.prototype.getBindings = function () { return this.bindings; };\n    I18nContext.prototype.appendBinding
= function (binding) { this.bindings.add(binding); };\n    I18nContext.prototype.isRoot = function () { return
this.level === 0; };\n    I18nContext.prototype.isResolved = function () {\n        var regex = new
RegExp(this.genTemplatePattern('\\\\d+', '\\\\d+'));\n        return !regex.test(this.content);\n    };\n
I18nContext.prototype.appendText = function (content) { this.append(content.trim()); };\n
I18nContext.prototype.appendTemplate = function (index) { this.append(this.genTemplatePattern(this.id, index));
};\n    I18nContext.prototype.appendElement = function (elementIndex, closed) {\n        this.append(this.wrap('#',
elementIndex, this.id, closed));\n    };\n    I18nContext.prototype.forkChildContext = function (index,
templateIndex) {\n        return new I18nContext(index, templateIndex, this.ref, this.level + 1, this.uniqueIdGen);\n
};\n    I18nContext.prototype.reconcileChildContext = function (context) {\n        var id = context.getId();\n        var
content = context.getContent();\n        var templateIndex = context.getTemplateIndex();\n        var pattern = new
RegExp(this.genTemplatePattern(this.id, templateIndex));\n        var replacement = \"\" + this.wrap('*',
templateIndex, id) + content + this.wrap('*', templateIndex, id, true);\n        this.content =
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this.content.replace(pattern, replacement);\n    };\n    return I18nContext;\n}());\n\n/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\nvar DASH_CASE_REGEXP = /-+([a-z0-
9])/g;\nfunction dashCaseToCamelCase(input) {\n    return input.replace(DASH_CASE_REGEXP, function () {\n
  var m = [];\n        for (var _i = 0; _i < arguments.length; _i++) {\n            m[_i] = arguments[_i];\n        }\n
return m[1].toUpperCase();\n    });\n}\nfunction splitAtColon(input, defaultValues) {\n    return _splitAt(input, ':',
defaultValues);\n}\nfunction splitAtPeriod(input, defaultValues) {\n    return _splitAt(input, '.',
defaultValues);\n}\nfunction _splitAt(input, character, defaultValues) {\n    var characterIndex =
input.indexOf(character);\n    if (characterIndex == -1)\n        return defaultValues;\n    return [input.slice(0,
characterIndex).trim(), input.slice(characterIndex + 1).trim()];\n}\nfunction visitValue(value, visitor, context) {\n
if (Array.isArray(value)) {\n        return visitor.visitArray(value, context);\n    }\n    if (isStrictStringMap(value)) {\n
    return visitor.visitStringMap(value, context);\n    }\n    if (value == null || typeof value == 'string' || typeof value
== 'number' ||\n        typeof value == 'boolean') {\n        return visitor.visitPrimitive(value, context);\n    }\n    return
visitor.visitOther(value, context);\n}\nfunction isDefined(val) {\n    return val !== null && val !==
undefined;\n}\nfunction noUndefined(val) {\n    return val === undefined ? null : val;\n}\nvar ValueTransformer =
/** @class */ (function () {\n    function ValueTransformer() {\n    }\n    ValueTransformer.prototype.visitArray =
function (arr, context) {\n        var _this = this;\n        return arr.map(function (value) { return visitValue(value, _this,
context); });\n    };\n    ValueTransformer.prototype.visitStringMap = function (map, context) {\n        var _this =
this;\n        var result = {};\n        Object.keys(map).forEach(function (key) { result[key] = visitValue(map[key],
_this, context); });\n        return result;\n    };\n    ValueTransformer.prototype.visitPrimitive = function (value,
context) { return value; };\n    ValueTransformer.prototype.visitOther = function (value, context) { return value; };\n
  return ValueTransformer;\n}());\nvar SyncAsync = {\n    assertSync: function (value) {\n        if (isPromise(value))
{\n            throw new Error(\"Illegal state: value cannot be a promise\");\n        }\n        return value;\n    },\n    then:
function (value, cb) { return isPromise(value) ? value.then(cb) : cb(value); },\n    all: function (syncAsyncValues)
{\n        return syncAsyncValues.some(isPromise) ? Promise.all(syncAsyncValues) : syncAsyncValues;\n
}\n};\nfunction error(msg) {\n    throw new Error(\"Internal Error: \" + msg);\n}\nfunction syntaxError(msg,
parseErrors) {\n    var error = Error(msg);\n    error[ERROR_SYNTAX_ERROR] = true;\n    if (parseErrors)\n
error[ERROR_PARSE_ERRORS] = parseErrors;\n    return error;\n}\nvar ERROR_SYNTAX_ERROR =
'ngSyntaxError';\nvar ERROR_PARSE_ERRORS = 'ngParseErrors';\nfunction isSyntaxError(error) {\n    return
error[ERROR_SYNTAX_ERROR];\n}\nfunction getParseErrors(error) {\n    return
error[ERROR_PARSE_ERRORS] || [];\n}\n// Escape characters that have a special meaning in Regular
Expressions\nfunction escapeRegExp(s) {\n    return s.replace(/([.*+?^=!:${}()|[\\]\\/\\\\])/g, '\\\\$1');\n}\nvar
STRING_MAP_PROTO = Object.getPrototypeOf({});\nfunction isStrictStringMap(obj) {\n    return typeof obj ===
'object' && obj !== null && Object.getPrototypeOf(obj) === STRING_MAP_PROTO;\n}\nfunction
utf8Encode(str) {\n    var encoded = '';\n    for (var index = 0; index < str.length; index++) {\n        var codePoint =
str.charCodeAt(index);\n        // decode surrogate\n        // see https://mathiasbynens.be/notes/javascript-
encoding#surrogate-formulae\n        if (codePoint >= 0xd800 && codePoint <= 0xdbff && str.length > (index + 1))
{\n            var low = str.charCodeAt(index + 1);\n            if (low >= 0xdc00 && low <= 0xdfff) {\n
index++;\n                codePoint = ((codePoint - 0xd800) << 10) + low - 0xdc00 + 0x10000;\n            }\n        }\n
if (codePoint <= 0x7f) {\n            encoded += String.fromCharCode(codePoint);\n        }\n        else if (codePoint <=
0x7ff) {\n            encoded += String.fromCharCode(((codePoint >> 6) & 0x1F) | 0xc0, (codePoint & 0x3f) | 0x80);\n
      }\n        else if (codePoint <= 0xffff) {\n            encoded += String.fromCharCode((codePoint >> 12) | 0xe0,
((codePoint >> 6) & 0x3f) | 0x80, (codePoint & 0x3f) | 0x80);\n        }\n        else if (codePoint <= 0x1fffff) {\n
 encoded += String.fromCharCode(((codePoint >> 18) & 0x07) | 0xf0, ((codePoint >> 12) & 0x3f) | 0x80,
((codePoint >> 6) & 0x3f) | 0x80, (codePoint & 0x3f) | 0x80);\n        }\n    }\n    return encoded;\n}\nfunction
stringify(token) {\n    if (typeof token === 'string') {\n        return token;\n    }\n    if (token instanceof Array) {\n
return '[' + token.map(stringify).join(', ') + ']';\n    }\n    if (token == null) {\n        return '' + token;\n    }\n    if
(token.overriddenName) {\n        return \"\" + token.overriddenName;\n    }\n    if (token.name) {\n        return \"\" +
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token.name;\n   }\n   // WARNING: do not try to `JSON.stringify(token)` here\n   // see https://github.com/angular/angular/issues/23440\n   var res = token.toString();\n   if (res == null) {\n   return '' + res;\n   }\n   var newLineIndex = res.indexOf('\\n');\n   return newLineIndex === -1 ? res : res.substring(0, newLineIndex);\n}\n/**\n * Lazily retrieves the reference value from a forwardRef.\n */\nfunction resolveForwardRef(type) {\n   if (typeof type === 'function' && type.hasOwnProperty('__forward_ref__')) {\n   return type();\n   }\n   else {\n   return type;\n   }\n}\n/**\n * Determine if the argument is shaped like a Promise\n */\nfunction isPromise(obj) {\n   // allow any Promise/A+ compliant thenable.\n   // It's up to the caller to ensure that obj.then conforms to the spec\n   return !!obj && typeof obj.then === 'function';\n}\nvar Version = /** @class */ (function () {\n   function Version(full) {\n   this.full = full;\n   var splits = full.split('.');\n   this.major = splits[0];\n   this.minor = splits[1];\n   this.patch = splits.slice(2).join('.');\n   }\n   return Version;\n}());\nvar __window = typeof window !== 'undefined' && window;\nvar __self = typeof self !== 'undefined' && typeof WorkerGlobalScope !== 'undefined' &&\n   self instanceof WorkerGlobalScope && self;\nvar __global = typeof global !== 'undefined' && global;\n// Check __global first, because in Node tests both __global and __window may be defined and _global\n// should be __global in that case.\nvar _global = __global || __window || __self;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar CONSTANT_PREFIX = '_c';\n// Closure variables holding messages must be named `MSG_[A-Z0-9]+`\nvar TRANSLATION_PREFIX = 'MSG_';\n/**\n * Closure uses `goog.getMsg(message)` to lookup translations\n */\nvar GOOG_GET_MSG = 'goog.getMsg';\n/**\n * Context to use when producing a key.\n *\n * This ensures we see the constant not the reference variable when producing\n * a key.\n */\nvar KEY_CONTEXT = {};\n/**\n * A node that is a place-holder that allows the node to be replaced when the actual\n * node is known.\n *\n * This allows the constant pool to change an expression from a direct reference to\n * a constant to a shared constant. It returns a fix-up node that is later allowed to\n * change the referenced expression.\n */\nvar FixupExpression = /** @class */ (function (_super) {\n   __extends(FixupExpression, _super);\n   function FixupExpression(resolved) {\n   var _this = _super.call(this, resolved.type) || this;\n   _this.resolved = resolved;\n   _this.original = resolved;\n   return _this;\n   }\n   FixupExpression.prototype.visitExpression = function (visitor, context) {\n   if (context === KEY_CONTEXT) {\n   // When producing a key we want to traverse the constant not the\n   // variable used to refer to it.\n   return this.original.visitExpression(visitor, context);\n   }\n   else {\n   return this.resolved.visitExpression(visitor, context);\n   }\n   };\n   FixupExpression.prototype.isEquivalent = function (e) {\n   return e instanceof FixupExpression && this.resolved.isEquivalent(e.resolved);\n   };\n   FixupExpression.prototype.isConstant = function () { return true; };\n   FixupExpression.prototype.fixup = function (expression) {\n   this.resolved = expression;\n   this.shared = true;\n   };\n   return FixupExpression;\n}(Expression));\n/**\n * A constant pool allows a code emitter to share constant in an output context.\n *\n * The constant pool also supports sharing access to ivy definitions references.\n */\nvar ConstantPool = /** @class */ (function () {\n   function ConstantPool() {\n   this.statements = [];\n   this.translations = new Map();\n   this.deferredTranslations = new Map();\n   this.literals = new Map();\n   this.literalFactories = new Map();\n   this.injectorDefinitions = new Map();\n   this.directiveDefinitions = new Map();\n   this.componentDefinitions = new Map();\n   this.pipeDefinitions = new Map();\n   this.nextNameIndex = 0;\n   }\n   ConstantPool.prototype.getConstLiteral = function (literal$$1, forceShared) {\n   if (literal$$1 instanceof LiteralExpr || literal$$1 instanceof FixupExpression) {\n   // Do no put simple literals into the constant pool or try to produce a constant for a\n   // reference to a constant.\n   return literal$$1;\n   }\n   var key = this.keyOf(literal$$1);\n   var fixup = this.literals.get(key);\n   var newValue = false;\n   if (!fixup) {\n   fixup = new FixupExpression(literal$$1);\n   this.literals.set(key, fixup);\n   newValue = true;\n   }\n   if ((!newValue && !fixup.shared) || (newValue && forceShared)) {\n   // Replace the expression with a variable\n   var name_1 = this.freshName();\n   this.statements.push(variable(name_1).set(literal$$1).toDeclStmt(INFERRED_TYPE, [StmtModifier.Final]));\n   fixup.fixup(variable(name_1));\n   }\n   return fixup;\n   };\n

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ConstantPool.prototype.getDeferredTranslationConst = function (suffix) {\n        var index =
this.statements.push(new ExpressionStatement(NULL_EXPR)) - 1;\n        var variable$$1 =
variable(this.freshTranslationName(suffix));\n        this.deferredTranslations.set(variable$$1, index);\n        return
variable$$1;\n    };\n    ConstantPool.prototype.setDeferredTranslationConst = function (variable$$1, message) {\n
   var index = this.deferredTranslations.get(variable$$1);\n        this.statements[index] =
this.getTranslationDeclStmt(variable$$1, message);\n    };\n    ConstantPool.prototype.getTranslationDeclStmt =
function (variable$$1, message) {\n        var fnCall = variable(GOOG_GET_MSG).callFn([literal(message)]);\n
return variable$$1.set(fnCall).toDeclStmt(INFERRED_TYPE, [StmtModifier.Final]);\n    };\n
ConstantPool.prototype.appendTranslationMeta = function (meta) {\n        var parsedMeta = typeof meta ===
'string' ? parseI18nMeta(meta) : meta;\n        var docStmt = i18nMetaToDocStmt(parsedMeta);\n        if (docStmt)
{\n            this.statements.push(docStmt);\n        }\n    };\n    // Generates closure specific code for translation.\n
//\n    // ```\n    // /**\n    //  * @desc description?\n    //  * @meaning meaning?\n    //  */\n    // const MSG_XYZ =
goog.getMsg('message');\n    // ```\n    ConstantPool.prototype.getTranslation = function (message, meta, suffix) {\n
    var parsedMeta = parseI18nMeta(meta);\n        // The identity of an i18n message depends on the message and its
meaning\n        var key = parsedMeta.meaning ? message + \"\\0\\0\" + parsedMeta.meaning : message;\n        var
exp = this.translations.get(key);\n        if (exp) {\n            return exp;\n        }\n        var variable$$1 =
variable(this.freshTranslationName(suffix));\n        this.appendTranslationMeta(parsedMeta);\n
this.statements.push(this.getTranslationDeclStmt(variable$$1, message));\n        this.translations.set(key,
variable$$1);\n        return variable$$1;\n    };\n    ConstantPool.prototype.getDefinition = function (type, kind, ctx,
forceShared) {\n        if (forceShared === void 0) { forceShared = false; }\n        var definitions =
this.definitionsOf(kind);\n        var fixup = definitions.get(type);\n        var newValue = false;\n        if (!fixup) {\n
     var property = this.propertyNameOf(kind);\n            fixup = new
FixupExpression(ctx.importExpr(type).prop(property));\n            definitions.set(type, fixup);\n            newValue =
true;\n        }\n        if ((!newValue && !fixup.shared) || (newValue && forceShared)) {\n            var name_2 =
this.freshName();\n
this.statements.push(variable(name_2).set(fixup.resolved).toDeclStmt(INFERRED_TYPE,
[StmtModifier.Final]));\n            fixup.fixup(variable(name_2));\n        }\n        return fixup;\n    };\n
ConstantPool.prototype.getLiteralFactory = function (literal$$1) {\n        // Create a pure function that builds an
array of a mix of constant  and variable expressions\n        if (literal$$1 instanceof LiteralArrayExpr) {\n            var
argumentsForKey = literal$$1.entries.map(function (e) { return e.isConstant() ? e : literal(null); });\n            var key
= this.keyOf(literalArr(argumentsForKey));\n            return this._getLiteralFactory(key, literal$$1.entries, function
(entries) { return literalArr(entries); });\n        }\n        else {\n            var expressionForKey =
literalMap(literal$$1.entries.map(function (e) { return ({\n                key: e.key,\n                value:
e.value.isConstant() ? e.value : literal(null),\n                quoted: e.quoted\n            }); }));\n            var key =
this.keyOf(expressionForKey);\n            return this._getLiteralFactory(key, literal$$1.entries.map(function (e) {
return e.value; }), function (entries) { return literalMap(entries.map(function (value, index) { return ({\n
key: literal$$1.entries[index].key,\n                value: value,\n                quoted: literal$$1.entries[index].quoted\n
   }); })); });\n        }\n    };\n    ConstantPool.prototype._getLiteralFactory = function (key, values, resultMap) {\n
 var _this = this;\n        var literalFactory = this.literalFactories.get(key);\n        var literalFactoryArguments =
values.filter((function (e) { return !e.isConstant(); }));\n        if (!literalFactory) {\n            var resultExpressions =
values.map(function (e, index) { return e.isConstant() ? _this.getConstLiteral(e, true) : variable(\"a\" + index); });\n
        var parameters = resultExpressions.filter(isVariable).map(function (e) { return new FnParam(e.name,
DYNAMIC_TYPE); });\n            var pureFunctionDeclaration = fn(parameters, [new
ReturnStatement(resultMap(resultExpressions))], INFERRED_TYPE);\n            var name_3 = this.freshName();\n
       this.statements.push(variable(name_3).set(pureFunctionDeclaration).toDeclStmt(INFERRED_TYPE, [\n
   StmtModifier.Final\n            ]));\n            literalFactory = variable(name_3);\n            this.literalFactories.set(key,
literalFactory);\n        }\n        return { literalFactory: literalFactory, literalFactoryArguments:
literalFactoryArguments };\n    };\n    /**\n     * Produce a unique name.\n     *\n     * The name might be unique
```

among different prefixes if any of the prefixes end in\n * a digit so the prefix should be a constant string (not based on user input) and\n * must not end in a digit.\n */\n ConstantPool.prototype.uniqueName = function (prefix) { return \"\" + prefix + this.nextNameIndex++; };\n ConstantPool.prototype.definitionsOf = function (kind) {\n switch (kind) {\n case 2 /* Component */:\n return this.componentDefinitions;\n case 1 /* Directive */:\n return this.directiveDefinitions;\n case 0 /* Injector */:\n return this.injectorDefinitions;\n case 3 /* Pipe */:\n return this.pipeDefinitions;\n }\n error(\"Unknown definition kind \" + kind);\n return this.componentDefinitions;\n };\n ConstantPool.prototype.propertyNameOf = function (kind) {\n switch (kind) {\n case 2 /* Component */:\n return 'ngComponentDef';\n case 1 /* Directive */:\n return 'ngDirectiveDef';\n case 0 /* Injector */:\n return 'ngInjectorDef';\n case 3 /* Pipe */:\n return 'ngPipeDef';\n }\n error(\"Unknown definition kind \" + kind);\n return '<unknown>';\n };\n ConstantPool.prototype.freshName = function () { return this.uniqueName(CONSTANT_PREFIX); };\n ConstantPool.prototype.freshTranslationName = function (suffix) {\n return this.uniqueName(TRANSLATION_PREFIX + suffix).toUpperCase();\n };\n ConstantPool.prototype.keyOf = function (expression) {\n return expression.visitExpression(new KeyVisitor(), KEY_CONTEXT);\n };\n return ConstantPool;\n}());\n/**\n * Visitor used to determine if 2 expressions are equivalent and can be shared in the\n * `ConstantPool`.\n *\n * When the id (string) generated by the visitor is equal, expressions are considered equivalent.\n */\nvar KeyVisitor = /** @class */ (function () {\n function KeyVisitor() {\n this.visitWrappedNodeExpr = invalid;\n this.visitWriteVarExpr = invalid;\n this.visitWriteKeyExpr = invalid;\n this.visitWritePropExpr = invalid;\n this.visitInvokeMethodExpr = invalid;\n this.visitInvokeFunctionExpr = invalid;\n this.visitInstantiateExpr = invalid;\n this.visitConditionalExpr = invalid;\n this.visitNotExpr = invalid;\n this.visitAssertNotNullExpr = invalid;\n this.visitCastExpr = invalid;\n this.visitFunctionExpr = invalid;\n this.visitBinaryOperatorExpr = invalid;\n this.visitReadPropExpr = invalid;\n this.visitReadKeyExpr = invalid;\n this.visitCommaExpr = invalid;\n }\n KeyVisitor.prototype.visitLiteralExpr = function (ast) {\n return \"\" + (typeof ast.value === 'string' ? '\"' + ast.value + '\"' : ast.value);\n };\n KeyVisitor.prototype.visitLiteralArrayExpr = function (ast, context) {\n var _this = this;\n return \"[\" + ast.entries.map(function (entry) { return entry.visitExpression(_this, context); }).join(',') + \"]\";\n };\n KeyVisitor.prototype.visitLiteralMapExpr = function (ast, context) {\n var _this = this;\n var mapKey = function (entry) {\n var quote = entry.quoted ? '\"' : '';\n return \"\" + quote + entry.key + quote;\n };\n var mapEntry = function (entry) {\n return mapKey(entry) + \":\" + entry.value.visitExpression(_this, context);\n };\n return \"{\" + ast.entries.map(mapEntry).join(',');\n };\n KeyVisitor.prototype.visitExternalExpr = function (ast) {\n return ast.value.moduleName ? \"EX:\" + ast.value.moduleName + \":\" + ast.value.name :\n \"EX:\" + ast.value.runtime.name;\n };\n KeyVisitor.prototype.visitReadVarExpr = function (node) { return \"VAR:\" + node.name; };\n KeyVisitor.prototype.visitTypeofExpr = function (node, context) {\n return \"TYPEOF:\" + node.expr.visitExpression(this, context);\n };\n return KeyVisitor;\n}());\nfunction invalid(arg) {\n throw new Error(\"Invalid state: Visitor \" + this.constructor.name + \" doesn't handle \" + arg.constructor.name);\n}\nfunction isVariable(e) {\n return e instanceof ReadVarExpr;\n}\n// Converts i18n meta informations for a message (id, description, meaning)\n// to a JsDoc statement formatted as expected by the Closure compiler.\nfunction i18nMetaToDocStmt(meta) {\n var tags = [];\n if (meta.id || meta.description) {\n var text = meta.id ? \"[BACKUP_MESSAGE_ID:\" + meta.id + \"] \" + meta.description : meta.description;\n tags.push({ tagName: \"desc\" /* Desc */, text: text.trim() });\n }\n if (meta.meaning) {\n tags.push({ tagName: \"meaning\" /* Meaning */, text: meta.meaning });\n }\n return tags.length == 0 ? null : new JSDocCommentStmt(tags);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar CORE = '@angular/core';\nvar Identifiers = /** @class */ (function () {\n function Identifiers() {\n }\n Identifiers.ANALYZE_FOR_ENTRY_COMPONENTS = {\n name: 'ANALYZE_FOR_ENTRY_COMPONENTS',\n moduleName: CORE,\n };\n Identifiers.ElementRef = {

name: 'ElementRef', moduleName: CORE };\n   Identifiers.NgModuleRef = { name: 'NgModuleRef', moduleName: CORE };\n   Identifiers.ViewContainerRef = { name: 'ViewContainerRef', moduleName: CORE };\n Identifiers.ChangeDetectorRef = {\n   name: 'ChangeDetectorRef',\n   moduleName: CORE,\n   };\n Identifiers.QueryList = { name: 'QueryList', moduleName: CORE };\n   Identifiers.TemplateRef = { name: 'TemplateRef', moduleName: CORE };\n   Identifiers.Renderer2 = { name: 'Renderer2', moduleName: CORE };\n Identifiers.CodegenComponentFactoryResolver = {\n   name: 'CodegenComponentFactoryResolver',\n moduleName: CORE,\n   };\n   Identifiers.ComponentFactoryResolver = {\n   name: 'ComponentFactoryResolver',\n   moduleName: CORE,\n   };\n   Identifiers.ComponentFactory = { name: 'ComponentFactory', moduleName: CORE };\n   Identifiers.ComponentRef = { name: 'ComponentRef', moduleName: CORE };\n   Identifiers.NgModuleFactory = { name: 'NgModuleFactory', moduleName: CORE };\n Identifiers.createModuleFactory = {\n   name: 'cmf',\n   moduleName: CORE,\n   };\n Identifiers.moduleDef = {\n   name: 'mod',\n   moduleName: CORE,\n   };\n   Identifiers.moduleProviderDef = {\n   name: 'mpd',\n   moduleName: CORE,\n   };\n   Identifiers.RegisterModuleFactoryFn = {\n   name: 'registerModuleFactory',\n   moduleName: CORE,\n   };\n   Identifiers.inject = { name: 'inject', moduleName: CORE };\n   Identifiers.INJECTOR = { name: 'INJECTOR', moduleName: CORE };\n   Identifiers.Injector = { name: 'Injector', moduleName: CORE };\n   Identifiers.defineInjectable = { name: 'defineInjectable', moduleName: CORE };\n   Identifiers.InjectableDef = { name: 'InjectableDef', moduleName: CORE };\n Identifiers.ViewEncapsulation = {\n   name: 'ViewEncapsulation',\n   moduleName: CORE,\n   };\n Identifiers.ChangeDetectionStrategy = {\n   name: 'ChangeDetectionStrategy',\n   moduleName: CORE,\n };\n   Identifiers.SecurityContext = {\n   name: 'SecurityContext',\n   moduleName: CORE,\n   };\n Identifiers.LOCALE_ID = { name: 'LOCALE_ID', moduleName: CORE };\n Identifiers.TRANSLATIONS_FORMAT = {\n   name: 'TRANSLATIONS_FORMAT',\n   moduleName: CORE,\n   };\n   Identifiers.inlineInterpolate = {\n   name: 'inlineInterpolate',\n   moduleName: CORE,\n };\n   Identifiers.interpolate = { name: 'interpolate', moduleName: CORE };\n   Identifiers.EMPTY_ARRAY = { name: 'EMPTY_ARRAY', moduleName: CORE };\n   Identifiers.EMPTY_MAP = { name: 'EMPTY_MAP', moduleName: CORE };\n   Identifiers.Renderer = { name: 'Renderer', moduleName: CORE };\n Identifiers.viewDef = { name: 'vid', moduleName: CORE };\n   Identifiers.elementDef = { name: 'eld', moduleName: CORE };\n   Identifiers.anchorDef = { name: 'and', moduleName: CORE };\n   Identifiers.textDef = { name: 'ted', moduleName: CORE };\n   Identifiers.directiveDef = { name: 'did', moduleName: CORE };\n Identifiers.providerDef = { name: 'prd', moduleName: CORE };\n   Identifiers.queryDef = { name: 'qud', moduleName: CORE };\n   Identifiers.pureArrayDef = { name: 'pad', moduleName: CORE };\n Identifiers.pureObjectDef = { name: 'pod', moduleName: CORE };\n   Identifiers.purePipeDef = { name: 'ppd', moduleName: CORE };\n   Identifiers.pipeDef = { name: 'pid', moduleName: CORE };\n   Identifiers.nodeValue = { name: 'nov', moduleName: CORE };\n   Identifiers.ngContentDef = { name: 'ncd', moduleName: CORE };\n Identifiers.unwrapValue = { name: 'unv', moduleName: CORE };\n   Identifiers.createRendererType2 = { name: 'crt', moduleName: CORE };\n   // type only\n   Identifiers.RendererType2 = {\n   name: 'RendererType2',\n moduleName: CORE,\n   };\n   // type only\n   Identifiers.ViewDefinition = {\n   name: 'ViewDefinition',\n moduleName: CORE,\n   };\n   Identifiers.createComponentFactory = { name: 'ccf', moduleName: CORE };\n return Identifiers;\n}());\nfunction createTokenForReference(reference) {\n   return { identifier: { reference: reference } };\n}\nfunction createTokenForExternalReference(reflector, reference) {\n   return createTokenForReference(reflector.resolveExternalReference(reference));\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A token representing the a reference to a static type.\n *\n * This token is unique for a filePath and name and can be used as a hash table key.\n */\nvar StaticSymbol = /** @class */ (function () {\n   function StaticSymbol(filePath, name, members) {\n this.filePath = filePath;\n   this.name = name;\n   this.members = members;\n   }\n StaticSymbol.prototype.assertNoMembers = function () {\n   if (this.members.length) {\n   throw new Error(\"Illegal state: symbol without members expected, but got \" + JSON.stringify(this) + \".\");\n   }\n   };\n

return StaticSymbol;\n}());\n/**\n * A cache of static symbol used by the StaticReflector to return the same symbol for the\n * same symbol values.\n */\nvar StaticSymbolCache = /** @class */ (function () {\n function StaticSymbolCache() {\n this.cache = new Map();\n }\n StaticSymbolCache.prototype.get = function (declarationFile, name, members) {\n members = members || [];\n var memberSuffix = members.length ? \".\" + members.join('.') : "";\n var key = \"\\\"\" + declarationFile + \"\\\".\" + name + memberSuffix;\n var result = this.cache.get(key);\n if (!result) {\n result = new StaticSymbol(declarationFile, name, members);\n this.cache.set(key, result);\n }\n return result;\n };\n return StaticSymbolCache;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// group 0: \"[prop] or (event) or @trigger\"\n// group 1: \"prop\" from \"[prop]\"\n// group 2: \"event\" from \"(event)\"\n// group 3: \"@trigger\" from \"@trigger\"\nvar HOST_REG_EXP = /^(?:(?:\\[([^\\]]+)\\])|(?:\\(([^\\)]+)\\)))|(\\@[-\\w]+)$/;\nfunction sanitizeIdentifier(name) {\n return name.replace(/\\W/g, '_');\n}\nvar _anonymousTypeIndex = 0;\nfunction identifierName(compileIdentifier) {\n if (!compileIdentifier || !compileIdentifier.reference) {\n return null;\n }\n var ref = compileIdentifier.reference;\n if (ref instanceof StaticSymbol) {\n return ref.name;\n }\n if (ref['__anonymousType']) {\n return ref['__anonymousType'];\n }\n var identifier = stringify(ref);\n if (identifier.indexOf('(') >= 0) {\n // case: anonymous functions!\n identifier = \"anonymous_\" + _anonymousTypeIndex++;\n ref['__anonymousType'] = identifier;\n }\n else {\n identifier = sanitizeIdentifier(identifier);\n }\n return identifier;\n}\nfunction identifierModuleUrl(compileIdentifier) {\n var ref = compileIdentifier.reference;\n if (ref instanceof StaticSymbol) {\n return ref.filePath;\n }\n // Runtime type\n return \"./\" + stringify(ref);\n}\nfunction viewClassName(compType, embeddedTemplateIndex) {\n return \"View_\" + identifierName({ reference: compType }) + \"_\" + embeddedTemplateIndex;\n}\nfunction rendererTypeName(compType) {\n return \"RenderType_\" + identifierName({ reference: compType });\n}\nfunction hostViewClassName(compType) {\n return \"HostView_\" + identifierName({ reference: compType });\n}\nfunction componentFactoryName(compType) {\n return identifierName({ reference: compType }) + \"NgFactory\";\n}\nvar CompileSummaryKind;\n(function (CompileSummaryKind) {\n CompileSummaryKind[CompileSummaryKind[\"Pipe\"] = 0] = \"Pipe\";\n CompileSummaryKind[CompileSummaryKind[\"Directive\"] = 1] = \"Directive\";\n CompileSummaryKind[CompileSummaryKind[\"NgModule\"] = 2] = \"NgModule\";\n CompileSummaryKind[CompileSummaryKind[\"Injectable\"] = 3] = \"Injectable\";\n})(CompileSummaryKind || (CompileSummaryKind = {}));\nfunction tokenName(token) {\n return token.value != null ? sanitizeIdentifier(token.value) : identifierName(token.identifier);\n}\nfunction tokenReference(token) {\n if (token.identifier != null) {\n return token.identifier.reference;\n }\n else {\n return token.value;\n }\n}\n\n/**\n * Metadata about a stylesheet\n */\nvar CompileStylesheetMetadata = /** @class */ (function () {\n function CompileStylesheetMetadata(_a) {\n var _b = _a === void 0 ? {} : _a, moduleUrl = _b.moduleUrl, styles = _b.styles, styleUrls = _b.styleUrls;\n this.moduleUrl = moduleUrl || null;\n this.styles = _normalizeArray(styles);\n this.styleUrls = _normalizeArray(styleUrls);\n }\n return CompileStylesheetMetadata;\n}());\n/**\n * Metadata regarding compilation of a template.\n */\nvar CompileTemplateMetadata = /** @class */ (function () {\n function CompileTemplateMetadata(_a) {\n var encapsulation = _a.encapsulation, template = _a.template, templateUrl = _a.templateUrl, htmlAst = _a.htmlAst, styles = _a.styles, styleUrls = _a.styleUrls, externalStylesheets = _a.externalStylesheets, animations = _a.animations, ngContentSelectors = _a.ngContentSelectors, interpolation = _a.interpolation, isInline = _a.isInline, preserveWhitespaces = _a.preserveWhitespaces;\n this.encapsulation = encapsulation;\n this.template = template;\n this.templateUrl = templateUrl;\n this.htmlAst = htmlAst;\n this.styles = _normalizeArray(styles);\n this.styleUrls = _normalizeArray(styleUrls);\n this.externalStylesheets = _normalizeArray(externalStylesheets);\n this.animations = animations ? flatten(animations) : [];\n this.ngContentSelectors = ngContentSelectors || [];\n if (interpolation && interpolation.length != 2) {\n throw new Error(\"'interpolation' should have a start and an end symbol.\");\n }\n this.interpolation =

interpolation;\n this.isInline = isInline;\n this.preserveWhitespaces = preserveWhitespaces;\n }\n CompileTemplateMetadata.prototype.toSummary = function () {\n return {\n ngContentSelectors: this.ngContentSelectors,\n encapsulation: this.encapsulation,\n styles: this.styles,\n animations: this.animations\n };\n };\n return CompileTemplateMetadata;\n});\n/**\n * Metadata regarding compilation of a directive.\n */\nvar CompileDirectiveMetadata = /** @class */ (function () {\n function CompileDirectiveMetadata(_a) {\n var isHost = _a.isHost, type = _a.type, isComponent = _a.isComponent, selector = _a.selector, exportAs = _a.exportAs, changeDetection = _a.changeDetection, inputs = _a.inputs, outputs = _a.outputs, hostListeners = _a.hostListeners, hostProperties = _a.hostProperties, hostAttributes = _a.hostAttributes, providers = _a.providers, viewProviders = _a.viewProviders, queries = _a.queries, guards = _a.guards, viewQueries = _a.viewQueries, entryComponents = _a.entryComponents, template = _a.template, componentViewType = _a.componentViewType, rendererType = _a.rendererType, componentFactory = _a.componentFactory;\n this.isHost = !!isHost;\n this.type = type;\n this.isComponent = isComponent;\n this.selector = selector;\n this.exportAs = exportAs;\n this.changeDetection = changeDetection;\n this.inputs = inputs;\n this.outputs = outputs;\n this.hostListeners = hostListeners;\n this.hostProperties = hostProperties;\n this.hostAttributes = hostAttributes;\n this.providers = _normalizeArray(providers);\n this.viewProviders = _normalizeArray(viewProviders);\n this.queries = _normalizeArray(queries);\n this.guards = guards;\n this.viewQueries = _normalizeArray(viewQueries);\n this.entryComponents = _normalizeArray(entryComponents);\n this.template = template;\n this.componentViewType = componentViewType;\n this.rendererType = rendererType;\n this.componentFactory = componentFactory;\n }\n CompileDirectiveMetadata.create = function (_a) {\n var isHost = _a.isHost, type = _a.type, isComponent = _a.isComponent, selector = _a.selector, exportAs = _a.exportAs, changeDetection = _a.changeDetection, inputs = _a.inputs, outputs = _a.outputs, host = _a.host, providers = _a.providers, viewProviders = _a.viewProviders, queries = _a.queries, guards = _a.guards, viewQueries = _a.viewQueries, entryComponents = _a.entryComponents, template = _a.template, componentViewType = _a.componentViewType, rendererType = _a.rendererType, componentFactory = _a.componentFactory;\n var hostListeners = {};\n var hostProperties = {};\n var hostAttributes = {};\n if (host != null) {\n Object.keys(host).forEach(function (key) {\n var value = host[key];\n var matches = key.match(HOST_REG_EXP);\n if (matches === null) {\n hostAttributes[key] = value;\n }\n else if (matches[1] != null) {\n hostProperties[matches[1]] = value;\n }\n else if (matches[2] != null) {\n hostListeners[matches[2]] = value;\n }\n });\n }\n var inputsMap = {};\n if (inputs != null) {\n inputs.forEach(function (bindConfig) {\n // canonical syntax: `dirProp: elProp`\n // if there is no `:`, use dirProp = elProp\n var parts = splitAtColon(bindConfig, [bindConfig, bindConfig]);\n inputsMap[parts[0]] = parts[1];\n });\n }\n var outputsMap = {};\n if (outputs != null) {\n outputs.forEach(function (bindConfig) {\n // canonical syntax: `dirProp: elProp`\n // if there is no `:`, use dirProp = elProp\n var parts = splitAtColon(bindConfig, [bindConfig, bindConfig]);\n outputsMap[parts[0]] = parts[1];\n });\n }\n return new CompileDirectiveMetadata({\n isHost: isHost,\n type: type,\n isComponent: !!isComponent, selector: selector, exportAs: exportAs, changeDetection: changeDetection,\n inputs: inputsMap,\n outputs: outputsMap,\n hostListeners: hostListeners,\n hostProperties: hostProperties,\n hostAttributes: hostAttributes,\n providers: providers,\n viewProviders: viewProviders,\n queries: queries,\n guards: guards,\n viewQueries: viewQueries,\n entryComponents: entryComponents,\n template: template,\n componentViewType: componentViewType,\n rendererType: rendererType,\n componentFactory: componentFactory,\n });\n };\n CompileDirectiveMetadata.prototype.toSummary = function () {\n return {\n summaryKind: CompileSummaryKind.Directive,\n type: this.type,\n isComponent: this.isComponent,\n selector: this.selector,\n exportAs: this.exportAs,\n inputs: this.inputs,\n outputs: this.outputs,\n hostListeners: this.hostListeners,\n hostProperties: this.hostProperties,\n hostAttributes: this.hostAttributes,\n providers: this.providers,\n viewProviders: this.viewProviders,\n

queries: this.queries,\n guards: this.guards,\n viewQueries: this.viewQueries,\n entryComponents: this.entryComponents,\n changeDetection: this.changeDetection,\n template: this.template && this.template.toSummary(),\n componentViewType: this.componentViewType,\n rendererType: this.rendererType,\n componentFactory: this.componentFactory\n };\n };\n return CompileDirectiveMetadata;\n}());\nvar CompilePipeMetadata = /** @class */ (function () {\n function CompilePipeMetadata(_a) {\n var type = _a.type, name = _a.name, pure = _a.pure;\n this.type = type;\n this.name = name;\n this.pure = !!pure;\n }\n CompilePipeMetadata.prototype.toSummary = function () {\n return {\n summaryKind: CompileSummaryKind.Pipe,\n type: this.type,\n name: this.name,\n pure: this.pure\n };\n };\n return CompilePipeMetadata;\n}());\nvar CompileShallowModuleMetadata = /** @class */ (function () {\n function CompileShallowModuleMetadata() {\n }\n return CompileShallowModuleMetadata;\n}());\n/**\n * Metadata regarding compilation of a module.\n */\nvar CompileNgModuleMetadata = /** @class */ (function () {\n function CompileNgModuleMetadata(_a) {\n var type = _a.type, providers = _a.providers, declaredDirectives = _a.declaredDirectives, exportedDirectives = _a.exportedDirectives, declaredPipes = _a.declaredPipes, exportedPipes = _a.exportedPipes, entryComponents = _a.entryComponents, bootstrapComponents = _a.bootstrapComponents, importedModules = _a.importedModules, exportedModules = _a.exportedModules, schemas = _a.schemas, transitiveModule = _a.transitiveModule, id = _a.id;\n this.type = type || null;\n this.declaredDirectives = _normalizeArray(declaredDirectives);\n this.exportedDirectives = _normalizeArray(exportedDirectives);\n this.declaredPipes = _normalizeArray(declaredPipes);\n this.exportedPipes = _normalizeArray(exportedPipes);\n this.providers = _normalizeArray(providers);\n this.entryComponents = _normalizeArray(entryComponents);\n this.bootstrapComponents = _normalizeArray(bootstrapComponents);\n this.importedModules = _normalizeArray(importedModules);\n this.exportedModules = _normalizeArray(exportedModules);\n this.schemas = _normalizeArray(schemas);\n this.id = id || null;\n this.transitiveModule = transitiveModule || null;\n }\n CompileNgModuleMetadata.prototype.toSummary = function () {\n var module = this.transitiveModule;\n return {\n summaryKind: CompileSummaryKind.NgModule,\n type: this.type,\n entryComponents: module.entryComponents,\n providers: module.providers,\n modules: module.modules,\n exportedDirectives: module.exportedDirectives,\n exportedPipes: module.exportedPipes\n };\n };\n return CompileNgModuleMetadata;\n}());\nvar TransitiveCompileNgModuleMetadata = /** @class */ (function () {\n function TransitiveCompileNgModuleMetadata() {\n this.directivesSet = new Set();\n this.directives = [];\n this.exportedDirectivesSet = new Set();\n this.exportedDirectives = [];\n this.pipesSet = new Set();\n this.pipes = [];\n this.exportedPipesSet = new Set();\n this.exportedPipes = [];\n this.modulesSet = new Set();\n this.modules = [];\n this.entryComponentsSet = new Set();\n this.entryComponents = [];\n this.providers = [];\n }\n TransitiveCompileNgModuleMetadata.prototype.addProvider = function (provider, module) {\n this.providers.push({ provider: provider, module: module });\n };\n TransitiveCompileNgModuleMetadata.prototype.addDirective = function (id) {\n if (!this.directivesSet.has(id.reference)) {\n this.directivesSet.add(id.reference);\n this.directives.push(id);\n }\n };\n TransitiveCompileNgModuleMetadata.prototype.addExportedDirective = function (id) {\n if (!this.exportedDirectivesSet.has(id.reference)) {\n this.exportedDirectivesSet.add(id.reference);\n this.exportedDirectives.push(id);\n }\n };\n TransitiveCompileNgModuleMetadata.prototype.addPipe = function (id) {\n if (!this.pipesSet.has(id.reference)) {\n this.pipesSet.add(id.reference);\n this.pipes.push(id);\n }\n };\n TransitiveCompileNgModuleMetadata.prototype.addExportedPipe = function (id) {\n if (!this.exportedPipesSet.has(id.reference)) {\n this.exportedPipesSet.add(id.reference);\n this.exportedPipes.push(id);\n }\n };\n TransitiveCompileNgModuleMetadata.prototype.addModule = function (id) {\n if (!this.modulesSet.has(id.reference)) {\n this.modulesSet.add(id.reference);\n this.modules.push(id);\n }\n };\n TransitiveCompileNgModuleMetadata.prototype.addEntryComponent = function (ec) {\n if (!this.entryComponentsSet.has(ec.componentType)) {\n

this.entryComponentsSet.add(ec.componentType);\n this.entryComponents.push(ec);\n }\n };\n return TransitiveCompileNgModuleMetadata;\n}());\nfunction _normalizeArray(obj) {\n return obj || [];\n}\nvar ProviderMeta = /** @class */ (function () {\n function ProviderMeta(token, _a) {\n var useClass = _a.useClass, useValue = _a.useValue, useExisting = _a.useExisting, useFactory = _a.useFactory, deps = _a.deps, multi = _a.multi;\n this.token = token;\n this.useClass = useClass || null;\n this.useValue = useValue;\n this.useExisting = useExisting;\n this.useFactory = useFactory || null;\n this.dependencies = deps || null;\n this.multi = !!multi;\n }\n return ProviderMeta;\n}());\nfunction flatten(list) {\n return list.reduce(function (flat, item) {\n var flatItem = Array.isArray(item) ? flatten(item) : item;\n return flat.concat(flatItem);\n }, []);\n}\nfunction jitSourceUrl(url) {\n // Note: We need 3 \"/\" so that ng shows up as a separate domain\n // in the chrome dev tools.\n return url.replace(/(\\w+:\\/\\/[\\w:-]+)?(\\/+)?/, 'ng:///');\n}\nfunction templateSourceUrl(ngModuleType, compMeta, templateMeta) {\n var url;\n if (templateMeta.isInline) {\n if (compMeta.type.reference instanceof StaticSymbol) {\n // Note: a .ts file might contain multiple components with inline templates,\n // so we need to give them unique urls, as these will be used for sourcemaps.\n url = compMeta.type.reference.filePath + \".\" + compMeta.type.reference.name + \".html\";\n }\n else {\n url = identifierName(ngModuleType) + \"/\" + identifierName(compMeta.type) + \".html\";\n }\n }\n else {\n url = templateMeta.templateUrl;\n }\n return compMeta.type.reference instanceof StaticSymbol ? url : jitSourceUrl(url);\n}\nfunction sharedStylesheetJitUrl(meta, id) {\n var pathParts = meta.moduleUrl.split(/\\/\\\\/g);\n var baseName = pathParts[pathParts.length - 1];\n return jitSourceUrl(\"css/\" + id + baseName + \".ngstyle.js\");\n}\nfunction ngModuleJitUrl(moduleMeta) {\n return jitSourceUrl(identifierName(moduleMeta.type) + \"/module.ngfactory.js\");\n}\nfunction templateJitUrl(ngModuleType, compMeta) {\n return jitSourceUrl(identifierName(ngModuleType) + \"/\" + identifierName(compMeta.type) + \".ngfactory.js\");\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar CORE$1 = '@angular/core';\nvar Identifiers$1 = /** @class */ (function () {\n function Identifiers() {\n }\n /* Methods */\n Identifiers.NEW_METHOD = 'factory';\n Identifiers.TRANSFORM_METHOD = 'transform';\n Identifiers.PATCH_DEPS = 'patchedDeps';\n /* Instructions */\n Identifiers.namespaceHTML = { name: 'namespaceHTML', moduleName: CORE$1 };\n Identifiers.namespaceMathML = { name: 'namespaceMathML', moduleName: CORE$1 };\n Identifiers.namespaceSVG = { name: 'namespaceSVG', moduleName: CORE$1 };\n Identifiers.element = { name: 'element', moduleName: CORE$1 };\n Identifiers.elementStart = { name: 'elementStart', moduleName: CORE$1 };\n Identifiers.elementEnd = { name: 'elementEnd', moduleName: CORE$1 };\n Identifiers.elementProperty = { name: 'elementProperty', moduleName: CORE$1 };\n Identifiers.elementAttribute = { name: 'elementAttribute', moduleName: CORE$1 };\n Identifiers.elementClassProp = { name: 'elementClassProp', moduleName: CORE$1 };\n Identifiers.elementContainerStart = { name: 'EC', moduleName: CORE$1 };\n Identifiers.elementContainerEnd = { name: 'eC', moduleName: CORE$1 };\n Identifiers.elementStyling = { name: 'elementStyling', moduleName: CORE$1 };\n Identifiers.elementStylingMap = { name: 'elementStylingMap', moduleName: CORE$1 };\n Identifiers.elementStyleProp = { name: 'elementStyleProp', moduleName: CORE$1 };\n Identifiers.elementStylingApply = { name: 'elementStylingApply', moduleName: CORE$1 };\n Identifiers.containerCreate = { name: 'container', moduleName: CORE$1 };\n Identifiers.nextContext = { name: 'nextContext', moduleName: CORE$1 };\n Identifiers.templateCreate = { name: 'template', moduleName: CORE$1 };\n Identifiers.text = { name: 'text', moduleName: CORE$1 };\n Identifiers.textBinding = { name: 'textBinding', moduleName: CORE$1 };\n Identifiers.bind = { name: 'bind', moduleName: CORE$1 };\n Identifiers.enableBindings = { name: 'enableBindings', moduleName: CORE$1 };\n Identifiers.disableBindings = { name: 'disableBindings', moduleName: CORE$1 };\n Identifiers.getCurrentView = { name: 'getCurrentView', moduleName: CORE$1 };\n Identifiers.restoreView = { name: 'restoreView', moduleName: CORE$1 };\n Identifiers.interpolation1 = { name: 'interpolation1', moduleName: CORE$1 };\n Identifiers.interpolation2 = { name: 'interpolation2', moduleName: CORE$1 };\n Identifiers.interpolation3 = { name: 'interpolation3',

moduleName: CORE$1 };\n Identifiers.interpolation4 = { name: 'interpolation4', moduleName: CORE$1 };\n Identifiers.interpolation5 = { name: 'interpolation5', moduleName: CORE$1 };\n Identifiers.interpolation6 = { name: 'interpolation6', moduleName: CORE$1 };\n Identifiers.interpolation7 = { name: 'interpolation7', moduleName: CORE$1 };\n Identifiers.interpolation8 = { name: 'interpolation8', moduleName: CORE$1 };\n Identifiers.interpolationV = { name: 'interpolationV', moduleName: CORE$1 };\n Identifiers.pureFunction0 = { name: 'pureFunction0', moduleName: CORE$1 };\n Identifiers.pureFunction1 = { name: 'pureFunction1', moduleName: CORE$1 };\n Identifiers.pureFunction2 = { name: 'pureFunction2', moduleName: CORE$1 };\n Identifiers.pureFunction3 = { name: 'pureFunction3', moduleName: CORE$1 };\n Identifiers.pureFunction4 = { name: 'pureFunction4', moduleName: CORE$1 };\n Identifiers.pureFunction5 = { name: 'pureFunction5', moduleName: CORE$1 };\n Identifiers.pureFunction6 = { name: 'pureFunction6', moduleName: CORE$1 };\n Identifiers.pureFunction7 = { name: 'pureFunction7', moduleName: CORE$1 };\n Identifiers.pureFunction8 = { name: 'pureFunction8', moduleName: CORE$1 };\n Identifiers.pureFunctionV = { name: 'pureFunctionV', moduleName: CORE$1 };\n Identifiers.pipeBind1 = { name: 'pipeBind1', moduleName: CORE$1 };\n Identifiers.pipeBind2 = { name: 'pipeBind2', moduleName: CORE$1 };\n Identifiers.pipeBind3 = { name: 'pipeBind3', moduleName: CORE$1 };\n Identifiers.pipeBind4 = { name: 'pipeBind4', moduleName: CORE$1 };\n Identifiers.pipeBindV = { name: 'pipeBindV', moduleName: CORE$1 };\n Identifiers.i18nAttribute = { name: 'i18nAttribute', moduleName: CORE$1 };\n Identifiers.i18nExp = { name: 'i18nExp', moduleName: CORE$1 };\n Identifiers.i18nStart = { name: 'i18nStart', moduleName: CORE$1 };\n Identifiers.i18nEnd = { name: 'i18nEnd', moduleName: CORE$1 };\n Identifiers.i18nApply = { name: 'i18nApply', moduleName: CORE$1 };\n Identifiers.load = { name: 'load', moduleName: CORE$1 };\n Identifiers.loadQueryList = { name: 'loadQueryList', moduleName: CORE$1 };\n Identifiers.pipe = { name: 'pipe', moduleName: CORE$1 };\n Identifiers.projection = { name: 'projection', moduleName: CORE$1 };\n Identifiers.projectionDef = { name: 'projectionDef', moduleName: CORE$1 };\n Identifiers.reference = { name: 'reference', moduleName: CORE$1 };\n Identifiers.inject = { name: 'inject', moduleName: CORE$1 };\n Identifiers.injectAttribute = { name: 'injectAttribute', moduleName: CORE$1 };\n Identifiers.directiveInject = { name: 'directiveInject', moduleName: CORE$1 };\n Identifiers.templateRefExtractor = { name: 'templateRefExtractor', moduleName: CORE$1 };\n Identifiers.defineBase = { name: 'defineBase', moduleName: CORE$1 };\n Identifiers.BaseDef = {\n name: 'BaseDef',\n moduleName: CORE$1,\n };\n Identifiers.defineComponent = { name: 'defineComponent', moduleName: CORE$1 };\n Identifiers.ComponentDefWithMeta = {\n name: 'ComponentDefWithMeta',\n moduleName: CORE$1,\n };\n Identifiers.defineDirective = {\n name: 'defineDirective',\n moduleName: CORE$1,\n };\n Identifiers.DirectiveDefWithMeta = {\n name: 'DirectiveDefWithMeta',\n moduleName: CORE$1,\n };\n Identifiers.InjectorDef = {\n name: 'InjectorDef',\n moduleName: CORE$1,\n };\n Identifiers.defineInjector = {\n name: 'defineInjector',\n moduleName: CORE$1,\n };\n Identifiers.NgModuleDefWithMeta = {\n name: 'NgModuleDefWithMeta',\n moduleName: CORE$1,\n };\n Identifiers.defineNgModule = { name: 'defineNgModule', moduleName: CORE$1 };\n Identifiers.PipeDefWithMeta = { name: 'PipeDefWithMeta', moduleName: CORE$1 };\n Identifiers.definePipe = { name: 'definePipe', moduleName: CORE$1 };\n Identifiers.query = { name: 'query', moduleName: CORE$1 };\n Identifiers.queryRefresh = { name: 'queryRefresh', moduleName: CORE$1 };\n Identifiers.registerContentQuery = { name: 'registerContentQuery', moduleName: CORE$1 };\n Identifiers.NgOnChangesFeature = { name: 'NgOnChangesFeature', moduleName: CORE$1 };\n Identifiers.InheritDefinitionFeature = { name: 'InheritDefinitionFeature', moduleName: CORE$1 };\n Identifiers.PublicFeature = { name: 'PublicFeature', moduleName: CORE$1 };\n Identifiers.listener = { name: 'listener', moduleName: CORE$1 };\n Identifiers.getFactoryOf = {\n name: 'getFactoryOf',\n moduleName: CORE$1,\n };\n Identifiers.getInheritedFactory = {\n name: 'getInheritedFactory',\n moduleName: CORE$1,\n };\n // sanitization-related functions\n Identifiers.sanitizeHtml = { name: 'sanitizeHtml', moduleName: CORE$1 };\n Identifiers.sanitizeStyle = { name: 'sanitizeStyle', moduleName: CORE$1 };\n Identifiers.defaultStyleSanitizer = { name: 'defaultStyleSanitizer', moduleName: CORE$1 };\n Identifiers.sanitizeResourceUrl = { name: 'sanitizeResourceUrl', moduleName: CORE$1 };\n Identifiers.sanitizeScript = { name: 'sanitizeScript',

moduleName: CORE$1 };\n Identifiers.sanitizeUrl = { name: 'sanitizeUrl', moduleName: CORE$1 };\n return Identifiers;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/** Name of the temporary to use during data binding */\nvar TEMPORARY_NAME = '_t';\n/** Name of the context parameter passed into a template function */\nvar CONTEXT_NAME = 'ctx';\n/** Name of the RenderFlag passed into a template function */\nvar RENDER_FLAGS = 'rf';\n/** The prefix reference variables */\nvar REFERENCE_PREFIX = '_r';\n/** The name of the implicit context reference */\nvar IMPLICIT_REFERENCE = '$implicit';\n/** Non bindable attribute name **/\nvar NON_BINDABLE_ATTR = 'ngNonBindable';\n/**\n * Creates an allocator for a temporary variable.\n *\n * A variable declaration is added to the statements the first time the allocator is invoked.\n */\nfunction temporaryAllocator(statements, name) {\n var temp = null;\n return function () {\n   if (!temp) {\n   statements.push(new DeclareVarStmt(TEMPORARY_NAME, undefined, DYNAMIC_TYPE));\n   temp = variable(name);\n   }\n   return temp;\n };\n}\nfunction unsupported(feature) {\n if (this) {\n   throw new Error(\"Builder \" + this.constructor.name + \" doesn't support \" + feature + \" yet\");\n }\n throw new Error(\"Feature \" + feature + \" is not supported yet\");\n}\nfunction invalid$1(arg) {\n throw new Error(\"Invalid state: Visitor \" + this.constructor.name + \" doesn't handle \" + undefined);\n}\nfunction asLiteral(value) {\n if (Array.isArray(value)) {\n   return literalArr(value.map(asLiteral));\n }\n return literal(value, INFERRED_TYPE);\n}\nfunction conditionallyCreateMapObjectLiteral(keys) {\n if (Object.getOwnPropertyNames(keys).length > 0) {\n   return mapToExpression(keys);\n }\n return null;\n}\nfunction mapToExpression(map, quoted) {\n if (quoted === void 0) { quoted = false; }\n return literalMap(Object.getOwnPropertyNames(map).map(function (key) { return ({ key: key, quoted: quoted, value: asLiteral(map[key]) }); }));\n}\n/**\n * Remove trailing null nodes as they are implied.\n */\nfunction trimTrailingNulls(parameters) {\n while (isNull(parameters[parameters.length - 1])) {\n parameters.pop();\n }\n return parameters;\n}\nfunction getQueryPredicate(query, constantPool) {\n if (Array.isArray(query.predicate)) {\n   var predicate_1 = [];\n   query.predicate.forEach(function (selector) {\n   // Each item in predicates array may contain strings with comma-separated refs\n   // (for ex. 'ref, ref1, ..., refN'), thus we extract individual refs and store them\n   // as separate array entities\n   var selectors = selector.split(',').map(function (token) { return literal(token.trim()); });\n   predicate_1.push.apply(predicate_1, __spread(selectors));\n   });\n   return constantPool.getConstLiteral(literalArr(predicate_1), true);\n }\n else {\n   return query.predicate;\n }\n}\nvar DefinitionMap = /** @class */ (function () {\n function DefinitionMap() {\n   this.values = [];\n }\n DefinitionMap.prototype.set = function (key, value) {\n   if (value) {\n   this.values.push({ key: key, value: value, quoted: false });\n   }\n };\n DefinitionMap.prototype.toLiteralMap = function () { return literalMap(this.values); };\n return DefinitionMap;\n}());\n/**\n * Extract a map of properties to values for a given element or template node, which can be used\n * by the directive matching machinery.\n *\n * @param elOrTpl the element or template in question\n * @return an object set up for directive matching. For attributes on the element/template, this\n * object maps a property name to its (static) value. For any bindings, this map simply maps the\n * property name to an empty string.\n */\nfunction getAttrsForDirectiveMatching(elOrTpl) {\n var attributesMap = {};\n elOrTpl.attributes.forEach(function (a) {\n   if (!isI18NAttribute(a.name)) {\n   attributesMap[a.name] = a.value;\n   }\n });\n elOrTpl.inputs.forEach(function (i) { attributesMap[i.name] = ''; });\n elOrTpl.outputs.forEach(function (o) { attributesMap[o.name] = ''; });\n return attributesMap;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar R3FactoryDelegateType;\n(function (R3FactoryDelegateType) {\n R3FactoryDelegateType[R3FactoryDelegateType[\"Class\"] = 0] = \"Class\";\n R3FactoryDelegateType[R3FactoryDelegateType[\"Function\"] = 1] = \"Function\";\n R3FactoryDelegateType[R3FactoryDelegateType[\"Factory\"] = 2] = \"Factory\";\n})(R3FactoryDelegateType || (R3FactoryDelegateType = {}));\n/**\n * Resolved type of a dependency.\n *\n * Occasionally, dependencies will have special significance which is known statically. In that\n * case the `R3ResolvedDependencyType` informs the

factory generator that a particular dependency\n * should be generated specially (usually by calling a special injection function instead of the\n * standard one).\n */\nvar R3ResolvedDependencyType;\n(function (R3ResolvedDependencyType) {\n /**\n   * A normal token dependency.\n   */\n R3ResolvedDependencyType[R3ResolvedDependencyType[\"Token\"] = 0] = \"Token\";\n /**\n   * The dependency is for an attribute.\n   *\n   * The token expression is a string representing the attribute name.\n   */\n R3ResolvedDependencyType[R3ResolvedDependencyType[\"Attribute\"] = 1] = \"Attribute\";\n /**\n   * The dependency is for the `Injector` type itself.\n   */\n R3ResolvedDependencyType[R3ResolvedDependencyType[\"Injector\"] = 2] = \"Injector\";\n})(R3ResolvedDependencyType || (R3ResolvedDependencyType = {}));\n/**\n * Construct a factory function expression for the given `R3FactoryMetadata`.\n */\nfunction compileFactoryFunction(meta) {\n var t = variable('t');\n var statements = [];\n // The type to instantiate via constructor invocation. If there is no delegated factory, meaning\n // this type is always created by constructor invocation, then this is the type-to-create\n // parameter provided by the user (t) if specified, or the current type if not. If there is a\n // delegated factory (which is used to create the current type) then this is only the type-to-\n // create parameter (t).\n var typeForCtor = !isDelegatedMetadata(meta) ? new BinaryOperatorExpr(BinaryOperator.Or, t, meta.type) : t;\n var ctorExpr = null;\n if (meta.deps !== null) {\n   // There is a constructor (either explicitly or implicitly defined).\n ctorExpr = new InstantiateExpr(typeForCtor, injectDependencies(meta.deps, meta.injectFn));\n }\n else {\n var baseFactory = variable(\"\\u0275\" + meta.name + \"_BaseFactory\");\n   var getInheritedFactory = importExpr(Identifiers$1.getInheritedFactory);\n   var baseFactoryStmt = baseFactory.set(getInheritedFactory.callFn([meta.type])).toDeclStmt(INFERRED_TYPE, [\n StmtModifier.Exported, StmtModifier.Final\n   ]);\n   statements.push(baseFactoryStmt);\n   // There is no constructor, use the base class' factory to construct typeForCtor.\n   ctorExpr = baseFactory.callFn([typeForCtor]);\n }\n var ctorExprFinal = ctorExpr;\n var body = [];\n var retExpr = null;\n function makeConditionalFactory(nonCtorExpr) {\n   var r = variable('r');\n body.push(r.set(NULL_EXPR).toDeclStmt());\n   body.push(ifStmt(t, [r.set(ctorExprFinal).toStmt()], [r.set(nonCtorExpr).toStmt()]));\n   return r;\n }\n if (isDelegatedMetadata(meta) && meta.delegateType === R3FactoryDelegateType.Factory) {\n   var delegateFactory = variable(\"\\u0275\" + meta.name + \"_BaseFactory\");\n   var getFactoryOf = importExpr(Identifiers$1.getFactoryOf);\n   if (meta.delegate.isEquivalent(meta.type)) {\n   throw new Error(\"Illegal state: compiling factory that delegates to itself\");\n   }\n   var delegateFactoryStmt = delegateFactory.set(getFactoryOf.callFn([meta.delegate])).toDeclStmt(INFERRED_TYPE, [\n StmtModifier.Exported, StmtModifier.Final\n   ]);\n   statements.push(delegateFactoryStmt);\n   var r = makeConditionalFactory(delegateFactory.callFn([]));\n   retExpr = r;\n }\n else if (isDelegatedMetadata(meta)) {\n   // This type is created with a delegated factory. If a type parameter is not specified, call\n   // the factory instead.\n   var delegateArgs = injectDependencies(meta.delegateDeps, meta.injectFn);\n   // Either call `new delegate(...)` or `delegate(...)` depending on meta.useNewForDelegate.\n var factoryExpr = new (meta.delegateType === R3FactoryDelegateType.Class ?\n   InstantiateExpr :\n InvokeFunctionExpr)(meta.delegate, delegateArgs);\n   retExpr = makeConditionalFactory(factoryExpr);\n }\n else if (isExpressionFactoryMetadata(meta)) {\n   // TODO(alxhub): decide whether to lower the value here or in the caller\n   retExpr = makeConditionalFactory(meta.expression);\n }\n else {\n   retExpr = ctorExpr;\n }\n return {\n   factory: fn([new FnParam('t', DYNAMIC_TYPE)], __spread(body, [new ReturnStatement(retExpr)]), INFERRED_TYPE, undefined, meta.name + \"_Factory\"),\n   statements: statements,\n };\n}\nfunction injectDependencies(deps, injectFn) {\n return deps.map(function (dep) { return compileInjectDependency(dep, injectFn); });\n}\nfunction compileInjectDependency(dep, injectFn) {\n // Interpret the dependency according to its resolved type.\n switch (dep.resolved) {\n   case R3ResolvedDependencyType.Token:\n   case R3ResolvedDependencyType.Injector: {\n   // Build up the injection flags according to the metadata.\n   var flags = 0 /* Default */ | (dep.self ? 2 /* Self */ : 0) |\n (dep.skipSelf ? 4 /* SkipSelf */ : 0) | (dep.host ? 1 /* Host */ : 0) |\n   (dep.optional ? 8 /* Optional */ : 0);\n

// Determine the token used for injection. In almost all cases this is the given token, but\n // if the dependency is resolved to the `Injector` then the special `INJECTOR` token is used\n // instead.\n var token = dep.token;\n if (dep.resolved === R3ResolvedDependencyType.Injector) {\n token = importExpr(Identifiers.INJECTOR);\n }\n // Build up the arguments to the injectFn call.\n var injectArgs = [token];\n // If this dependency is optional or otherwise has non-default flags, then additional\n // parameters describing how to inject the dependency must be passed to the inject function\n // that's being used.\n if (flags !== 0 /* Default */ || dep.optional) {\n injectArgs.push(literal(flags));\n }\n return importExpr(injectFn).callFn(injectArgs);\n }\n case R3ResolvedDependencyType.Attribute:\n // In the case of attributes, the attribute name in question is given as the token.\n return importExpr(Identifiers$1.injectAttribute).callFn([dep.token]);\n default:\n return unsupported(\"Unknown R3ResolvedDependencyType: \" + R3ResolvedDependencyType[dep.resolved]);\n }\n}\n/**\n * A helper function useful for extracting `R3DependencyMetadata` from a Render2\n * `CompileTypeMetadata` instance.\n */\nfunction dependenciesFromGlobalMetadata(type, outputCtx, reflector) {\n var e_1, _a;\n // Use the `CompileReflector` to look up references to some well-known Angular types. These will\n // be compared with the token to statically determine whether the token has significance to\n // Angular, and set the correct `R3ResolvedDependencyType` as a result.\n var injectorRef = reflector.resolveExternalReference(Identifiers.Injector);\n // Iterate through the type's DI dependencies and produce `R3DependencyMetadata` for each of them.\n var deps = [];\n try {\n for (var _b = __values(type.diDeps), _c = _b.next(); !_c.done; _c = _b.next()) {\n var dependency = _c.value;\n if (dependency.token) {\n var tokenRef = tokenReference(dependency.token);\n var resolved = R3ResolvedDependencyType.Token;\n if (tokenRef === injectorRef) {\n resolved = R3ResolvedDependencyType.Injector;\n }\n else if (dependency.isAttribute) {\n resolved = R3ResolvedDependencyType.Attribute;\n }\n // In the case of most dependencies, the token will be a reference to a type. Sometimes,\n // however, it can be a string, in the case of older Angular code or @Attribute injection.\n var token = tokenRef instanceof StaticSymbol ? outputCtx.importExpr(tokenRef) : literal(tokenRef);\n // Construct the dependency.\n deps.push({\n token: token,\n resolved: resolved,\n host: !!dependency.isHost,\n optional: !!dependency.isOptional,\n self: !!dependency.isSelf,\n skipSelf: !!dependency.isSkipSelf,\n });\n }\n else {\n unsupported('dependency without a token');\n }\n }\n }\n catch (e_1_1) { e_1 = { error: e_1_1 }; }\n finally {\n try {\n if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n }\n finally { if (e_1) throw e_1.error; }\n }\n return deps;\n}\nfunction isDelegatedMetadata(meta) {\n return meta.delegateType !== undefined;\n}\nfunction isExpressionFactoryMetadata(meta) {\n return meta.expression !== undefined;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Convert an object map with `Expression` values into a `LiteralMapExpr`.\n */\nfunction mapToMapExpression(map) {\n var result = Object.keys(map).map(function (key) { return ({ key: key, value: map[key], quoted: false }); });\n return literalMap(result);\n}\n/**\n * Convert metadata into an `Expression` in the given `OutputContext`.\n *\n * This operation will handle arrays, references to symbols, or literal `null` or `undefined`.\n */\nfunction convertMetaToOutput(meta, ctx) {\n if (Array.isArray(meta)) {\n return literalArr(meta.map(function (entry) { return convertMetaToOutput(entry, ctx); }));\n }\n if (meta instanceof StaticSymbol) {\n return ctx.importExpr(meta);\n }\n if (meta == null) {\n return literal(meta);\n }\n throw new Error(\"Internal error: Unsupported or unknown metadata: \" + meta);\n}\nfunction typeWithParameters(type, numParams) {\n var params = null;\n if (numParams > 0) {\n params = [];\n for (var i = 0; i < numParams; i++) {\n params.push(DYNAMIC_TYPE);\n }\n }\n return expressionType(type, null, params);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction compileInjectable(meta) {\n var result = null;\n var factoryMeta = {\n name: meta.name,\n type:

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meta.type,\n        deps: meta.ctorDeps,\n        injectFn: Identifiers.inject,\n    };\n    if (meta.useClass !== undefined) {\n        // meta.useClass has two modes of operation. Either deps are specified, in which case `new` is\n        // used to instantiate the class with dependencies injected, or deps are not specified and\n        // the factory of the class is used to instantiate it.\n        //\n        // A special case exists for useClass: Type where Type is the injectable type itself, in which\n        // case omitting deps just uses the constructor dependencies instead.\n        var useClassOnSelf = meta.useClass.isEquivalent(meta.type);\n        var deps = meta.userDeps || (useClassOnSelf && meta.ctorDeps) || undefined;\n        if (deps !== undefined) {\n            // factory: () => new meta.useClass(...deps)\n            result = compileFactoryFunction(__assign({}, factoryMeta, { delegate: meta.useClass, delegateDeps: deps, delegateType: R3FactoryDelegateType.Class }));\n        }\n        else {\n            result = compileFactoryFunction(__assign({}, factoryMeta, { delegate: meta.useClass, delegateType: R3FactoryDelegateType.Factory }));\n        }\n    }\n    else if (meta.useFactory !== undefined) {\n        result = compileFactoryFunction(__assign({}, factoryMeta, { delegate: meta.useFactory, delegateDeps: meta.userDeps || [], delegateType: R3FactoryDelegateType.Function }));\n    }\n    else if (meta.useValue !== undefined) {\n        // Note: it's safe to use `meta.useValue` instead of the `USE_VALUE in meta` check used for\n        // client code because meta.useValue is an Expression which will be defined even if the actual\n        // value is undefined.\n        result = compileFactoryFunction(__assign({}, factoryMeta, { expression: meta.useValue }));\n    }\n    else if (meta.useExisting !== undefined) {\n        // useExisting is an `inject` call on the existing token.\n        result = compileFactoryFunction(__assign({}, factoryMeta, { expression: importExpr(Identifiers.inject).callFn([meta.useExisting]) }));\n    }\n    else {\n        result = compileFactoryFunction(factoryMeta);\n    }\n    var token = meta.type;\n    var providedIn = meta.providedIn;\n    var expression = importExpr(Identifiers.defineInjectable).callFn([mapToMapExpression({ token: token, factory: result.factory, providedIn: providedIn })]);\n    var type = new ExpressionType(importExpr(Identifiers.InjectableDef, [new ExpressionType(meta.type)]));\n    return {\n        expression: expression,\n        type: type,\n        statements: result.statements,\n    };\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n//
https://docs.google.com/document/d/1U1RGAehQwRypUTovF1KRlpiOFze0b-_2gc6fAH0KY0k/edit\nvar VERSION = 3;\nvar JS_B64_PREFIX = '# sourceMappingURL=data:application/jsonbase64,';\nvar SourceMapGenerator = /** @class */ (function () {\n    function SourceMapGenerator(file) {\n        if (file === void 0) { file = null; }\n        this.file = file;\n        this.sourcesContent = new Map();\n        this.lines = [];\n        this.lastCol0 = 0;\n        this.hasMappings = false;\n    }\n    // The content is `null` when the content is expected to be loaded using the URL\n    SourceMapGenerator.prototype.addSource = function (url, content) {\n        if (content === void 0) { content = null; }\n        if (!this.sourcesContent.has(url)) {\n            this.sourcesContent.set(url, content);\n        }\n        return this;\n    };\n    SourceMapGenerator.prototype.addLine = function () {\n        this.lines.push([]);\n        this.lastCol0 = 0;\n        return this;\n    };\n    SourceMapGenerator.prototype.addMapping = function (col0, sourceUrl, sourceLine0, sourceCol0) {\n        if (!this.currentLine) {\n            throw new Error(\"A line must be added before mappings can be added\");\n        }\n        if (sourceUrl != null && !this.sourcesContent.has(sourceUrl)) {\n            throw new Error(\"Unknown source file \\\"\" + sourceUrl + \"\\\"\");\n        }\n        if (col0 == null) {\n            throw new Error(\"The column in the generated code must be provided\");\n        }\n        if (col0 < this.lastCol0) {\n            throw new Error(\"Mapping should be added in output order\");\n        }\n        if (sourceUrl && (sourceLine0 == null || sourceCol0 == null)) {\n            throw new Error(\"The source location must be provided when a source url is provided\");\n        }\n        this.hasMappings = true;\n        this.lastCol0 = col0;\n        this.currentLine.push({ col0: col0, sourceUrl: sourceUrl, sourceLine0: sourceLine0, sourceCol0: sourceCol0 });\n        return this;\n    };\n    Object.defineProperty(SourceMapGenerator.prototype, \"currentLine\", {\n        get: function () { return this.lines.slice(-1)[0]; },\n        enumerable: true,\n        configurable: true\n    });\n    SourceMapGenerator.prototype.toJSON = function () {\n        var _this = this;\n        if (!this.hasMappings) {\n            return null;\n        }\n        var sourcesIndex = new Map();\n        var sources = [];\n        var sourcesContent = [];\n        Array.from(this.sourcesContent.keys()).forEach(function (url, i) {\n            sourcesIndex.set(url, i);\n
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sources.push(url);\n            sourcesContent.push(_this.sourcesContent.get(url) || null);\n        });\n        var mappings
= '';\n        var lastCol0 = 0;\n        var lastSourceIndex = 0;\n        var lastSourceLine0 = 0;\n        var lastSourceCol0
= 0;\n        this.lines.forEach(function (segments) {\n            lastCol0 = 0;\n            mappings += segments\n
.map(function (segment) {\n                // zero-based starting column of the line in the generated code\n                var
segAsStr = toBase64VLQ(segment.col0 - lastCol0);\n                lastCol0 = segment.col0;\n                if
(segment.sourceUrl != null) {\n                    // zero-based index into the “sources” list\n                    segAsStr +=\n
                    toBase64VLQ(sourcesIndex.get(segment.sourceUrl) - lastSourceIndex);\n                    lastSourceIndex =
sourcesIndex.get(segment.sourceUrl);\n                    // the zero-based starting line in the original source\n
segAsStr += toBase64VLQ(segment.sourceLine0 - lastSourceLine0);\n                    lastSourceLine0 =
segment.sourceLine0;\n                    // the zero-based starting column in the original source\n                    segAsStr
+= toBase64VLQ(segment.sourceCol0 - lastSourceCol0);\n                    lastSourceCol0 = segment.sourceCol0;\n
            }\n                return segAsStr;\n            })\n                .join(',');\n            mappings += ';';\n        });\n
mappings = mappings.slice(0, -1);\n        return {\n            'file': this.file || '',\n            'version': VERSION,\n
'sourceRoot': '',\n            'sources': sources,\n            'sourcesContent': sourcesContent,\n            'mappings':
mappings,\n        };\n    };\n    SourceMapGenerator.prototype.toJsComment = function () {\n        return
this.hasMappings ? '//' + JS_B64_PREFIX + toBase64String(JSON.stringify(this, null, 0)) :\n            '';\n    };\n
return SourceMapGenerator;\n}());\nfunction toBase64String(value) {\n    var b64 = '';\n    value =
utf8Encode(value);\n    for (var i = 0; i < value.length;) {\n        var i1 = value.charCodeAt(i++);\n        var i2 =
value.charCodeAt(i++);\n        var i3 = value.charCodeAt(i++);\n        b64 += toBase64Digit(i1 >> 2);\n        b64 +=
toBase64Digit(((i1 & 3) << 4) | (isNaN(i2) ? 0 : i2 >> 4));\n        b64 += isNaN(i2) ? '=' : toBase64Digit(((i2 & 15)
<< 2) | (i3 >> 6));\n        b64 += isNaN(i2) || isNaN(i3) ? '=' : toBase64Digit(i3 & 63);\n    }\n    return
b64;\n}\nfunction toBase64VLQ(value) {\n    value = value < 0 ? ((-value) << 1) + 1 : value << 1;\n    var out = '';\n
 do {\n        var digit = value & 31;\n        value = value >> 5;\n        if (value > 0) {\n            digit = digit | 32;\n
}\n        out += toBase64Digit(digit);\n    } while (value > 0);\n    return out;\n}\nvar B64_DIGITS =
'ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/';\nfunction
toBase64Digit(value) {\n    if (value < 0 || value >= 64) {\n        throw new Error(\"Can only encode value in the
range [0, 63]\");\n    }\n    return B64_DIGITS[value];\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nvar _SINGLE_QUOTE_ESCAPE_STRING_RE =
/'|\\\\|\\n|\\r|\$/g;\nvar _LEGAL_IDENTIFIER_RE = /^[$A-Z_][0-9A-Z_$]*$/i;\nvar _INDENT_WITH = '  ';\nvar
CATCH_ERROR_VAR$1 = variable('error', null, null);\nvar CATCH_STACK_VAR$1 = variable('stack', null,
null);\nvar _EmittedLine = /** @class */ (function () {\n    function _EmittedLine(indent) {\n        this.indent =
indent;\n        this.partsLength = 0;\n        this.parts = [];\n        this.srcSpans = [];\n    }\n    return
_EmittedLine;\n}());\nvar EmitterVisitorContext = /** @class */ (function () {\n    function
EmitterVisitorContext(_indent) {\n        this._indent = _indent;\n        this._classes = [];\n
this._preambleLineCount = 0;\n        this._lines = [new _EmittedLine(_indent)];\n    }\n
EmitterVisitorContext.createRoot = function () { return new EmitterVisitorContext(0); };\n
Object.defineProperty(EmitterVisitorContext.prototype, \"_currentLine\", {\n        get: function () { return
this._lines[this._lines.length - 1]; },\n        enumerable: true,\n        configurable: true\n    });\n
EmitterVisitorContext.prototype.println = function (from, lastPart) {\n        if (lastPart === void 0) { lastPart = ''; }\n
    this.print(from || null, lastPart, true);\n    };\n    EmitterVisitorContext.prototype.lineIsEmpty = function () {
return this._currentLine.parts.length === 0; };\n    EmitterVisitorContext.prototype.lineLength = function () {\n
return this._currentLine.indent * _INDENT_WITH.length + this._currentLine.partsLength;\n    };\n
EmitterVisitorContext.prototype.print = function (from, part, newLine) {\n        if (newLine === void 0) { newLine
= false; }\n        if (part.length > 0) {\n            this._currentLine.parts.push(part);\n
this._currentLine.partsLength += part.length;\n            this._currentLine.srcSpans.push(from && from.sourceSpan ||
null);\n        }\n        if (newLine) {\n            this._lines.push(new _EmittedLine(this._indent));\n        }\n    };\n
EmitterVisitorContext.prototype.removeEmptyLastLine = function () {\n        if (this.lineIsEmpty()) {\n
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this._lines.pop();\n        }\n    };\n    EmitterVisitorContext.prototype.incIndent = function () {\n
this._indent++;\n        if (this.lineIsEmpty()) {\n            this._currentLine.indent = this._indent;\n        }\n    };\n
EmitterVisitorContext.prototype.decIndent = function () {\n        this._indent--;\n        if (this.lineIsEmpty()) {\n
  this._currentLine.indent = this._indent;\n        }\n    };\n    EmitterVisitorContext.prototype.pushClass = function
(clazz) { this._classes.push(clazz); };\n    EmitterVisitorContext.prototype.popClass = function () { return
this._classes.pop(); };\n    Object.defineProperty(EmitterVisitorContext.prototype, \"currentClass\", {\n        get:
function () {\n            return this._classes.length > 0 ? this._classes[this._classes.length - 1] : null;\n        },\n
enumerable: true,\n        configurable: true\n    });\n    EmitterVisitorContext.prototype.toSource = function () {\n
return this.sourceLines\n            .map(function (l) { return l.parts.length > 0 ? _createIndent(l.indent) + l.parts.join('')
: ''; })\n            .join('\\n');\n    };\n    EmitterVisitorContext.prototype.toSourceMapGenerator = function
(genFilePath, startsAtLine) {\n        if (startsAtLine === void 0) { startsAtLine = 0; }\n        var map = new
SourceMapGenerator(genFilePath);\n        var firstOffsetMapped = false;\n        var mapFirstOffsetIfNeeded =
function () {\n            if (!firstOffsetMapped) {\n                // Add a single space so that tools won't try to load the file
from disk.\n                // Note: We are using virtual urls like `ng:///`, so we have to\n                // provide a content
here.\n                map.addSource(genFilePath, ' ').addMapping(0, genFilePath, 0, 0);\n                firstOffsetMapped =
true;\n            }\n        };\n        for (var i = 0; i < startsAtLine; i++) {\n            map.addLine();\n
mapFirstOffsetIfNeeded();\n        }\n        this.sourceLines.forEach(function (line, lineIdx) {\n
map.addLine();\n            var spans = line.srcSpans;\n            var parts = line.parts;\n            var col0 = line.indent *
_INDENT_WITH.length;\n            var spanIdx = 0;\n            // skip leading parts without source spans\n
while (spanIdx < spans.length && !spans[spanIdx]) {\n                col0 += parts[spanIdx].length;\n
spanIdx++;\n            }\n            if (spanIdx < spans.length && lineIdx === 0 && col0 === 0) {\n
firstOffsetMapped = true;\n            }\n            else {\n                mapFirstOffsetIfNeeded();\n            }\n            while
(spanIdx < spans.length) {\n                var span = spans[spanIdx];\n                var source = span.start.file;\n
var sourceLine = span.start.line;\n                var sourceCol = span.start.col;\n                map.addSource(source.url,
source.content)\n                    .addMapping(col0, source.url, sourceLine, sourceCol);\n                col0 +=
parts[spanIdx].length;\n                spanIdx++;\n                // assign parts without span or the same span to the
previous segment\n                while (spanIdx < spans.length && (span === spans[spanIdx] || !spans[spanIdx])) {\n
            col0 += parts[spanIdx].length;\n                    spanIdx++;\n                }\n            }\n        });\n        return
map;\n    };\n    EmitterVisitorContext.prototype.setPreambleLineCount = function (count) { return
this._preambleLineCount = count; };\n    EmitterVisitorContext.prototype.spanOf = function (line, column) {\n
var emittedLine = this._lines[line - this._preambleLineCount];\n        if (emittedLine) {\n            var columnsLeft =
column - _createIndent(emittedLine.indent).length;\n            for (var partIndex = 0; partIndex <
emittedLine.parts.length; partIndex++) {\n                var part = emittedLine.parts[partIndex];\n                if
(part.length > columnsLeft) {\n                    return emittedLine.srcSpans[partIndex];\n                }\n
columnsLeft -= part.length;\n            }\n        }\n        return null;\n    };\n
Object.defineProperty(EmitterVisitorContext.prototype, \"sourceLines\", {\n        get: function () {\n            if
(this._lines.length && this._lines[this._lines.length - 1].parts.length === 0) {\n                return this._lines.slice(0, -
1);\n            }\n            return this._lines;\n        },\n        enumerable: true,\n        configurable: true\n    });\n    return
EmitterVisitorContext;\n}());\nvar AbstractEmitterVisitor = /** @class */ (function () {\n    function
AbstractEmitterVisitor(_escapeDollarInStrings) {\n        this._escapeDollarInStrings = _escapeDollarInStrings;\n
}\n    AbstractEmitterVisitor.prototype.visitExpressionStmt = function (stmt, ctx) {\n
stmt.expr.visitExpression(this, ctx);\n        ctx.println(stmt, ';');\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitReturnStmt = function (stmt, ctx) {\n        ctx.print(stmt, \"return \");\n
stmt.value.visitExpression(this, ctx);\n        ctx.println(stmt, ';');\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitIfStmt = function (stmt, ctx) {\n        ctx.print(stmt, \"if (\");\n
stmt.condition.visitExpression(this, ctx);\n        ctx.print(stmt, \") {\");\n        var hasElseCase = stmt.falseCase !=
null && stmt.falseCase.length > 0;\n        if (stmt.trueCase.length <= 1 && !hasElseCase) {\n            ctx.print(stmt,
\" \");\n            this.visitAllStatements(stmt.trueCase, ctx);\n            ctx.removeEmptyLastLine();\n
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ctx.print(stmt, \" \");\n        }\n        else {\n            ctx.println();\n            ctx.incIndent();\n
this.visitAllStatements(stmt.trueCase, ctx);\n            ctx.decIndent();\n            if (hasElseCase) {\n
ctx.println(stmt, \"} else {\");\n                ctx.incIndent();\n                this.visitAllStatements(stmt.falseCase, ctx);\n
        ctx.decIndent();\n            }\n        }\n        ctx.println(stmt, \"}\");\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitThrowStmt = function (stmt, ctx) {\n        ctx.print(stmt, \"throw \");\n
stmt.error.visitExpression(this, ctx);\n        ctx.println(stmt, \";\");\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitCommentStmt = function (stmt, ctx) {\n        if (stmt.multiline) {\n
ctx.println(stmt, \"/* \" + stmt.comment + \" */\");\n        }\n        else {\n
stmt.comment.split('\\n').forEach(function (line) { ctx.println(stmt, \"// \" + line); });\n        }\n        return null;\n
};\n    AbstractEmitterVisitor.prototype.visitJSDocCommentStmt = function (stmt, ctx) {\n        ctx.println(stmt,
\"/*\" + stmt.toString() + \"*/\");\n        return null;\n    };\n    AbstractEmitterVisitor.prototype.visitWriteVarExpr =
function (expr, ctx) {\n        var lineWasEmpty = ctx.lineIsEmpty();\n        if (!lineWasEmpty) {\n
ctx.print(expr, '(');\n        }\n        ctx.print(expr, expr.name + \" = \");\n        expr.value.visitExpression(this, ctx);\n
  if (!lineWasEmpty) {\n            ctx.print(expr, ')');\n        }\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitWriteKeyExpr = function (expr, ctx) {\n        var lineWasEmpty =
ctx.lineIsEmpty();\n        if (!lineWasEmpty) {\n            ctx.print(expr, '(');\n        }\n
expr.receiver.visitExpression(this, ctx);\n        ctx.print(expr, \"[\");\n        expr.index.visitExpression(this, ctx);\n
ctx.print(expr, \"] = \");\n        expr.value.visitExpression(this, ctx);\n        if (!lineWasEmpty) {\n
ctx.print(expr, ')');\n        }\n        return null;\n    };\n    AbstractEmitterVisitor.prototype.visitWritePropExpr =
function (expr, ctx) {\n        var lineWasEmpty = ctx.lineIsEmpty();\n        if (!lineWasEmpty) {\n
ctx.print(expr, '(');\n        }\n        expr.receiver.visitExpression(this, ctx);\n        ctx.print(expr, \".\" + expr.name + \"
= \");\n        expr.value.visitExpression(this, ctx);\n        if (!lineWasEmpty) {\n            ctx.print(expr, ')');\n        }\n
  return null;\n    };\n    AbstractEmitterVisitor.prototype.visitInvokeMethodExpr = function (expr, ctx) {\n
expr.receiver.visitExpression(this, ctx);\n        var name = expr.name;\n        if (expr.builtin != null) {\n            name
= this.getBuiltinMethodName(expr.builtin);\n            if (name == null) {\n                // some builtins just mean to
skip the call.\n                return null;\n            }\n        }\n        ctx.print(expr, \".\" + name + \"(\");\n
this.visitAllExpressions(expr.args, ctx, \",\");\n        ctx.print(expr, \")\");\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitInvokeFunctionExpr = function (expr, ctx) {\n
expr.fn.visitExpression(this, ctx);\n        ctx.print(expr, \"(\");\n        this.visitAllExpressions(expr.args, ctx, ',');\n
ctx.print(expr, \")\");\n        return null;\n    };\n    AbstractEmitterVisitor.prototype.visitWrappedNodeExpr =
function (ast, ctx) {\n        throw new Error('Abstract emitter cannot visit WrappedNodeExpr.');\n    };\n
AbstractEmitterVisitor.prototype.visitTypeofExpr = function (expr, ctx) {\n        ctx.print(expr, 'typeof ');\n
expr.expr.visitExpression(this, ctx);\n    };\n    AbstractEmitterVisitor.prototype.visitReadVarExpr = function (ast,
ctx) {\n        var varName = ast.name;\n        if (ast.builtin != null) {\n            switch (ast.builtin) {\n                case
BuiltinVar.Super:\n                    varName = 'super';\n                    break;\n                case BuiltinVar.This:\n
  varName = 'this';\n                    break;\n                case BuiltinVar.CatchError:\n                    varName =
CATCH_ERROR_VAR$1.name;\n                    break;\n                case BuiltinVar.CatchStack:\n
varName = CATCH_STACK_VAR$1.name;\n                    break;\n                default:\n                    throw new
Error(\"Unknown builtin variable \" + ast.builtin);\n            }\n        }\n        ctx.print(ast, varName);\n        return
null;\n    };\n    AbstractEmitterVisitor.prototype.visitInstantiateExpr = function (ast, ctx) {\n        ctx.print(ast, \"new
\");\n        ast.classExpr.visitExpression(this, ctx);\n        ctx.print(ast, \"(\");\n        this.visitAllExpressions(ast.args,
ctx, ',');\n        ctx.print(ast, \")\");\n        return null;\n    };\n    AbstractEmitterVisitor.prototype.visitLiteralExpr =
function (ast, ctx) {\n        var value = ast.value;\n        if (typeof value === 'string') {\n            ctx.print(ast,
escapeIdentifier(value, this._escapeDollarInStrings));\n        }\n        else {\n            ctx.print(ast, \"\" + value);\n
}\n        return null;\n    };\n    AbstractEmitterVisitor.prototype.visitConditionalExpr = function (ast, ctx) {\n
ctx.print(ast, \"(\");\n        ast.condition.visitExpression(this, ctx);\n        ctx.print(ast, '? ');\n
ast.trueCase.visitExpression(this, ctx);\n        ctx.print(ast, ': ');\n        ast.falseCase.visitExpression(this, ctx);\n
ctx.print(ast, \")\");\n        return null;\n    };\n    AbstractEmitterVisitor.prototype.visitNotExpr = function (ast, ctx)
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{\n        ctx.print(ast, '!');\n        ast.condition.visitExpression(this, ctx);\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitAssertNotNullExpr = function (ast, ctx) {\n
ast.condition.visitExpression(this, ctx);\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitBinaryOperatorExpr = function (ast, ctx) {\n        var opStr;\n        switch
(ast.operator) {\n            case BinaryOperator.Equals:\n                opStr = '==';\n                break;\n            case
BinaryOperator.Identical:\n                opStr = '===';\n                break;\n            case BinaryOperator.NotEquals:\n
        opStr = '!=';\n                break;\n            case BinaryOperator.NotIdentical:\n                opStr = '!==';\n
break;\n            case BinaryOperator.And:\n                opStr = '&&';\n                break;\n            case
BinaryOperator.BitwiseAnd:\n                opStr = '&';\n                break;\n            case BinaryOperator.Or:\n
opStr = '||';\n                break;\n            case BinaryOperator.Plus:\n                opStr = '+';\n                break;\n
case BinaryOperator.Minus:\n                opStr = '-';\n                break;\n            case BinaryOperator.Divide:\n
  opStr = '/';\n                break;\n            case BinaryOperator.Multiply:\n                opStr = '*';\n                break;\n
    case BinaryOperator.Modulo:\n                opStr = '%';\n                break;\n            case BinaryOperator.Lower:\n
        opStr = '<';\n                break;\n            case BinaryOperator.LowerEquals:\n                opStr = '<=';\n
break;\n            case BinaryOperator.Bigger:\n                opStr = '>';\n                break;\n            case
BinaryOperator.BiggerEquals:\n                opStr = '>=';\n                break;\n            default:\n                throw new
Error(\"Unknown operator \" + ast.operator);\n        }\n        if (ast.parens)\n            ctx.print(ast, \"(\");\n
ast.lhs.visitExpression(this, ctx);\n        ctx.print(ast, \" \" + opStr + \" \");\n        ast.rhs.visitExpression(this, ctx);\n
   if (ast.parens)\n            ctx.print(ast, \")\");\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitReadPropExpr = function (ast, ctx) {\n        ast.receiver.visitExpression(this,
ctx);\n        ctx.print(ast, \".\");\n        ctx.print(ast, ast.name);\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitReadKeyExpr = function (ast, ctx) {\n        ast.receiver.visitExpression(this,
ctx);\n        ctx.print(ast, \"[\");\n        ast.index.visitExpression(this, ctx);\n        ctx.print(ast, \"]\");\n        return
null;\n    };\n    AbstractEmitterVisitor.prototype.visitLiteralArrayExpr = function (ast, ctx) {\n        ctx.print(ast,
\"[\");\n        this.visitAllExpressions(ast.entries, ctx, ',');\n        ctx.print(ast, \"]\");\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitLiteralMapExpr = function (ast, ctx) {\n        var _this = this;\n
ctx.print(ast, \"{\");\n        this.visitAllObjects(function (entry) {\n            ctx.print(ast, escapeIdentifier(entry.key,
_this._escapeDollarInStrings, entry.quoted) + \":\");\n            entry.value.visitExpression(_this, ctx);\n        },
ast.entries, ctx, ',');\n        ctx.print(ast, \"}\");\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitCommaExpr = function (ast, ctx) {\n        ctx.print(ast, '(');\n
this.visitAllExpressions(ast.parts, ctx, ',');\n        ctx.print(ast, ')');\n        return null;\n    };\n
AbstractEmitterVisitor.prototype.visitAllExpressions = function (expressions, ctx, separator) {\n        var _this =
this;\n        this.visitAllObjects(function (expr) { return expr.visitExpression(_this, ctx); }, expressions, ctx,
separator);\n    };\n    AbstractEmitterVisitor.prototype.visitAllObjects = function (handler, expressions, ctx,
separator) {\n        var incrementedIndent = false;\n        for (var i = 0; i < expressions.length; i++) {\n            if (i >
0) {\n                if (ctx.lineLength() > 80) {\n                    ctx.print(null, separator, true);\n                    if
(!incrementedIndent) {\n                        // continuation are marked with double indent.\n
ctx.incIndent();\n                        ctx.incIndent();\n                        incrementedIndent = true;\n                    }\n
 }\n                else {\n                    ctx.print(null, separator, false);\n                }\n            }\n
handler(expressions[i]);\n        }\n        if (incrementedIndent) {\n            // continuation are marked with double
indent.\n            ctx.decIndent();\n            ctx.decIndent();\n        }\n    };\n
AbstractEmitterVisitor.prototype.visitAllStatements = function (statements, ctx) {\n        var _this = this;\n
statements.forEach(function (stmt) { return stmt.visitStatement(_this, ctx); });\n    };\n    return
AbstractEmitterVisitor;\n}());\nfunction escapeIdentifier(input, escapeDollar, alwaysQuote) {\n    if (alwaysQuote
=== void 0) { alwaysQuote = true; }\n    if (input == null) {\n        return null;\n    }\n    var body =
input.replace(_SINGLE_QUOTE_ESCAPE_STRING_RE, function () {\n        var match = [];\n        for (var _i = 0;
_i < arguments.length; _i++) {\n            match[_i] = arguments[_i];\n        }\n        if (match[0] == '$') {\n
return escapeDollar ? '\\\$' : '$';\n        }\n        else if (match[0] == '\\n') {\n            return '\\\\n';\n        }\n        else if
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(match[0] == '\\r') {\n            return '\\\\r';\n        }\n        else {\n            return \"\\\\\" + match[0];\n        }\n    });\n
var requiresQuotes = alwaysQuote || !_LEGAL_IDENTIFIER_RE.test(body);\n    return requiresQuotes ? \"'\" +
body + \"'\" : body;\n}\nfunction _createIndent(count) {\n    var res = '';\n    for (var i = 0; i < count; i++) {\n        res
+= _INDENT_WITH;\n    }\n    return res;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nvar AbstractJsEmitterVisitor = /** @class */ (function (_super) {\n
__extends(AbstractJsEmitterVisitor, _super);\n    function AbstractJsEmitterVisitor() {\n        return
_super.call(this, false) || this;\n    }\n    AbstractJsEmitterVisitor.prototype.visitDeclareClassStmt = function (stmt,
ctx) {\n        var _this = this;\n        ctx.pushClass(stmt);\n        this._visitClassConstructor(stmt, ctx);\n        if
(stmt.parent != null) {\n            ctx.print(stmt, stmt.name + \".prototype = Object.create(\");\n
stmt.parent.visitExpression(this, ctx);\n            ctx.println(stmt, \".prototype);\");\n        }\n
stmt.getters.forEach(function (getter) { return _this._visitClassGetter(stmt, getter, ctx); });\n
stmt.methods.forEach(function (method) { return _this._visitClassMethod(stmt, method, ctx); });\n
ctx.popClass();\n        return null;\n    };\n    AbstractJsEmitterVisitor.prototype._visitClassConstructor = function
(stmt, ctx) {\n        ctx.print(stmt, \"function \" + stmt.name + \"(\");\n        if (stmt.constructorMethod != null) {\n
    this._visitParams(stmt.constructorMethod.params, ctx);\n        }\n        ctx.println(stmt, \") {\");\n
ctx.incIndent();\n        if (stmt.constructorMethod != null) {\n            if (stmt.constructorMethod.body.length > 0) {\n
            ctx.println(stmt, \"var self = this;\");\n                this.visitAllStatements(stmt.constructorMethod.body,
ctx);\n            }\n        }\n        ctx.decIndent();\n        ctx.println(stmt, \"}\");\n    };\n
AbstractJsEmitterVisitor.prototype._visitClassGetter = function (stmt, getter, ctx) {\n        ctx.println(stmt,
\"Object.defineProperty(\" + stmt.name + \".prototype, '\" + getter.name + \"', { get: function() {\");\n
ctx.incIndent();\n        if (getter.body.length > 0) {\n            ctx.println(stmt, \"var self = this;\");\n
this.visitAllStatements(getter.body, ctx);\n        }\n        ctx.decIndent();\n        ctx.println(stmt, \"}});\");\n    };\n
AbstractJsEmitterVisitor.prototype._visitClassMethod = function (stmt, method, ctx) {\n        ctx.print(stmt,
stmt.name + \".prototype.\" + method.name + \" = function(\");\n        this._visitParams(method.params, ctx);\n
ctx.println(stmt, \") {\");\n        ctx.incIndent();\n        if (method.body.length > 0) {\n            ctx.println(stmt, \"var
self = this;\");\n            this.visitAllStatements(method.body, ctx);\n        }\n        ctx.decIndent();\n
ctx.println(stmt, \"};\");\n    };\n    AbstractJsEmitterVisitor.prototype.visitWrappedNodeExpr = function (ast, ctx)
{\n        throw new Error('Cannot emit a WrappedNodeExpr in Javascript.');\n    };\n
AbstractJsEmitterVisitor.prototype.visitReadVarExpr = function (ast, ctx) {\n        if (ast.builtin ===
BuiltinVar.This) {\n            ctx.print(ast, 'self');\n        }\n        else if (ast.builtin === BuiltinVar.Super) {\n
throw new Error(\"'super' needs to be handled at a parent ast node, not at the variable level!\");\n        }\n        else
{\n            _super.prototype.visitReadVarExpr.call(this, ast, ctx);\n        }\n        return null;\n    };\n
AbstractJsEmitterVisitor.prototype.visitDeclareVarStmt = function (stmt, ctx) {\n        ctx.print(stmt, \"var \" +
stmt.name);\n        if (stmt.value) {\n            ctx.print(stmt, ' = ');\n            stmt.value.visitExpression(this, ctx);\n
}\n        ctx.println(stmt, \";\");\n        return null;\n    };\n    AbstractJsEmitterVisitor.prototype.visitCastExpr =
function (ast, ctx) {\n        ast.value.visitExpression(this, ctx);\n        return null;\n    };\n
AbstractJsEmitterVisitor.prototype.visitInvokeFunctionExpr = function (expr, ctx) {\n        var fnExpr = expr.fn;\n
    if (fnExpr instanceof ReadVarExpr && fnExpr.builtin === BuiltinVar.Super) {\n
ctx.currentClass.parent.visitExpression(this, ctx);\n            ctx.print(expr, \".call(this\");\n            if (expr.args.length
> 0) {\n                ctx.print(expr, \", \");\n                this.visitAllExpressions(expr.args, ctx, ',');\n            }\n
ctx.print(expr, \")\");\n        }\n        else {\n            _super.prototype.visitInvokeFunctionExpr.call(this, expr, ctx);\n
    }\n        return null;\n    };\n    AbstractJsEmitterVisitor.prototype.visitFunctionExpr = function (ast, ctx) {\n
ctx.print(ast, \"function\" + (ast.name ? ' ' + ast.name : '') + \"(\");\n        this._visitParams(ast.params, ctx);\n
ctx.println(ast, \") {\");\n        ctx.incIndent();\n        this.visitAllStatements(ast.statements, ctx);\n
ctx.decIndent();\n        ctx.print(ast, \"}\");\n        return null;\n    };\n
AbstractJsEmitterVisitor.prototype.visitDeclareFunctionStmt = function (stmt, ctx) {\n        ctx.print(stmt, \"function
\" + stmt.name + \"(\");\n        this._visitParams(stmt.params, ctx);\n        ctx.println(stmt, \") {\");\n
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ctx.incIndent();\n this.visitAllStatements(stmt.statements, ctx);\n ctx.decIndent();\n ctx.println(stmt, \"}\");\n return null;\n };\n AbstractJsEmitterVisitor.prototype.visitTryCatchStmt = function (stmt, ctx) {\n ctx.println(stmt, \"try {\");\n ctx.incIndent();\n this.visitAllStatements(stmt.bodyStmts, ctx);\n ctx.decIndent();\n ctx.println(stmt, \"} catch (\" + CATCH_ERROR_VAR$1.name + \") {\");\n ctx.incIndent();\n var catchStmts = [CATCH_STACK_VAR$1.set(CATCH_ERROR_VAR$1.prop('stack')).toDeclStmt(null, [\n StmtModifier.Final\n])].concat(stmt.catchStmts);\n this.visitAllStatements(catchStmts, ctx);\n ctx.decIndent();\n ctx.println(stmt, \"}\");\n return null;\n };\n AbstractJsEmitterVisitor.prototype._visitParams = function (params, ctx) {\n this.visitAllObjects(function (param) { return ctx.print(null, param.name); }, params, ctx, ',');\n };\n AbstractJsEmitterVisitor.prototype.getBuiltinMethodName = function (method) {\n var name;\n switch (method) {\n case BuiltinMethod.ConcatArray:\n name = 'concat';\n break;\n case BuiltinMethod.SubscribeObservable:\n name = 'subscribe';\n break;\n case BuiltinMethod.Bind:\n name = 'bind';\n break;\n default:\n throw new Error(\"Unknown builtin method: \" + method);\n }\n return name;\n };\n return AbstractJsEmitterVisitor;\n}(AbstractEmitterVisitor));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction evalExpression(sourceUrl, ctx, vars, createSourceMap) {\n var fnBody = ctx.toSource() + \"\\n//# sourceURL=\" + sourceUrl;\n var fnArgNames = [];\n var fnArgValues = [];\n for (var argName in vars) {\n fnArgNames.push(argName);\n fnArgValues.push(vars[argName]);\n }\n if (createSourceMap) {\n // using `new Function(...)` generates a header, 1 line of no arguments, 2 lines otherwise\n // E.g. ```\n // function anonymous(a,b,c\n // /**/) { ... }```\n // We don't want to hard code this fact, so we auto detect it via an empty function first.\n var emptyFn = new (Function.bind.apply(Function, __spread([void 0], fnArgNames.concat('return null;'))))().toString();\n var headerLines = emptyFn.slice(0, emptyFn.indexOf('return null;')).split('\\n').length - 1;\n fnBody += \"\\n\" + ctx.toSourceMapGenerator(sourceUrl, headerLines).toJsComment();\n }\n return new (Function.bind.apply(Function, __spread([void 0], fnArgNames.concat(fnBody))))().apply(void 0, __spread(fnArgValues));\n}\nfunction jitStatements(sourceUrl, statements, reflector, createSourceMaps) {\n var converter = new JitEmitterVisitor(reflector);\n var ctx = EmitterVisitorContext.createRoot();\n converter.visitAllStatements(statements, ctx);\n converter.createReturnStmt(ctx);\n return evalExpression(sourceUrl, ctx, converter.getArgs(), createSourceMaps);\n}\nvar JitEmitterVisitor = /** @class */ (function (_super) {\n __extends(JitEmitterVisitor, _super);\n function JitEmitterVisitor(reflector) {\n var _this = _super.call(this) || this;\n _this.reflector = reflector;\n _this._evalArgNames = [];\n _this._evalArgValues = [];\n _this._evalExportedVars = [];\n return _this;\n }\n JitEmitterVisitor.prototype.createReturnStmt = function (ctx) {\n var stmt = new ReturnStatement(new LiteralMapExpr(this._evalExportedVars.map(function (resultVar) { return new LiteralMapEntry(resultVar, variable(resultVar), false); })));\n stmt.visitStatement(this, ctx);\n };\n JitEmitterVisitor.prototype.getArgs = function () {\n var result = {};\n for (var i = 0; i < this._evalArgNames.length; i++) {\n result[this._evalArgNames[i]] = this._evalArgValues[i];\n }\n return result;\n };\n JitEmitterVisitor.prototype.visitExternalExpr = function (ast, ctx) {\n this._emitReferenceToExternal(ast, this.reflector.resolveExternalReference(ast.value), ctx);\n return null;\n };\n JitEmitterVisitor.prototype.visitWrappedNodeExpr = function (ast, ctx) {\n this._emitReferenceToExternal(ast, ast.node, ctx);\n return null;\n };\n JitEmitterVisitor.prototype.visitDeclareVarStmt = function (stmt, ctx) {\n if (stmt.hasModifier(StmtModifier.Exported)) {\n this._evalExportedVars.push(stmt.name);\n }\n return _super.prototype.visitDeclareVarStmt.call(this, stmt, ctx);\n };\n JitEmitterVisitor.prototype.visitDeclareFunctionStmt = function (stmt, ctx) {\n if (stmt.hasModifier(StmtModifier.Exported)) {\n this._evalExportedVars.push(stmt.name);\n }\n return _super.prototype.visitDeclareFunctionStmt.call(this, stmt, ctx);\n };\n

JitEmitterVisitor.prototype.visitDeclareClassStmt = function (stmt, ctx) {\n if (stmt.hasModifier(StmtModifier.Exported)) {\n this._evalExportedVars.push(stmt.name);\n }\n return _super.prototype.visitDeclareClassStmt.call(this, stmt, ctx);\n };\n JitEmitterVisitor.prototype._emitReferenceToExternal = function (ast, value, ctx) {\n var id = this._evalArgValues.indexOf(value);\n if (id === -1) {\n id = this._evalArgValues.length;\n this._evalArgValues.push(value);\n var name_1 = identifierName({ reference: value }) || 'val';\n this._evalArgNames.push(\"jit_\" + name_1 + \"_\" + id);\n }\n ctx.print(ast, this._evalArgNames[id]);\n };\n return JitEmitterVisitor;\n}(AbstractJsEmitterVisitor));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Implementation of `CompileReflector` which resolves references to @angular/core\n * symbols at runtime, according to a consumer-provided mapping.\n *\n * Only supports `resolveExternalReference`, all other methods throw.\n */\nvar R3JitReflector = /** @class */ (function () {\n function R3JitReflector(context) {\n this.context = context;\n }\n R3JitReflector.prototype.resolveExternalReference = function (ref) {\n // This reflector only handles @angular/core imports.\n if (ref.moduleName !== '@angular/core') {\n throw new Error(\"Cannot resolve external reference to \" + ref.moduleName + \", only references to @angular/core are supported.\");\n }\n if (!this.context.hasOwnProperty(ref.name)) {\n throw new Error(\"No value provided for @angular/core symbol '\" + ref.name + \"'.\");\n }\n return this.context[ref.name];\n };\n R3JitReflector.prototype.parameters = function (typeOrFunc) { throw new Error('Not implemented.'); };\n R3JitReflector.prototype.annotations = function (typeOrFunc) { throw new Error('Not implemented.'); };\n R3JitReflector.prototype.shallowAnnotations = function (typeOrFunc) { throw new Error('Not implemented.'); };\n R3JitReflector.prototype.tryAnnotations = function (typeOrFunc) { throw new Error('Not implemented.'); };\n R3JitReflector.prototype.propMetadata = function (typeOrFunc) { throw new Error('Not implemented.'); };\n R3JitReflector.prototype.hasLifecycleHook = function (type, lcProperty) { throw new Error('Not implemented.'); };\n R3JitReflector.prototype.guards = function (typeOrFunc) { throw new Error('Not implemented.'); };\n R3JitReflector.prototype.componentModuleUrl = function (type, cmpMetadata) { throw new Error('Not implemented.'); };\n return R3JitReflector;\n}());\n/**\n * JIT compiles an expression and returns the result of executing that expression.\n *\n * @param def the definition which will be compiled and executed to get the value to patch\n * @param context an object map of @angular/core symbol names to symbols which will be available in\n * the context of the compiled expression\n * @param sourceUrl a URL to use for the source map of the compiled expression\n * @param constantPool an optional `ConstantPool` which contains constants used in the expression\n */\nfunction jitExpression(def, context, sourceUrl, preStatements) {\n // The ConstantPool may contain Statements which declare variables used in the final expression.\n // Therefore, its statements need to precede the actual JIT operation. The final statement is a\n // declaration of $def which is set to the expression being compiled.\n var statements = __spread(preStatements, [\n new DeclareVarStmt('$def', def, undefined, [StmtModifier.Exported]),\n]);\n var res = jitStatements(sourceUrl, statements, new R3JitReflector(context), false);\n return res['$def'];\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction mapLiteral(obj) {\n return literalMap(Object.keys(obj).map(function (key) { return ({\n key: key,\n quoted: false,\n value: obj[key],\n }); }));\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Construct an `R3NgModuleDef` for the given `R3NgModuleMetadata`.\n */\nfunction compileNgModule(meta) {\n var moduleType = meta.type, bootstrap = meta.bootstrap, declarations = meta.declarations, imports = meta.imports, exports = meta.exports;\n var expression = importExpr(Identifiers$1.defineNgModule).callFn([mapToMapExpression({\n type: moduleType,\n bootstrap: literalArr(bootstrap.map(function (ref) { return ref.value; })),\n declarations: literalArr(declarations.map(function (ref) { return ref.value; })),\n imports: literalArr(imports.map(function (ref) { return ref.value; })),\n exports: literalArr(exports.map(function (ref) { return ref.value; })),\n

})]);\n   var type = new ExpressionType(importExpr(Identifiers$1.NgModuleDefWithMeta, [\n   new ExpressionType(moduleType), tupleTypeOf(declarations), tupleTypeOf(imports),\n   tupleTypeOf(exports)\n]));\n   var additionalStatements = [];\n   return { expression: expression, type: type, additionalStatements: additionalStatements };\n}\nfunction compileInjector(meta) {\n   var result = compileFactoryFunction({\n name: meta.name,\n   type: meta.type,\n   deps: meta.deps,\n   injectFn: Identifiers$1.inject,\n   });\n   var expression = importExpr(Identifiers$1.defineInjector).callFn([mapToMapExpression({\n   factory: result.factory,\n   providers: meta.providers,\n   imports: meta.imports,\n   })]);\n   var type = new ExpressionType(importExpr(Identifiers$1.InjectorDef, [new ExpressionType(meta.type)]));\n   return { expression: expression, type: type, statements: result.statements };\n}\n// TODO(alxhub): integrate this with `compileNgModule`. Currently the two are separate operations.\nfunction compileNgModuleFromRender2(ctx, ngModule, injectableCompiler) {\n   var className = identifierName(ngModule.type);\n   var rawImports = ngModule.rawImports ? [ngModule.rawImports] : [];\n   var rawExports = ngModule.rawExports ? [ngModule.rawExports] : [];\n   var injectorDefArg = mapLiteral({\n   'factory': injectableCompiler.factoryFor({ type: ngModule.type, symbol: ngModule.type.reference }, ctx),\n   'providers': convertMetaToOutput(ngModule.rawProviders, ctx),\n   'imports': convertMetaToOutput(__spread(rawImports, rawExports), ctx),\n   });\n   var injectorDef = importExpr(Identifiers$1.defineInjector).callFn([injectorDefArg]);\n ctx.statements.push(new ClassStmt(\n   /* name */ className, \n   /* parent */ null, \n   /* fields */ [new ClassField(\n   /* name */ 'ngInjectorDef', \n   /* type */ INFERRED_TYPE, \n   /* modifiers */ [StmtModifier.Static], \n   /* initializer */ injectorDef)], \n   /* getters */ [], \n   /* constructorMethod */ new ClassMethod(null, [], []), \n   /* methods */ []));\n}\nfunction tupleTypeOf(exp) {\n   var types = exp.map(function (ref) { return typeofExpr(ref.type); });\n   return exp.length > 0 ? expressionType(literalArr(types)) : NONE_TYPE;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction compilePipeFromMetadata(metadata) {\n   var definitionMapValues = [];\n   // e.g. `name: 'myPipe'`\n definitionMapValues.push({ key: 'name', value: literal(metadata.pipeName), quoted: false });\n   // e.g. `type: MyPipe`\n   definitionMapValues.push({ key: 'type', value: metadata.type, quoted: false });\n   var templateFactory = compileFactoryFunction({\n   name: metadata.name,\n   type: metadata.type,\n   deps: metadata.deps,\n   injectFn: Identifiers$1.directiveInject,\n   });\n   definitionMapValues.push({ key: 'factory', value: templateFactory.factory, quoted: false });\n   // e.g. `pure: true`\n   definitionMapValues.push({ key: 'pure', value: literal(metadata.pure), quoted: false });\n   var expression = importExpr(Identifiers$1.definePipe).callFn([literalMap(definitionMapValues)]);\n   var type = new ExpressionType(importExpr(Identifiers$1.PipeDefWithMeta, [\n   new ExpressionType(metadata.type),\n new ExpressionType(new LiteralExpr(metadata.pipeName)),\n   ]));\n   return { expression: expression, type: type, statements: templateFactory.statements };\n}\n/**\n * Write a pipe definition to the output context.\n */\nfunction compilePipeFromRender2(outputCtx, pipe, reflector) {\n   var name = identifierName(pipe.type);\n   if (!name) {\n   return error(\"Cannot resolve the name of \" + pipe.type);\n   }\n   var metadata = {\n   name: name,\n pipeName: pipe.name,\n   type: outputCtx.importExpr(pipe.type.reference),\n   deps: dependenciesFromGlobalMetadata(pipe.type, outputCtx, reflector),\n   pure: pipe.pure,\n   };\n   var res = compilePipeFromMetadata(metadata);\n   var definitionField = outputCtx.constantPool.propertyNameOf(3 /* Pipe */);\n   outputCtx.statements.push(new ClassStmt(\n   /* name */ name, \n   /* parent */ null, \n   /* fields */ [new ClassField(\n   /* name */ definitionField, \n   /* type */ INFERRED_TYPE, \n   /* modifiers */ [StmtModifier.Static], \n   /* initializer */ res.expression)], \n   /* getters */ [], \n   /* constructorMethod */ new ClassMethod(null, [], []), \n   /* methods */ []));\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ParserError = /** @class */ (function () {\n   function ParserError(message, input, errLocation, ctxLocation) {\n   this.input = input;\n   this.errLocation = errLocation;\n   this.ctxLocation = ctxLocation;\n   this.message = \"Parser Error: \" + message + \" \" + errLocation + \" [\" + input + \"] in \" + ctxLocation;\n   }\n   return ParserError;\n}());\nvar ParseSpan = /**

@class */ (function () {\n   function ParseSpan(start, end) {\n   this.start = start;\n   this.end = end;\n   }\n return ParseSpan;\n}());\nvar AST = /** @class */ (function () {\n   function AST(span) {\n   this.span = span;\n }\n   AST.prototype.visit = function (visitor, context) {\n   if (context === void 0) { context = null; }\n return null;\n   };\n   AST.prototype.toString = function () { return 'AST'; };\n   return AST;\n}());\n/**\n * Represents a quoted expression of the form:\n *\n * quote = prefix `:` uninterpretedExpression\n * prefix = identifier\n * uninterpretedExpression = arbitrary string\n *\n * A quoted expression is meant to be pre-processed by an AST transformer that\n * converts it into another AST that no longer contains quoted expressions.\n * It is meant to allow third-party developers to extend Angular template\n * expression language. The `uninterpretedExpression` part of the quote is\n * therefore not interpreted by the Angular's own expression parser.\n */\nvar Quote = /** @class */ (function (_super) {\n   __extends(Quote, _super);\n   function Quote(span, prefix, uninterpretedExpression, location) {\n   var _this = _super.call(this, span) || this;\n   _this.prefix = prefix;\n _this.uninterpretedExpression = uninterpretedExpression;\n   _this.location = location;\n   return _this;\n   }\n Quote.prototype.visit = function (visitor, context) {\n   if (context === void 0) { context = null; }\n   return visitor.visitQuote(this, context);\n   };\n   Quote.prototype.toString = function () { return 'Quote'; };\n   return Quote;\n}(AST));\nvar EmptyExpr = /** @class */ (function (_super) {\n   __extends(EmptyExpr, _super);\n function EmptyExpr() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n EmptyExpr.prototype.visit = function (visitor, context) {\n   if (context === void 0) { context = null; }\n   // do nothing\n   };\n   return EmptyExpr;\n}(AST));\nvar ImplicitReceiver = /** @class */ (function (_super) {\n __extends(ImplicitReceiver, _super);\n   function ImplicitReceiver() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   ImplicitReceiver.prototype.visit = function (visitor, context) {\n   if (context === void 0) { context = null; }\n   return visitor.visitImplicitReceiver(this, context);\n   };\n   return ImplicitReceiver;\n}(AST));\n/**\n * Multiple expressions separated by a semicolon.\n */\nvar Chain = /** @class */ (function (_super) {\n   __extends(Chain, _super);\n   function Chain(span, expressions) {\n   var _this = _super.call(this, span) || this;\n   _this.expressions = expressions;\n   return _this;\n   }\n Chain.prototype.visit = function (visitor, context) {\n   if (context === void 0) { context = null; }\n   return visitor.visitChain(this, context);\n   };\n   return Chain;\n}(AST));\nvar Conditional = /** @class */ (function (_super) {\n   __extends(Conditional, _super);\n   function Conditional(span, condition, trueExp, falseExp) {\n var _this = _super.call(this, span) || this;\n   _this.condition = condition;\n   _this.trueExp = trueExp;\n _this.falseExp = falseExp;\n   return _this;\n   }\n   Conditional.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n   return visitor.visitConditional(this, context);\n   };\n   return Conditional;\n}(AST));\nvar PropertyRead = /** @class */ (function (_super) {\n   __extends(PropertyRead, _super);\n   function PropertyRead(span, receiver, name) {\n   var _this = _super.call(this, span) || this;\n _this.receiver = receiver;\n   _this.name = name;\n   return _this;\n   }\n   PropertyRead.prototype.visit = function (visitor, context) {\n   if (context === void 0) { context = null; }\n   return visitor.visitPropertyRead(this, context);\n   };\n   return PropertyRead;\n}(AST));\nvar PropertyWrite = /** @class */ (function (_super) {\n   __extends(PropertyWrite, _super);\n   function PropertyWrite(span, receiver, name, value) {\n   var _this = _super.call(this, span) || this;\n   _this.receiver = receiver;\n   _this.name = name;\n   _this.value = value;\n   return _this;\n   }\n   PropertyWrite.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n   return visitor.visitPropertyWrite(this, context);\n   };\n   return PropertyWrite;\n}(AST));\nvar SafePropertyRead = /** @class */ (function (_super) {\n __extends(SafePropertyRead, _super);\n   function SafePropertyRead(span, receiver, name) {\n   var _this = _super.call(this, span) || this;\n   _this.receiver = receiver;\n   _this.name = name;\n   return _this;\n   }\n SafePropertyRead.prototype.visit = function (visitor, context) {\n   if (context === void 0) { context = null; }\n return visitor.visitSafePropertyRead(this, context);\n   };\n   return SafePropertyRead;\n}(AST));\nvar KeyedRead = /** @class */ (function (_super) {\n   __extends(KeyedRead, _super);\n   function KeyedRead(span, obj, key) {\n   var _this = _super.call(this, span) || this;\n   _this.obj = obj;\n   _this.key = key;\n   return _this;\n }\n   KeyedRead.prototype.visit = function (visitor, context) {\n   if (context === void 0) { context = null; }\n return visitor.visitKeyedRead(this, context);\n   };\n   return KeyedRead;\n}(AST));\nvar KeyedWrite = /**

@class */ (function (_super) {\n __extends(KeyedWrite, _super);\n function KeyedWrite(span, obj, key, value) {\n var _this = _super.call(this, span) || this;\n _this.obj = obj;\n _this.key = key;\n _this.value = value;\n return _this;\n }\n KeyedWrite.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitKeyedWrite(this, context);\n };\n return KeyedWrite;\n}(AST));\nvar BindingPipe = /** @class */ (function (_super) {\n __extends(BindingPipe, _super);\n function BindingPipe(span, exp, name, args) {\n var _this = _super.call(this, span) || this;\n _this.exp = exp;\n _this.name = name;\n _this.args = args;\n return _this;\n }\n BindingPipe.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitPipe(this, context);\n };\n return BindingPipe;\n}(AST));\nvar LiteralPrimitive = /** @class */ (function (_super) {\n __extends(LiteralPrimitive, _super);\n function LiteralPrimitive(span, value) {\n var _this = _super.call(this, span) || this;\n _this.value = value;\n return _this;\n }\n LiteralPrimitive.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitLiteralPrimitive(this, context);\n };\n return LiteralPrimitive;\n}(AST));\nvar LiteralArray = /** @class */ (function (_super) {\n __extends(LiteralArray, _super);\n function LiteralArray(span, expressions) {\n var _this = _super.call(this, span) || this;\n _this.expressions = expressions;\n return _this;\n }\n LiteralArray.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitLiteralArray(this, context);\n };\n return LiteralArray;\n}(AST));\nvar LiteralMap = /** @class */ (function (_super) {\n __extends(LiteralMap, _super);\n function LiteralMap(span, keys, values) {\n var _this = _super.call(this, span) || this;\n _this.keys = keys;\n _this.values = values;\n return _this;\n }\n LiteralMap.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitLiteralMap(this, context);\n };\n return LiteralMap;\n}(AST));\nvar Interpolation = /** @class */ (function (_super) {\n __extends(Interpolation, _super);\n function Interpolation(span, strings, expressions) {\n var _this = _super.call(this, span) || this;\n _this.strings = strings;\n _this.expressions = expressions;\n return _this;\n }\n Interpolation.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitInterpolation(this, context);\n };\n return Interpolation;\n}(AST));\nvar Binary = /** @class */ (function (_super) {\n __extends(Binary, _super);\n function Binary(span, operation, left, right) {\n var _this = _super.call(this, span) || this;\n _this.operation = operation;\n _this.left = left;\n _this.right = right;\n return _this;\n }\n Binary.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitBinary(this, context);\n };\n return Binary;\n}(AST));\nvar PrefixNot = /** @class */ (function (_super) {\n __extends(PrefixNot, _super);\n function PrefixNot(span, expression) {\n var _this = _super.call(this, span) || this;\n _this.expression = expression;\n return _this;\n }\n PrefixNot.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitPrefixNot(this, context);\n };\n return PrefixNot;\n}(AST));\nvar NonNullAssert = /** @class */ (function (_super) {\n __extends(NonNullAssert, _super);\n function NonNullAssert(span, expression) {\n var _this = _super.call(this, span) || this;\n _this.expression = expression;\n return _this;\n }\n NonNullAssert.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitNonNullAssert(this, context);\n };\n return NonNullAssert;\n}(AST));\nvar MethodCall = /** @class */ (function (_super) {\n __extends(MethodCall, _super);\n function MethodCall(span, receiver, name, args) {\n var _this = _super.call(this, span) || this;\n _this.receiver = receiver;\n _this.name = name;\n _this.args = args;\n return _this;\n }\n MethodCall.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitMethodCall(this, context);\n };\n return MethodCall;\n}(AST));\nvar SafeMethodCall = /** @class */ (function (_super) {\n __extends(SafeMethodCall, _super);\n function SafeMethodCall(span, receiver, name, args) {\n var _this = _super.call(this, span) || this;\n _this.receiver = receiver;\n _this.name = name;\n _this.args = args;\n return _this;\n }\n SafeMethodCall.prototype.visit = function (visitor, context) {\n if (context === void 0) { context = null; }\n return visitor.visitSafeMethodCall(this, context);\n };\n return SafeMethodCall;\n}(AST));\nvar FunctionCall = /** @class */ (function (_super) {\n __extends(FunctionCall, _super);\n function FunctionCall(span, target,

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args) {\n        var _this = _super.call(this, span) || this;\n        _this.target = target;\n        _this.args = args;\n
return _this;\n    }\n    FunctionCall.prototype.visit = function (visitor, context) {\n        if (context === void 0) {
context = null; }\n        return visitor.visitFunctionCall(this, context);\n    };\n    return FunctionCall;\n}(AST));\nvar
ASTWithSource = /** @class */ (function (_super) {\n    __extends(ASTWithSource, _super);\n    function
ASTWithSource(ast, source, location, errors) {\n        var _this = _super.call(this, new ParseSpan(0, source == null ?
0 : source.length)) || this;\n        _this.ast = ast;\n        _this.source = source;\n        _this.location = location;\n
_this.errors = errors;\n        return _this;\n    }\n    ASTWithSource.prototype.visit = function (visitor, context) {\n
 if (context === void 0) { context = null; }\n        return this.ast.visit(visitor, context);\n    };\n
ASTWithSource.prototype.toString = function () { return this.source + \" in \" + this.location; };\n    return
ASTWithSource;\n}(AST));\nvar TemplateBinding = /** @class */ (function () {\n    function
TemplateBinding(span, key, keyIsVar, name, expression) {\n        this.span = span;\n        this.key = key;\n
this.keyIsVar = keyIsVar;\n        this.name = name;\n        this.expression = expression;\n    }\n    return
TemplateBinding;\n}());\nvar NullAstVisitor = /** @class */ (function () {\n    function NullAstVisitor() {\n    }\n
NullAstVisitor.prototype.visitBinary = function (ast, context) { };\n    NullAstVisitor.prototype.visitChain =
function (ast, context) { };\n    NullAstVisitor.prototype.visitConditional = function (ast, context) { };\n
NullAstVisitor.prototype.visitFunctionCall = function (ast, context) { };\n
NullAstVisitor.prototype.visitImplicitReceiver = function (ast, context) { };\n
NullAstVisitor.prototype.visitInterpolation = function (ast, context) { };\n
NullAstVisitor.prototype.visitKeyedRead = function (ast, context) { };\n
NullAstVisitor.prototype.visitKeyedWrite = function (ast, context) { };\n
NullAstVisitor.prototype.visitLiteralArray = function (ast, context) { };\n
NullAstVisitor.prototype.visitLiteralMap = function (ast, context) { };\n
NullAstVisitor.prototype.visitLiteralPrimitive = function (ast, context) { };\n
NullAstVisitor.prototype.visitMethodCall = function (ast, context) { };\n    NullAstVisitor.prototype.visitPipe =
function (ast, context) { };\n    NullAstVisitor.prototype.visitPrefixNot = function (ast, context) { };\n
NullAstVisitor.prototype.visitNonNullAssert = function (ast, context) { };\n
NullAstVisitor.prototype.visitPropertyRead = function (ast, context) { };\n
NullAstVisitor.prototype.visitPropertyWrite = function (ast, context) { };\n    NullAstVisitor.prototype.visitQuote =
function (ast, context) { };\n    NullAstVisitor.prototype.visitSafeMethodCall = function (ast, context) { };\n
NullAstVisitor.prototype.visitSafePropertyRead = function (ast, context) { };\n    return NullAstVisitor;\n}());\nvar
RecursiveAstVisitor$1 = /** @class */ (function () {\n    function RecursiveAstVisitor() {\n    }\n
RecursiveAstVisitor.prototype.visitBinary = function (ast, context) {\n        ast.left.visit(this);\n
ast.right.visit(this);\n        return null;\n    };\n    RecursiveAstVisitor.prototype.visitChain = function (ast, context) {
return this.visitAll(ast.expressions, context); };\n    RecursiveAstVisitor.prototype.visitConditional = function (ast,
context) {\n        ast.condition.visit(this);\n        ast.trueExp.visit(this);\n        ast.falseExp.visit(this);\n        return
null;\n    };\n    RecursiveAstVisitor.prototype.visitPipe = function (ast, context) {\n        ast.exp.visit(this);\n
this.visitAll(ast.args, context);\n        return null;\n    };\n    RecursiveAstVisitor.prototype.visitFunctionCall =
function (ast, context) {\n        ast.target.visit(this);\n        this.visitAll(ast.args, context);\n        return null;\n    };\n
RecursiveAstVisitor.prototype.visitImplicitReceiver = function (ast, context) { return null; };\n
RecursiveAstVisitor.prototype.visitInterpolation = function (ast, context) {\n        return this.visitAll(ast.expressions,
context);\n    };\n    RecursiveAstVisitor.prototype.visitKeyedRead = function (ast, context) {\n
ast.obj.visit(this);\n        ast.key.visit(this);\n        return null;\n    };\n
RecursiveAstVisitor.prototype.visitKeyedWrite = function (ast, context) {\n        ast.obj.visit(this);\n
ast.key.visit(this);\n        ast.value.visit(this);\n        return null;\n    };\n
RecursiveAstVisitor.prototype.visitLiteralArray = function (ast, context) {\n        return this.visitAll(ast.expressions,
context);\n    };\n    RecursiveAstVisitor.prototype.visitLiteralMap = function (ast, context) { return
this.visitAll(ast.values, context); };\n    RecursiveAstVisitor.prototype.visitLiteralPrimitive = function (ast, context)
{ return null; };\n    RecursiveAstVisitor.prototype.visitMethodCall = function (ast, context) {\n
```

ast.receiver.visit(this);\n return this.visitAll(ast.args, context);\n };\n
RecursiveAstVisitor.prototype.visitPrefixNot = function (ast, context) {\n ast.expression.visit(this);\n return
null;\n };\n RecursiveAstVisitor.prototype.visitNonNullAssert = function (ast, context) {\n
ast.expression.visit(this);\n return null;\n };\n RecursiveAstVisitor.prototype.visitPropertyRead = function
(ast, context) {\n ast.receiver.visit(this);\n return null;\n };\n
RecursiveAstVisitor.prototype.visitPropertyWrite = function (ast, context) {\n ast.receiver.visit(this);\n
ast.value.visit(this);\n return null;\n };\n RecursiveAstVisitor.prototype.visitSafePropertyRead = function
(ast, context) {\n ast.receiver.visit(this);\n return null;\n };\n
RecursiveAstVisitor.prototype.visitSafeMethodCall = function (ast, context) {\n ast.receiver.visit(this);\n
return this.visitAll(ast.args, context);\n };\n RecursiveAstVisitor.prototype.visitAll = function (asts, context) {\n
var _this = this;\n asts.forEach(function (ast) { return ast.visit(_this, context); });\n return null;\n };\n
RecursiveAstVisitor.prototype.visitQuote = function (ast, context) { return null; };\n return
RecursiveAstVisitor;\n}());\nvar AstTransformer$1 = /** @class */ (function () {\n function AstTransformer() {\n
}\n AstTransformer.prototype.visitImplicitReceiver = function (ast, context) { return ast; };\n
AstTransformer.prototype.visitInterpolation = function (ast, context) {\n return new Interpolation(ast.span,
ast.strings, this.visitAll(ast.expressions));\n };\n AstTransformer.prototype.visitLiteralPrimitive = function (ast,
context) {\n return new LiteralPrimitive(ast.span, ast.value);\n };\n
AstTransformer.prototype.visitPropertyRead = function (ast, context) {\n return new PropertyRead(ast.span,
ast.receiver.visit(this), ast.name);\n };\n AstTransformer.prototype.visitPropertyWrite = function (ast, context)
{\n return new PropertyWrite(ast.span, ast.receiver.visit(this), ast.name, ast.value.visit(this));\n };\n
AstTransformer.prototype.visitSafePropertyRead = function (ast, context) {\n return new
SafePropertyRead(ast.span, ast.receiver.visit(this), ast.name);\n };\n AstTransformer.prototype.visitMethodCall
= function (ast, context) {\n return new MethodCall(ast.span, ast.receiver.visit(this), ast.name,
this.visitAll(ast.args));\n };\n AstTransformer.prototype.visitSafeMethodCall = function (ast, context) {\n
return new SafeMethodCall(ast.span, ast.receiver.visit(this), ast.name, this.visitAll(ast.args));\n };\n
AstTransformer.prototype.visitFunctionCall = function (ast, context) {\n return new FunctionCall(ast.span,
ast.target.visit(this), this.visitAll(ast.args));\n };\n AstTransformer.prototype.visitLiteralArray = function (ast,
context) {\n return new LiteralArray(ast.span, this.visitAll(ast.expressions));\n };\n
AstTransformer.prototype.visitLiteralMap = function (ast, context) {\n return new LiteralMap(ast.span,
ast.keys, this.visitAll(ast.values));\n };\n AstTransformer.prototype.visitBinary = function (ast, context) {\n
return new Binary(ast.span, ast.operation, ast.left.visit(this), ast.right.visit(this));\n };\n
AstTransformer.prototype.visitPrefixNot = function (ast, context) {\n return new PrefixNot(ast.span,
ast.expression.visit(this));\n };\n AstTransformer.prototype.visitNonNullAssert = function (ast, context) {\n
return new NonNullAssert(ast.span, ast.expression.visit(this));\n };\n AstTransformer.prototype.visitConditional
= function (ast, context) {\n return new Conditional(ast.span, ast.condition.visit(this), ast.trueExp.visit(this),
ast.falseExp.visit(this));\n };\n AstTransformer.prototype.visitPipe = function (ast, context) {\n return new
BindingPipe(ast.span, ast.exp.visit(this), ast.name, this.visitAll(ast.args));\n };\n
AstTransformer.prototype.visitKeyedRead = function (ast, context) {\n return new KeyedRead(ast.span,
ast.obj.visit(this), ast.key.visit(this));\n };\n AstTransformer.prototype.visitKeyedWrite = function (ast, context)
{\n return new KeyedWrite(ast.span, ast.obj.visit(this), ast.key.visit(this), ast.value.visit(this));\n };\n
AstTransformer.prototype.visitAll = function (asts) {\n var res = new Array(asts.length);\n for (var i = 0; i <
asts.length; ++i) {\n res[i] = asts[i].visit(this);\n }\n return res;\n };\n
AstTransformer.prototype.visitChain = function (ast, context) {\n return new Chain(ast.span,
this.visitAll(ast.expressions));\n };\n AstTransformer.prototype.visitQuote = function (ast, context) {\n
return new Quote(ast.span, ast.prefix, ast.uninterpretedExpression, ast.location);\n };\n return
AstTransformer;\n}());\n// A transformer that only creates new nodes if the transformer makes a change or\n// a
change is made a child node.\nvar AstMemoryEfficientTransformer = /** @class */ (function () {\n function
AstMemoryEfficientTransformer() {\n }\n AstMemoryEfficientTransformer.prototype.visitImplicitReceiver =

function (ast, context) { return ast; };\n AstMemoryEfficientTransformer.prototype.visitInterpolation = function (ast, context) {\n var expressions = this.visitAll(ast.expressions);\n if (expressions !== ast.expressions)\n return new Interpolation(ast.span, ast.strings, expressions);\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitLiteralPrimitive = function (ast, context) { return ast; };\n AstMemoryEfficientTransformer.prototype.visitPropertyRead = function (ast, context) {\n var receiver = ast.receiver.visit(this);\n if (receiver !== ast.receiver) {\n return new PropertyRead(ast.span, receiver, ast.name);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitPropertyWrite = function (ast, context) {\n var receiver = ast.receiver.visit(this);\n var value = ast.value.visit(this);\n if (receiver !== ast.receiver || value !== ast.value) {\n return new PropertyWrite(ast.span, receiver, ast.name, value);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitSafePropertyRead = function (ast, context) {\n var receiver = ast.receiver.visit(this);\n if (receiver !== ast.receiver) {\n return new SafePropertyRead(ast.span, receiver, ast.name);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitMethodCall = function (ast, context) {\n var receiver = ast.receiver.visit(this);\n if (receiver !== ast.receiver) {\n return new MethodCall(ast.span, receiver, ast.name, this.visitAll(ast.args));\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitSafeMethodCall = function (ast, context) {\n var receiver = ast.receiver.visit(this);\n var args = this.visitAll(ast.args);\n if (receiver !== ast.receiver || args !== ast.args) {\n return new SafeMethodCall(ast.span, receiver, ast.name, args);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitFunctionCall = function (ast, context) {\n var target = ast.target && ast.target.visit(this);\n var args = this.visitAll(ast.args);\n if (target !== ast.target || args !== ast.args) {\n return new FunctionCall(ast.span, target, args);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitLiteralArray = function (ast, context) {\n var expressions = this.visitAll(ast.expressions);\n if (expressions !== ast.expressions) {\n return new LiteralArray(ast.span, expressions);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitLiteralMap = function (ast, context) {\n var values = this.visitAll(ast.values);\n if (values !== ast.values) {\n return new LiteralMap(ast.span, ast.keys, values);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitBinary = function (ast, context) {\n var left = ast.left.visit(this);\n var right = ast.right.visit(this);\n if (left !== ast.left || right !== ast.right) {\n return new Binary(ast.span, ast.operation, left, right);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitPrefixNot = function (ast, context) {\n var expression = ast.expression.visit(this);\n if (expression !== ast.expression) {\n return new PrefixNot(ast.span, expression);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitNonNullAssert = function (ast, context) {\n var expression = ast.expression.visit(this);\n if (expression !== ast.expression) {\n return new NonNullAssert(ast.span, expression);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitConditional = function (ast, context) {\n var condition = ast.condition.visit(this);\n var trueExp = ast.trueExp.visit(this);\n var falseExp = ast.falseExp.visit(this);\n if (condition !== ast.condition || trueExp !== ast.trueExp || falseExp !== falseExp) {\n return new Conditional(ast.span, condition, trueExp, falseExp);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitPipe = function (ast, context) {\n var exp = ast.exp.visit(this);\n var args = this.visitAll(ast.args);\n if (exp !== ast.exp || args !== ast.args) {\n return new BindingPipe(ast.span, exp, ast.name, args);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitKeyedRead = function (ast, context) {\n var obj = ast.obj.visit(this);\n var key = ast.key.visit(this);\n if (obj !== ast.obj || key !== ast.key) {\n return new KeyedRead(ast.span, obj, key);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitKeyedWrite = function (ast, context) {\n var obj = ast.obj.visit(this);\n var key = ast.key.visit(this);\n var value = ast.value.visit(this);\n if (obj !== ast.obj || key !== ast.key || value !== ast.value) {\n return new KeyedWrite(ast.span, obj, key, value);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitAll = function (asts) {\n var res = new

Array(asts.length);\n var modified = false;\n for (var i = 0; i < asts.length; ++i) {\n var original = asts[i];\n var value = original.visit(this);\n res[i] = value;\n modified = modified || value !== original;\n }\n return modified ? res : asts;\n };\n AstMemoryEfficientTransformer.prototype.visitChain = function (ast, context) {\n var expressions = this.visitAll(ast.expressions);\n if (expressions !== ast.expressions) {\n return new Chain(ast.span, expressions);\n }\n return ast;\n };\n AstMemoryEfficientTransformer.prototype.visitQuote = function (ast, context) { return ast; };\n return AstMemoryEfficientTransformer;\n}());\nfunction visitAstChildren(ast, visitor, context) {\n function visit(ast) {\n visitor.visit && visitor.visit(ast, context) || ast.visit(visitor, context);\n }\n function visitAll(asts) { asts.forEach(visit); }\n ast.visit({\n visitBinary: function (ast) {\n visit(ast.left);\n visit(ast.right);\n },\n visitChain: function (ast) { visitAll(ast.expressions); },\n visitConditional: function (ast) {\n visit(ast.condition);\n visit(ast.trueExp);\n visit(ast.falseExp);\n },\n visitFunctionCall: function (ast) {\n if (ast.target) {\n visit(ast.target);\n }\n visitAll(ast.args);\n },\n visitImplicitReceiver: function (ast) { },\n visitInterpolation: function (ast) { visitAll(ast.expressions); },\n visitKeyedRead: function (ast) {\n visit(ast.obj);\n visit(ast.key);\n },\n visitKeyedWrite: function (ast) {\n visit(ast.obj);\n visit(ast.key);\n visit(ast.obj);\n },\n visitLiteralArray: function (ast) { visitAll(ast.expressions); },\n visitLiteralMap: function (ast) { },\n visitLiteralPrimitive: function (ast) { },\n visitMethodCall: function (ast) {\n visit(ast.receiver);\n visitAll(ast.args);\n },\n visitPipe: function (ast) {\n visit(ast.exp);\n visitAll(ast.args);\n },\n visitPrefixNot: function (ast) { visit(ast.expression); },\n visitNonNullAssert: function (ast) { visit(ast.expression); },\n visitPropertyRead: function (ast) { visit(ast.receiver); },\n visitPropertyWrite: function (ast) {\n visit(ast.receiver);\n visit(ast.value);\n },\n visitQuote: function (ast) { },\n visitSafeMethodCall: function (ast) {\n visit(ast.receiver);\n visitAll(ast.args);\n },\n visitSafePropertyRead: function (ast) { visit(ast.receiver); },\n });\n}\n// Bindings\nvar ParsedProperty = /** @class */ (function () {\n function ParsedProperty(name, expression, type, sourceSpan) {\n this.name = name;\n this.expression = expression;\n this.type = type;\n this.sourceSpan = sourceSpan;\n this.isLiteral = this.type === ParsedPropertyType.LITERAL_ATTR;\n this.isAnimation = this.type === ParsedPropertyType.ANIMATION;\n }\n return ParsedProperty;\n}());\nvar ParsedPropertyType;\n(function (ParsedPropertyType) {\n ParsedPropertyType[ParsedPropertyType[\"DEFAULT\"] = 0] = \"DEFAULT\";\n ParsedPropertyType[ParsedPropertyType[\"LITERAL_ATTR\"] = 1] = \"LITERAL_ATTR\";\n ParsedPropertyType[ParsedPropertyType[\"ANIMATION\"] = 2] = \"ANIMATION\";\n})(ParsedPropertyType || (ParsedPropertyType = {}));\nvar ParsedEvent = /** @class */ (function () {\n // Regular events have a target\n // Animation events have a phase\n function ParsedEvent(name, targetOrPhase, type, handler, sourceSpan) {\n this.name = name;\n this.targetOrPhase = targetOrPhase;\n this.type = type;\n this.handler = handler;\n this.sourceSpan = sourceSpan;\n }\n return ParsedEvent;\n}());\nvar ParsedVariable = /** @class */ (function () {\n function ParsedVariable(name, value, sourceSpan) {\n this.name = name;\n this.value = value;\n this.sourceSpan = sourceSpan;\n }\n return ParsedVariable;\n}());\nvar BoundElementProperty = /** @class */ (function () {\n function BoundElementProperty(name, type, securityContext, value, unit, sourceSpan) {\n this.name = name;\n this.type = type;\n this.securityContext = securityContext;\n this.value = value;\n this.unit = unit;\n this.sourceSpan = sourceSpan;\n }\n return BoundElementProperty;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar EventHandlerVars = /** @class */ (function () {\n function EventHandlerVars() {\n }\n EventHandlerVars.event = variable('$event');\n return EventHandlerVars;\n}());\nvar ConvertActionBindingResult = /** @class */ (function () {\n function ConvertActionBindingResult(\n /**\n * Render2 compatible statements,\n */\n stmts, \n /**\n * Variable name used with render2 compatible statements.\n */\n allowDefault) {\n this.stmts = stmts;\n this.allowDefault = allowDefault;\n /**\n * This is bit of a hack. It converts statements which render2 expects to statements which are\n * expected by render3.\n *\n * Example: `<div

```
click=\"doSomething($event)\">` will generate:\n         *\n         * Render3:\n         * ```\n         * const pd_b:any =
((<any>ctx.doSomething($event)) !== false);\n         * return pd_b;\n         * ```\n         *\n         * but render2
expects:\n         * ```\n         * return ctx.doSomething($event);\n         * ```\n         */\n         // TODO(misko): remove
this hack once we no longer support ViewEngine.\n         this.render3Stmts = stmts.map(function (statement) {\n
  if (statement instanceof DeclareVarStmt && statement.name == allowDefault.name &&\n
statement.value instanceof BinaryOperatorExpr) {\n                var lhs = statement.value.lhs;\n                return new
ReturnStatement(lhs.value);\n            }\n            return statement;\n        });\n    }\n    return
ConvertActionBindingResult;\n}());\n/**\n * Converts the given expression AST into an executable output AST,
assuming the expression is\n * used in an action binding (e.g. an event handler).\n */\nfunction
convertActionBinding(localResolver, implicitReceiver, action, bindingId, interpolationFunction) {\n    if
(!localResolver) {\n        localResolver = new DefaultLocalResolver();\n    }\n    var actionWithoutBuiltins =
convertPropertyBindingBuiltins({\n        createLiteralArrayConverter: function (argCount) {\n            // Note: no
caching for literal arrays in actions.\n            return function (args) { return literalArr(args); };\n        },\n
createLiteralMapConverter: function (keys) {\n            // Note: no caching for literal maps in actions.\n            return
function (values) {\n                var entries = keys.map(function (k, i) { return ({\n                    key: k.key,\n
  value: values[i],\n                    quoted: k.quoted,\n                }); });\n                return literalMap(entries);\n
};\n        },\n        createPipeConverter: function (name) {\n            throw new Error(\"Illegal State: Actions are not
allowed to contain pipes. Pipe: \" + name);\n        }\n    }, action);\n    var visitor = new
_AstToIrVisitor(localResolver, implicitReceiver, bindingId, interpolationFunction);\n    var actionStmts = [];\n
flattenStatements(actionWithoutBuiltins.visit(visitor, _Mode.Statement), actionStmts);\n
prependTemporaryDecls(visitor.temporaryCount, bindingId, actionStmts);\n    var lastIndex = actionStmts.length -
1;\n    var preventDefaultVar = null;\n    if (lastIndex >= 0) {\n        var lastStatement = actionStmts[lastIndex];\n
var returnExpr = convertStmtIntoExpression(lastStatement);\n        if (returnExpr) {\n            // Note: We need to
cast the result of the method call to dynamic,\n            // as it might be a void method!\n            preventDefaultVar =
createPreventDefaultVar(bindingId);\n            actionStmts[lastIndex] =\n
preventDefaultVar.set(returnExpr.cast(DYNAMIC_TYPE).notIdentical(literal(false)))\n
.toDeclStmt(null, [StmtModifier.Final]);\n        }\n    }\n    return new ConvertActionBindingResult(actionStmts,
preventDefaultVar);\n}\nfunction convertPropertyBindingBuiltins(converterFactory, ast) {\n    return
convertBuiltins(converterFactory, ast);\n}\nvar ConvertPropertyBindingResult = /** @class */ (function () {\n
function ConvertPropertyBindingResult(stmts, currValExpr) {\n        this.stmts = stmts;\n        this.currValExpr =
currValExpr;\n    }\n    return ConvertPropertyBindingResult;\n}());\nvar BindingForm;\n(function (BindingForm)
{\n    // The general form of binding expression, supports all expressions.\n
BindingForm[BindingForm[\"General\"] = 0] = \"General\";\n    // Try to generate a simple binding (no temporaries
or statements)\n    // otherwise generate a general binding\n    BindingForm[BindingForm[\"TrySimple\"] = 1] =
\"TrySimple\";\n})(BindingForm || (BindingForm = {}));\n/**\n * Converts the given expression AST into an
executable output AST, assuming the expression\n * is used in property binding. The expression has to be
preprocessed via\n * `convertPropertyBindingBuiltins`.\n */\nfunction convertPropertyBinding(localResolver,
implicitReceiver, expressionWithoutBuiltins, bindingId, form, interpolationFunction) {\n    if (!localResolver) {\n
  localResolver = new DefaultLocalResolver();\n    }\n    var currValExpr = createCurrValueExpr(bindingId);\n
var stmts = [];\n    var visitor = new _AstToIrVisitor(localResolver, implicitReceiver, bindingId,
interpolationFunction);\n    var outputExpr = expressionWithoutBuiltins.visit(visitor, _Mode.Expression);\n    if
(visitor.temporaryCount) {\n        for (var i = 0; i < visitor.temporaryCount; i++) {\n
stmts.push(temporaryDeclaration(bindingId, i));\n        }\n    }\n    else if (form == BindingForm.TrySimple) {\n
return new ConvertPropertyBindingResult([], outputExpr);\n    }\n
stmts.push(currValExpr.set(outputExpr).toDeclStmt(DYNAMIC_TYPE, [StmtModifier.Final]));\n    return new
ConvertPropertyBindingResult(stmts, currValExpr);\n}\nfunction convertBuiltins(converterFactory, ast) {\n    var
visitor = new _BuiltinAstConverter(converterFactory);\n    return ast.visit(visitor);\n}\nfunction
temporaryName(bindingId, temporaryNumber) {\n    return \"tmp_\" + bindingId + \"_\" +
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temporaryNumber;\n}\nfunction temporaryDeclaration(bindingId, temporaryNumber) {\n    return new
DeclareVarStmt(temporaryName(bindingId, temporaryNumber), NULL_EXPR);\n}\nfunction
prependTemporaryDecls(temporaryCount, bindingId, statements) {\n    for (var i = temporaryCount - 1; i >= 0; i--)
{\n        statements.unshift(temporaryDeclaration(bindingId, i));\n    }\n}\nvar _Mode;\n(function (_Mode) {\n
_Mode[_Mode[\"Statement\"] = 0] = \"Statement\";\n    _Mode[_Mode[\"Expression\"] = 1] =
\"Expression\";\n})(_Mode || (_Mode = {}));\nfunction ensureStatementMode(mode, ast) {\n    if (mode !==
_Mode.Statement) {\n        throw new Error(\"Expected a statement, but saw \" + ast);\n    }\n}\nfunction
ensureExpressionMode(mode, ast) {\n    if (mode !== _Mode.Expression) {\n        throw new Error(\"Expected an
expression, but saw \" + ast);\n    }\n}\nfunction convertToStatementIfNeeded(mode, expr) {\n    if (mode ===
_Mode.Statement) {\n        return expr.toStmt();\n    }\n    else {\n        return expr;\n    }\n}\nvar
_BuiltinAstConverter = /** @class */ (function (_super) {\n    __extends(_BuiltinAstConverter, _super);\n
function _BuiltinAstConverter(_converterFactory) {\n        var _this = _super.call(this) || this;\n
_this._converterFactory = _converterFactory;\n        return _this;\n    }\n    _BuiltinAstConverter.prototype.visitPipe
= function (ast, context) {\n        var _this = this;\n        var args = __spread([ast.exp], ast.args).map(function (ast) {
return ast.visit(_this, context); });\n        return new BuiltinFunctionCall(ast.span, args,
this._converterFactory.createPipeConverter(ast.name, args.length));\n    };\n
_BuiltinAstConverter.prototype.visitLiteralArray = function (ast, context) {\n        var _this = this;\n        var args =
ast.expressions.map(function (ast) { return ast.visit(_this, context); });\n        return new
BuiltinFunctionCall(ast.span, args, this._converterFactory.createLiteralArrayConverter(ast.expressions.length));\n
};\n    _BuiltinAstConverter.prototype.visitLiteralMap = function (ast, context) {\n        var _this = this;\n        var
args = ast.values.map(function (ast) { return ast.visit(_this, context); });\n        return new
BuiltinFunctionCall(ast.span, args, this._converterFactory.createLiteralMapConverter(ast.keys));\n    };\n    return
_BuiltinAstConverter;\n}(AstTransformer$1));\nvar _AstToIrVisitor = /** @class */ (function () {\n    function
_AstToIrVisitor(_localResolver, _implicitReceiver, bindingId, interpolationFunction) {\n        this._localResolver =
_localResolver;\n        this._implicitReceiver = _implicitReceiver;\n        this.bindingId = bindingId;\n
this.interpolationFunction = interpolationFunction;\n        this._nodeMap = new Map();\n        this._resultMap = new
Map();\n        this._currentTemporary = 0;\n        this.temporaryCount = 0;\n    }\n
_AstToIrVisitor.prototype.visitBinary = function (ast, mode) {\n        var op;\n        switch (ast.operation) {\n
case '+':\n                op = BinaryOperator.Plus;\n                break;\n            case '-':\n                op =
BinaryOperator.Minus;\n                break;\n            case '*':\n                op = BinaryOperator.Multiply;\n
break;\n            case '/':\n                op = BinaryOperator.Divide;\n                break;\n            case '%':\n                op =
BinaryOperator.Modulo;\n                break;\n            case '&&':\n                op = BinaryOperator.And;\n
break;\n            case '||':\n                op = BinaryOperator.Or;\n                break;\n            case '==':\n                op =
BinaryOperator.Equals;\n                break;\n            case '!=':\n                op = BinaryOperator.NotEquals;\n
break;\n            case '===':\n                op = BinaryOperator.Identical;\n                break;\n            case '!==':\n
  op = BinaryOperator.NotIdentical;\n                break;\n            case '<':\n                op = BinaryOperator.Lower;\n
        break;\n            case '>':\n                op = BinaryOperator.Bigger;\n                break;\n            case '<=':\n
   op = BinaryOperator.LowerEquals;\n                break;\n            case '>=':\n                op =
BinaryOperator.BiggerEquals;\n                break;\n            default:\n                throw new Error(\"Unsupported
operation \" + ast.operation);\n        }\n        return convertToStatementIfNeeded(mode, new
BinaryOperatorExpr(op, this._visit(ast.left, _Mode.Expression), this._visit(ast.right, _Mode.Expression)));\n    };\n
_AstToIrVisitor.prototype.visitChain = function (ast, mode) {\n        ensureStatementMode(mode, ast);\n        return
this.visitAll(ast.expressions, mode);\n    };\n    _AstToIrVisitor.prototype.visitConditional = function (ast, mode) {\n
      var value = this._visit(ast.condition, _Mode.Expression);\n        return convertToStatementIfNeeded(mode,
value.conditional(this._visit(ast.trueExp, _Mode.Expression), this._visit(ast.falseExp, _Mode.Expression)));\n    };\n
  _AstToIrVisitor.prototype.visitPipe = function (ast, mode) {\n        throw new Error(\"Illegal state: Pipes should
have been converted into functions. Pipe: \" + ast.name);\n    };\n    _AstToIrVisitor.prototype.visitFunctionCall =
function (ast, mode) {\n        var convertedArgs = this.visitAll(ast.args, _Mode.Expression);\n        var fnResult;\n
```

```
if (ast instanceof BuiltinFunctionCall) {\n            fnResult = ast.converter(convertedArgs);\n        }\n        else {\n
    fnResult = this._visit(ast.target, _Mode.Expression).callFn(convertedArgs);\n        }\n        return
convertToStatementIfNeeded(mode, fnResult);\n    };\n    _AstToIrVisitor.prototype.visitImplicitReceiver =
function (ast, mode) {\n        ensureExpressionMode(mode, ast);\n        return this._implicitReceiver;\n    };\n
_AstToIrVisitor.prototype.visitInterpolation = function (ast, mode) {\n        ensureExpressionMode(mode, ast);\n
var args = [literal(ast.expressions.length)];\n        for (var i = 0; i < ast.strings.length - 1; i++) {\n
args.push(literal(ast.strings[i]));\n            args.push(this._visit(ast.expressions[i], _Mode.Expression));\n        }\n
args.push(literal(ast.strings[ast.strings.length - 1]));\n        if (this.interpolationFunction) {\n            return
this.interpolationFunction(args);\n        }\n        return ast.expressions.length <= 9 ?\n
importExpr(Identifiers.inlineInterpolate).callFn(args) :\n            importExpr(Identifiers.interpolate).callFn([args[0],
literalArr(args.slice(1))]);\n    };\n    _AstToIrVisitor.prototype.visitKeyedRead = function (ast, mode) {\n        var
leftMostSafe = this.leftMostSafeNode(ast);\n        if (leftMostSafe) {\n            return this.convertSafeAccess(ast,
leftMostSafe, mode);\n        }\n        else {\n            return convertToStatementIfNeeded(mode, this._visit(ast.obj,
_Mode.Expression).key(this._visit(ast.key, _Mode.Expression)));\n        }\n    };\n
_AstToIrVisitor.prototype.visitKeyedWrite = function (ast, mode) {\n        var obj = this._visit(ast.obj,
_Mode.Expression);\n        var key = this._visit(ast.key, _Mode.Expression);\n        var value = this._visit(ast.value,
_Mode.Expression);\n        return convertToStatementIfNeeded(mode, obj.key(key).set(value));\n    };\n
_AstToIrVisitor.prototype.visitLiteralArray = function (ast, mode) {\n        throw new Error(\"Illegal State: literal
arrays should have been converted into functions\");\n    };\n    _AstToIrVisitor.prototype.visitLiteralMap = function
(ast, mode) {\n        throw new Error(\"Illegal State: literal maps should have been converted into functions\");\n
};\n    _AstToIrVisitor.prototype.visitLiteralPrimitive = function (ast, mode) {\n        // For literal values of null,
undefined, true, or false allow type interference\n        // to infer the type.\n        var type = ast.value === null ||
ast.value === undefined || ast.value === true || ast.value === true ?\n            INFERRED_TYPE :\n
undefined;\n        return convertToStatementIfNeeded(mode, literal(ast.value, type));\n    };\n
_AstToIrVisitor.prototype._getLocal = function (name) { return this._localResolver.getLocal(name); };\n
_AstToIrVisitor.prototype.visitMethodCall = function (ast, mode) {\n        if (ast.receiver instanceof
ImplicitReceiver && ast.name == '$any') {\n            var args = this.visitAll(ast.args, _Mode.Expression);\n            if
(args.length != 1) {\n                throw new Error(\"Invalid call to $any, expected 1 argument but received \" +
(args.length || 'none'));\n            }\n            return args[0].cast(DYNAMIC_TYPE);\n        }\n        var leftMostSafe =
this.leftMostSafeNode(ast);\n        if (leftMostSafe) {\n            return this.convertSafeAccess(ast, leftMostSafe,
mode);\n        }\n        else {\n            var args = this.visitAll(ast.args, _Mode.Expression);\n            var result =
null;\n            var receiver = this._visit(ast.receiver, _Mode.Expression);\n            if (receiver ===
this._implicitReceiver) {\n                var varExpr = this._getLocal(ast.name);\n                if (varExpr) {\n
result = varExpr.callFn(args);\n                }\n            }\n            if (result == null) {\n                result =
receiver.callMethod(ast.name, args);\n            }\n            return convertToStatementIfNeeded(mode, result);\n
}\n    };\n    _AstToIrVisitor.prototype.visitPrefixNot = function (ast, mode) {\n        return
convertToStatementIfNeeded(mode, not(this._visit(ast.expression, _Mode.Expression)));\n    };\n
_AstToIrVisitor.prototype.visitNonNullAssert = function (ast, mode) {\n        return
convertToStatementIfNeeded(mode, assertNotNull(this._visit(ast.expression, _Mode.Expression)));\n    };\n
_AstToIrVisitor.prototype.visitPropertyRead = function (ast, mode) {\n        var leftMostSafe =
this.leftMostSafeNode(ast);\n        if (leftMostSafe) {\n            return this.convertSafeAccess(ast, leftMostSafe,
mode);\n        }\n        else {\n            var result = null;\n            var receiver = this._visit(ast.receiver,
_Mode.Expression);\n            if (receiver === this._implicitReceiver) {\n                result =
this._getLocal(ast.name);\n            }\n            if (result == null) {\n                result = receiver.prop(ast.name);\n
}\n            return convertToStatementIfNeeded(mode, result);\n        }\n    };\n
_AstToIrVisitor.prototype.visitPropertyWrite = function (ast, mode) {\n        var receiver = this._visit(ast.receiver,
_Mode.Expression);\n        var varExpr = null;\n        if (receiver === this._implicitReceiver) {\n            var
localExpr = this._getLocal(ast.name);\n            if (localExpr) {\n                if (localExpr instanceof ReadPropExpr)
```

{\n // If the local variable is a property read expression, it's a reference\n // to a 'context.property' value and will be used as the target of the\n // write expression.\n varExpr = localExpr;\n }\n else {\n // Otherwise it's an error.\n throw new Error('Cannot assign to a reference or variable!');\n }\n }\n }\n // If no local expression could be produced, use the original receiver's\n // property as the target.\n if (varExpr === null) {\n varExpr = receiver.prop(ast.name);\n }\n return convertToStatementIfNeeded(mode, varExpr.set(this._visit(ast.value, _Mode.Expression)));\n };\n _AstToIrVisitor.prototype.visitSafePropertyRead = function (ast, mode) {\n return this.convertSafeAccess(ast, this.leftMostSafeNode(ast), mode);\n };\n _AstToIrVisitor.prototype.visitSafeMethodCall = function (ast, mode) {\n return this.convertSafeAccess(ast, this.leftMostSafeNode(ast), mode);\n };\n _AstToIrVisitor.prototype.visitAll = function (asts, mode) {\n var _this = this;\n return asts.map(function (ast) { return _this._visit(ast, mode); });\n };\n _AstToIrVisitor.prototype.visitQuote = function (ast, mode) {\n throw new Error(\"Quotes are not supported for evaluation!\\n Statement: \" + ast.uninterpretedExpression + \" located at \" + ast.location);\n };\n _AstToIrVisitor.prototype._visit = function (ast, mode) {\n var result = this._resultMap.get(ast);\n if (result)\n return result;\n return (this._nodeMap.get(ast) || ast).visit(this, mode);\n };\n _AstToIrVisitor.prototype.convertSafeAccess = function (ast, leftMostSafe, mode) {\n // If the expression contains a safe access node on the left it needs to be converted to\n // an expression that guards the access to the member by checking the receiver for blank. As\n // execution proceeds from left to right, the left most part of the expression must be guarded\n // first but, because member access is left associative, the right side of the expression is at\n // the top of the AST. The desired result requires lifting a copy of the the left part of the\n // expression up to test it for blank before generating the unguarded version.\n // Consider, for example the following expression: a?.b.c?.d.e\n // This results in the ast:\n // .\n // / \\\n // ?. e\n // / \\\n // . d\n // / \\\n // ?. c\n // / \\\n // a b\n // The following tree should be generated:\n //\n // /---- ? ----\\\n // / | \\\n // a /--- ? ---\\ null\n // / | \\\n // . . null\n // / \\ / \\\n // . c . e\n // / \\ / \\\n // a b , d\n // / \\\n // . c\n // / \\\n // a b\n //\n // Notice that the first guard condition is the left hand of the left most safe access node\n // which comes in as leftMostSafe to this routine.\n var guardedExpression = this._visit(leftMostSafe.receiver, _Mode.Expression);\n var temporary = undefined;\n if (this.needsTemporary(leftMostSafe.receiver)) {\n // If the expression has method calls or pipes then we need to save the result into a\n // temporary variable to avoid calling stateful or impure code more than once.\n temporary = this.allocateTemporary();\n // Preserve the result in the temporary variable\n guardedExpression = temporary.set(guardedExpression);\n // Ensure all further references to the guarded expression refer to the temporary instead.\n this._resultMap.set(leftMostSafe.receiver, temporary);\n }\n var condition = guardedExpression.isBlank();\n // Convert the ast to an unguarded access to the receiver's member. The map will substitute\n // leftMostNode with its unguarded version in the call to `this.visit()`.\n if (leftMostSafe instanceof SafeMethodCall) {\n this._nodeMap.set(leftMostSafe, new MethodCall(leftMostSafe.span, leftMostSafe.receiver, leftMostSafe.name, leftMostSafe.args));\n }\n else {\n this._nodeMap.set(leftMostSafe, new PropertyRead(leftMostSafe.span, leftMostSafe.receiver, leftMostSafe.name));\n }\n // Recursively convert the node now without the guarded member access.\n var access = this._visit(ast, _Mode.Expression);\n // Remove the mapping. This is not strictly required as the converter only traverses each node\n // once but is safer if the conversion is changed to traverse the nodes more than once.\n this._nodeMap.delete(leftMostSafe);\n // If we allocated a temporary, release it.\n if (temporary) {\n this.releaseTemporary(temporary);\n }\n // Produce the conditional\n return convertToStatementIfNeeded(mode, condition.conditional(literal(null), access));\n };\n // Given a expression of the form a?.b.c?.d.e the the left most safe node is\n // the (a?.b). The . and ?. are left associative thus can be rewritten as:\n // ((((a?.c).b).c)?.d).e. This returns the most deeply nested safe read or\n // safe method call as this needs be transform initially to:\n // a == null ? null : a.c.b.c?.d.e\n // then to:\n // a == null ? null : a.b.c == null ? null : a.b.c.d.e\n _AstToIrVisitor.prototype.leftMostSafeNode = function (ast) {\n var _this = this;\n

var visit = function (visitor, ast) {\n return (_this._nodeMap.get(ast) || ast).visit(visitor);\n };\n return ast.visit({\n visitBinary: function (ast) { return null; },\n visitChain: function (ast) { return null; },\n visitConditional: function (ast) { return null; },\n visitFunctionCall: function (ast) { return null; },\n visitImplicitReceiver: function (ast) { return null; },\n visitInterpolation: function (ast) { return null; },\n visitKeyedRead: function (ast) { return visit(this, ast.obj); },\n visitKeyedWrite: function (ast) { return null; },\n visitLiteralArray: function (ast) { return null; },\n visitLiteralMap: function (ast) { return null; },\n visitLiteralPrimitive: function (ast) { return null; },\n visitMethodCall: function (ast) { return visit(this, ast.receiver); },\n visitPipe: function (ast) { return null; },\n visitPrefixNot: function (ast) { return null; },\n visitNonNullAssert: function (ast) { return null; },\n visitPropertyRead: function (ast) { return visit(this, ast.receiver); },\n visitPropertyWrite: function (ast) { return null; },\n visitQuote: function (ast) { return null; },\n visitSafeMethodCall: function (ast) { return visit(this, ast.receiver) || ast; },\n visitSafePropertyRead: function (ast) {\n return visit(this, ast.receiver) || ast;\n }\n });\n };\n // Returns true of the AST includes a method or a pipe indicating that, if the\n // expression is used as the target of a safe property or method access then\n // the expression should be stored into a temporary variable.\n _AstToIrVisitor.prototype.needsTemporary = function (ast) {\n var _this = this;\n var visit = function (visitor, ast) {\n return ast && (_this._nodeMap.get(ast) || ast).visit(visitor);\n };\n var visitSome = function (visitor, ast) {\n return ast.some(function (ast) { return visit(visitor, ast); });\n };\n return ast.visit({\n visitBinary: function (ast) { return visit(this, ast.left) || visit(this, ast.right); },\n visitChain: function (ast) { return false; },\n visitConditional: function (ast) {\n return visit(this, ast.condition) || visit(this, ast.trueExp) ||\n visit(this, ast.falseExp);\n },\n visitFunctionCall: function (ast) { return true; },\n visitImplicitReceiver: function (ast) { return false; },\n visitInterpolation: function (ast) { return visitSome(this, ast.expressions); },\n visitKeyedRead: function (ast) { return false; },\n visitKeyedWrite: function (ast) { return false; },\n visitLiteralArray: function (ast) { return true; },\n visitLiteralMap: function (ast) { return true; },\n visitLiteralPrimitive: function (ast) { return false; },\n visitMethodCall: function (ast) { return true; },\n visitPipe: function (ast) { return true; },\n visitPrefixNot: function (ast) { return visit(this, ast.expression); },\n visitNonNullAssert: function (ast) { return visit(this, ast.expression); },\n visitPropertyRead: function (ast) { return false; },\n visitPropertyWrite: function (ast) { return false; },\n visitQuote: function (ast) { return false; },\n visitSafeMethodCall: function (ast) { return true; },\n visitSafePropertyRead: function (ast) { return false; }\n });\n };\n _AstToIrVisitor.prototype.allocateTemporary = function () {\n var tempNumber = this._currentTemporary++;\n this.temporaryCount = Math.max(this._currentTemporary, this.temporaryCount);\n return new ReadVarExpr(temporaryName(this.bindingId, tempNumber));\n };\n _AstToIrVisitor.prototype.releaseTemporary = function (temporary) {\n this._currentTemporary--;\n if (temporary.name != temporaryName(this.bindingId, this._currentTemporary)) {\n throw new Error(\"Temporary \" + temporary.name + \" released out of order\");\n }\n };\n return _AstToIrVisitor;\n}());\nfunction flattenStatements(arg, output) {\n if (Array.isArray(arg)) {\n arg.forEach(function (entry) { return flattenStatements(entry, output); });\n }\n else {\n output.push(arg);\n }\n}\nvar DefaultLocalResolver = /** @class */ (function () {\n function DefaultLocalResolver() {\n }\n DefaultLocalResolver.prototype.getLocal = function (name) {\n if (name === EventHandlerVars.event.name) {\n return EventHandlerVars.event;\n }\n return null;\n };\n return DefaultLocalResolver;\n}());\nfunction createCurrValueExpr(bindingId) {\n return variable(\"currVal_\" + bindingId); // fix syntax highlighting: `\n}\nfunction createPreventDefaultVar(bindingId) {\n return variable(\"pd_\" + bindingId);\n}\nfunction convertStmtIntoExpression(stmt) {\n if (stmt instanceof ExpressionStatement) {\n return stmt.expr;\n }\n else if (stmt instanceof ReturnStatement) {\n return stmt.value;\n }\n return null;\n}\nvar BuiltinFunctionCall = /** @class */ (function (_super) {\n __extends(BuiltinFunctionCall, _super);\n function BuiltinFunctionCall(span, args, converter) {\n var _this = _super.call(this, span, null, args) || this;\n _this.args = args;\n _this.converter = converter;\n return _this;\n }\n return BuiltinFunctionCall;\n}(FunctionCall));\n\n/**\n * @license\n * Copyright Google Inc. All

Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar LifecycleHooks;\n(function (LifecycleHooks) {\n LifecycleHooks[LifecycleHooks[\"OnInit\"] = 0] = \"OnInit\";\n LifecycleHooks[LifecycleHooks[\"OnDestroy\"] = 1] = \"OnDestroy\";\n LifecycleHooks[LifecycleHooks[\"DoCheck\"] = 2] = \"DoCheck\";\n LifecycleHooks[LifecycleHooks[\"OnChanges\"] = 3] = \"OnChanges\";\n LifecycleHooks[LifecycleHooks[\"AfterContentInit\"] = 4] = \"AfterContentInit\";\n LifecycleHooks[LifecycleHooks[\"AfterContentChecked\"] = 5] = \"AfterContentChecked\";\n LifecycleHooks[LifecycleHooks[\"AfterViewInit\"] = 6] = \"AfterViewInit\";\n LifecycleHooks[LifecycleHooks[\"AfterViewChecked\"] = 7] = \"AfterViewChecked\";\n})(LifecycleHooks || (LifecycleHooks = {}));\nvar LIFECYCLE_HOOKS_VALUES = [\n LifecycleHooks.OnInit, LifecycleHooks.OnDestroy, LifecycleHooks.DoCheck, LifecycleHooks.OnChanges,\n LifecycleHooks.AfterContentInit, LifecycleHooks.AfterContentChecked, LifecycleHooks.AfterViewInit,\n LifecycleHooks.AfterViewChecked\n];\nfunction hasLifecycleHook(reflector, hook, token) {\n return reflector.hasLifecycleHook(token, getHookName(hook));\n}\nfunction getAllLifecycleHooks(reflector, token) {\n return LIFECYCLE_HOOKS_VALUES.filter(function (hook) { return hasLifecycleHook(reflector, hook, token); });\n}\nfunction getHookName(hook) {\n switch (hook) {\n case LifecycleHooks.OnInit:\n return 'ngOnInit';\n case LifecycleHooks.OnDestroy:\n return 'ngOnDestroy';\n case LifecycleHooks.DoCheck:\n return 'ngDoCheck';\n case LifecycleHooks.OnChanges:\n return 'ngOnChanges';\n case LifecycleHooks.AfterContentInit:\n return 'ngAfterContentInit';\n case LifecycleHooks.AfterContentChecked:\n return 'ngAfterContentChecked';\n case LifecycleHooks.AfterViewInit:\n return 'ngAfterViewInit';\n case LifecycleHooks.AfterViewChecked:\n return 'ngAfterViewChecked';\n default:\n // This default case is not needed by TypeScript compiler, as the switch is exhaustive.\n // However Closure Compiler does not understand that and reports an error in typed mode.\n // The `throw new Error` below works around the problem, and the unexpected: never variable\n // makes sure tsc still checks this code is unreachable.\n var unexpected = hook;\n throw new Error(\"unexpected \" + unexpected);\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar $EOF = 0;\nvar $TAB = 9;\nvar $LF = 10;\nvar $VTAB = 11;\nvar $FF = 12;\nvar $CR = 13;\nvar $SPACE = 32;\nvar $BANG = 33;\nvar $DQ = 34;\nvar $HASH = 35;\nvar $$ = 36;\nvar $PERCENT = 37;\nvar $AMPERSAND = 38;\nvar $SQ = 39;\nvar $LPAREN = 40;\nvar $RPAREN = 41;\nvar $STAR = 42;\nvar $PLUS = 43;\nvar $COMMA = 44;\nvar $MINUS = 45;\nvar $PERIOD = 46;\nvar $SLASH = 47;\nvar $COLON = 58;\nvar $SEMICOLON = 59;\nvar $LT = 60;\nvar $EQ = 61;\nvar $GT = 62;\nvar $QUESTION = 63;\nvar $0 = 48;\nvar $9 = 57;\nvar $A = 65;\nvar $E = 69;\nvar $F = 70;\nvar $X = 88;\nvar $Z = 90;\nvar $LBRACKET = 91;\nvar $BACKSLASH = 92;\nvar $RBRACKET = 93;\nvar $CARET = 94;\nvar $_ = 95;\nvar $a = 97;\nvar $e = 101;\nvar $f = 102;\nvar $n = 110;\nvar $r = 114;\nvar $t = 116;\nvar $u = 117;\nvar $v = 118;\nvar $x = 120;\nvar $z = 122;\nvar $LBRACE = 123;\nvar $BAR = 124;\nvar $RBRACE = 125;\nvar $NBSP = 160;\nvar $BT = 96;\nfunction isWhitespace(code) {\n return (code >= $TAB && code <= $SPACE) || (code == $NBSP);\n}\nfunction isDigit(code) {\n return $0 <= code && code <= $9;\n}\nfunction isAsciiLetter(code) {\n return code >= $a && code <= $z || code >= $A && code <= $Z;\n}\nfunction isAsciiHexDigit(code) {\n return code >= $a && code <= $f || code >= $A && code <= $F || isDigit(code);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ParseLocation = /** @class */ (function () {\n function ParseLocation(file, offset, line, col) {\n this.file = file;\n this.offset = offset;\n this.line = line;\n this.col = col;\n }\n ParseLocation.prototype.toString = function () {\n return this.offset != null ? this.file.url + \"@\" + this.line + \":\" + this.col : this.file.url;\n };\n ParseLocation.prototype.moveBy = function (delta) {\n var source = this.file.content;\n var len = source.length;\n var offset = this.offset;\n var line = this.line;\n var col = this.col;\n while (offset > 0 && delta < 0) {\n offset--;\n delta++;\n var ch =

source.charCodeAt(offset);\n if (ch == $LF) {\n line--;\n var priorLine = source.substr(0, offset - 1).lastIndexOf(String.fromCharCode($LF));\n col = priorLine > 0 ? offset - priorLine : offset;\n }\n else {\n col--;\n }\n }\n while (offset < len && delta > 0) {\n var ch = source.charCodeAt(offset);\n offset++;\n delta--;\n if (ch == $LF) {\n line++;\n col = 0;\n }\n else {\n col++;\n }\n }\n return new ParseLocation(this.file, offset, line, col);\n };\n // Return the source around the location\n // Up to `maxChars` or `maxLines` on each side of the location\n ParseLocation.prototype.getContext = function (maxChars, maxLines) {\n var content = this.file.content;\n var startOffset = this.offset;\n if (startOffset != null) {\n if (startOffset > content.length - 1) {\n startOffset = content.length - 1;\n }\n var endOffset = startOffset;\n var ctxChars = 0;\n var ctxLines = 0;\n while (ctxChars < maxChars && startOffset > 0) {\n startOffset--;\n ctxChars++;\n if (content[startOffset] == '\\n') {\n if (++ctxLines == maxLines) {\n break;\n }\n }\n }\n ctxChars = 0;\n ctxLines = 0;\n while (ctxChars < maxChars && endOffset < content.length - 1) {\n endOffset++;\n ctxChars++;\n if (content[endOffset] == '\\n') {\n if (++ctxLines == maxLines) {\n break;\n }\n }\n }\n return {\n before: content.substring(startOffset, this.offset),\n after: content.substring(this.offset, endOffset + 1),\n };\n }\n return null;\n };\n return ParseLocation;\n}());\nvar ParseSourceFile = /** @class */ (function () {\n function ParseSourceFile(content, url) {\n this.content = content;\n this.url = url;\n }\n return ParseSourceFile;\n}());\nvar ParseSourceSpan = /** @class */ (function () {\n function ParseSourceSpan(start, end, details) {\n if (details === void 0) { details = null; }\n this.start = start;\n this.end = end;\n this.details = details;\n }\n ParseSourceSpan.prototype.toString = function () {\n return this.start.file.content.substring(this.start.offset, this.end.offset);\n };\n return ParseSourceSpan;\n}());\nvar ParseErrorLevel;\n(function (ParseErrorLevel) {\n ParseErrorLevel[ParseErrorLevel[\"WARNING\"] = 0] = \"WARNING\";\n ParseErrorLevel[ParseErrorLevel[\"ERROR\"] = 1] = \"ERROR\";\n})(ParseErrorLevel || (ParseErrorLevel = {}));\nvar ParseError = /** @class */ (function () {\n function ParseError(span, msg, level) {\n if (level === void 0) { level = ParseErrorLevel.ERROR; }\n this.span = span;\n this.msg = msg;\n this.level = level;\n }\n ParseError.prototype.contextualMessage = function () {\n var ctx = this.span.start.getContext(100, 3);\n return ctx ? this.msg + \" (\\\"\" + ctx.before + \"[\" + ParseErrorLevel[this.level] + \" ->]\" + ctx.after + \"\\\")\" :\n this.msg;\n };\n ParseError.prototype.toString = function () {\n var details = this.span.details ? \", \" + this.span.details : '';\n return this.contextualMessage() + \": \" + this.span.start + details;\n };\n return ParseError;\n}());\nfunction typeSourceSpan(kind, type) {\n var moduleUrl = identifierModuleUrl(type);\n var sourceFileName = moduleUrl != null ? \"in \" + kind + \" \" + identifierName(type) + \" in \" + moduleUrl :\n \"in \" + kind + \" \" + identifierName(type);\n var sourceFile = new ParseSourceFile('', sourceFileName);\n return new ParseSourceSpan(new ParseLocation(sourceFile, -1, -1, -1), new ParseLocation(sourceFile, -1, -1, -1));\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * This file is a port of shadowCSS from webcomponents.js to TypeScript.\n *\n * Please make sure to keep to edits in sync with the source file.\n *\n * Source:\n * https://github.com/webcomponents/webcomponentsjs/blob/4efecd7e0e/src/ShadowCSS/ShadowCSS.js\n *\n * The original file level comment is reproduced below\n */\n/*\n This is a limited shim for ShadowDOM css styling.\n https://dvcs.w3.org/hg/webcomponents/raw-file/tip/spec/shadow/index.html#styles\n\n The intention here is to support only the styling features which can be\n relatively simply implemented. The goal is to allow users to avoid the\n most obvious pitfalls and do so without compromising performance significantly.\n For ShadowDOM styling that's not covered here, a set of best practices\n can be provided that should allow users to accomplish more complex styling.\n\n The following is a list of specific ShadowDOM styling features and a brief\n discussion of the approach used to shim.\n\n Shimmed features:\n\n * :host, :host-context: ShadowDOM allows styling of the shadowRoot's host\n element using the :host rule. To shim this feature, the :host styles are\n reformatted and

prefixed with a given scope name and promoted to a\n document level stylesheet.\n For example, given a scope name of .foo, a rule like this:\n\n :host {\n background: red;\n }\n }\n\n becomes:\n\n .foo {\n background: red;\n }\n\n * encapsulation: Styles defined within ShadowDOM, apply only to\n dom inside the ShadowDOM. Polymer uses one of two techniques to implement\n this feature.\n\n By default, rules are prefixed with the host element tag name\n as a descendant selector. This ensures styling does not leak out of the 'top'\n of the element's ShadowDOM. For example,\n\n div {\n font-weight: bold;\n }\n\n becomes:\n\n x-foo div {\n font-weight: bold;\n }\n\n becomes:\n\n\n Alternatively, if WebComponents.ShadowCSS.strictStyling is set to true then\n selectors are scoped by adding an attribute selector suffix to each\n simple selector that contains the host element tag name. Each element\n in the element's ShadowDOM template is also given the scope attribute.\n Thus, these rules match only elements that have the scope attribute.\n For example, given a scope name of x-foo, a rule like this:\n\n div {\n font-weight: bold;\n }\n\n becomes:\n\n div[x-foo] {\n font-weight: bold;\n }\n\n Note that elements that are dynamically added to a scope must have the scope\n selector added to them manually.\n\n * upper/lower bound encapsulation: Styles which are defined outside a\n shadowRoot should not cross the ShadowDOM boundary and should not apply\n inside a shadowRoot.\n\n This styling behavior is not emulated. Some possible ways to do this that\n were rejected due to complexity and/or performance concerns include: (1) reset\n every possible property for every possible selector for a given scope name;\n (2) re-implement css in javascript.\n\n As an alternative, users should make sure to use selectors\n specific to the scope in which they are working.\n\n * ::distributed: This behavior is not emulated. It's often not necessary\n to style the contents of a specific insertion point and instead, descendants\n of the host element can be styled selectively. Users can also create an\n extra node around an insertion point and style that node's contents\n via descendent selectors. For example, with a shadowRoot like this:\n\n <style>\n ::content(div) {\n background: red;\n }\n </style>\n <content></content>\n\n could become:\n\n <style>\n / *@polyfill .content-container div * /\n ::content(div) {\n background: red;\n }\n </style>\n <div class=\"content-container\">\n <content></content>\n \n\n Note the use of @polyfill in the comment above a ShadowDOM specific style\n declaration. This is a directive to the styling shim to use the selector\n in comments in lieu of the next selector when running under polyfill.\n*/\nvar ShadowCss = /** @class */ (function () {\n function ShadowCss() {\n this.strictStyling = true;\n }\n /*\n * Shim some cssText with the given selector. Returns cssText that can\n * be included in the document via WebComponents.ShadowCSS.addCssToDocument(css).\n *\n * When strictStyling is true:\n * - selector is the attribute added to all elements inside the host,\n * - hostSelector is the attribute added to the host itself.\n */\n ShadowCss.prototype.shimCssText = function (cssText, selector, hostSelector) {\n if (hostSelector === void 0) { hostSelector = ''; }\n var commentsWithHash = extractCommentsWithHash(cssText);\n cssText = stripComments(cssText);\n cssText = this._insertDirectives(cssText);\n var scopedCssText = this._scopeCssText(cssText, selector, hostSelector);\n return __spread([scopedCssText], commentsWithHash).join('\\n');\n };\n ShadowCss.prototype._insertDirectives = function (cssText) {\n cssText = this._insertPolyfillDirectivesInCssText(cssText);\n return this._insertPolyfillRulesInCssText(cssText);\n };\n /*\n * Process styles to convert native ShadowDOM rules that will trip\n * up the css parser; we rely on decorating the stylesheet with inert rules.\n *\n * For example, we convert this rule:\n *\n * polyfill-next-selector { content: ':host menu-item'; }\n * ::content menu-item {\n *\n * to this:\n *\n * scopeName menu-item {\n *\n **/\n ShadowCss.prototype._insertPolyfillDirectivesInCssText = function (cssText) {\n // Difference with webcomponents.js: does not handle comments\n return cssText.replace(_cssContentNextSelectorRe, function () {\n var m = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n m[_i] = arguments[_i];\n }\n return m[2] + '{';\n });\n };\n /*\n * Process styles to add rules which will only apply under the polyfill\n *\n * For example, we convert this rule:\n *\n * polyfill-rule {\n * content: ':host menu-item';\n * ...\n * }\n *\n * to this:\n *\n * scopeName menu-item {...}\n *\n **/\n ShadowCss.prototype._insertPolyfillRulesInCssText = function (cssText) {\n // Difference with webcomponents.js: does not handle comments\n return cssText.replace(_cssContentRuleRe, function () {\n var m = [];\n for (var _i = 0; _i <

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arguments.length; _i++) {\n                m[_i] = arguments[_i];\n            }\n            var rule = m[0].replace(m[1],
").replace(m[2], '');\n            return m[4] + rule;\n        });\n    };\n    /* Ensure styles are scoped. Pseudo-scoping
takes a rule like:\n     *\n     *  .foo {... }\n     *\n     *  and converts this to\n     *\n     *  scopeName .foo { ... }\n
*/\n    ShadowCss.prototype._scopeCssText = function (cssText, scopeSelector, hostSelector) {\n        var
unscopedRules = this._extractUnscopedRulesFromCssText(cssText);\n        // replace :host and :host-context -
shadowcsshost and -shadowcsshost respectively\n        cssText = this._insertPolyfillHostInCssText(cssText);\n
cssText = this._convertColonHost(cssText);\n        cssText = this._convertColonHostContext(cssText);\n
cssText = this._convertShadowDOMSelectors(cssText);\n        if (scopeSelector) {\n            cssText =
this._scopeSelectors(cssText, scopeSelector, hostSelector);\n        }\n        cssText = cssText + '\\n' +
unscopedRules;\n        return cssText.trim();\n    };\n    /*\n     * Process styles to add rules which will only apply
under the polyfill\n     * and do not process via CSSOM. (CSSOM is destructive to rules on rare\n     * occasions,
e.g. -webkit-calc on Safari.)\n     * For example, we convert this rule:\n     *\n     * @polyfill-unscoped-rule {\n     *
content: 'menu-item';\n     * ... }\n     *\n     * to this:\n     *\n     * menu-item {...}\n     *\n     **/\n
ShadowCss.prototype._extractUnscopedRulesFromCssText = function (cssText) {\n        // Difference with
webcomponents.js: does not handle comments\n        var r = '';\n        var m;\n
_cssContentUnscopedRuleRe.lastIndex = 0;\n        while ((m = _cssContentUnscopedRuleRe.exec(cssText)) !==
null) {\n            var rule = m[0].replace(m[2], '').replace(m[1], m[4]);\n            r += rule + '\\n\\n';\n        }\n
return r;\n    };\n    /*\n     * convert a rule like :host(.foo) > .bar { }\n     *\n     * to\n     *\n     * .foo<scopeName> >
.bar\n     */\n    ShadowCss.prototype._convertColonHost = function (cssText) {\n        return
this._convertColonRule(cssText, _cssColonHostRe, this._colonHostPartReplacer);\n    };\n    /*\n     * convert a rule
like :host-context(.foo) > .bar { }\n     *\n     * to\n     *\n     * .foo<scopeName> > .bar, .foo scopeName > .bar { }\n
  *\n     * and\n     *\n     * :host-context(.foo:host) .bar { ... }\n     *\n     * to\n     *\n     * .foo<scopeName> .bar { ...
}\n     */\n    ShadowCss.prototype._convertColonHostContext = function (cssText) {\n        return
this._convertColonRule(cssText, _cssColonHostContextRe, this._colonHostContextPartReplacer);\n    };\n
ShadowCss.prototype._convertColonRule = function (cssText, regExp, partReplacer) {\n        // m[1] = :host(-
context), m[2] = contents of (), m[3] rest of rule\n        return cssText.replace(regExp, function () {\n            var m =
[];\n            for (var _i = 0; _i < arguments.length; _i++) {\n                m[_i] = arguments[_i];\n            }\n            if
(m[2]) {\n                var parts = m[2].split(',');\n                var r = [];\n                for (var i = 0; i < parts.length; i++)
{\n                    var p = parts[i].trim();\n                    if (!p)\n                        break;\n
r.push(partReplacer(_polyfillHostNoCombinator, p, m[3]));\n                }\n                return r.join(',');\n            }\n
    else {\n                return _polyfillHostNoCombinator + m[3];\n            }\n        });\n    };\n
ShadowCss.prototype._colonHostContextPartReplacer = function (host, part, suffix) {\n        if
(part.indexOf(_polyfillHost) > -1) {\n            return this._colonHostPartReplacer(host, part, suffix);\n        }\n
else {\n            return host + part + suffix + ', ' + part + ' ' + host + suffix;\n        }\n    };\n
ShadowCss.prototype._colonHostPartReplacer = function (host, part, suffix) {\n        return host +
part.replace(_polyfillHost, '') + suffix;\n    };\n    /*\n     * Convert combinators like ::shadow and pseudo-elements
like ::content\n     * by replacing with space.\n     */\n    ShadowCss.prototype._convertShadowDOMSelectors =
function (cssText) {\n        return _shadowDOMSelectorsRe.reduce(function (result, pattern) { return
result.replace(pattern, ' '); }, cssText);\n    };\n    // change a selector like 'div' to 'name div'\n
ShadowCss.prototype._scopeSelectors = function (cssText, scopeSelector, hostSelector) {\n        var _this = this;\n
   return processRules(cssText, function (rule) {\n            var selector = rule.selector;\n            var content =
rule.content;\n            if (rule.selector[0] != '@') {\n                selector =\n
_this._scopeSelector(rule.selector, scopeSelector, hostSelector, _this.strictStyling);\n            }\n            else if
(rule.selector.startsWith('@media') || rule.selector.startsWith('@supports') ||\n
rule.selector.startsWith('@page') || rule.selector.startsWith('@document')) {\n                content =
_this._scopeSelectors(rule.content, scopeSelector, hostSelector);\n            }\n            return new CssRule(selector,
content);\n        });\n    };\n    ShadowCss.prototype._scopeSelector = function (selector, scopeSelector, hostSelector,
strict) {\n        var _this = this;\n        return selector.split(',')\n            .map(function (part) { return
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part.trim().split(_shadowDeepSelectors); })\n            .map(function (deepParts) {\n            var _a =
__read(deepParts), shallowPart = _a[0], otherParts = _a.slice(1);\n            var applyScope = function (shallowPart)
{\n                if (_this._selectorNeedsScoping(shallowPart, scopeSelector)) {\n                    return strict ?\n
    _this._applyStrictSelectorScope(shallowPart, scopeSelector, hostSelector) :\n
_this._applySelectorScope(shallowPart, scopeSelector, hostSelector);\n                }\n                else {\n
return shallowPart;\n                }\n            };\n            return __spread([applyScope(shallowPart)], otherParts).join('
');\n        })\n            .join(', ');\n    };\n    ShadowCss.prototype._selectorNeedsScoping = function (selector,
scopeSelector) {\n        var re = this._makeScopeMatcher(scopeSelector);\n        return !re.test(selector);\n    };\n
ShadowCss.prototype._makeScopeMatcher = function (scopeSelector) {\n        var lre = /\\[/g;\n        var rre =
/\\]/g;\n        scopeSelector = scopeSelector.replace(lre, '\\\\[').replace(rre, '\\\\]');\n        return new RegExp('^(' +
scopeSelector + ')' + _selectorReSuffix, 'm');\n    };\n    ShadowCss.prototype._applySelectorScope = function
(selector, scopeSelector, hostSelector) {\n        // Difference from webcomponents.js: scopeSelector could not be an
array\n        return this._applySimpleSelectorScope(selector, scopeSelector, hostSelector);\n    };\n    // scope via
name and [is=name]\n    ShadowCss.prototype._applySimpleSelectorScope = function (selector, scopeSelector,
hostSelector) {\n        // In Android browser, the lastIndex is not reset when the regex is used in String.replace()\n
 _polyfillHostRe.lastIndex = 0;\n        if (_polyfillHostRe.test(selector)) {\n            var replaceBy_1 =
this.strictStyling ? \"[\" + hostSelector + \"]\" : scopeSelector;\n            return selector\n
.replace(_polyfillHostNoCombinatorRe, function (hnc, selector) {\n                return selector.replace(/([^:]*)(:*)(.*)/,
function (_, before, colon, after) {\n                    return before + replaceBy_1 + colon + after;\n                });\n
})\n                .replace(_polyfillHostRe, replaceBy_1 + ' ');\n        }\n        return scopeSelector + ' ' + selector;\n
};\n    // return a selector with [name] suffix on each simple selector\n    // e.g. .foo.bar > .zot becomes
.foo[name].bar[name] > .zot[name]  /** @internal */\n    ShadowCss.prototype._applyStrictSelectorScope =
function (selector, scopeSelector, hostSelector) {\n        var _this = this;\n        var isRe = /\\[is=([^\\]]*)\\]/g;\n
scopeSelector = scopeSelector.replace(isRe, function (_) {\n            var parts = [];\n            for (var _i = 1; _i <
arguments.length; _i++) {\n                parts[_i - 1] = arguments[_i];\n            }\n            return parts[0];\n        });\n
  var attrName = '[' + scopeSelector + ']';\n        var _scopeSelectorPart = function (p) {\n            var scopedP =
p.trim();\n            if (!scopedP) {\n                return '';\n            }\n            if (p.indexOf(_polyfillHostNoCombinator)
> -1) {\n                scopedP = _this._applySimpleSelectorScope(p, scopeSelector, hostSelector);\n            }\n
else {\n                // remove :host since it should be unnecessary\n                var t = p.replace(_polyfillHostRe, '');\n
        if (t.length > 0) {\n                    var matches = t.match(/([^:]*)(:*)(.*)/);\n                    if (matches) {\n
      scopedP = matches[1] + attrName + matches[2] + matches[3];\n                    }\n                }\n            }\n
return scopedP;\n        };\n        var safeContent = new SafeSelector(selector);\n        selector =
safeContent.content();\n        var scopedSelector = '';\n        var startIndex = 0;\n        var res;\n        var sep = /(
|>|\\+|~(?!=))\\s*/g;\n        // If a selector appears before :host it should not be shimmed as it\n        // matches on
ancestor elements and not on elements in the host's shadow\n        // `:host-context(div)` is transformed to\n        // `-
shadowcsshost-no-combinatordiv, div -shadowcsshost-no-combinator`\n        // the `div` is not part of the
component in the 2nd selectors and should not be scoped.\n        // Historically `component-tag:host` was matching
the component so we also want to preserve\n        // this behavior to avoid breaking legacy apps (it should not
match).\n        // The behavior should be:\n        // - `tag:host` -> `tag[h]` (this is to avoid breaking legacy apps,
should not match anything)\n        // - `tag :host` -> `tag [h]` (`tag` is not scoped because it's considered part of a\n
  //   `:host-context(tag)`)\n        var hasHost = selector.indexOf(_polyfillHostNoCombinator) > -1;\n        // Only
scope parts after the first `-shadowcsshost-no-combinator` when it is present\n        var shouldScope = !hasHost;\n
  while ((res = sep.exec(selector)) !== null) {\n            var separator = res[1];\n            var part_1 =
selector.slice(startIndex, res.index).trim();\n            shouldScope = shouldScope ||
part_1.indexOf(_polyfillHostNoCombinator) > -1;\n            var scopedPart = shouldScope ?
_scopeSelectorPart(part_1) : part_1;\n            scopedSelector += scopedPart + \" \" + separator + \" \";\n
startIndex = sep.lastIndex;\n        }\n        var part = selector.substring(startIndex);\n        shouldScope =
shouldScope || part.indexOf(_polyfillHostNoCombinator) > -1;\n        scopedSelector += shouldScope ?
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_scopeSelectorPart(part) : part;\n        // replace the placeholders with their original values\n        return
safeContent.restore(scopedSelector);\n    };\n    ShadowCss.prototype._insertPolyfillHostInCssText = function
(selector) {\n        return selector.replace(_colonHostContextRe, _polyfillHostContext)\n
.replace(_colonHostRe, _polyfillHost);\n    };\n    return ShadowCss;\n}());\nvar SafeSelector = /** @class */
(function () {\n    function SafeSelector(selector) {\n        var _this = this;\n        this.placeholders = [];\n
this.index = 0;\n        // Replaces attribute selectors with placeholders.\n        // The WS in [attr=\"va lue\"] would
otherwise be interpreted as a selector separator.\n        selector = selector.replace(/(\\[[^\\]]*\\])/g, function (_, keep)
{\n            var replaceBy = \"__ph-\" + _this.index + \"__\";\n            _this.placeholders.push(keep);\n
_this.index++;\n            return replaceBy;\n        });\n        // Replaces the expression in `:nth-child(2n + 1)` with a
placeholder.\n        // WS and \"+\" would otherwise be interpreted as selector separators.\n        this._content =
selector.replace(/(:nth-[-\\w]+)(\\([^)]+\\))/g, function (_, pseudo, exp) {\n            var replaceBy = \"__ph-\" +
_this.index + \"__\";\n            _this.placeholders.push(exp);\n            _this.index++;\n            return pseudo +
replaceBy;\n        });\n    }\n    SafeSelector.prototype.restore = function (content) {\n        var _this = this;\n
return content.replace(/__ph-(\\d+)__/g, function (ph, index) { return _this.placeholders[+index]; });\n    };\n
SafeSelector.prototype.content = function () { return this._content; };\n    return SafeSelector;\n}());\nvar
_cssContentNextSelectorRe = /polyfill-next-selector[^}]*content:[\\s]*?(['\"])(.*?)\\1[;\\s]*}([^{]*?){/gim;\nvar
_cssContentRuleRe = /(polyfill-rule)[^}]*(content:[\\s]*(['\"])(.*?)\\3)[;\\s]*[^}]*}/gim;\nvar
_cssContentUnscopedRuleRe = /(polyfill-unscoped-rule)[^}]*(content:[\\s]*(['\"])(.*?)\\3)[;\\s]*[^}]*}/gim;\nvar
_polyfillHost = '-shadowcsshost';\n// note: :host-context pre-processed to -shadowcsshostcontext.\nvar
_polyfillHostContext = '-shadowcsscontext';\nvar _parenSuffix = ')(?:\\\\((' +\n    '(?:\\\\([^)(]*\\\\)|[^)(]*)+?' +\n
')\\\\))?([^,{]*)';\nvar _cssColonHostRe = new RegExp('(' + _polyfillHost + _parenSuffix, 'gim');\nvar
_cssColonHostContextRe = new RegExp('(' + _polyfillHostContext + _parenSuffix, 'gim');\nvar
_polyfillHostNoCombinator = _polyfillHost + '-no-combinator';\nvar _polyfillHostNoCombinatorRe = /-
shadowcsshost-no-combinator([^\\s]*)/;\nvar _shadowDOMSelectorsRe = [\n    /::shadow/g,\n    /::content/g,\n    //
Deprecated selectors\n    /\\/shadow-deep\\/g,\n    /\\/shadow\\/g,\n];\n// The deep combinator is deprecated in the
CSS spec\n// Support for `>>>`, `deep`, `::ng-deep` is then also deprecated and will be removed in the future.\n// see
https://github.com/angular/angular/pull/17677\nvar _shadowDeepSelectors = /(?:>>>)|(?:\\/deep\\/)|(?:::ng-
deep)/g;\nvar _selectorReSuffix = '([>\\\\s~+\\[.,{:][\\\\s\\\\S]*)?$';\nvar _polyfillHostRe = /-
shadowcsshost/gim;\nvar _colonHostRe = /:host/gim;\nvar _colonHostContextRe = /:host-context/gim;\nvar
_commentRe = /\\/\\*\\s*[\\s\\S]*?\\*\\/g;\nfunction stripComments(input) {\n    return input.replace(_commentRe,
'');\n}\nvar _commentWithHashRe = /\\/\\*\\s*#\\s*source(Mapping)?URL=[\\s\\S]+?\\*\\/g;\nfunction
extractCommentsWithHash(input) {\n    return input.match(_commentWithHashRe) || [];\n}\nvar _ruleRe =
/(\\s*)([^;\\{\\}]+?)(\\s*)((?:{%BLOCK%}?\\s*;?)|(?:\\s*;))/g;\nvar _curlyRe = /([{}])/g;\nvar OPEN_CURLY =
'{';\nvar CLOSE_CURLY = '}';\nvar BLOCK_PLACEHOLDER = '%BLOCK%';\nvar CssRule = /** @class */
(function () {\n    function CssRule(selector, content) {\n        this.selector = selector;\n        this.content = content;\n
 }\n    return CssRule;\n}());\nfunction processRules(input, ruleCallback) {\n    var inputWithEscapedBlocks =
escapeBlocks(input);\n    var nextBlockIndex = 0;\n    return
inputWithEscapedBlocks.escapedString.replace(_ruleRe, function () {\n        var m = [];\n        for (var _i = 0; _i <
arguments.length; _i++) {\n            m[_i] = arguments[_i];\n        }\n        var selector = m[2];\n        var content =
'';\n        var suffix = m[4];\n        var contentPrefix = '';\n        if (suffix && suffix.startsWith('{' +
BLOCK_PLACEHOLDER)) {\n            content = inputWithEscapedBlocks.blocks[nextBlockIndex++];\n
suffix = suffix.substring(BLOCK_PLACEHOLDER.length + 1);\n            contentPrefix = '{';\n        }\n        var rule
= ruleCallback(new CssRule(selector, content));\n        return \"\" + m[1] + rule.selector + m[3] + contentPrefix +
rule.content + suffix;\n    });\n}\nvar StringWithEscapedBlocks = /** @class */ (function () {\n    function
StringWithEscapedBlocks(escapedString, blocks) {\n        this.escapedString = escapedString;\n        this.blocks =
blocks;\n    }\n    return StringWithEscapedBlocks;\n}());\nfunction escapeBlocks(input) {\n    var inputParts =
input.split(_curlyRe);\n    var resultParts = [];\n    var escapedBlocks = [];\n    var bracketCount = 0;\n    var
currentBlockParts = [];\n    for (var partIndex = 0; partIndex < inputParts.length; partIndex++) {\n        var part =
```

inputParts[partIndex];\n   if (part == CLOSE_CURLY) {\n   bracketCount--;\n   }\n   if (bracketCount > 0) {\n   currentBlockParts.push(part);\n   }\n   else {\n   if (currentBlockParts.length > 0) {\n   escapedBlocks.push(currentBlockParts.join(''));\n resultParts.push(BLOCK_PLACEHOLDER);\n   currentBlockParts = [];\n   }\n resultParts.push(part);\n   }\n   if (part == OPEN_CURLY) {\n   bracketCount++;\n   }\n   }\n   if (currentBlockParts.length > 0) {\n   escapedBlocks.push(currentBlockParts.join(''));\n resultParts.push(BLOCK_PLACEHOLDER);\n   }\n   return new StringWithEscapedBlocks(resultParts.join(''), escapedBlocks);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar COMPONENT_VARIABLE = '%COMP%';\nvar HOST_ATTR = \"_nghost-\" + COMPONENT_VARIABLE;\nvar CONTENT_ATTR = \"_ngcontent-\" + COMPONENT_VARIABLE;\nvar StylesCompileDependency = /** @class */ (function () {\n   function StylesCompileDependency(name, moduleUrl, setValue) {\n   this.name = name;\n   this.moduleUrl = moduleUrl;\n   this.setValue = setValue;\n   }\n return StylesCompileDependency;\n}());\nvar CompiledStylesheet = /** @class */ (function () {\n   function CompiledStylesheet(outputCtx, stylesVar, dependencies, isShimmed, meta) {\n   this.outputCtx = outputCtx;\n this.stylesVar = stylesVar;\n   this.dependencies = dependencies;\n   this.isShimmed = isShimmed;\n this.meta = meta;\n   }\n   return CompiledStylesheet;\n}());\nvar StyleCompiler = /** @class */ (function () {\n function StyleCompiler(_urlResolver) {\n   this._urlResolver = _urlResolver;\n   this._shadowCss = new ShadowCss();\n   }\n   StyleCompiler.prototype.compileComponent = function (outputCtx, comp) {\n   var template = comp.template;\n   return this._compileStyles(outputCtx, comp, new CompileStylesheetMetadata({\n   styles: template.styles,\n   styleUrls: template.styleUrls,\n   moduleUrl: identifierModuleUrl(comp.type)\n   }), this.needsStyleShim(comp), true);\n   };\n StyleCompiler.prototype.compileStyles = function (outputCtx, comp, stylesheet, shim) {\n   if (shim === void 0) { shim = this.needsStyleShim(comp); }\n   return this._compileStyles(outputCtx, comp, stylesheet, shim, false);\n };\n   StyleCompiler.prototype.needsStyleShim = function (comp) {\n   return comp.template.encapsulation === ViewEncapsulation.Emulated;\n   };\n   StyleCompiler.prototype._compileStyles = function (outputCtx, comp, stylesheet, shim, isComponentStylesheet) {\n   var _this = this;\n   var styleExpressions = stylesheet.styles.map(function (plainStyle) { return literal(_this._shimIfNeeded(plainStyle, shim)); });\n   var dependencies = [];\n   stylesheet.styleUrls.forEach(function (styleUrl) {\n   var exprIndex = styleExpressions.length;\n   // Note: This placeholder will be filled later.\n styleExpressions.push(null);\n   dependencies.push(new StylesCompileDependency(getStylesVarName(null), styleUrl, function (value) { return styleExpressions[exprIndex] = outputCtx.importExpr(value); }));\n   });\n // styles variable contains plain strings and arrays of other styles arrays (recursive),\n   // so we set its type to dynamic.\n   var stylesVar = getStylesVarName(isComponentStylesheet ? comp : null);\n   var stmt = variable(stylesVar)\n   .set(literalArr(styleExpressions, new ArrayType(DYNAMIC_TYPE, [TypeModifier.Const])))\n   .toDeclStmt(null, isComponentStylesheet ? [StmtModifier.Final] : [\n StmtModifier.Final, StmtModifier.Exported\n   ]);\n   outputCtx.statements.push(stmt);\n   return new CompiledStylesheet(outputCtx, stylesVar, dependencies, shim, stylesheet);\n   };\n StyleCompiler.prototype._shimIfNeeded = function (style, shim) {\n   return shim ? this._shadowCss.shimCssText(style, CONTENT_ATTR, HOST_ATTR) : style;\n   };\n   return StyleCompiler;\n}());\nfunction getStylesVarName(component) {\n   var result = \"styles\";\n   if (component) {\n   result += \"_\" + identifierName(component.type);\n   }\n   return result;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar TokenType;\n(function (TokenType) {\n TokenType[TokenType[\"Character\"] = 0] = \"Character\";\n   TokenType[TokenType[\"Identifier\"] = 1] = \"Identifier\";\n   TokenType[TokenType[\"Keyword\"] = 2] = \"Keyword\";\n   TokenType[TokenType[\"String\"] = 3] = \"String\";\n   TokenType[TokenType[\"Operator\"] = 4] = \"Operator\";\n TokenType[TokenType[\"Number\"] = 5] = \"Number\";\n   TokenType[TokenType[\"Error\"] = 6] =

\"Error\";\n})(TokenType || (TokenType = {}));\nvar KEYWORDS = ['var', 'let', 'as', 'null', 'undefined', 'true', 'false', 'if', 'else', 'this'];\nvar Lexer = /** @class */ (function () {\n function Lexer() {\n }\n Lexer.prototype.tokenize = function (text) {\n var scanner = new _Scanner(text);\n var tokens = [];\n var token = scanner.scanToken();\n while (token != null) {\n tokens.push(token);\n token = scanner.scanToken();\n }\n return tokens;\n };\n return Lexer;\n}));\nvar Token = /** @class */ (function () {\n function Token(index, type, numValue, strValue) {\n this.index = index;\n this.type = type;\n this.numValue = numValue;\n this.strValue = strValue;\n }\n Token.prototype.isCharacter = function (code) {\n return this.type == TokenType.Character && this.numValue == code;\n };\n Token.prototype.isNumber = function () { return this.type == TokenType.Number; };\n Token.prototype.isString = function () { return this.type == TokenType.String; };\n Token.prototype.isOperator = function (operator) {\n return this.type == TokenType.Operator && this.strValue == operator;\n };\n Token.prototype.isIdentifier = function () { return this.type == TokenType.Identifier; };\n Token.prototype.isKeyword = function () { return this.type == TokenType.Keyword; };\n Token.prototype.isKeywordLet = function () { return this.type == TokenType.Keyword && this.strValue == 'let'; };\n Token.prototype.isKeywordAs = function () { return this.type == TokenType.Keyword && this.strValue == 'as'; };\n Token.prototype.isKeywordNull = function () { return this.type == TokenType.Keyword && this.strValue == 'null'; };\n Token.prototype.isKeywordUndefined = function () {\n return this.type == TokenType.Keyword && this.strValue == 'undefined';\n };\n Token.prototype.isKeywordTrue = function () { return this.type == TokenType.Keyword && this.strValue == 'true'; };\n Token.prototype.isKeywordFalse = function () { return this.type == TokenType.Keyword && this.strValue == 'false'; };\n Token.prototype.isKeywordThis = function () { return this.type == TokenType.Keyword && this.strValue == 'this'; };\n Token.prototype.isError = function () { return this.type == TokenType.Error; };\n Token.prototype.toNumber = function () { return this.type == TokenType.Number ? this.numValue : -1; };\n Token.prototype.toString = function () {\n switch (this.type) {\n case TokenType.Character:\n case TokenType.Identifier:\n case TokenType.Keyword:\n case TokenType.Operator:\n case TokenType.String:\n case TokenType.Error:\n return this.strValue;\n case TokenType.Number:\n return this.numValue.toString();\n default:\n return null;\n }\n };\n return Token;\n}));\nfunction newCharacterToken(index, code) {\n return new Token(index, TokenType.Character, code, String.fromCharCode(code));\n}\nfunction newIdentifierToken(index, text) {\n return new Token(index, TokenType.Identifier, 0, text);\n}\nfunction newKeywordToken(index, text) {\n return new Token(index, TokenType.Keyword, 0, text);\n}\nfunction newOperatorToken(index, text) {\n return new Token(index, TokenType.Operator, 0, text);\n}\nfunction newStringToken(index, text) {\n return new Token(index, TokenType.String, 0, text);\n}\nfunction newNumberToken(index, n) {\n return new Token(index, TokenType.Number, n, '');\n}\nfunction newErrorToken(index, message) {\n return new Token(index, TokenType.Error, 0, message);\n}\nvar EOF = new Token(-1, TokenType.Character, 0, '');\nvar _Scanner = /** @class */ (function () {\n function _Scanner(input) {\n this.input = input;\n this.peek = 0;\n this.index = -1;\n this.length = input.length;\n this.advance();\n }\n _Scanner.prototype.advance = function () {\n this.peek = ++this.index >= this.length ? $EOF : this.input.charCodeAt(this.index);\n };\n _Scanner.prototype.scanToken = function () {\n var input = this.input, length = this.length;\n var peek = this.peek, index = this.index;\n // Skip whitespace.\n while (peek <= $SPACE) {\n if (++index >= length) {\n peek = $EOF;\n break;\n }\n else {\n peek = input.charCodeAt(index);\n }\n }\n this.peek = peek;\n this.index = index;\n if (index >= length) {\n return null;\n }\n // Handle identifiers and numbers.\n if (isIdentifierStart(peek))\n return this.scanIdentifier();\n if (isDigit(peek))\n return this.scanNumber(index);\n var start = index;\n switch (peek) {\n case $PERIOD:\n this.advance();\n return isDigit(this.peek) ? this.scanNumber(start) :\n newCharacterToken(start, $PERIOD);\n case $LPAREN:\n case $RPAREN:\n case $LBRACE:\n case $RBRACE:\n case $LBRACKET:\n case $RBRACKET:\n case $COMMA:\n case $COLON:\n case $SEMICOLON:\n return this.scanCharacter(start, peek);\n case $SQ:\n case $DQ:\n return this.scanString();\n

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case $HASH:\n            case $PLUS:\n            case $MINUS:\n            case $STAR:\n            case $SLASH:\n
case $PERCENT:\n            case $CARET:\n                return this.scanOperator(start, String.fromCharCode(peek));\n
        case $QUESTION:\n                return this.scanComplexOperator(start, '?', $PERIOD, '.');\n            case $LT:\n
        case $GT:\n                return this.scanComplexOperator(start, String.fromCharCode(peek), $EQ, '=');\n
case $BANG:\n            case $EQ:\n                return this.scanComplexOperator(start, String.fromCharCode(peek),
$EQ, '=', $EQ, '=');\n            case $AMPERSAND:\n                return this.scanComplexOperator(start, '&',
$AMPERSAND, '&');\n            case $BAR:\n                return this.scanComplexOperator(start, '|', $BAR, '|');\n
case $NBSP:\n                while (isWhitespace(this.peek))\n                    this.advance();\n                return
this.scanToken();\n        }\n        this.advance();\n        return this.error(\"Unexpected character [\" +
String.fromCharCode(peek) + \"]\", 0);\n    };\n    _Scanner.prototype.scanCharacter = function (start, code) {\n
this.advance();\n        return newCharacterToken(start, code);\n    };\n    _Scanner.prototype.scanOperator = function
(start, str) {\n        this.advance();\n        return newOperatorToken(start, str);\n    };\n    /**\n     * Tokenize a 2/3
char long operator\n     *\n     * @param start start index in the expression\n     * @param one first symbol (always
part of the operator)\n     * @param twoCode code point for the second symbol\n     * @param two second symbol
(part of the operator when the second code point matches)\n     * @param threeCode code point for the third
symbol\n     * @param three third symbol (part of the operator when provided and matches source expression)\n
*/\n    _Scanner.prototype.scanComplexOperator = function (start, one, twoCode, two, threeCode, three) {\n
this.advance();\n        var str = one;\n        if (this.peek == twoCode) {\n            this.advance();\n            str += two;\n
    }\n        if (threeCode != null && this.peek == threeCode) {\n            this.advance();\n            str += three;\n
}\n        return newOperatorToken(start, str);\n    };\n    _Scanner.prototype.scanIdentifier = function () {\n        var
start = this.index;\n        this.advance();\n        while (isIdentifierPart(this.peek))\n            this.advance();\n        var
str = this.input.substring(start, this.index);\n        return KEYWORDS.indexOf(str) > -1 ? newKeywordToken(start,
str) :\n            newIdentifierToken(start, str);\n    };\n    _Scanner.prototype.scanNumber = function (start) {\n
var simple = (this.index === start);\n        this.advance(); // Skip initial digit.\n        while (true) {\n            if
(isDigit(this.peek)) ;\n            else if (this.peek == $PERIOD) {\n                simple = false;\n            }\n            else if
(isExponentStart(this.peek)) {\n                this.advance();\n                if (isExponentSign(this.peek))\n
this.advance();\n                if (!isDigit(this.peek))\n                    return this.error('Invalid exponent', -1);\n
simple = false;\n            }\n            else {\n                break;\n            }\n            this.advance();\n        }\n        var str
= this.input.substring(start, this.index);\n        var value = simple ? parseIntAutoRadix(str) : parseFloat(str);\n
return newNumberToken(start, value);\n    };\n    _Scanner.prototype.scanString = function () {\n        var start =
this.index;\n        var quote = this.peek;\n        this.advance(); // Skip initial quote.\n        var buffer = '';\n        var
marker = this.index;\n        var input = this.input;\n        while (this.peek != quote) {\n            if (this.peek ==
$BACKSLASH) {\n                buffer += input.substring(marker, this.index);\n                this.advance();\n
var unescapedCode = void 0;\n                // Workaround for TS2.1-introduced type strictness\n                this.peek =
this.peek;\n                if (this.peek == $u) {\n                    // 4 character hex code for unicode character.\n
var hex = input.substring(this.index + 1, this.index + 5);\n                    if (/^[0-9a-f]+$/i.test(hex)) {\n
unescapedCode = parseInt(hex, 16);\n                    }\n                    else {\n                        return this.error(\"Invalid
unicode escape [\\\\u\" + hex + \"]\", 0);\n                    }\n                    for (var i = 0; i < 5; i++) {\n
this.advance();\n                    }\n                }\n                else {\n                    unescapedCode = unescape(this.peek);\n
                this.advance();\n                }\n                buffer += String.fromCharCode(unescapedCode);\n
marker = this.index;\n            }\n            else if (this.peek == $EOF) {\n                return this.error('Unterminated
quote', 0);\n            }\n            else {\n                this.advance();\n            }\n        }\n        var last =
input.substring(marker, this.index);\n        this.advance(); // Skip terminating quote.\n        return
newStringToken(start, buffer + last);\n    };\n    _Scanner.prototype.error = function (message, offset) {\n        var
position = this.index + offset;\n        return newErrorToken(position, \"Lexer Error: \" + message + \" at column \" +
position + \" in expression [\" + this.input + \"]\");\n    };\n    return _Scanner;\n}());\nfunction isIdentifierStart(code)
{\n    return ($a <= code && code <= $z) || ($A <= code && code <= $Z) ||\n        (code == $_) || (code ==
$$);\n}\nfunction isIdentifier(input) {\n    if (input.length == 0)\n        return false;\n    var scanner = new
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Scanner(input);\n   if (!isIdentifierStart(scanner.peek))\n   return false;\n   scanner.advance();\n   while (scanner.peek !== $EOF) {\n   if (!isIdentifierPart(scanner.peek))\n   return false;\n scanner.advance();\n   }\n   return true;\n}\nfunction isIdentifierPart(code) {\n   return isAsciiLetter(code) || isDigit(code) || (code == $) ||\n   (code == $$);\n}\nfunction isExponentStart(code) {\n   return code == $e || code == $E;\n}\nfunction isExponentSign(code) {\n   return code == $MINUS || code == $PLUS;\n}\nfunction isQuote(code) {\n   return code === $SQ || code === $DQ || code === $BT;\n}\nfunction unescape(code) {\n switch (code) {\n   case $n:\n   return $LF;\n   case $f:\n   return $FF;\n   case $r:\n   return $CR;\n   case $t:\n   return $TAB;\n   case $v:\n   return $VTAB;\n   default:\n   return code;\n   }\n}\nfunction parseIntAutoRadix(text) {\n   var result = parseInt(text);\n   if (isNaN(result)) {\n throw new Error('Invalid integer literal when parsing ' + text);\n   }\n   return result;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction assertArrayOfStrings(identifier, value) {\n   if (value == null) {\n   return;\n   }\n   if (!Array.isArray(value)) {\n   throw new Error(\"Expected '\" + identifier + \"' to be an array of strings.\");\n   }\n   for (var i = 0; i < value.length; i += 1) {\n   if (typeof value[i] !== 'string') {\n   throw new Error(\"Expected '\" + identifier + \"' to be an array of strings.\");\n   }\n   }\n}\nvar INTERPOLATION_BLACKLIST_REGEXPS = [\n   /^\\s*$/,\n   /[<>]/,\n   /^[{}]$/,\n   /&(#|[a-z])/i,\n   /^\\/\\//,\n];\nfunction assertInterpolationSymbols(identifier, value) {\n   if (value != null && !(Array.isArray(value) && value.length == 2)) {\n   throw new Error(\"Expected '\" + identifier + \"' to be an array, [start, end].\");\n   }\n   else if (value != null) {\n   var start_1 = value[0];\n   var end_1 = value[1];\n   // black list checking\n   INTERPOLATION_BLACKLIST_REGEXPS.forEach(function (regexp) {\n   if (regexp.test(start_1) || regexp.test(end_1)) {\n   throw new Error(\"['\" + start_1 + \"', '\" + end_1 + \"'] contains unusable interpolation symbol.\");\n   }\n   });\n   }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar InterpolationConfig = /** @class */ (function () {\n   function InterpolationConfig(start, end) {\n   this.start = start;\n   this.end = end;\n   }\n InterpolationConfig.fromArray = function (markers) {\n   if (!markers) {\n   return DEFAULT_INTERPOLATION_CONFIG;\n   }\n   assertInterpolationSymbols('interpolation', markers);\n return new InterpolationConfig(markers[0], markers[1]);\n   };\n   return InterpolationConfig;\n}());\nvar DEFAULT_INTERPOLATION_CONFIG = new InterpolationConfig('{{', '}}');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar SplitInterpolation = /** @class */ (function () {\n function SplitInterpolation(strings, expressions, offsets) {\n   this.strings = strings;\n   this.expressions = expressions;\n   this.offsets = offsets;\n   }\n   return SplitInterpolation;\n}());\nvar TemplateBindingParseResult = /** @class */ (function () {\n   function TemplateBindingParseResult(templateBindings, warnings, errors) {\n this.templateBindings = templateBindings;\n   this.warnings = warnings;\n   this.errors = errors;\n   }\n return TemplateBindingParseResult;\n}());\nfunction _createInterpolateRegExp(config) {\n   var pattern = escapeRegExp(config.start) + '([\\\\s\\\\S]*?)' + escapeRegExp(config.end);\n   return new RegExp(pattern, 'g');\n}\nvar Parser = /** @class */ (function () {\n   function Parser(_lexer) {\n   this._lexer = _lexer;\n this.errors = [];\n   }\n   Parser.prototype.parseAction = function (input, location, interpolationConfig) {\n   if (interpolationConfig === void 0) { interpolationConfig = DEFAULT_INTERPOLATION_CONFIG; }\n this._checkNoInterpolation(input, location, interpolationConfig);\n   var sourceToLex = this._stripComments(input);\n   var tokens = this._lexer.tokenize(this._stripComments(input));\n   var ast = new _ParseAST(input, location, tokens, sourceToLex.length, true, this.errors, input.length - sourceToLex.length)\n   .parseChain();\n   return new ASTWithSource(ast, input, location, this.errors);\n   };\n Parser.prototype.parseBinding = function (input, location, interpolationConfig) {\n   if (interpolationConfig === void 0) { interpolationConfig = DEFAULT_INTERPOLATION_CONFIG; }\n   var ast = this._parseBindingAst(input, location, interpolationConfig);\n   return new ASTWithSource(ast, input, location, this.errors);\n   };\n   Parser.prototype.parseSimpleBinding = function (input, location, interpolationConfig) {\n

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if (interpolationConfig === void 0) { interpolationConfig = DEFAULT_INTERPOLATION_CONFIG; }\n        var
ast = this._parseBindingAst(input, location, interpolationConfig);\n        var errors =
SimpleExpressionChecker.check(ast);\n        if (errors.length > 0) {\n            this._reportError(\"Host binding
expression cannot contain \" + errors.join(' '), input, location);\n        }\n        return new ASTWithSource(ast, input,
location, this.errors);\n    };\n    Parser.prototype._reportError = function (message, input, errLocation, ctxLocation)
{\n        this.errors.push(new ParserError(message, input, errLocation, ctxLocation));\n    };\n
Parser.prototype._parseBindingAst = function (input, location, interpolationConfig) {\n        // Quotes expressions
use 3rd-party expression language. We don't want to use\n        // our lexer or parser for that, so we check for that
ahead of time.\n        var quote = this._parseQuote(input, location);\n        if (quote != null) {\n            return quote;\n
    }\n        this._checkNoInterpolation(input, location, interpolationConfig);\n        var sourceToLex =
this._stripComments(input);\n        var tokens = this._lexer.tokenize(sourceToLex);\n        return new
_ParseAST(input, location, tokens, sourceToLex.length, false, this.errors, input.length - sourceToLex.length)\n
 .parseChain();\n    };\n    Parser.prototype._parseQuote = function (input, location) {\n        if (input == null)\n
return null;\n        var prefixSeparatorIndex = input.indexOf(':');\n        if (prefixSeparatorIndex == -1)\n
return null;\n        var prefix = input.substring(0, prefixSeparatorIndex).trim();\n        if (!isIdentifier(prefix))\n
return null;\n        var uninterpretedExpression = input.substring(prefixSeparatorIndex + 1);\n        return new
Quote(new ParseSpan(0, input.length), prefix, uninterpretedExpression, location);\n    };\n
Parser.prototype.parseTemplateBindings = function (tplKey, tplValue, location) {\n        var tokens =
this._lexer.tokenize(tplValue);\n        return new _ParseAST(tplValue, location, tokens, tplValue.length, false,
this.errors, 0)\n            .parseTemplateBindings(tplKey);\n    };\n    Parser.prototype.parseInterpolation = function
(input, location, interpolationConfig) {\n        if (interpolationConfig === void 0) { interpolationConfig =
DEFAULT_INTERPOLATION_CONFIG; }\n        var split = this.splitInterpolation(input, location,
interpolationConfig);\n        if (split == null)\n            return null;\n        var expressions = [];\n        for (var i = 0; i <
split.expressions.length; ++i) {\n            var expressionText = split.expressions[i];\n            var sourceToLex =
this._stripComments(expressionText);\n            var tokens = this._lexer.tokenize(sourceToLex);\n            var ast =
new _ParseAST(input, location, tokens, sourceToLex.length, false, this.errors, split.offsets[i] +
(expressionText.length - sourceToLex.length))\n                .parseChain();\n            expressions.push(ast);\n        }\n
   return new ASTWithSource(new Interpolation(new ParseSpan(0, input == null ? 0 : input.length), split.strings,
expressions), input, location, this.errors);\n    };\n    Parser.prototype.splitInterpolation = function (input, location,
interpolationConfig) {\n        if (interpolationConfig === void 0) { interpolationConfig =
DEFAULT_INTERPOLATION_CONFIG; }\n        var regexp = _createInterpolateRegExp(interpolationConfig);\n
    var parts = input.split(regexp);\n        if (parts.length <= 1) {\n            return null;\n        }\n        var strings = [];\n
     var expressions = [];\n        var offsets = [];\n        var offset = 0;\n        for (var i = 0; i < parts.length; i++) {\n
    var part = parts[i];\n            if (i % 2 === 0) {\n                // fixed string\n                strings.push(part);\n
offset += part.length;\n            }\n            else if (part.trim().length > 0) {\n                offset +=
interpolationConfig.start.length;\n                expressions.push(part);\n                offsets.push(offset);\n
offset += part.length + interpolationConfig.end.length;\n            }\n            else {\n                this._reportError('Blank
expressions are not allowed in interpolated strings', input, \"at column \" + this._findInterpolationErrorColumn(parts,
i, interpolationConfig) + \" in\", location);\n                expressions.push('$implict');\n                offsets.push(offset);\n
        }\n        }\n        return new SplitInterpolation(strings, expressions, offsets);\n    };\n
Parser.prototype.wrapLiteralPrimitive = function (input, location) {\n        return new ASTWithSource(new
LiteralPrimitive(new ParseSpan(0, input == null ? 0 : input.length), input), input, location, this.errors);\n    };\n
Parser.prototype._stripComments = function (input) {\n        var i = this._commentStart(input);\n        return i != null
? input.substring(0, i).trim() : input;\n    };\n    Parser.prototype._commentStart = function (input) {\n        var
outerQuote = null;\n        for (var i = 0; i < input.length - 1; i++) {\n            var char = input.charCodeAt(i);\n
var nextChar = input.charCodeAt(i + 1);\n            if (char === $SLASH && nextChar == $SLASH && outerQuote
== null)\n                return i;\n            if (outerQuote === char) {\n                outerQuote = null;\n            }\n
else if (outerQuote == null && isQuote(char)) {\n                outerQuote = char;\n            }\n        }\n        return
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null;\n    };\n    Parser.prototype._checkNoInterpolation = function (input, location, interpolationConfig) {\n        var
regexp = _createInterpolateRegExp(interpolationConfig);\n        var parts = input.split(regexp);\n        if (parts.length
> 1) {\n            this._reportError(\"Got interpolation (\" + interpolationConfig.start + interpolationConfig.end + \")
where expression was expected\", input, \"at column \" + this._findInterpolationErrorColumn(parts, 1,
interpolationConfig) + \" in\", location);\n        }\n    };\n    Parser.prototype._findInterpolationErrorColumn =
function (parts, partInErrIdx, interpolationConfig) {\n        var errLocation = '';\n        for (var j = 0; j < partInErrIdx;
j++) {\n            errLocation += j % 2 === 0 ?\n                parts[j] :\n                \"\" + interpolationConfig.start +
parts[j] + interpolationConfig.end;\n        }\n        return errLocation.length;\n    };\n    return Parser;\n}());\nvar
_ParseAST = /** @class */ (function () {\n    function _ParseAST(input, location, tokens, inputLength, parseAction,
errors, offset) {\n        this.input = input;\n        this.location = location;\n        this.tokens = tokens;\n
this.inputLength = inputLength;\n        this.parseAction = parseAction;\n        this.errors = errors;\n        this.offset =
offset;\n        this.rparensExpected = 0;\n        this.rbracketsExpected = 0;\n        this.rbracesExpected = 0;\n
this.index = 0;\n    }\n    _ParseAST.prototype.peek = function (offset) {\n        var i = this.index + offset;\n
return i < this.tokens.length ? this.tokens[i] : EOF;\n    };\n    Object.defineProperty(_ParseAST.prototype, \"next\",
{\n        get: function () { return this.peek(0); },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(_ParseAST.prototype, \"inputIndex\", {\n        get: function () {\n            return (this.index <
this.tokens.length) ? this.next.index + this.offset :\n                this.inputLength + this.offset;\n        },\n
enumerable: true,\n        configurable: true\n    });\n    _ParseAST.prototype.span = function (start) { return new
ParseSpan(start, this.inputIndex); };\n    _ParseAST.prototype.advance = function () { this.index++; };\n
_ParseAST.prototype.optionalCharacter = function (code) {\n        if (this.next.isCharacter(code)) {\n
this.advance();\n            return true;\n        }\n        else {\n            return false;\n        }\n    };\n
_ParseAST.prototype.peekKeywordLet = function () { return this.next.isKeywordLet(); };\n
_ParseAST.prototype.peekKeywordAs = function () { return this.next.isKeywordAs(); };\n
_ParseAST.prototype.expectCharacter = function (code) {\n        if (this.optionalCharacter(code))\n            return;\n
    this.error(\"Missing expected \" + String.fromCharCode(code));\n    };\n    _ParseAST.prototype.optionalOperator
= function (op) {\n        if (this.next.isOperator(op)) {\n            this.advance();\n            return true;\n        }\n
else {\n            return false;\n        }\n    };\n    _ParseAST.prototype.expectOperator = function (operator) {\n        if
(this.optionalOperator(operator))\n            return;\n        this.error(\"Missing expected operator \" + operator);\n
};\n    _ParseAST.prototype.expectIdentifierOrKeyword = function () {\n        var n = this.next;\n        if
(!n.isIdentifier() && !n.isKeyword()) {\n            this.error(\"Unexpected token \" + n + \", expected identifier or
keyword\");\n            return '';\n        }\n        this.advance();\n        return n.toString();\n    };\n
_ParseAST.prototype.expectIdentifierOrKeywordOrString = function () {\n        var n = this.next;\n        if
(!n.isIdentifier() && !n.isKeyword() && !n.isString()) {\n            this.error(\"Unexpected token \" + n + \", expected
identifier, keyword, or string\");\n            return '';\n        }\n        this.advance();\n        return n.toString();\n    };\n
_ParseAST.prototype.parseChain = function () {\n        var exprs = [];\n        var start = this.inputIndex;\n        while
(this.index < this.tokens.length) {\n            var expr = this.parsePipe();\n            exprs.push(expr);\n            if
(this.optionalCharacter($SEMICOLON)) {\n                if (!this.parseAction) {\n                    this.error('Binding
expression cannot contain chained expression');\n                }\n                while
(this.optionalCharacter($SEMICOLON)) {\n                } // read all semicolons\n            }\n            else if (this.index
< this.tokens.length) {\n                this.error(\"Unexpected token '\" + this.next + \"'\");\n            }\n        }\n        if
(exprs.length == 0)\n            return new EmptyExpr(this.span(start));\n        if (exprs.length == 1)\n            return
exprs[0];\n        return new Chain(this.span(start), exprs);\n    };\n    _ParseAST.prototype.parsePipe = function () {\n
    var result = this.parseExpression();\n        if (this.optionalOperator('|')) {\n            if (this.parseAction) {\n
  this.error('Cannot have a pipe in an action expression');\n            }\n            do {\n                var name_1 =
this.expectIdentifierOrKeyword();\n                var args = [];\n                while (this.optionalCharacter($COLON)) {\n
                    args.push(this.parseExpression());\n                }\n                result = new
BindingPipe(this.span(result.span.start), result, name_1, args);\n            } while (this.optionalOperator('|'));\n        }\n
    return result;\n    };\n    _ParseAST.prototype.parseExpression = function () { return this.parseConditional(); };\n
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  _ParseAST.prototype.parseConditional = function () {\n        var start = this.inputIndex;\n        var result =
this.parseLogicalOr();\n        if (this.optionalOperator('?')) {\n            var yes = this.parsePipe();\n            var no =
void 0;\n            if (!this.optionalCharacter($COLON)) {\n                var end = this.inputIndex;\n                var
expression = this.input.substring(start, end);\n                this.error(\"Conditional expression \" + expression + \"
requires all 3 expressions\");\n                no = new EmptyExpr(this.span(start));\n            }\n            else {\n
no = this.parsePipe();\n            }\n            return new Conditional(this.span(start), result, yes, no);\n        }\n        else
{\n            return result;\n        }\n    };\n    _ParseAST.prototype.parseLogicalOr = function () {\n        // '||'\n        var
result = this.parseLogicalAnd();\n        while (this.optionalOperator('||')) {\n            var right =
this.parseLogicalAnd();\n            result = new Binary(this.span(result.span.start), '||', result, right);\n        }\n
return result;\n    };\n    _ParseAST.prototype.parseLogicalAnd = function () {\n        // '&&'\n        var result =
this.parseEquality();\n        while (this.optionalOperator('&&')) {\n            var right = this.parseEquality();\n
result = new Binary(this.span(result.span.start), '&&', result, right);\n        }\n        return result;\n    };\n
_ParseAST.prototype.parseEquality = function () {\n        // '==','!=','===','!==''\n        var result =
this.parseRelational();\n        while (this.next.type == TokenType.Operator) {\n            var operator =
this.next.strValue;\n            switch (operator) {\n                case '==':\n                case '===':\n                case '!=':\n
        case '!==':\n                    this.advance();\n                    var right = this.parseRelational();\n                    result =
new Binary(this.span(result.span.start), operator, result, right);\n                    continue;\n            }\n            break;\n
   }\n        return result;\n    };\n    _ParseAST.prototype.parseRelational = function () {\n        // '<', '>', '<=', '>='\n
var result = this.parseAdditive();\n        while (this.next.type == TokenType.Operator) {\n            var operator =
this.next.strValue;\n            switch (operator) {\n                case '<':\n                case '>':\n                case '<=':\n
   case '>=':\n                    this.advance();\n                    var right = this.parseAdditive();\n                    result = new
Binary(this.span(result.span.start), operator, result, right);\n                    continue;\n            }\n            break;\n
}\n        return result;\n    };\n    _ParseAST.prototype.parseAdditive = function () {\n        // '+', '-'\n        var result =
this.parseMultiplicative();\n        while (this.next.type == TokenType.Operator) {\n            var operator =
this.next.strValue;\n            switch (operator) {\n                case '+':\n                case '-':\n
this.advance();\n                    var right = this.parseMultiplicative();\n                    result = new
Binary(this.span(result.span.start), operator, result, right);\n                    continue;\n            }\n            break;\n
}\n        return result;\n    };\n    _ParseAST.prototype.parseMultiplicative = function () {\n        // '*', '%', '/'\n        var
result = this.parsePrefix();\n        while (this.next.type == TokenType.Operator) {\n            var operator =
this.next.strValue;\n            switch (operator) {\n                case '*':\n                case '%':\n                case '/':\n
    this.advance();\n                    var right = this.parsePrefix();\n                    result = new
Binary(this.span(result.span.start), operator, result, right);\n                    continue;\n            }\n            break;\n
}\n        return result;\n    };\n    _ParseAST.prototype.parsePrefix = function () {\n        if (this.next.type ==
TokenType.Operator) {\n            var start = this.inputIndex;\n            var operator = this.next.strValue;\n            var
result = void 0;\n            switch (operator) {\n                case '+':\n                    this.advance();\n                    result =
this.parsePrefix();\n                    return new Binary(this.span(start), '-', result, new LiteralPrimitive(new
ParseSpan(start, start), 0));\n                case '-':\n                    this.advance();\n                    result =
this.parsePrefix();\n                    return new Binary(this.span(start), operator, new LiteralPrimitive(new
ParseSpan(start, start), 0), result);\n                case '!':\n                    this.advance();\n                    result =
this.parsePrefix();\n                    return new PrefixNot(this.span(start), result);\n            }\n        }\n        return
this.parseCallChain();\n    };\n    _ParseAST.prototype.parseCallChain = function () {\n        var result =
this.parsePrimary();\n        while (true) {\n            if (this.optionalCharacter($PERIOD)) {\n                result =
this.parseAccessMemberOrMethodCall(result, false);\n            }\n            else if (this.optionalOperator('?.')) {\n
     result = this.parseAccessMemberOrMethodCall(result, true);\n            }\n            else if
(this.optionalCharacter($LBRACKET)) {\n                this.rbracketsExpected++;\n                var key =
this.parsePipe();\n                this.rbracketsExpected--;\n                this.expectCharacter($RBRACKET);\n                if
(this.optionalOperator('=')) {\n                    var value = this.parseConditional();\n                    result = new
KeyedWrite(this.span(result.span.start), result, key, value);\n                }\n                else {\n                    result = new
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KeyedRead(this.span(result.span.start), result, key);\n                }\n            }\n            else if
(this.optionalCharacter($LPAREN)) {\n                this.rparensExpected++;\n                var args =
this.parseCallArguments();\n                this.rparensExpected--;\n                this.expectCharacter($RPAREN);\n
    result = new FunctionCall(this.span(result.span.start), result, args);\n            }\n            else if
(this.optionalOperator('!')) {\n                result = new NonNullAssert(this.span(result.span.start), result);\n            }\n
        else {\n                return result;\n            }\n        }\n    };\n    _ParseAST.prototype.parsePrimary = function ()
{\n        var start = this.inputIndex;\n        if (this.optionalCharacter($LPAREN)) {\n
this.rparensExpected++;\n            var result = this.parsePipe();\n            this.rparensExpected--;\n
this.expectCharacter($RPAREN);\n            return result;\n        }\n        else if (this.next.isKeywordNull()) {\n
this.advance();\n            return new LiteralPrimitive(this.span(start), null);\n        }\n        else if
(this.next.isKeywordUndefined()) {\n            this.advance();\n            return new LiteralPrimitive(this.span(start),
void 0);\n        }\n        else if (this.next.isKeywordTrue()) {\n            this.advance();\n            return new
LiteralPrimitive(this.span(start), true);\n        }\n        else if (this.next.isKeywordFalse()) {\n            this.advance();\n
            return new LiteralPrimitive(this.span(start), false);\n        }\n        else if (this.next.isKeywordThis()) {\n
this.advance();\n            return new ImplicitReceiver(this.span(start));\n        }\n        else if
(this.optionalCharacter($LBRACKET)) {\n            this.rbracketsExpected++;\n            var elements =
this.parseExpressionList($RBRACKET);\n            this.rbracketsExpected--;\n
this.expectCharacter($RBRACKET);\n            return new LiteralArray(this.span(start), elements);\n        }\n
else if (this.next.isCharacter($LBRACE)) {\n            return this.parseLiteralMap();\n        }\n        else if
(this.next.isIdentifier()) {\n            return this.parseAccessMemberOrMethodCall(new
ImplicitReceiver(this.span(start)), false);\n        }\n        else if (this.next.isNumber()) {\n            var value =
this.next.toNumber();\n            this.advance();\n            return new LiteralPrimitive(this.span(start), value);\n        }\n
      else if (this.next.isString()) {\n            var literalValue = this.next.toString();\n            this.advance();\n
return new LiteralPrimitive(this.span(start), literalValue);\n        }\n        else if (this.index >= this.tokens.length) {\n
        this.error(\"Unexpected end of expression: \" + this.input);\n            return new EmptyExpr(this.span(start));\n
    }\n        else {\n            this.error(\"Unexpected token \" + this.next);\n            return new
EmptyExpr(this.span(start));\n        }\n    };\n    _ParseAST.prototype.parseExpressionList = function (terminator)
{\n        var result = [];\n        if (!this.next.isCharacter(terminator)) {\n            do {\n
result.push(this.parsePipe());\n            } while (this.optionalCharacter($COMMA));\n        }\n        return result;\n
};\n    _ParseAST.prototype.parseLiteralMap = function () {\n        var keys = [];\n        var values = [];\n        var
start = this.inputIndex;\n        this.expectCharacter($LBRACE);\n        if (!this.optionalCharacter($RBRACE)) {\n
      this.rbracesExpected++;\n            do {\n                var quoted = this.next.isString();\n                var key =
this.expectIdentifierOrKeywordOrString();\n                keys.push({ key: key, quoted: quoted });\n
this.expectCharacter($COLON);\n                values.push(this.parsePipe());\n            } while
(this.optionalCharacter($COMMA));\n            this.rbracesExpected--;\n            this.expectCharacter($RBRACE);\n
    }\n        return new LiteralMap(this.span(start), keys, values);\n    };\n
_ParseAST.prototype.parseAccessMemberOrMethodCall = function (receiver, isSafe) {\n        if (isSafe === void 0)
{ isSafe = false; }\n        var start = receiver.span.start;\n        var id = this.expectIdentifierOrKeyword();\n        if
(this.optionalCharacter($LPAREN)) {\n            this.rparensExpected++;\n            var args =
this.parseCallArguments();\n            this.expectCharacter($RPAREN);\n            this.rparensExpected--;\n            var
span = this.span(start);\n            return isSafe ? new SafeMethodCall(span, receiver, id, args) :\n                new
MethodCall(span, receiver, id, args);\n        }\n        else {\n            if (isSafe) {\n                if
(this.optionalOperator('=')) {\n                    this.error('The \\'?.\\' operator cannot be used in the assignment');\n
        return new EmptyExpr(this.span(start));\n                }\n                else {\n                    return new
SafePropertyRead(this.span(start), receiver, id);\n                }\n            }\n            else {\n                if
(this.optionalOperator('=')) {\n                    if (!this.parseAction) {\n                        this.error('Bindings cannot
contain assignments');\n                        return new EmptyExpr(this.span(start));\n                    }\n                    var
value = this.parseConditional();\n                    return new PropertyWrite(this.span(start), receiver, id, value);\n
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    }\n            else {\n                return new PropertyRead(this.span(start), receiver, id);\n            }\n        }\n
    }\n    };\n    _ParseAST.prototype.parseCallArguments = function () {\n        if
(this.next.isCharacter($RPAREN))\n            return [];\n        var positionals = [];\n        do {\n
positionals.push(this.parsePipe());\n        } while (this.optionalCharacter($COMMA));\n        return positionals;\n
};\n    /**\n     * An identifier, a keyword, a string with an optional `-` in between.\n     */\n
_ParseAST.prototype.expectTemplateBindingKey = function () {\n        var result = '';\n        var operatorFound =
false;\n        do {\n            result += this.expectIdentifierOrKeywordOrString();\n            operatorFound =
this.optionalOperator('-');\n            if (operatorFound) {\n                result += '-';\n            }\n        } while
(operatorFound);\n        return result.toString();\n    };\n    // Parses the AST for `<some-tag *tplKey=AST>`\n
_ParseAST.prototype.parseTemplateBindings = function (tplKey) {\n        var firstBinding = true;\n        var
bindings = [];\n        var warnings = [];\n        do {\n            var start = this.inputIndex;\n            var rawKey = void
0;\n            var key = void 0;\n            var isVar = false;\n            if (firstBinding) {\n                rawKey = key =
tplKey;\n                firstBinding = false;\n            }\n            else {\n                isVar = this.peekKeywordLet();\n
    if (isVar)\n                this.advance();\n                rawKey = this.expectTemplateBindingKey();\n                key =
isVar ? rawKey : tplKey + rawKey[0].toUpperCase() + rawKey.substring(1);\n
this.optionalCharacter($COLON);\n            }\n            var name_2 = null;\n            var expression = null;\n            if
(isVar) {\n                if (this.optionalOperator('=')) {\n                    name_2 = this.expectTemplateBindingKey();\n
        }\n                else {\n                    name_2 = '\\$implicit';\n                }\n            }\n            else if
(this.peekKeywordAs()) {\n                this.advance(); // consume `as`\n                name_2 = rawKey;\n                key
= this.expectTemplateBindingKey(); // read local var name\n                isVar = true;\n            }\n            else if
(this.next !== EOF && !this.peekKeywordLet()) {\n                var start_1 = this.inputIndex;\n                var ast =
this.parsePipe();\n                var source = this.input.substring(start_1 - this.offset, this.inputIndex - this.offset);\n
    expression = new ASTWithSource(ast, source, this.location, this.errors);\n            }\n            bindings.push(new
TemplateBinding(this.span(start), key, isVar, name_2, expression));\n            if (this.peekKeywordAs() && !isVar)
{\n                var letStart = this.inputIndex;\n                this.advance(); // consume `as`\n                var letName =
this.expectTemplateBindingKey(); // read local var name\n                bindings.push(new
TemplateBinding(this.span(letStart), letName, true, key, null));\n            }\n            if
(!this.optionalCharacter($SEMICOLON)) {\n                this.optionalCharacter($COMMA);\n            }\n        } while
(this.index < this.tokens.length);\n        return new TemplateBindingParseResult(bindings, warnings, this.errors);\n
};\n    _ParseAST.prototype.error = function (message, index) {\n        if (index === void 0) { index = null; }\n
this.errors.push(new ParserError(message, this.input, this.locationText(index), this.location));\n        this.skip();\n
};\n    _ParseAST.prototype.locationText = function (index) {\n        if (index === void 0) { index = null; }\n        if
(index == null)\n            index = this.index;\n        return (index < this.tokens.length) ? \"at column \" +
(this.tokens[index].index + 1) + \" in\" :\n            \"at the end of the expression\";\n    };\n    // Error recovery should
skip tokens until it encounters a recovery point. skip() treats\n    // the end of input and a ';' as unconditionally a
recovery point. It also treats ')',\n    // '}' and ']' as conditional recovery points if one of calling productions is
expecting\n    // one of these symbols. This allows skip() to recover from errors such as '(a.) + 1' allowing\n    // more
of the AST to be retained (it doesn't skip any tokens as the ')' is retained because\n    // of the '(' begins an '(' <expr>
')' production). The recovery points of grouping symbols\n    // must be conditional as they must be skipped if none
of the calling productions are not\n    // expecting the closing token else we will never make progress in the case of
an\n    // extraneous group closing symbol (such as a stray ')'). This is not the case for ';' because\n    // parseChain()
is always the root production and it expects a ';'.\n    // If a production expects one of these token it increments the
corresponding nesting count,\n    // and then decrements it just prior to checking if the token is in the input.\n
_ParseAST.prototype.skip = function () {\n        var n = this.next;\n        while (this.index < this.tokens.length &&
!n.isCharacter($SEMICOLON) &&\n            (this.rparensExpected <= 0 || !n.isCharacter($RPAREN)) &&\n
(this.rbracesExpected <= 0 || !n.isCharacter($RBRACE)) &&\n            (this.rbracketsExpected <= 0 ||
!n.isCharacter($RBRACKET))) {\n            if (this.next.isError()) {\n                this.errors.push(new
ParserError(this.next.toString(), this.input, this.locationText(), this.location));\n            }\n            this.advance();\n
```

n = this.next;\n }\n };\n return _ParseAST;\n}());\nvar SimpleExpressionChecker = /** @class */ (function () {\n function SimpleExpressionChecker() {\n this.errors = [];\n }\n SimpleExpressionChecker.check = function (ast) {\n var s = new SimpleExpressionChecker();\n ast.visit(s);\n return s.errors;\n };\n SimpleExpressionChecker.prototype.visitImplicitReceiver = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitInterpolation = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitLiteralPrimitive = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitPropertyRead = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitPropertyWrite = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitSafePropertyRead = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitMethodCall = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitSafeMethodCall = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitFunctionCall = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitLiteralArray = function (ast, context) { this.visitAll(ast.expressions); };\n SimpleExpressionChecker.prototype.visitLiteralMap = function (ast, context) { this.visitAll(ast.values); };\n SimpleExpressionChecker.prototype.visitBinary = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitPrefixNot = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitNonNullAssert = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitConditional = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitPipe = function (ast, context) { this.errors.push('pipes'); };\n SimpleExpressionChecker.prototype.visitKeyedRead = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitKeyedWrite = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitAll = function (asts) {\n var _this = this;\n return asts.map(function (node) { return node.visit(_this); });\n };\n SimpleExpressionChecker.prototype.visitChain = function (ast, context) { };\n SimpleExpressionChecker.prototype.visitQuote = function (ast, context) { };\n return SimpleExpressionChecker;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A path is an ordered set of elements. Typically a path is to a\n * particular offset in a source file. The head of the list is the top\n * most node. The tail is the node that contains the offset directly.\n *\n * For example, the expression `a + b + c` might have an ast that looks\n * like:\n * +\n * / \\\n * a +\n * / \\\n * b c\n *\n * The path to the node at offset 9 would be `['+' at 1-10, '+' at 7-10,\n * 'c' at 9-10]` and the path the node at offset 1 would be\n * `['+' at 1-10, 'a' at 1-2]`.\n */\nvar AstPath = /** @class */ (function () {\n function AstPath(path, position) {\n if (position === void 0) { position = -1; }\n this.path = path;\n this.position = position;\n }\n Object.defineProperty(AstPath.prototype, \"empty\", {\n get: function () { return !this.path || !this.path.length; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AstPath.prototype, \"head\", {\n get: function () { return this.path[0]; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AstPath.prototype, \"tail\", {\n get: function () { return this.path[this.path.length - 1]; },\n enumerable: true,\n configurable: true\n });\n AstPath.prototype.parentOf = function (node) {\n return node && this.path[this.path.indexOf(node) - 1];\n };\n AstPath.prototype.childOf = function (node) { return this.path[this.path.indexOf(node) + 1]; };\n AstPath.prototype.first = function (ctor) {\n for (var i = this.path.length - 1; i >= 0; i--) {\n var item = this.path[i];\n if (item instanceof ctor)\n return item;\n }\n };\n AstPath.prototype.push = function (node) { this.path.push(node); };\n AstPath.prototype.pop = function () { return this.path.pop(); };\n return AstPath;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar Text = /** @class */ (function () {\n function Text(value, sourceSpan) {\n this.value = value;\n this.sourceSpan = sourceSpan;\n }\n Text.prototype.visit = function (visitor, context) { return visitor.visitText(this, context); };\n return Text;\n}());\nvar Expansion = /** @class */ (function () {\n function Expansion(switchValue, type, cases, sourceSpan, switchValueSourceSpan) {\n this.switchValue =

switchValue;\n this.type = type;\n this.cases = cases;\n this.sourceSpan = sourceSpan;\n this.switchValueSourceSpan = switchValueSourceSpan;\n }\n Expansion.prototype.visit = function (visitor, context) { return visitor.visitExpansion(this, context); };\n return Expansion;\n}());\nvar ExpansionCase = /** @class */ (function () {\n function ExpansionCase(value, expression, sourceSpan, valueSourceSpan, expSourceSpan) {\n this.value = value;\n this.expression = expression;\n this.sourceSpan = sourceSpan;\n this.valueSourceSpan = valueSourceSpan;\n this.expSourceSpan = expSourceSpan;\n }\n ExpansionCase.prototype.visit = function (visitor, context) { return visitor.visitExpansionCase(this, context); };\n return ExpansionCase;\n}());\nvar Attribute = /** @class */ (function () {\n function Attribute(name, value, sourceSpan, valueSpan) {\n this.name = name;\n this.value = value;\n this.sourceSpan = sourceSpan;\n this.valueSpan = valueSpan;\n }\n Attribute.prototype.visit = function (visitor, context) { return visitor.visitAttribute(this, context); };\n return Attribute;\n}());\nvar Element = /** @class */ (function () {\n function Element(name, attrs, children, sourceSpan, startSourceSpan, endSourceSpan) {\n if (startSourceSpan === void 0) { startSourceSpan = null; }\n if (endSourceSpan === void 0) { endSourceSpan = null; }\n this.name = name;\n this.attrs = attrs;\n this.children = children;\n this.sourceSpan = sourceSpan;\n this.startSourceSpan = startSourceSpan;\n this.endSourceSpan = endSourceSpan;\n }\n Element.prototype.visit = function (visitor, context) { return visitor.visitElement(this, context); };\n return Element;\n}());\nvar Comment = /** @class */ (function () {\n function Comment(value, sourceSpan) {\n this.value = value;\n this.sourceSpan = sourceSpan;\n }\n Comment.prototype.visit = function (visitor, context) { return visitor.visitComment(this, context); };\n return Comment;\n}());\nfunction visitAll(visitor, nodes, context) {\n if (context === void 0) { context = null; }\n var result = [];\n var visit = visitor.visit ?\n function (ast) { return visitor.visit(ast, context) || ast.visit(visitor, context); } :\n function (ast) { return ast.visit(visitor, context); };\n nodes.forEach(function (ast) {\n var astResult = visit(ast);\n if (astResult) {\n result.push(astResult);\n }\n });\n return result;\n}\nvar RecursiveVisitor = /** @class */ (function () {\n function RecursiveVisitor() {\n }\n RecursiveVisitor.prototype.visitElement = function (ast, context) {\n this.visitChildren(context, function (visit) {\n visit(ast.attrs);\n visit(ast.children);\n });\n };\n RecursiveVisitor.prototype.visitAttribute = function (ast, context) { };\n RecursiveVisitor.prototype.visitText = function (ast, context) { };\n RecursiveVisitor.prototype.visitComment = function (ast, context) { };\n RecursiveVisitor.prototype.visitExpansion = function (ast, context) {\n return this.visitChildren(context, function (visit) { visit(ast.cases); });\n };\n RecursiveVisitor.prototype.visitExpansionCase = function (ast, context) { };\n RecursiveVisitor.prototype.visitChildren = function (context, cb) {\n var results = [];\n var t = this;\n function visit(children) {\n if (children)\n results.push(visitAll(t, children, context));\n }\n cb(visit);\n return [].concat.apply([], results);\n };\n return RecursiveVisitor;\n}());\nfunction spanOf(ast) {\n var start = ast.sourceSpan.start.offset;\n var end = ast.sourceSpan.end.offset;\n if (ast instanceof Element) {\n if (ast.endSourceSpan) {\n end = ast.endSourceSpan.end.offset;\n }\n else if (ast.children && ast.children.length) {\n end = spanOf(ast.children[ast.children.length - 1]).end;\n }\n }\n return { start: start, end: end };\n}\nfunction findNode(nodes, position) {\n var path = [];\n var visitor = new /** @class */ (function (_super) {\n __extends(class_1, _super);\n function class_1() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n class_1.prototype.visit = function (ast, context) {\n var span = spanOf(ast);\n if (span.start <= position && position < span.end) {\n path.push(ast);\n }\n else {\n // Returning a value here will result in the children being skipped.\n return true;\n }\n };\n return class_1;\n }(RecursiveVisitor));\n visitAll(visitor, nodes);\n return new AstPath(path, position);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar TokenType$1;\n(function (TokenType) {\n TokenType[TokenType[\"TAG_OPEN_START\"] = 0] = \"TAG_OPEN_START\";\n TokenType[TokenType[\"TAG_OPEN_END\"] = 1] = \"TAG_OPEN_END\";\n TokenType[TokenType[\"TAG_OPEN_END_VOID\"] = 2] = \"TAG_OPEN_END_VOID\";\n

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TokenType[TokenType[\"TAG_CLOSE\"] = 3] = \"TAG_CLOSE\";\n    TokenType[TokenType[\"TEXT\"] = 4] =
\"TEXT\";\n    TokenType[TokenType[\"ESCAPABLE_RAW_TEXT\"] = 5] = \"ESCAPABLE_RAW_TEXT\";\n
TokenType[TokenType[\"RAW_TEXT\"] = 6] = \"RAW_TEXT\";\n
TokenType[TokenType[\"COMMENT_START\"] = 7] = \"COMMENT_START\";\n
TokenType[TokenType[\"COMMENT_END\"] = 8] = \"COMMENT_END\";\n
TokenType[TokenType[\"CDATA_START\"] = 9] = \"CDATA_START\";\n
TokenType[TokenType[\"CDATA_END\"] = 10] = \"CDATA_END\";\n
TokenType[TokenType[\"ATTR_NAME\"] = 11] = \"ATTR_NAME\";\n
TokenType[TokenType[\"ATTR_VALUE\"] = 12] = \"ATTR_VALUE\";\n
TokenType[TokenType[\"DOC_TYPE\"] = 13] = \"DOC_TYPE\";\n
TokenType[TokenType[\"EXPANSION_FORM_START\"] = 14] = \"EXPANSION_FORM_START\";\n
TokenType[TokenType[\"EXPANSION_CASE_VALUE\"] = 15] = \"EXPANSION_CASE_VALUE\";\n
TokenType[TokenType[\"EXPANSION_CASE_EXP_START\"] = 16] =
\"EXPANSION_CASE_EXP_START\";\n    TokenType[TokenType[\"EXPANSION_CASE_EXP_END\"] = 17] =
\"EXPANSION_CASE_EXP_END\";\n    TokenType[TokenType[\"EXPANSION_FORM_END\"] = 18] =
\"EXPANSION_FORM_END\";\n    TokenType[TokenType[\"EOF\"] = 19] = \"EOF\";\n})(TokenType$1 ||
(TokenType$1 = {}));\nvar Token$1 = /** @class */ (function () {\n    function Token(type, parts, sourceSpan) {\n
    this.type = type;\n        this.parts = parts;\n        this.sourceSpan = sourceSpan;\n    }\n    return Token;\n}());\nvar
TokenError = /** @class */ (function (_super) {\n    __extends(TokenError, _super);\n    function
TokenError(errorMsg, tokenType, span) {\n        var _this = _super.call(this, span, errorMsg) || this;\n
_this.tokenType = tokenType;\n        return _this;\n    }\n    return TokenError;\n}(ParseError));\nvar TokenizeResult
= /** @class */ (function () {\n    function TokenizeResult(tokens, errors) {\n        this.tokens = tokens;\n
this.errors = errors;\n    }\n    return TokenizeResult;\n}());\nfunction tokenize(source, url, getTagDefinition,
tokenizeExpansionForms, interpolationConfig) {\n    if (tokenizeExpansionForms === void 0) {
tokenizeExpansionForms = false; }\n    if (interpolationConfig === void 0) { interpolationConfig =
DEFAULT_INTERPOLATION_CONFIG; }\n    return new _Tokenizer(new ParseSourceFile(source, url),
getTagDefinition, tokenizeExpansionForms, interpolationConfig)\n        .tokenize();\n}\nvar
_CR_OR_CRLF_REGEXP = /\\r\\n?/g;\nfunction _unexpectedCharacterErrorMsg(charCode) {\n    var char =
charCode === $EOF ? 'EOF' : String.fromCharCode(charCode);\n    return \"Unexpected character \\\"\" + char +
\"\\\"\";\n}\nfunction _unknownEntityErrorMsg(entitySrc) {\n    return \"Unknown entity \\\"\" + entitySrc + \"\\\" -
use the \\\"&#<decimal>;\\\" or  \\\"&#x<hex>;\\\" syntax\";\n}\nvar _ControlFlowError = /** @class */ (function ()
{\n    function _ControlFlowError(error) {\n        this.error = error;\n    }\n    return _ControlFlowError;\n}());\n//
See http://www.w3.org/TR/html51/syntax.html#writing\nvar _Tokenizer = /** @class */ (function () {\n    /**\n
* @param _file The html source\n     * @param _getTagDefinition\n     * @param _tokenizeIcu Whether to
tokenize ICU messages (considered as text nodes when false)\n     * @param _interpolationConfig\n     */\n
function _Tokenizer(_file, _getTagDefinition, _tokenizeIcu, _interpolationConfig) {\n        if (_interpolationConfig
=== void 0) { _interpolationConfig = DEFAULT_INTERPOLATION_CONFIG; }\n        this._file = _file;\n
this._getTagDefinition = _getTagDefinition;\n        this._tokenizeIcu = _tokenizeIcu;\n
this._interpolationConfig = _interpolationConfig;\n        // Note: this is always lowercase!\n        this._peek = -1;\n
  this._nextPeek = -1;\n        this._index = -1;\n        this._line = 0;\n        this._column = -1;\n
this._expansionCaseStack = [];\n        this._inInterpolation = false;\n        this.tokens = [];\n        this.errors = [];\n
this._input = _file.content;\n        this._length = _file.content.length;\n        this._advance();\n    }\n
_Tokenizer.prototype._processCarriageReturns = function (content) {\n        //
http://www.w3.org/TR/html5/syntax.html#preprocessing-the-input-stream\n        // In order to keep the original
position in the source, we can not\n        // pre-process it.\n        // Instead CRs are processed right before
instantiating the tokens.\n        return content.replace(_CR_OR_CRLF_REGEXP, '\\n');\n    };\n
_Tokenizer.prototype.tokenize = function () {\n        while (this._peek !== $EOF) {\n            var start =
this._getLocation();\n            try {\n                if (this._attemptCharCode($LT)) {\n                    if
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(this._attemptCharCode($BANG)) {\n                    if (this._attemptCharCode($LBRACKET)) {\n
this._consumeCdata(start);\n                    }\n                    else if (this._attemptCharCode($MINUS)) {\n
        this._consumeComment(start);\n                    }\n                    else {\n
this._consumeDocType(start);\n                    }\n                }\n                else if
(this._attemptCharCode($SLASH)) {\n                    this._consumeTagClose(start);\n                }\n
else {\n                    this._consumeTagOpen(start);\n                }\n            }\n            else if
(!(this._tokenizeIcu && this._tokenizeExpansionForm())) {\n                this._consumeText();\n            }\n
}\n        catch (e) {\n            if (e instanceof _ControlFlowError) {\n                this.errors.push(e.error);\n
    }\n            else {\n                throw e;\n            }\n        }\n    }\n
this._beginToken(TokenType$1.EOF);\n    this._endToken([]);\n    return new
TokenizeResult(mergeTextTokens(this.tokens), this.errors);\n    };\n    /**\n     * @returns whether an ICU token has
been created\n     * @internal\n     */\n    _Tokenizer.prototype._tokenizeExpansionForm = function () {\n    if
(isExpansionFormStart(this._input, this._index, this._interpolationConfig)) {\n
this._consumeExpansionFormStart();\n        return true;\n    }\n    if (isExpansionCaseStart(this._peek) &&
this._isInExpansionForm()) {\n        this._consumeExpansionCaseStart();\n        return true;\n    }\n    if
(this._peek === $RBRACE) {\n        if (this._isInExpansionCase()) {\n
this._consumeExpansionCaseEnd();\n            return true;\n        }\n        if (this._isInExpansionForm()) {\n
        this._consumeExpansionFormEnd();\n            return true;\n        }\n    }\n    return false;\n    };\n
_Tokenizer.prototype._getLocation = function () {\n    return new ParseLocation(this._file, this._index, this._line,
this._column);\n    };\n    _Tokenizer.prototype._getSpan = function (start, end) {\n    if (start === void 0) { start =
this._getLocation(); }\n    if (end === void 0) { end = this._getLocation(); }\n    return new
ParseSourceSpan(start, end);\n    };\n    _Tokenizer.prototype._beginToken = function (type, start) {\n    if (start
=== void 0) { start = this._getLocation(); }\n    this._currentTokenStart = start;\n    this._currentTokenType =
type;\n    };\n    _Tokenizer.prototype._endToken = function (parts, end) {\n    if (end === void 0) { end =
this._getLocation(); }\n    var token = new Token$1(this._currentTokenType, parts, new
ParseSourceSpan(this._currentTokenStart, end));\n    this.tokens.push(token);\n    this._currentTokenStart =
null;\n    this._currentTokenType = null;\n    return token;\n    };\n    _Tokenizer.prototype._createError =
function (msg, span) {\n    if (this._isInExpansionForm()) {\n        msg += \" (Do you have an unescaped
\\\"{\\\" in your template? Use \\\"{{ '{' }}\\\") to escape it.)\";\n    }\n    var error = new TokenError(msg,
this._currentTokenType, span);\n    this._currentTokenStart = null;\n    this._currentTokenType = null;\n
return new _ControlFlowError(error);\n    };\n    _Tokenizer.prototype._advance = function () {\n    if (this._index
>= this._length) {\n        throw this._createError(_unexpectedCharacterErrorMsg($EOF), this._getSpan());\n
}\n    if (this._peek === $LF) {\n        this._line++;\n        this._column = 0;\n    }\n    else if (this._peek
!== $LF && this._peek !== $CR) {\n        this._column++;\n    }\n    this._index++;\n    this._peek =
this._index >= this._length ? $EOF : this._input.charCodeAt(this._index);\n    this._nextPeek =\n
this._index + 1 >= this._length ? $EOF : this._input.charCodeAt(this._index + 1);\n    };\n
_Tokenizer.prototype._attemptCharCode = function (charCode) {\n    if (this._peek === charCode) {\n
this._advance();\n        return true;\n    }\n    return false;\n    };\n
_Tokenizer.prototype._attemptCharCodeCaseInsensitive = function (charCode) {\n    if
(compareCharCodeCaseInsensitive(this._peek, charCode)) {\n        this._advance();\n        return true;\n    }\n
    return false;\n    };\n    _Tokenizer.prototype._requireCharCode = function (charCode) {\n    var location =
this._getLocation();\n    if (!this._attemptCharCode(charCode)) {\n        throw
this._createError(_unexpectedCharacterErrorMsg(this._peek), this._getSpan(location, location));\n    }\n    };\n
_Tokenizer.prototype._attemptStr = function (chars) {\n    var len = chars.length;\n    if (this._index + len >
this._length) {\n        return false;\n    }\n    var initialPosition = this._savePosition();\n    for (var i = 0; i <
len; i++) {\n        if (!this._attemptCharCode(chars.charCodeAt(i))) {\n            // If attempting to parse the
string fails, we want to reset the parser\n            // to where it was before the attempt\n
this._restorePosition(initialPosition);\n            return false;\n        }\n    }\n    return true;\n    };\n
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_Tokenizer.prototype._attemptStrCaseInsensitive = function (chars) {\n        for (var i = 0; i < chars.length; i++) {\n
        if (!this._attemptCharCodeCaseInsensitive(chars.charCodeAt(i))) {\n                return false;\n            }\n
}\n        return true;\n    };\n    _Tokenizer.prototype._requireStr = function (chars) {\n        var location =
this._getLocation();\n        if (!this._attemptStr(chars)) {\n            throw
this._createError(_unexpectedCharacterErrorMsg(this._peek), this._getSpan(location));\n        }\n    };\n
_Tokenizer.prototype._attemptCharCodeUntilFn = function (predicate) {\n        while (!predicate(this._peek)) {\n
    this._advance();\n        }\n    };\n    _Tokenizer.prototype._requireCharCodeUntilFn = function (predicate, len)
{\n        var start = this._getLocation();\n        this._attemptCharCodeUntilFn(predicate);\n        if (this._index -
start.offset < len) {\n            throw this._createError(_unexpectedCharacterErrorMsg(this._peek), this._getSpan(start,
start));\n        }\n    };\n    _Tokenizer.prototype._attemptUntilChar = function (char) {\n        while (this._peek !==
char) {\n            this._advance();\n        }\n    };\n    _Tokenizer.prototype._readChar = function (decodeEntities) {\n
    if (decodeEntities && this._peek === $AMPERSAND) {\n            return this._decodeEntity();\n        }\n
else {\n            var index = this._index;\n            this._advance();\n            return this._input[index];\n        }\n    };\n
_Tokenizer.prototype._decodeEntity = function () {\n        var start = this._getLocation();\n        this._advance();\n
  if (this._attemptCharCode($HASH)) {\n            var isHex = this._attemptCharCode($x) ||
this._attemptCharCode($X);\n            var numberStart = this._getLocation().offset;\n
this._attemptCharCodeUntilFn(isDigitEntityEnd);\n            if (this._peek != $SEMICOLON) {\n                throw
this._createError(_unexpectedCharacterErrorMsg(this._peek), this._getSpan());\n            }\n
this._advance();\n            var strNum = this._input.substring(numberStart, this._index - 1);\n            try {\n
var charCode = parseInt(strNum, isHex ? 16 : 10);\n                return String.fromCharCode(charCode);\n            }\n
        catch (e) {\n                var entity = this._input.substring(start.offset + 1, this._index - 1);\n                throw
this._createError(_unknownEntityErrorMsg(entity), this._getSpan(start));\n            }\n        }\n        else {\n
var startPosition = this._savePosition();\n            this._attemptCharCodeUntilFn(isNamedEntityEnd);\n            if
(this._peek != $SEMICOLON) {\n                this._restorePosition(startPosition);\n                return '&';\n            }\n
        this._advance();\n            var name_1 = this._input.substring(start.offset + 1, this._index - 1);\n            var char =
NAMED_ENTITIES[name_1];\n            if (!char) {\n                throw
this._createError(_unknownEntityErrorMsg(name_1), this._getSpan(start));\n            }\n            return char;\n
}\n    };\n    _Tokenizer.prototype._consumeRawText = function (decodeEntities, firstCharOfEnd, attemptEndRest)
{\n        var tagCloseStart;\n        var textStart = this._getLocation();\n        this._beginToken(decodeEntities ?
TokenType$1.ESCAPABLE_RAW_TEXT : TokenType$1.RAW_TEXT, textStart);\n        var parts = [];\n
while (true) {\n            tagCloseStart = this._getLocation();\n            if (this._attemptCharCode(firstCharOfEnd) &&
attemptEndRest()) {\n                break;\n            }\n            if (this._index > tagCloseStart.offset) {\n                // add
the characters consumed by the previous if statement to the output\n
parts.push(this._input.substring(tagCloseStart.offset, this._index));\n            }\n            while (this._peek !==
firstCharOfEnd) {\n                parts.push(this._readChar(decodeEntities));\n            }\n        }\n        return
this._endToken([this._processCarriageReturns(parts.join(''))], tagCloseStart);\n    };\n
_Tokenizer.prototype._consumeComment = function (start) {\n        var _this = this;\n
this._beginToken(TokenType$1.COMMENT_START, start);\n        this._requireCharCode($MINUS);\n
this._endToken([]);\n        var textToken = this._consumeRawText(false, $MINUS, function () { return
_this._attemptStr('->'); });\n        this._beginToken(TokenType$1.COMMENT_END, textToken.sourceSpan.end);\n
    this._endToken([]);\n    };\n    _Tokenizer.prototype._consumeCdata = function (start) {\n        var _this = this;\n
   this._beginToken(TokenType$1.CDATA_START, start);\n        this._requireStr('CDATA[');\n
this._endToken([]);\n        var textToken = this._consumeRawText(false, $RBRACKET, function () { return
_this._attemptStr(']>'); });\n        this._beginToken(TokenType$1.CDATA_END, textToken.sourceSpan.end);\n
this._endToken([]);\n    };\n    _Tokenizer.prototype._consumeDocType = function (start) {\n
this._beginToken(TokenType$1.DOC_TYPE, start);\n        this._attemptUntilChar($GT);\n        this._advance();\n
   this._endToken([this._input.substring(start.offset + 2, this._index - 1)]);\n    };\n
_Tokenizer.prototype._consumePrefixAndName = function () {\n        var nameOrPrefixStart = this._index;\n
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var prefix = null;\n        while (this._peek !== $COLON && !isPrefixEnd(this._peek)) {\n            this._advance();\n
    }\n        var nameStart;\n        if (this._peek === $COLON) {\n            this._advance();\n            prefix =
this._input.substring(nameOrPrefixStart, this._index - 1);\n            nameStart = this._index;\n        }\n        else {\n
      nameStart = nameOrPrefixStart;\n        }\n        this._requireCharCodeUntilFn(isNameEnd, this._index ===
nameStart ? 1 : 0);\n        var name = this._input.substring(nameStart, this._index);\n        return [prefix, name];\n
};\n    _Tokenizer.prototype._consumeTagOpen = function (start) {\n        var savedPos = this._savePosition();\n
var tagName;\n        var lowercaseTagName;\n        try {\n            if (!isAsciiLetter(this._peek)) {\n                throw
this._createError(_unexpectedCharacterErrorMsg(this._peek), this._getSpan());\n            }\n            var nameStart =
this._index;\n            this._consumeTagOpenStart(start);\n            tagName = this._input.substring(nameStart,
this._index);\n            lowercaseTagName = tagName.toLowerCase();\n
this._attemptCharCodeUntilFn(isNotWhitespace);\n            while (this._peek !== $SLASH && this._peek !== $GT)
{\n                this._consumeAttributeName();\n                this._attemptCharCodeUntilFn(isNotWhitespace);\n
  if (this._attemptCharCode($EQ)) {\n                    this._attemptCharCodeUntilFn(isNotWhitespace);\n
this._consumeAttributeValue();\n                }\n                this._attemptCharCodeUntilFn(isNotWhitespace);\n
}\n            this._consumeTagOpenEnd();\n        }\n        catch (e) {\n            if (e instanceof _ControlFlowError) {\n
            // When the start tag is invalid, assume we want a \"<\"\n                this._restorePosition(savedPos);\n
 // Back to back text tokens are merged at the end\n                this._beginToken(TokenType$1.TEXT, start);\n
   this._endToken(['<']);\n                return;\n            }\n            throw e;\n        }\n        var contentTokenType =
this._getTagDefinition(tagName).contentType;\n        if (contentTokenType === TagContentType.RAW_TEXT)
{\n            this._consumeRawTextWithTagClose(lowercaseTagName, false);\n        }\n        else if
(contentTokenType === TagContentType.ESCAPABLE_RAW_TEXT) {\n
this._consumeRawTextWithTagClose(lowercaseTagName, true);\n        }\n    };\n
_Tokenizer.prototype._consumeRawTextWithTagClose = function (lowercaseTagName, decodeEntities) {\n
var _this = this;\n        var textToken = this._consumeRawText(decodeEntities, $LT, function () {\n            if
(!_this._attemptCharCode($SLASH))\n                return false;\n
_this._attemptCharCodeUntilFn(isNotWhitespace);\n            if
(!_this._attemptStrCaseInsensitive(lowercaseTagName))\n                return false;\n
_this._attemptCharCodeUntilFn(isNotWhitespace);\n            return _this._attemptCharCode($GT);\n        });\n
this._beginToken(TokenType$1.TAG_CLOSE, textToken.sourceSpan.end);\n        this._endToken([null,
lowercaseTagName]);\n    };\n    _Tokenizer.prototype._consumeTagOpenStart = function (start) {\n
this._beginToken(TokenType$1.TAG_OPEN_START, start);\n        var parts = this._consumePrefixAndName();\n
    this._endToken(parts);\n    };\n    _Tokenizer.prototype._consumeAttributeName = function () {\n
this._beginToken(TokenType$1.ATTR_NAME);\n        var prefixAndName = this._consumePrefixAndName();\n
  this._endToken(prefixAndName);\n    };\n    _Tokenizer.prototype._consumeAttributeValue = function () {\n
this._beginToken(TokenType$1.ATTR_VALUE);\n        var value;\n        if (this._peek === $SQ || this._peek ===
$DQ) {\n            var quoteChar = this._peek;\n            this._advance();\n            var parts = [];\n            while
(this._peek !== quoteChar) {\n                parts.push(this._readChar(true));\n            }\n            value = parts.join('');\n
            this._advance();\n        }\n        else {\n            var valueStart = this._index;\n
this._requireCharCodeUntilFn(isNameEnd, 1);\n            value = this._input.substring(valueStart, this._index);\n
}\n        this._endToken([this._processCarriageReturns(value)]);\n    };\n
_Tokenizer.prototype._consumeTagOpenEnd = function () {\n        var tokenType =
this._attemptCharCode($SLASH) ? TokenType$1.TAG_OPEN_END_VOID : TokenType$1.TAG_OPEN_END;\n
     this._beginToken(tokenType);\n        this._requireCharCode($GT);\n        this._endToken([]);\n    };\n
_Tokenizer.prototype._consumeTagClose = function (start) {\n        this._beginToken(TokenType$1.TAG_CLOSE,
start);\n        this._attemptCharCodeUntilFn(isNotWhitespace);\n        var prefixAndName =
this._consumePrefixAndName();\n        this._attemptCharCodeUntilFn(isNotWhitespace);\n
this._requireCharCode($GT);\n        this._endToken(prefixAndName);\n    };\n
_Tokenizer.prototype._consumeExpansionFormStart = function () {\n
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this._beginToken(TokenType$1.EXPANSION_FORM_START, this._getLocation());\n
this._requireCharCode($LBRACE);\n        this._endToken([]);\n
this._expansionCaseStack.push(TokenType$1.EXPANSION_FORM_START);\n
this._beginToken(TokenType$1.RAW_TEXT, this._getLocation());\n        var condition =
this._readUntil($COMMA);\n        this._endToken([condition], this._getLocation());\n
this._requireCharCode($COMMA);\n        this._attemptCharCodeUntilFn(isNotWhitespace);\n
this._beginToken(TokenType$1.RAW_TEXT, this._getLocation());\n        var type = this._readUntil($COMMA);\n
    this._endToken([type], this._getLocation());\n        this._requireCharCode($COMMA);\n
this._attemptCharCodeUntilFn(isNotWhitespace);\n    };\n    _Tokenizer.prototype._consumeExpansionCaseStart =
function () {\n        this._beginToken(TokenType$1.EXPANSION_CASE_VALUE, this._getLocation());\n        var
value = this._readUntil($LBRACE).trim();\n        this._endToken([value], this._getLocation());\n
this._attemptCharCodeUntilFn(isNotWhitespace);\n
this._beginToken(TokenType$1.EXPANSION_CASE_EXP_START, this._getLocation());\n
this._requireCharCode($LBRACE);\n        this._endToken([], this._getLocation());\n
this._attemptCharCodeUntilFn(isNotWhitespace);\n
this._expansionCaseStack.push(TokenType$1.EXPANSION_CASE_EXP_START);\n    };\n
_Tokenizer.prototype._consumeExpansionCaseEnd = function () {\n
this._beginToken(TokenType$1.EXPANSION_CASE_EXP_END, this._getLocation());\n
this._requireCharCode($RBRACE);\n        this._endToken([], this._getLocation());\n
this._attemptCharCodeUntilFn(isNotWhitespace);\n        this._expansionCaseStack.pop();\n    };\n
_Tokenizer.prototype._consumeExpansionFormEnd = function () {\n
this._beginToken(TokenType$1.EXPANSION_FORM_END, this._getLocation());\n
this._requireCharCode($RBRACE);\n        this._endToken([]);\n        this._expansionCaseStack.pop();\n    };\n
_Tokenizer.prototype._consumeText = function () {\n        var start = this._getLocation();\n
this._beginToken(TokenType$1.TEXT, start);\n        var parts = [];\n        do {\n            if (this._interpolationConfig
&& this._attemptStr(this._interpolationConfig.start)) {\n                parts.push(this._interpolationConfig.start);\n
      this._inInterpolation = true;\n            }\n            else if (this._interpolationConfig && this._inInterpolation &&\n
            this._attemptStr(this._interpolationConfig.end)) {\n                parts.push(this._interpolationConfig.end);\n
        this._inInterpolation = false;\n            }\n            else {\n                parts.push(this._readChar(true));\n
}\n        } while (!this._isTextEnd());\n        this._endToken([this._processCarriageReturns(parts.join(""))]);\n    };\n
_Tokenizer.prototype._isTextEnd = function () {\n        if (this._peek === $LT || this._peek === $EOF) {\n
return true;\n        }\n        if (this._tokenizeIcu && !this._inInterpolation) {\n            if
(isExpansionFormStart(this._input, this._index, this._interpolationConfig)) {\n                // start of an expansion
form\n                return true;\n            }\n            if (this._peek === $RBRACE && this._isInExpansionCase()) {\n
          // end of and expansion case\n                return true;\n            }\n        }\n        return false;\n    };\n
_Tokenizer.prototype._savePosition = function () {\n        return [this._peek, this._index, this._column, this._line,
this.tokens.length];\n    };\n    _Tokenizer.prototype._readUntil = function (char) {\n        var start = this._index;\n
 this._attemptUntilChar(char);\n        return this._input.substring(start, this._index);\n    };\n
_Tokenizer.prototype._restorePosition = function (position) {\n        this._peek = position[0];\n        this._index =
position[1];\n        this._column = position[2];\n        this._line = position[3];\n        var nbTokens = position[4];\n
 if (nbTokens < this.tokens.length) {\n            // remove any extra tokens\n            this.tokens = this.tokens.slice(0,
nbTokens);\n        }\n    };\n    _Tokenizer.prototype._isInExpansionCase = function () {\n        return
this._expansionCaseStack.length > 0 &&\n            this._expansionCaseStack[this._expansionCaseStack.length - 1]
===\n                TokenType$1.EXPANSION_CASE_EXP_START;\n    };\n
_Tokenizer.prototype._isInExpansionForm = function () {\n        return this._expansionCaseStack.length > 0 &&\n
      this._expansionCaseStack[this._expansionCaseStack.length - 1] ===\n
TokenType$1.EXPANSION_FORM_START;\n    };\n    return _Tokenizer;\n}());\nfunction
isNotWhitespace(code) {\n    return !isWhitespace(code) || code === $EOF;\n}\nfunction isNameEnd(code) {\n
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return isWhitespace(code) || code === $GT || code === $SLASH ||\n        code === $SQ || code === $DQ || code
=== $EQ;\n}\nfunction isPrefixEnd(code) {\n    return (code < $a || $z < code) && (code < $A || $Z < code) &&\n
   (code < $0 || code > $9);\n}\nfunction isDigitEntityEnd(code) {\n    return code == $SEMICOLON || code ==
$EOF || !isAsciiHexDigit(code);\n}\nfunction isNamedEntityEnd(code) {\n    return code == $SEMICOLON || code
== $EOF || !isAsciiLetter(code);\n}\nfunction isExpansionFormStart(input, offset, interpolationConfig) {\n    var
isInterpolationStart = interpolationConfig ? input.indexOf(interpolationConfig.start, offset) == offset : false;\n
return input.charCodeAt(offset) == $LBRACE && !isInterpolationStart;\n}\nfunction isExpansionCaseStart(peek)
{\n    return peek === $EQ || isAsciiLetter(peek) || isDigit(peek);\n}\nfunction
compareCharCodeCaseInsensitive(code1, code2) {\n    return toUpperCaseCharCode(code1) ==
toUpperCaseCharCode(code2);\n}\nfunction toUpperCaseCharCode(code) {\n    return code >= $a && code <= $z
? code - $a + $A : code;\n}\nfunction mergeTextTokens(srcTokens) {\n    var dstTokens = [];\n    var lastDstToken
= undefined;\n    for (var i = 0; i < srcTokens.length; i++) {\n        var token = srcTokens[i];\n        if (lastDstToken
&& lastDstToken.type == TokenType$1.TEXT && token.type == TokenType$1.TEXT) {\n
lastDstToken.parts[0] += token.parts[0];\n            lastDstToken.sourceSpan.end = token.sourceSpan.end;\n        }\n
   else {\n            lastDstToken = token;\n            dstTokens.push(lastDstToken);\n        }\n    }\n    return
dstTokens;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code
is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar
TreeError = /** @class */ (function (_super) {\n    __extends(TreeError, _super);\n    function
TreeError(elementName, span, msg) {\n        var _this = _super.call(this, span, msg) || this;\n
_this.elementName = elementName;\n        return _this;\n    }\n    TreeError.create = function (elementName, span,
msg) {\n        return new TreeError(elementName, span, msg);\n    };\n    return TreeError;\n}(ParseError));\nvar
ParseTreeResult = /** @class */ (function () {\n    function ParseTreeResult(rootNodes, errors) {\n
this.rootNodes = rootNodes;\n        this.errors = errors;\n    }\n    return ParseTreeResult;\n}());\nvar Parser$1 = /**
@class */ (function () {\n    function Parser(getTagDefinition) {\n        this.getTagDefinition = getTagDefinition;\n
}\n    Parser.prototype.parse = function (source, url, parseExpansionForms, interpolationConfig) {\n        if
(parseExpansionForms === void 0) { parseExpansionForms = false; }\n        if (interpolationConfig === void 0) {
interpolationConfig = DEFAULT_INTERPOLATION_CONFIG; }\n        var tokensAndErrors = tokenize(source,
url, this.getTagDefinition, parseExpansionForms, interpolationConfig);\n        var treeAndErrors = new
_TreeBuilder(tokensAndErrors.tokens, this.getTagDefinition).build();\n        return new
ParseTreeResult(treeAndErrors.rootNodes, tokensAndErrors.errors.concat(treeAndErrors.errors));\n    };\n    return
Parser;\n}());\nvar _TreeBuilder = /** @class */ (function () {\n    function _TreeBuilder(tokens, getTagDefinition)
{\n        this.tokens = tokens;\n        this.getTagDefinition = getTagDefinition;\n        this._index = -1;\n
this._rootNodes = [];\n        this._errors = [];\n        this._elementStack = [];\n        this._advance();\n    }\n
_TreeBuilder.prototype.build = function () {\n        while (this._peek.type !== TokenType$1.EOF) {\n            if
(this._peek.type === TokenType$1.TAG_OPEN_START) {\n                this._consumeStartTag(this._advance());\n
        }\n            else if (this._peek.type === TokenType$1.TAG_CLOSE) {\n
this._consumeEndTag(this._advance());\n            }\n            else if (this._peek.type ===
TokenType$1.CDATA_START) {\n                this._closeVoidElement();\n
this._consumeCdata(this._advance());\n            }\n            else if (this._peek.type ===
TokenType$1.COMMENT_START) {\n                this._closeVoidElement();\n
this._consumeComment(this._advance());\n            }\n            else if (this._peek.type === TokenType$1.TEXT ||
this._peek.type === TokenType$1.RAW_TEXT ||\n                this._peek.type ===
TokenType$1.ESCAPABLE_RAW_TEXT) {\n                this._closeVoidElement();\n
this._consumeText(this._advance());\n            }\n            else if (this._peek.type ===
TokenType$1.EXPANSION_FORM_START) {\n                this._consumeExpansion(this._advance());\n            }\n
        else {\n                // Skip all other tokens...\n                this._advance();\n            }\n        }\n        return new
ParseTreeResult(this._rootNodes, this._errors);\n    };\n    _TreeBuilder.prototype._advance = function () {\n        var
prev = this._peek;\n        if (this._index < this.tokens.length - 1) {\n            // Note: there is always an EOF token at
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the end\n            this._index++;\n        }\n        this._peek = this.tokens[this._index];\n        return prev;\n    };\n
_TreeBuilder.prototype._advanceIf = function (type) {\n        if (this._peek.type === type) {\n            return
this._advance();\n        }\n        return null;\n    };\n    _TreeBuilder.prototype._consumeCdata = function
(startToken) {\n        this._consumeText(this._advance());\n        this._advanceIf(TokenType$1.CDATA_END);\n
};\n    _TreeBuilder.prototype._consumeComment = function (token) {\n        var text =
this._advanceIf(TokenType$1.RAW_TEXT);\n        this._advanceIf(TokenType$1.COMMENT_END);\n        var
value = text != null ? text.parts[0].trim() : null;\n        this._addToParent(new Comment(value, token.sourceSpan));\n
  };\n    _TreeBuilder.prototype._consumeExpansion = function (token) {\n        var switchValue =
this._advance();\n        var type = this._advance();\n        var cases = [];\n        // read =\n        while (this._peek.type
=== TokenType$1.EXPANSION_CASE_VALUE) {\n            var expCase = this._parseExpansionCase();\n
if (!expCase)\n                return; // error\n            cases.push(expCase);\n        }\n        // read the final }\n        if
(this._peek.type !== TokenType$1.EXPANSION_FORM_END) {\n            this._errors.push(TreeError.create(null,
this._peek.sourceSpan, \"Invalid ICU message. Missing '}'.\"));\n            return;\n        }\n        var sourceSpan = new
ParseSourceSpan(token.sourceSpan.start, this._peek.sourceSpan.end);\n        this._addToParent(new
Expansion(switchValue.parts[0], type.parts[0], cases, sourceSpan, switchValue.sourceSpan));\n
this._advance();\n    };\n    _TreeBuilder.prototype._parseExpansionCase = function () {\n        var value =
this._advance();\n        // read {\n        if (this._peek.type !== TokenType$1.EXPANSION_CASE_EXP_START)
{\n            this._errors.push(TreeError.create(null, this._peek.sourceSpan, \"Invalid ICU message. Missing '{'.\"));\n
        return null;\n        }\n        // read until }\n        var start = this._advance();\n        var exp =
this._collectExpansionExpTokens(start);\n        if (!exp)\n            return null;\n        var end = this._advance();\n
exp.push(new Token$1(TokenType$1.EOF, [], end.sourceSpan));\n        // parse everything in between { and }\n
var parsedExp = new _TreeBuilder(exp, this.getTagDefinition).build();\n        if (parsedExp.errors.length > 0) {\n
    this._errors = this._errors.concat(parsedExp.errors);\n            return null;\n        }\n        var sourceSpan = new
ParseSourceSpan(value.sourceSpan.start, end.sourceSpan.end);\n        var expSourceSpan = new
ParseSourceSpan(start.sourceSpan.start, end.sourceSpan.end);\n        return new ExpansionCase(value.parts[0],
parsedExp.rootNodes, sourceSpan, value.sourceSpan, expSourceSpan);\n    };\n
_TreeBuilder.prototype._collectExpansionExpTokens = function (start) {\n        var exp = [];\n        var
expansionFormStack = [TokenType$1.EXPANSION_CASE_EXP_START];\n        while (true) {\n            if
(this._peek.type === TokenType$1.EXPANSION_FORM_START ||\n                this._peek.type ===
TokenType$1.EXPANSION_CASE_EXP_START) {\n                expansionFormStack.push(this._peek.type);\n
   }\n            if (this._peek.type === TokenType$1.EXPANSION_CASE_EXP_END) {\n                if
(lastOnStack(expansionFormStack, TokenType$1.EXPANSION_CASE_EXP_START)) {\n
expansionFormStack.pop();\n                    if (expansionFormStack.length == 0)\n                        return exp;\n
  }\n                else {\n                    this._errors.push(TreeError.create(null, start.sourceSpan, \"Invalid ICU message.
Missing '}'.\"));\n                    return null;\n                }\n            }\n            if (this._peek.type ===
TokenType$1.EXPANSION_FORM_END) {\n                if (lastOnStack(expansionFormStack,
TokenType$1.EXPANSION_FORM_START)) {\n                    expansionFormStack.pop();\n                }\n
else {\n                    this._errors.push(TreeError.create(null, start.sourceSpan, \"Invalid ICU message. Missing
'}'.\"));\n                    return null;\n                }\n            }\n            if (this._peek.type === TokenType$1.EOF) {\n
        this._errors.push(TreeError.create(null, start.sourceSpan, \"Invalid ICU message. Missing '}'.\"));\n
return null;\n            }\n            exp.push(this._advance());\n        }\n    };\n    _TreeBuilder.prototype._consumeText
= function (token) {\n        var text = token.parts[0];\n        if (text.length > 0 && text[0] == '\\n') {\n            var
parent_1 = this._getParentElement();\n            if (parent_1 != null && parent_1.children.length == 0 &&\n
this.getTagDefinition(parent_1.name).ignoreFirstLf) {\n                text = text.substring(1);\n            }\n        }\n
if (text.length > 0) {\n            this._addToParent(new Text(text, token.sourceSpan));\n        }\n    };\n
_TreeBuilder.prototype._closeVoidElement = function () {\n        var el = this._getParentElement();\n        if (el &&
this.getTagDefinition(el.name).isVoid) {\n            this._elementStack.pop();\n        }\n    };\n
_TreeBuilder.prototype._consumeStartTag = function (startTagToken) {\n        var prefix =
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startTagToken.parts[0];\n        var name = startTagToken.parts[1];\n        var attrs = [];\n        while (this._peek.type
=== TokenType$1.ATTR_NAME) {\n            attrs.push(this._consumeAttr(this._advance()));\n        }\n        var
fullName = this._getElementFullName(prefix, name, this._getParentElement());\n        var selfClosing = false;\n
// Note: There could have been a tokenizer error\n        // so that we don't get a token for the end tag...\n        if
(this._peek.type === TokenType$1.TAG_OPEN_END_VOID) {\n            this._advance();\n            selfClosing =
true;\n            var tagDef = this.getTagDefinition(fullName);\n            if (!(tagDef.canSelfClose ||
getNsPrefix(fullName) !== null || tagDef.isVoid)) {\n                this._errors.push(TreeError.create(fullName,
startTagToken.sourceSpan, \"Only void and foreign elements can be self closed \\\"\" + startTagToken.parts[1] +
\"\\\"\"));\n            }\n        }\n        else if (this._peek.type === TokenType$1.TAG_OPEN_END) {\n
this._advance();\n            selfClosing = false;\n        }\n        var end = this._peek.sourceSpan.start;\n        var span =
new ParseSourceSpan(startTagToken.sourceSpan.start, end);\n        var el = new Element(fullName, attrs, [], span,
span, undefined);\n        this._pushElement(el);\n        if (selfClosing) {\n            this._popElement(fullName);\n
  el.endSourceSpan = span;\n        }\n    };\n    _TreeBuilder.prototype._pushElement = function (el) {\n        var
parentEl = this._getParentElement();\n        if (parentEl &&
this.getTagDefinition(parentEl.name).isClosedByChild(el.name)) {\n            this._elementStack.pop();\n        }\n
var tagDef = this.getTagDefinition(el.name);\n        var _a = this._getParentElementSkippingContainers(), parent =
_a.parent, container = _a.container;\n        if (parent && tagDef.requireExtraParent(parent.name)) {\n            var
newParent = new Element(tagDef.parentToAdd, [], [], el.sourceSpan, el.startSourceSpan, el.endSourceSpan);\n
  this._insertBeforeContainer(parent, container, newParent);\n        }\n        this._addToParent(el);\n
this._elementStack.push(el);\n    };\n    _TreeBuilder.prototype._consumeEndTag = function (endTagToken) {\n
var fullName = this._getElementFullName(endTagToken.parts[0], endTagToken.parts[1],
this._getParentElement());\n        if (this._getParentElement()) {\n            this._getParentElement().endSourceSpan =
endTagToken.sourceSpan;\n        }\n        if (this.getTagDefinition(fullName).isVoid) {\n
this._errors.push(TreeError.create(fullName, endTagToken.sourceSpan, \"Void elements do not have end tags \\\"\"
+ endTagToken.parts[1] + \"\\\"\"));\n        }\n        else if (!this._popElement(fullName)) {\n            var errMsg =
\"Unexpected closing tag \\\"\" + fullName + \"\\\". It may happen when the tag has already been closed by another
tag. For more info see https://www.w3.org/TR/html5/syntax.html#closing-elements-that-have-implied-end-tags\";\n
        this._errors.push(TreeError.create(fullName, endTagToken.sourceSpan, errMsg));\n        }\n    };\n
_TreeBuilder.prototype._popElement = function (fullName) {\n        for (var stackIndex = this._elementStack.length
- 1; stackIndex >= 0; stackIndex--) {\n            var el = this._elementStack[stackIndex];\n            if (el.name ==
fullName) {\n                this._elementStack.splice(stackIndex, this._elementStack.length - stackIndex);\n
return true;\n            }\n            if (!this.getTagDefinition(el.name).closedByParent) {\n                return false;\n
  }\n        }\n        return false;\n    };\n    _TreeBuilder.prototype._consumeAttr = function (attrName) {\n        var
fullName = mergeNsAndName(attrName.parts[0], attrName.parts[1]);\n        var end = attrName.sourceSpan.end;\n
    var value = '';\n        var valueSpan = undefined;\n        if (this._peek.type === TokenType$1.ATTR_VALUE)
{\n            var valueToken = this._advance();\n            value = valueToken.parts[0];\n            end =
valueToken.sourceSpan.end;\n            valueSpan = valueToken.sourceSpan;\n        }\n        return new
Attribute(fullName, value, new ParseSourceSpan(attrName.sourceSpan.start, end), valueSpan);\n    };\n
_TreeBuilder.prototype._getParentElement = function () {\n        return this._elementStack.length > 0 ?
this._elementStack[this._elementStack.length - 1] : null;\n    };\n    /**\n     * Returns the parent in the DOM and the
container.\n     *\n     * `<ng-container>` elements are skipped as they are not rendered as DOM element.\n     */\n
_TreeBuilder.prototype._getParentElementSkippingContainers = function () {\n        var container = null;\n        for
(var i = this._elementStack.length - 1; i >= 0; i--) {\n            if (!isNgContainer(this._elementStack[i].name)) {\n
        return { parent: this._elementStack[i], container: container };\n            }\n            container =
this._elementStack[i];\n        }\n        return { parent: null, container: container };\n    };\n
_TreeBuilder.prototype._addToParent = function (node) {\n        var parent = this._getParentElement();\n        if
(parent != null) {\n            parent.children.push(node);\n        }\n        else {\n            this._rootNodes.push(node);\n
   }\n    };\n    /**\n     * Insert a node between the parent and the container.\n     * When no container is given, the
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node is appended as a child of the parent.\n * Also updates the element stack accordingly.\n *\n * @internal\n */\n _TreeBuilder.prototype._insertBeforeContainer = function (parent, container, node) {\n if (!container) {\n this._addToParent(node);\n this._elementStack.push(node);\n }\n else {\n if (parent) {\n // replace the container with the new node in the children\n var index = parent.children.indexOf(container);\n parent.children[index] = node;\n }\n else {\n this._rootNodes.push(node);\n }\n node.children.push(container);\n this._elementStack.splice(this._elementStack.indexOf(container), 0, node);\n }\n };\n _TreeBuilder.prototype._getElementFullName = function (prefix, localName, parentElement) {\n if (prefix == null) {\n prefix = this.getTagDefinition(localName).implicitNamespacePrefix;\n if (prefix == null && parentElement != null) {\n prefix = getNsPrefix(parentElement.name);\n }\n }\n return mergeNsAndName(prefix, localName);\n };\n return _TreeBuilder;\n}());\nfunction lastOnStack(stack, element) {\n return stack.length > 0 && stack[stack.length - 1] === element;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar HtmlParser = /** @class */ (function (_super) {\n __extends(HtmlParser, _super);\n function HtmlParser() {\n return _super.call(this, getHtmlTagDefinition) || this;\n }\n HtmlParser.prototype.parse = function (source, url, parseExpansionForms, interpolationConfig) {\n if (parseExpansionForms === void 0) { parseExpansionForms = false; }\n if (interpolationConfig === void 0) { interpolationConfig = DEFAULT_INTERPOLATION_CONFIG; }\n return _super.prototype.parse.call(this, source, url, parseExpansionForms, interpolationConfig);\n };\n return HtmlParser;\n}(Parser$1));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar PRESERVE_WS_ATTR_NAME = 'ngPreserveWhitespaces';\nvar SKIP_WS_TRIM_TAGS = new Set(['pre', 'template', 'textarea', 'script', 'style']);\n// Equivalent to \\s with \\u00a0 (non-breaking space) excluded.\n// Based on https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp\nvar WS_CHARS = '\\f\\n\\r\\t\\v\\u1680\\u180e\\u2000-\\u200a\\u2028\\u2029\\u202f\\u205f\\u3000\\ufeff';\nvar NO_WS_REGEXP = new RegExp(\"[^\" + WS_CHARS + \"]\");\nvar WS_REPLACE_REGEXP = new RegExp(\"[\" + WS_CHARS + \"]{2,}\", 'g');\nfunction hasPreserveWhitespacesAttr(attrs) {\n return attrs.some(function (attr) { return attr.name === PRESERVE_WS_ATTR_NAME; });\n}\n\n/**\n * Angular Dart introduced &ngsp; as a placeholder for non-removable space, see:\n * https://github.com/dart-lang/angular/blob/0bb611387d29d65b5af7f9d2515ab571fd3fbee4/_tests/test/compiler/preserve_whitespace_test.dart#L25-L32\n * In Angular Dart &ngsp; is converted to the 0xE500 PUA (Private Use Areas) unicode character\n * and later on replaced by a space. We are re-implementing the same idea here.\n */\nfunction replaceNgsp(value) {\n // lexer is replacing the &ngsp; pseudo-entity with NGSP_UNICODE\n return value.replace(new RegExp(NGSP_UNICODE, 'g'), ' ');\n}\n\n/**\n * This visitor can walk HTML parse tree and remove / trim text nodes using the following rules:\n * - consider spaces, tabs and new lines as whitespace characters;\n * - drop text nodes consisting of whitespace characters only;\n * - for all other text nodes replace consecutive whitespace characters with one space;\n * - convert &ngsp; pseudo-entity to a single space;\n *\n * Removal and trimming of whitespaces have positive performance impact (less code to generate\n * while compiling templates, faster view creation). At the same time it can be \"destructive\"\n * in some cases (whitespaces can influence layout). Because of the potential of breaking layout\n * this visitor is not activated by default in Angular 5 and people need to explicitly opt-in for\n * whitespace removal. The default option for whitespace removal will be revisited in Angular 6\n * and might be changed to \"on\" by default.\n */\nvar WhitespaceVisitor = /** @class */ (function () {\n function WhitespaceVisitor() {\n }\n WhitespaceVisitor.prototype.visitElement = function (element, context) {\n if (SKIP_WS_TRIM_TAGS.has(element.name) || hasPreserveWhitespacesAttr(element.attrs)) {\n // don't descent into elements where we need to preserve whitespaces\n // but still visit all attributes to eliminate one used as a market to preserve WS\n return new Element(element.name, visitAll(this, element.attrs), element.children, element.sourceSpan, element.startSourceSpan, element.endSourceSpan);\n }\n return new Element(element.name, element.attrs, visitAll(this, element.children), element.sourceSpan,

element.startSourceSpan, element.endSourceSpan);\n   };\n   WhitespaceVisitor.prototype.visitAttribute = function (attribute, context) {\n   return attribute.name !== PRESERVE_WS_ATTR_NAME ? attribute : null;\n   };\n WhitespaceVisitor.prototype.visitText = function (text, context) {\n   var isNotBlank = text.value.match(NO_WS_REGEXP);\n   if (isNotBlank) {\n   return new Text(replaceNgsp(text.value).replace(WS_REPLACE_REGEXP, ' '), text.sourceSpan);\n   }\n   return null;\n };\n   WhitespaceVisitor.prototype.visitComment = function (comment, context) { return comment; };\n WhitespaceVisitor.prototype.visitExpansion = function (expansion, context) { return expansion; };\n WhitespaceVisitor.prototype.visitExpansionCase = function (expansionCase, context) { return expansionCase; };\n return WhitespaceVisitor;\n}());\nfunction removeWhitespaces(htmlAstWithErrors) {\n   return new ParseTreeResult(visitAll(new WhitespaceVisitor(), htmlAstWithErrors.rootNodes), htmlAstWithErrors.errors);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// ==========\n// ========== S T O P - S T O P - S T O P - S T O P - S T O P - S T O P ==========\n// ==========\n// ==========\n// ==========\n// DO NOT EDIT THIS LIST OF SECURITY SENSITIVE PROPERTIES WITHOUT A SECURITY REVIEW!\n// Reach out to mprobst for details.\n//\n// ==========\n/** Map from tagName|propertyName SecurityContext. Properties applying to all tags use '*'. */\nvar _SECURITY_SCHEMA;\nfunction SECURITY_SCHEMA() {\n   if (!_SECURITY_SCHEMA) {\n _SECURITY_SCHEMA = {};\n   // Case is insignificant below, all element and attribute names are lower-cased for lookup.\n   registerContext(SecurityContext.HTML, [\n   'iframe|srcdoc',\n   '*|innerHTML',\n '*|outerHTML',\n   ]);\n   registerContext(SecurityContext.STYLE, ['*|style']);\n   // NB: no SCRIPT contexts here, they are never allowed due to the parser stripping them.\n   registerContext(SecurityContext.URL, [\n   '*|formAction', 'area|href', 'area|ping', 'audio|src', 'a|href',\n   'a|ping', 'blockquote|cite', 'body|background', 'del|cite', 'form|action',\n   'img|src', 'img|srcset', 'input|src', 'ins|cite', 'q|cite',\n 'source|src', 'source|srcset', 'track|src', 'video|poster', 'video|src',\n   ]);\n registerContext(SecurityContext.RESOURCE_URL, [\n   'applet|code',\n   'applet|codebase',\n 'base|href',\n   'embed|src',\n   'frame|src',\n   'head|profile',\n   'html|manifest',\n 'iframe|src',\n   'link|href',\n   'media|src',\n   'object|codebase',\n   'object|data',\n 'script|src',\n   ]);\n   }\n   return _SECURITY_SCHEMA;\n}\nfunction registerContext(ctx, specs) {\n   var e_1, _a;\n   try {\n   for (var specs_1 = __values(specs), specs_1_1 = specs_1.next(); !specs_1_1.done; specs_1_1 = specs_1.next()) {\n   var spec = specs_1_1.value;\n _SECURITY_SCHEMA[spec.toLowerCase()] = ctx;\n   }\n   }\n   catch (e_1_1) { e_1 = { error: e_1_1 }; }\n finally {\n   try {\n   if (specs_1_1 && !specs_1_1.done && (_a = specs_1.return)) _a.call(specs_1);\n }\n   finally { if (e_1) throw e_1.error; }\n   }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ElementSchemaRegistry = /** @class */ (function () {\n function ElementSchemaRegistry() {\n   }\n   return ElementSchemaRegistry;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar BOOLEAN = 'boolean';\nvar NUMBER = 'number';\nvar STRING = 'string';\nvar OBJECT = 'object';\n/**\n * This array represents the DOM schema. It

encodes inheritance, properties, and events.\n *\n * ## Overview\n *\n * Each line represents one kind of element. The `element_inheritance` and properties are joined\n * using `element_inheritance|properties` syntax.\n *\n * ## Element Inheritance\n *\n * The `element_inheritance` can be further subdivided as `element1,element2,...^parentElement`.\n * Here the individual elements are separated by `,` (commas). Every element in the list\n * has identical properties.\n *\n * An `element` may inherit additional properties from `parentElement` If no `^parentElement` is\n * specified then `\"\"` (blank) element is assumed.\n *\n * NOTE: The blank element inherits from root `[Element]` element, the super element of all\n * elements.\n *\n * NOTE an element prefix such as `:svg:` has no special meaning to the schema.\n *\n * ## Properties\n *\n * Each element has a set of properties separated by `,` (commas). Each property can be prefixed\n * by a special character designating its type:\n *\n * - (no prefix): property is a string.\n * - `*`: property represents an event.\n * - `!`: property is a boolean.\n * - `#`: property is a number.\n * - `%`: property is an object.\n *\n * ## Query\n *\n * The class creates an internal squas representation which allows to easily answer the query of\n * if a given property exist on a given element.\n *\n * NOTE: We don't yet support querying for types or events.\n * NOTE: This schema is auto extracted from `schema_extractor.ts` located in the test folder,\n * see dom_element_schema_registry_spec.ts\n */\n// ==========\n// ==========\n// ========== S T O P - S T O P - S T O P - S T O P - S T O P - S T O P ==========\n// ==========\n// ==========\n// ==========\n// DO NOT EDIT THIS DOM SCHEMA WITHOUT A SECURITY REVIEW!\n//\n// Newly added properties must be security reviewed and assigned an appropriate SecurityContext in\n// dom_security_schema.ts. Reach out to mprobst & rjamet for details.\n//\n// ==========\nvar SCHEMA = [\n '[Element]|textContent,%classList,className,id,innerHTML,*beforecopy,*beforecut,*beforepaste,*copy,*cut,*paste,*search,*selectstart,*webkitfullscreenchange,*webkitfullscreenerror,*wheel,outerHTML,#scrollLeft,#scrollTop,slot' +\n /* added manually to avoid breaking changes */\n ',*message,*mozfullscreenchange,*mozfullscreenerror,*mozpointerlockchange,*mozpointerlockerror,*webglcontextcreationerror,*webglcontextlost,*webglcontextrestored',\n '[HTMLElement]^[Element]|accessKey,contentEditable,dir,!draggable,!hidden,innerText,lang,*abort,*auxclick,*blur,*cancel,*canplay,*canplaythrough,*change,*click,*close,*contextmenu,*cuechange,*dblclick,*drag,*dragend,*dragenter,*dragleave,*dragover,*dragstart,*drop,*durationchange,*emptied,*ended,*error,*focus,*gotpointercapture,*input,*invalid,*keydown,*keypress,*keyup,*load,*loadeddata,*loadedmetadata,*loadstart,*lostpointercapture,*mousedown,*mouseenter,*mouseleave,*mousemove,*mouseout,*mouseover,*mouseup,*mousewheel,*pause,*play,*playing,*pointercancel,*pointerdown,*pointerenter,*pointerleave,*pointermove,*pointerout,*pointerover,*pointerup,*progress,*ratechange,*reset,*resize,*scroll,*seeked,*seeking,*select,*show,*stalled,*submit,*suspend,*timeupdate,*toggle,*volumechange,*waiting,outerText,!spellcheck,%style,#tabIndex,title,!translate',\n 'abbr,address,article,aside,b,bdi,bdo,cite,code,dd,dfn,dt,em,figcaption,figure,footer,header,i,kbd,main,mark,nav,noscript,rb,rp,rt,rtc,ruby,s,samp,section,small,strong,sub,sup,u,var,wbr^[HTMLElement]|accessKey,contentEditable,dir,!draggable,!hidden,innerText,lang,*abort,*auxclick,*blur,*cancel,*canplay,*canplaythrough,*change,*click,*close,*contextmenu,*cuechange,*dblclick,*drag,*dragend,*dragenter,*dragleave,*dragover,*dragstart,*drop,*durationchange,*emptied,*ended,*error,*focus,*gotpointercapture,*input,*invalid,*keydown,*keypress,*keyup,*load,*loadeddata,*loadedmetadata,*loadstart,*lostpointercapture,*mousedown,*mouseenter,*mouseleave,*mousemove,*mouseout,*mouseover,*mouseup,*mousewheel,*pause,*play,*playing,*pointercancel,*pointerdown,*pointerenter,*pointerleave,*pointermove,*pointerout,*pointerover,*pointerup,*progress,*ratechange,*reset,*resize,*scroll,*seeked,*seekin

g,*select,*show,*stalled,*submit,*suspend,*timeupdate,*toggle,*volumechange,*waiting,outerText,!spellcheck,%style,#tabIndex,title,!translate',\n
'media^[HTMLElement]|!autoplay,!controls,%controlsList,%crossOrigin,#currentTime,!defaultMuted,#defaultPlaybackRate,!disableRemotePlayback,!loop,!muted,*encrypted,*waitingforkey,#playbackRate,preload,src,%srcObject,#volume',\n
':svg:^[HTMLElement]|*abort,*auxclick,*blur,*cancel,*canplay,*canplaythrough,*change,*click,*close,*contextmenu,*cuechange,*dblclick,*drag,*dragend,*dragenter,*dragleave,*dragover,*dragstart,*drop,*durationchange,*emptied,*ended,*error,*focus,*gotpointercapture,*input,*invalid,*keydown,*keypress,*keyup,*load,*loadeddata,*loadedmetadata,*loadstart,*lostpointercapture,*mousedown,*mouseenter,*mouseleave,*mousemove,*mouseout,*mouseover,*mouseup,*mousewheel,*pause,*play,*playing,*pointercancel,*pointerdown,*pointerenter,*pointerleave,*pointermove,*pointerout,*pointerover,*pointerup,*progress,*ratechange,*reset,*resize,*scroll,*seeked,*seeking,*select,*show,*stalled,*submit,*suspend,*timeupdate,*toggle,*volumechange,*waiting,%style,#tabIndex',\n
':svg:graphics^:svg:|',\n ':svg:animation^:svg:|*begin,*end,*repeat',\n ':svg:geometry^:svg:|',\n
':svg:componentTransferFunction^:svg:|',\n ':svg:gradient^:svg:|',\n ':svg:textContent^:svg:graphics|',\n
':svg:textPositioning^:svg:textContent|',\n
'a^[HTMLElement]|charset,coords,download,hash,host,hostname,href,hreflang,name,password,pathname,ping,port,protocol,referrerPolicy,rel,rev,search,shape,target,text,type,username',\n
'area^[HTMLElement]|alt,coords,download,hash,host,hostname,href,!noHref,password,pathname,ping,port,protocol,referrerPolicy,rel,search,shape,target,username',\n 'audio^media|',\n 'br^[HTMLElement]|clear',\n
'base^[HTMLElement]|href,target',\n
'body^[HTMLElement]|aLink,background,bgColor,link,*beforeunload,*blur,*error,*focus,*hashchange,*languagechange,*load,*message,*offline,*online,*pagehide,*pageshow,*popstate,*rejectionhandled,*resize,*scroll,*storage,*unhandledrejection,*unload,text,vLink',\n
'button^[HTMLElement]|!autofocus,!disabled,formAction,formEnctype,formMethod,!formNoValidate,formTarget,name,type,value',\n 'canvas^[HTMLElement]|#height,#width',\n 'content^[HTMLElement]|select',\n
'dl^[HTMLElement]|!compact',\n 'datalist^[HTMLElement]|',\n 'details^[HTMLElement]|!open',\n
'dialog^[HTMLElement]|!open,returnValue',\n 'dir^[HTMLElement]|!compact',\n 'div^[HTMLElement]|align',\n
'embed^[HTMLElement]|align,height,name,src,type,width',\n 'fieldset^[HTMLElement]|!disabled,name',\n
'font^[HTMLElement]|color,face,size',\n
'form^[HTMLElement]|acceptCharset,action,autocomplete,encoding,enctype,method,name,!noValidate,target',\n
'frame^[HTMLElement]|frameBorder,longDesc,marginHeight,marginWidth,name,!noResize,scrolling,src',\n
'frameset^[HTMLElement]|cols,*beforeunload,*blur,*error,*focus,*hashchange,*languagechange,*load,*message,*offline,*online,*pagehide,*pageshow,*popstate,*rejectionhandled,*resize,*scroll,*storage,*unhandledrejection,*unload,rows',\n 'hr^[HTMLElement]|align,color,!noShade,size,width',\n 'head^[HTMLElement]|',\n
'h1,h2,h3,h4,h5,h6^[HTMLElement]|align',\n 'html^[HTMLElement]|version',\n
'iframe^[HTMLElement]|align,!allowFullscreen,frameBorder,height,longDesc,marginHeight,marginWidth,name,referrerPolicy,%sandbox,scrolling,src,srcdoc,width',\n
'img^[HTMLElement]|align,alt,border,%crossOrigin,#height,#hspace,!isMap,longDesc,lowsrc,name,referrerPolicy,sizes,src,srcset,useMap,#vspace,#width',\n
'input^[HTMLElement]|accept,align,alt,autocapitalize,autocomplete,!autofocus,!checked,!defaultChecked,defaultValue,dirName,!disabled,%files,formAction,formEnctype,formMethod,!formNoValidate,formTarget,#height,!incremental,!indeterminate,max,#maxLength,min,#minLength,!multiple,name,pattern,placeholder,!readOnly,!required,selectionDirection,#selectionEnd,#selectionStart,#size,src,step,type,useMap,value,%valueAsDate,#valueAsNumber,#width',\n 'li^[HTMLElement]|type,#value',\n 'label^[HTMLElement]|htmlFor',\n 'legend^[HTMLElement]|align',\n
'link^[HTMLElement]|as,charset,%crossOrigin,!disabled,href,hreflang,integrity,media,referrerPolicy,rel,%relList,rev,%sizes,target,type',\n 'map^[HTMLElement]|name',\n
'marquee^[HTMLElement]|behavior,bgColor,direction,height,#hspace,#loop,#scrollAmount,#scrollDelay,!trueSpeed,#vspace,width',\n 'menu^[HTMLElement]|!compact',\n

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'meta^[HTMLElement]|content,httpEquiv,name,scheme',\n
'meter^[HTMLElement]|#high,#low,#max,#min,#optimum,#value',\n    'ins,del^[HTMLElement]|cite,dateTime',\n
'ol^[HTMLElement]|!compact,!reversed,#start,type',\n
'object^[HTMLElement]|align,archive,border,code,codeBase,codeType,data,!declare,height,#hspace,name,standby,t
ype,useMap,#vspace,width',\n    'optgroup^[HTMLElement]|!disabled,label',\n
'option^[HTMLElement]|!defaultSelected,!disabled,label,!selected,text,value',\n
'output^[HTMLElement]|defaultValue,%htmlFor,name,value',\n    'p^[HTMLElement]|align',\n
'param^[HTMLElement]|name,type,value,valueType',\n    'picture^[HTMLElement]|',\n
'pre^[HTMLElement]|#width',\n    'progress^[HTMLElement]|#max,#value',\n
'q,blockquote,cite^[HTMLElement]|',\n
'script^[HTMLElement]|!async,charset,%crossOrigin,!defer,event,htmlFor,integrity,src,text,type',\n
'select^[HTMLElement]|!autofocus,!disabled,#length,!multiple,name,!required,#selectedIndex,#size,value',\n
'shadow^[HTMLElement]|',\n    'slot^[HTMLElement]|name',\n
'source^[HTMLElement]|media,sizes,src,srcset,type',\n    'span^[HTMLElement]|',\n
'style^[HTMLElement]|!disabled,media,type',\n    'caption^[HTMLElement]|align',\n
'th,td^[HTMLElement]|abbr,align,axis,bgColor,ch,chOff,#colSpan,headers,height,!noWrap,#rowSpan,scope,vAlign,
width',\n    'col,colgroup^[HTMLElement]|align,ch,chOff,#span,vAlign,width',\n
'table^[HTMLElement]|align,bgColor,border,%caption,cellPadding,cellSpacing,frame,rules,summary,%tFoot,%tHe
ad,width',\n    'tr^[HTMLElement]|align,bgColor,ch,chOff,vAlign',\n
'tfoot,thead,tbody^[HTMLElement]|align,ch,chOff,vAlign',\n    'template^[HTMLElement]|',\n
'textarea^[HTMLElement]|autocapitalize,!autofocus,#cols,defaultValue,dirName,!disabled,#maxLength,#minLength
,name,placeholder,!readOnly,!required,#rows,selectionDirection,#selectionEnd,#selectionStart,value,wrap',\n
'title^[HTMLElement]|text',\n    'track^[HTMLElement]|!default,kind,label,src,srclang',\n
'ul^[HTMLElement]|!compact,type',\n    'unknown^[HTMLElement]|',\n    'video^media|#height,poster,#width',\n
':svg:a^:svg:graphics|',\n    ':svg:animate^:svg:animation|',\n    ':svg:animateMotion^:svg:animation|',\n
':svg:animateTransform^:svg:animation|',\n    ':svg:circle^:svg:geometry|',\n    ':svg:clipPath^:svg:graphics|',\n
':svg:defs^:svg:graphics|',\n    ':svg:desc^:svg:|',\n    ':svg:discard^:svg:|',\n    ':svg:ellipse^:svg:geometry|',\n
':svg:feBlend^:svg:|',\n    ':svg:feColorMatrix^:svg:|',\n    ':svg:feComponentTransfer^:svg:|',\n
':svg:feComposite^:svg:|',\n    ':svg:feConvolveMatrix^:svg:|',\n    ':svg:feDiffuseLighting^:svg:|',\n
':svg:feDisplacementMap^:svg:|',\n    ':svg:feDistantLight^:svg:|',\n    ':svg:feDropShadow^:svg:|',\n
':svg:feFlood^:svg:|',\n    ':svg:feFuncA^:svg:componentTransferFunction|',\n
':svg:feFuncB^:svg:componentTransferFunction|',\n    ':svg:feFuncG^:svg:componentTransferFunction|',\n
':svg:feFuncR^:svg:componentTransferFunction|',\n    ':svg:feGaussianBlur^:svg:|',\n    ':svg:feImage^:svg:|',\n
':svg:feMerge^:svg:|',\n    ':svg:feMergeNode^:svg:|',\n    ':svg:feMorphology^:svg:|',\n    ':svg:feOffset^:svg:|',\n
':svg:fePointLight^:svg:|',\n    ':svg:feSpecularLighting^:svg:|',\n    ':svg:feSpotLight^:svg:|',\n    ':svg:feTile^:svg:|',\n
  ':svg:feTurbulence^:svg:|',\n    ':svg:filter^:svg:|',\n    ':svg:foreignObject^:svg:graphics|',\n
':svg:g^:svg:graphics|',\n    ':svg:image^:svg:graphics|',\n    ':svg:line^:svg:geometry|',\n
':svg:linearGradient^:svg:gradient|',\n    ':svg:mpath^:svg:|',\n    ':svg:marker^:svg:|',\n    ':svg:mask^:svg:|',\n
':svg:metadata^:svg:|',\n    ':svg:path^:svg:geometry|',\n    ':svg:pattern^:svg:|',\n    ':svg:polygon^:svg:geometry|',\n
':svg:polyline^:svg:geometry|',\n    ':svg:radialGradient^:svg:gradient|',\n    ':svg:rect^:svg:geometry|',\n
':svg:svg^:svg:graphics|#currentScale,#zoomAndPan',\n    ':svg:script^:svg:|type',\n    ':svg:set^:svg:animation|',\n
':svg:stop^:svg:|',\n    ':svg:style^:svg:|!disabled,media,title,type',\n    ':svg:switch^:svg:graphics|',\n
':svg:symbol^:svg:|',\n    ':svg:tspan^:svg:textPositioning|',\n    ':svg:text^:svg:textPositioning|',\n
':svg:textPath^:svg:textContent|',\n    ':svg:title^:svg:|',\n    ':svg:use^:svg:graphics|',\n
':svg:view^:svg:|#zoomAndPan',\n    'data^[HTMLElement]|value',\n
'keygen^[HTMLElement]|!autofocus,challenge,!disabled,form,keytype,name',\n
'menuitem^[HTMLElement]|type,label,icon,!disabled,!checked,radiogroup,!default',\n
'summary^[HTMLElement]|',\n    'time^[HTMLElement]|dateTime',\n    ':svg:cursor^:svg:|',\n];\nvar
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_ATTR_TO_PROP = {\n    'class': 'className',\n    'for': 'htmlFor',\n    'formaction': 'formAction',\n    'innerHtml':
'innerHTML',\n    'readonly': 'readOnly',\n    'tabindex': 'tabIndex',\n};\nvar DomElementSchemaRegistry = /**
@class */ (function (_super) {\n    __extends(DomElementSchemaRegistry, _super);\n    function
DomElementSchemaRegistry() {\n        var _this = _super.call(this) || this;\n        _this._schema = {};\n
SCHEMA.forEach(function (encodedType) {\n            var type = {};\n            var _a =
__read(encodedType.split('|'), 2), strType = _a[0], strProperties = _a[1];\n            var properties =
strProperties.split(',');\n            var _b = __read(strType.split('^'), 2), typeNames = _b[0], superName = _b[1];\n
 typeNames.split(',').forEach(function (tag) { return _this._schema[tag.toLowerCase()] = type; });\n            var
superType = superName && _this._schema[superName.toLowerCase()];\n            if (superType) {\n
Object.keys(superType).forEach(function (prop) { type[prop] = superType[prop]; });\n            }\n
properties.forEach(function (property) {\n                if (property.length > 0) {\n                    switch (property[0]) {\n
                case '*':\n                        // We don't yet support events.\n                        // If ever allowing to bind
to events, GO THROUGH A SECURITY REVIEW, allowing events\n                        // will\n                        //
almost certainly introduce bad XSS vulnerabilities.\n                        // type[property.substring(1)] = EVENT;\n
                break;\n                    case '!':\n                        type[property.substring(1)] = BOOLEAN;\n
        break;\n                    case '#':\n                        type[property.substring(1)] = NUMBER;\n
break;\n                    case '%':\n                        type[property.substring(1)] = OBJECT;\n
break;\n                    default:\n                        type[property] = STRING;\n                    }\n                }\n
});\n        });\n        return _this;\n    }\n    DomElementSchemaRegistry.prototype.hasProperty = function (tagName,
propName, schemaMetas) {\n        if (schemaMetas.some(function (schema) { return schema.name ===
NO_ERRORS_SCHEMA.name; })) {\n            return true;\n        }\n        if (tagName.indexOf('-') > -1) {\n            if
(isNgContainer(tagName) || isNgContent(tagName)) {\n                return false;\n            }\n            if
(schemaMetas.some(function (schema) { return schema.name === CUSTOM_ELEMENTS_SCHEMA.name; }))
{\n                // Can't tell now as we don't know which properties a custom element will get\n                // once it is
instantiated\n                return true;\n            }\n        }\n        var elementProperties =
this._schema[tagName.toLowerCase()] || this._schema['unknown'];\n        return !!elementProperties[propName];\n
};\n    DomElementSchemaRegistry.prototype.hasElement = function (tagName, schemaMetas) {\n        if
(schemaMetas.some(function (schema) { return schema.name === NO_ERRORS_SCHEMA.name; })) {\n
return true;\n        }\n        if (tagName.indexOf('-') > -1) {\n            if (isNgContainer(tagName) ||
isNgContent(tagName)) {\n                return true;\n            }\n            if (schemaMetas.some(function (schema) {
return schema.name === CUSTOM_ELEMENTS_SCHEMA.name; })) {\n                // Allow any custom
elements\n                return true;\n            }\n        }\n        return !!this._schema[tagName.toLowerCase()];\n    };\n
/**\n     * securityContext returns the security context for the given property on the given DOM tag.\n     *\n     *
Tag and property name are statically known and cannot change at runtime, i.e. it is not\n     * possible to bind a
value into a changing attribute or tag name.\n     *\n     * The filtering is white list based. All attributes in the schema
above are assumed to have the\n     * 'NONE' security context, i.e. that they are safe inert string values. Only specific
well known\n     * attack vectors are assigned their appropriate context.\n     */\n
DomElementSchemaRegistry.prototype.securityContext = function (tagName, propName, isAttribute) {\n        if
(isAttribute) {\n            // NB: For security purposes, use the mapped property name, not the attribute name.\n
propName = this.getMappedPropName(propName);\n        }\n        // Make sure comparisons are case insensitive, so
that case differences between attribute and\n        // property names do not have a security impact.\n        tagName =
tagName.toLowerCase();\n        propName = propName.toLowerCase();\n        var ctx =
SECURITY_SCHEMA()[tagName + '|' + propName];\n        if (ctx) {\n            return ctx;\n        }\n        ctx =
SECURITY_SCHEMA()['*|' + propName];\n        return ctx ? ctx : SecurityContext.NONE;\n    };\n
DomElementSchemaRegistry.prototype.getMappedPropName = function (propName) { return
_ATTR_TO_PROP[propName] || propName; };\n
DomElementSchemaRegistry.prototype.getDefaultComponentElementName = function () { return 'ng-component';
};\n    DomElementSchemaRegistry.prototype.validateProperty = function (name) {\n        if
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(name.toLowerCase().startsWith('on')) {\n            var msg = \"Binding to event property '\" + name + \"' is
disallowed for security reasons, \" +\n                (\"please use (\" + name.slice(2) + \")=...\") +\n                (\"\\nIf '\" +
name + \"' is a directive input, make sure the directive is imported by the\") +\n                \" current module.\";\n
  return { error: true, msg: msg };\n        }\n        else {\n            return { error: false };\n        }\n    };\n
DomElementSchemaRegistry.prototype.validateAttribute = function (name) {\n        if
(name.toLowerCase().startsWith('on')) {\n            var msg = \"Binding to event attribute '\" + name + \"' is
disallowed for security reasons, \" +\n                (\"please use (\" + name.slice(2) + \")=...\");\n            return { error:
true, msg: msg };\n        }\n        else {\n            return { error: false };\n        }\n    };\n
DomElementSchemaRegistry.prototype.allKnownElementNames = function () { return Object.keys(this._schema);
};\n    DomElementSchemaRegistry.prototype.normalizeAnimationStyleProperty = function (propName) {\n
return dashCaseToCamelCase(propName);\n    };\n
DomElementSchemaRegistry.prototype.normalizeAnimationStyleValue = function (camelCaseProp,
userProvidedProp, val) {\n        var unit = '';\n        var strVal = val.toString().trim();\n        var errorMsg = null;\n
if (_isPixelDimensionStyle(camelCaseProp) && val !== 0 && val !== '0') {\n            if (typeof val === 'number')
{\n                unit = 'px';\n            }\n            else {\n                var valAndSuffixMatch = val.match(/^[+-]?[\\d\\.]+([a-
z]*)$/);\n                if (valAndSuffixMatch && valAndSuffixMatch[1].length == 0) {\n                    errorMsg =
\"Please provide a CSS unit value for \" + userProvidedProp + \":\" + val;\n                }\n            }\n        }\n
return { error: errorMsg, value: strVal + unit };\n    };\n    return
DomElementSchemaRegistry;\n}(ElementSchemaRegistry));\nfunction _isPixelDimensionStyle(prop) {\n    switch
(prop) {\n        case 'width':\n        case 'height':\n        case 'minWidth':\n        case 'minHeight':\n        case
'maxWidth':\n        case 'maxHeight':\n        case 'left':\n        case 'top':\n        case 'bottom':\n        case 'right':\n
case 'fontSize':\n        case 'outlineWidth':\n        case 'outlineOffset':\n        case 'paddingTop':\n        case
'paddingLeft':\n        case 'paddingBottom':\n        case 'paddingRight':\n        case 'marginTop':\n        case
'marginLeft':\n        case 'marginBottom':\n        case 'marginRight':\n        case 'borderRadius':\n        case
'borderWidth':\n        case 'borderTopWidth':\n        case 'borderLeftWidth':\n        case 'borderRightWidth':\n
case 'borderBottomWidth':\n        case 'textIndent':\n            return true;\n        default:\n            return false;\n
}\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is
governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar
PROPERTY_PARTS_SEPARATOR = '.';\nvar ATTRIBUTE_PREFIX = 'attr';\nvar CLASS_PREFIX =
'class';\nvar STYLE_PREFIX = 'style';\nvar ANIMATE_PROP_PREFIX = 'animate-';\n/**\n * Parses bindings in
templates and in the directive host area.\n */\nvar BindingParser = /** @class */ (function () {\n    function
BindingParser(_exprParser, _interpolationConfig, _schemaRegistry, pipes, errors) {\n        this._exprParser =
_exprParser;\n        this._interpolationConfig = _interpolationConfig;\n        this._schemaRegistry =
_schemaRegistry;\n        this.errors = errors;\n        this.pipesByName = null;\n        this._usedPipes = new Map();\n
    // When the `pipes` parameter is `null`, do not check for used pipes\n        // This is used in IVY when we might
not know the available pipes at compile time\n        if (pipes) {\n            var pipesByName_1 = new Map();\n
pipes.forEach(function (pipe) { return pipesByName_1.set(pipe.name, pipe); });\n            this.pipesByName =
pipesByName_1;\n        }\n    }\n    BindingParser.prototype.getUsedPipes = function () { return
Array.from(this._usedPipes.values()); };\n    BindingParser.prototype.createBoundHostProperties = function
(dirMeta, sourceSpan) {\n        var _this = this;\n        if (dirMeta.hostProperties) {\n            var boundProps_1 = [];\n
            Object.keys(dirMeta.hostProperties).forEach(function (propName) {\n                var expression =
dirMeta.hostProperties[propName];\n                if (typeof expression === 'string') {\n
_this.parsePropertyBinding(propName, expression, true, sourceSpan, [], boundProps_1);\n                }\n
else {\n                    _this._reportError(\"Value of the host property binding \\\"\" + propName + \"\\\" needs to be a
string representing an expression but got \\\"\" + expression + \"\\\" (\" + typeof expression + \")\", sourceSpan);\n
            }\n            });\n            return boundProps_1;\n        }\n        return null;\n    };\n
BindingParser.prototype.createDirectiveHostPropertyAsts = function (dirMeta, elementSelector, sourceSpan) {\n
 var _this = this;\n        var boundProps = this.createBoundHostProperties(dirMeta, sourceSpan);\n        return
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boundProps &&\n            boundProps.map(function (prop) { return
_this.createBoundElementProperty(elementSelector, prop); });\n    };\n
BindingParser.prototype.createDirectiveHostEventAsts = function (dirMeta, sourceSpan) {\n        var _this = this;\n
    if (dirMeta.hostListeners) {\n            var targetEvents_1 = [];\n
Object.keys(dirMeta.hostListeners).forEach(function (propName) {\n                var expression =
dirMeta.hostListeners[propName];\n                if (typeof expression === 'string') {\n
_this.parseEvent(propName, expression, sourceSpan, [], targetEvents_1);\n                }\n                else {\n
 _this._reportError(\"Value of the host listener \\\"\" + propName + \"\\\" needs to be a string representing an
expression but got \\\"\" + expression + \"\\\" (\" + typeof expression + \")\", sourceSpan);\n                }\n            });\n
        return targetEvents_1;\n        }\n        return null;\n    };\n    BindingParser.prototype.parseInterpolation =
function (value, sourceSpan) {\n        var sourceInfo = sourceSpan.start.toString();\n        try {\n            var ast =
this._exprParser.parseInterpolation(value, sourceInfo, this._interpolationConfig);\n            if (ast)\n
this._reportExpressionParserErrors(ast.errors, sourceSpan);\n            this._checkPipes(ast, sourceSpan);\n
return ast;\n        }\n        catch (e) {\n            this._reportError(\"\" + e, sourceSpan);\n            return
this._exprParser.wrapLiteralPrimitive('ERROR', sourceInfo);\n        }\n    };\n    // Parse an inline template binding.
ie `<tag *tplKey=\"<tplValue>\">`\n    BindingParser.prototype.parseInlineTemplateBinding = function (tplKey,
tplValue, sourceSpan, targetMatchableAttrs, targetProps, targetVars) {\n        var bindings =
this._parseTemplateBindings(tplKey, tplValue, sourceSpan);\n        for (var i = 0; i < bindings.length; i++) {\n
var binding = bindings[i];\n            if (binding.keyIsVar) {\n                targetVars.push(new
ParsedVariable(binding.key, binding.name, sourceSpan));\n            }\n            else if (binding.expression) {\n
  this._parsePropertyAst(binding.key, binding.expression, sourceSpan, targetMatchableAttrs, targetProps);\n
}\n            else {\n                targetMatchableAttrs.push([binding.key, ""]);\n
this.parseLiteralAttr(binding.key, null, sourceSpan, targetMatchableAttrs, targetProps);\n            }\n        }\n    };\n
BindingParser.prototype._parseTemplateBindings = function (tplKey, tplValue, sourceSpan) {\n        var _this =
this;\n        var sourceInfo = sourceSpan.start.toString();\n        try {\n            var bindingsResult =
this._exprParser.parseTemplateBindings(tplKey, tplValue, sourceInfo);\n
this._reportExpressionParserErrors(bindingsResult.errors, sourceSpan);\n
bindingsResult.templateBindings.forEach(function (binding) {\n                if (binding.expression) {\n
_this._checkPipes(binding.expression, sourceSpan);\n                }\n            });\n
bindingsResult.warnings.forEach(function (warning) { _this._reportError(warning, sourceSpan,
ParseErrorLevel.WARNING); });\n            return bindingsResult.templateBindings;\n        }\n        catch (e) {\n
  this._reportError(\"\" + e, sourceSpan);\n            return [];\n        }\n    };\n
BindingParser.prototype.parseLiteralAttr = function (name, value, sourceSpan, targetMatchableAttrs, targetProps)
{\n        if (isAnimationLabel(name)) {\n            name = name.substring(1);\n            if (value) {\n
this._reportError(\"Assigning animation triggers via @prop=\\\"exp\\\" attributes with an expression is invalid.\" +\n
                \" Use property bindings (e.g. [@prop]=\\\"exp\\\") or use an attribute without a value (e.g. @prop)
instead.\", sourceSpan, ParseErrorLevel.ERROR);\n            }\n            this._parseAnimation(name, value,
sourceSpan, targetMatchableAttrs, targetProps);\n        }\n        else {\n            targetProps.push(new
ParsedProperty(name, this._exprParser.wrapLiteralPrimitive(value, ''), ParsedPropertyType.LITERAL_ATTR,
sourceSpan));\n        }\n    };\n    BindingParser.prototype.parsePropertyBinding = function (name, expression,
isHost, sourceSpan, targetMatchableAttrs, targetProps) {\n        var isAnimationProp = false;\n        if
(name.startsWith(ANIMATE_PROP_PREFIX)) {\n            isAnimationProp = true;\n            name =
name.substring(ANIMATE_PROP_PREFIX.length);\n        }\n        else if (isAnimationLabel(name)) {\n
isAnimationProp = true;\n            name = name.substring(1);\n        }\n        if (isAnimationProp) {\n
this._parseAnimation(name, expression, sourceSpan, targetMatchableAttrs, targetProps);\n        }\n        else {\n
  this._parsePropertyAst(name, this._parseBinding(expression, isHost, sourceSpan), sourceSpan,
targetMatchableAttrs, targetProps);\n        }\n    };\n    BindingParser.prototype.parsePropertyInterpolation =
function (name, value, sourceSpan, targetMatchableAttrs, targetProps) {\n        var expr =
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this.parseInterpolation(value, sourceSpan);\n if (expr) {\n this._parsePropertyAst(name, expr, sourceSpan, targetMatchableAttrs, targetProps);\n return true;\n }\n return false;\n };\n BindingParser.prototype._parsePropertyAst = function (name, ast, sourceSpan, targetMatchableAttrs, targetProps) {\n targetMatchableAttrs.push([name, ast.source]);\n targetProps.push(new ParsedProperty(name, ast, ParsedPropertyType.DEFAULT, sourceSpan));\n };\n BindingParser.prototype._parseAnimation = function (name, expression, sourceSpan, targetMatchableAttrs, targetProps) {\n // This will occur when a @trigger is not paired with an expression.\n // For animations it is valid to not have an expression since */void\n // states will be applied by angular when the element is attached/detached\n var ast = this._parseBinding(expression || 'undefined', false, sourceSpan);\n targetMatchableAttrs.push([name, ast.source]);\n targetProps.push(new ParsedProperty(name, ast, ParsedPropertyType.ANIMATION, sourceSpan));\n };\n BindingParser.prototype._parseBinding = function (value, isHostBinding, sourceSpan) {\n var sourceInfo = (sourceSpan && sourceSpan.start || '(unknown)').toString();\n try {\n var ast = isHostBinding ?\n this._exprParser.parseSimpleBinding(value, sourceInfo, this._interpolationConfig) :\n this._exprParser.parseBinding(value, sourceInfo, this._interpolationConfig);\n if (ast)\n this._reportExpressionParserErrors(ast.errors, sourceSpan);\n this._checkPipes(ast, sourceSpan);\n return ast;\n }\n catch (e) {\n this._reportError(\"\" + e, sourceSpan);\n return this._exprParser.wrapLiteralPrimitive('ERROR', sourceInfo);\n }\n };\n BindingParser.prototype.createBoundElementProperty = function (elementSelector, boundProp) {\n if (boundProp.isAnimation) {\n return new BoundElementProperty(boundProp.name, 4 /* Animation */, SecurityContext.NONE, boundProp.expression, null, boundProp.sourceSpan);\n }\n var unit = null;\n var bindingType = undefined;\n var boundPropertyName = null;\n var parts = boundProp.name.split(PROPERTY_PARTS_SEPARATOR);\n var securityContexts = undefined;\n // Check check for special cases (prefix style, attr, class)\n if (parts.length > 1) {\n if (parts[0] == ATTRIBUTE_PREFIX) {\n boundPropertyName = parts[1];\n this._validatePropertyOrAttributeName(boundPropertyName, boundProp.sourceSpan, true);\n securityContexts = calcPossibleSecurityContexts(this._schemaRegistry, elementSelector, boundPropertyName, true);\n var nsSeparatorIdx = boundPropertyName.indexOf(':');\n if (nsSeparatorIdx > -1) {\n var ns = boundPropertyName.substring(0, nsSeparatorIdx);\n var name_1 = boundPropertyName.substring(nsSeparatorIdx + 1);\n boundPropertyName = mergeNsAndName(ns, name_1);\n }\n bindingType = 1 /* Attribute */;\n }\n else if (parts[0] == CLASS_PREFIX) {\n boundPropertyName = parts[1];\n bindingType = 2 /* Class */;\n securityContexts = [SecurityContext.NONE];\n }\n else if (parts[0] == STYLE_PREFIX) {\n unit = parts.length > 2 ? parts[2] : null;\n boundPropertyName = parts[1];\n bindingType = 3 /* Style */;\n securityContexts = [SecurityContext.STYLE];\n }\n }\n // If not a special case, use the full property name\n if (boundPropertyName === null) {\n boundPropertyName = this._schemaRegistry.getMappedPropName(boundProp.name);\n securityContexts = calcPossibleSecurityContexts(this._schemaRegistry, elementSelector, boundPropertyName, false);\n bindingType = 0 /* Property */;\n this._validatePropertyOrAttributeName(boundPropertyName, boundProp.sourceSpan, false);\n }\n return new BoundElementProperty(boundPropertyName, bindingType, securityContexts[0], boundProp.expression, unit, boundProp.sourceSpan);\n };\n BindingParser.prototype.parseEvent = function (name, expression, sourceSpan, targetMatchableAttrs, targetEvents) {\n if (isAnimationLabel(name)) {\n name = name.substr(1);\n this._parseAnimationEvent(name, expression, sourceSpan, targetEvents);\n }\n else {\n this._parseRegularEvent(name, expression, sourceSpan, targetMatchableAttrs, targetEvents);\n }\n };\n BindingParser.prototype._parseAnimationEvent = function (name, expression, sourceSpan, targetEvents) {\n var matches = splitAtPeriod(name, [name, ""]);\n var eventName = matches[0];\n var phase = matches[1].toLowerCase();\n if (phase) {\n switch (phase) {\n case 'start':\n case 'done':\n var ast = this._parseAction(expression, sourceSpan);\n targetEvents.push(new ParsedEvent(eventName, phase, 1 /* Animation */, ast,

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sourceSpan));\n                break;\n            default:\n                this._reportError(\"The provided animation
output phase value \\\"\" + phase + \"\\\" for \\\"@\" + eventName + \"\\\" is not supported (use start or done)\",
sourceSpan);\n                break;\n            }\n        }\n        else {\n            this._reportError(\"The animation trigger
output event (@\" + eventName + \") is missing its phase value name (start or done are currently supported)\",
sourceSpan);\n        }\n    };\n    BindingParser.prototype._parseRegularEvent = function (name, expression,
sourceSpan, targetMatchableAttrs, targetEvents) {\n        // long format: 'target: eventName'\n        var _a =
__read(splitAtColon(name, [null, name]), 2), target = _a[0], eventName = _a[1];\n        var ast =
this._parseAction(expression, sourceSpan);\n        targetMatchableAttrs.push([name, ast.source]);\n
targetEvents.push(new ParsedEvent(eventName, target, 0 /* Regular */, ast, sourceSpan));\n        // Don't detect
directives for event names for now,\n        // so don't add the event name to the matchableAttrs\n    };\n
BindingParser.prototype._parseAction = function (value, sourceSpan) {\n        var sourceInfo = (sourceSpan &&
sourceSpan.start || '(unknown').toString();\n        try {\n            var ast = this._exprParser.parseAction(value,
sourceInfo, this._interpolationConfig);\n            if (ast) {\n                this._reportExpressionParserErrors(ast.errors,
sourceSpan);\n            }\n            if (!ast || ast.ast instanceof EmptyExpr) {\n                this._reportError(\"Empty
expressions are not allowed\", sourceSpan);\n                return this._exprParser.wrapLiteralPrimitive('ERROR',
sourceInfo);\n            }\n            this._checkPipes(ast, sourceSpan);\n            return ast;\n        }\n        catch (e) {\n
        this._reportError(\"\" + e, sourceSpan);\n            return this._exprParser.wrapLiteralPrimitive('ERROR',
sourceInfo);\n        }\n    };\n    BindingParser.prototype._reportError = function (message, sourceSpan, level) {\n
if (level === void 0) { level = ParseErrorLevel.ERROR; }\n        this.errors.push(new ParseError(sourceSpan,
message, level));\n    };\n    BindingParser.prototype._reportExpressionParserErrors = function (errors, sourceSpan)
{\n        var e_1, _a;\n        try {\n            for (var errors_1 = __values(errors), errors_1_1 = errors_1.next();
!errors_1_1.done; errors_1_1 = errors_1.next()) {\n                var error$$1 = errors_1_1.value;\n
this._reportError(error$$1.message, sourceSpan);\n            }\n        }\n        catch (e_1_1) { e_1 = { error: e_1_1 };
}\n        finally {\n            try {\n                if (errors_1_1 && !errors_1_1.done && (_a = errors_1.return))
_a.call(errors_1);\n            }\n            finally { if (e_1) throw e_1.error; }\n        }\n    };\n    // Make sure all the used
pipes are known in `this.pipesByName`\n    BindingParser.prototype._checkPipes = function (ast, sourceSpan) {\n
  var _this = this;\n        if (ast && this.pipesByName) {\n            var collector = new PipeCollector();\n
ast.visit(collector);\n            collector.pipes.forEach(function (ast, pipeName) {\n                var pipeMeta =
_this.pipesByName.get(pipeName);\n                if (!pipeMeta) {\n                    _this._reportError(\"The pipe '\" +
pipeName + \"' could not be found\", new ParseSourceSpan(sourceSpan.start.moveBy(ast.span.start),
sourceSpan.start.moveBy(ast.span.end)));\n                }\n                else {\n
_this._usedPipes.set(pipeName, pipeMeta);\n                }\n            });\n        }\n    };\n    /**\n     * @param
propName the name of the property / attribute\n     * @param sourceSpan\n     * @param isAttr true when binding to
an attribute\n     */\n    BindingParser.prototype._validatePropertyOrAttributeName = function (propName,
sourceSpan, isAttr) {\n        var report = isAttr ? this._schemaRegistry.validateAttribute(propName) :\n
this._schemaRegistry.validateProperty(propName);\n        if (report.error) {\n            this._reportError(report.msg,
sourceSpan, ParseErrorLevel.ERROR);\n        }\n    };\n    return BindingParser;\n}());\nvar PipeCollector = /**
@class */ (function (_super) {\n    __extends(PipeCollector, _super);\n    function PipeCollector() {\n        var _this
= _super !== null && _super.apply(this, arguments) || this;\n        _this.pipes = new Map();\n        return _this;\n
}\n    PipeCollector.prototype.visitPipe = function (ast, context) {\n        this.pipes.set(ast.name, ast);\n
ast.exp.visit(this);\n        this.visitAll(ast.args, context);\n        return null;\n    };\n    return
PipeCollector;\n}(RecursiveAstVisitor$1));\nfunction isAnimationLabel(name) {\n    return name[0] ==
'@';\n}\nfunction calcPossibleSecurityContexts(registry, selector, propName, isAttribute) {\n    var ctxs = [];\n
CssSelector.parse(selector).forEach(function (selector) {\n        var elementNames = selector.element ?
[selector.element] : registry.allKnownElementNames();\n        var notElementNames = new
Set(selector.notSelectors.filter(function (selector) { return selector.isElementSelector(); })\n            .map(function
(selector) { return selector.element; }));\n        var possibleElementNames = elementNames.filter(function
(elementName) { return !notElementNames.has(elementName); });\n        ctxs.push.apply(ctxs,
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__spread(possibleElementNames.map(function (elementName) { return registry.securityContext(elementName, propName, isAttribute); })));\n });\n return ctxs.length === 0 ? [SecurityContext.NONE] : Array.from(new Set(ctxs)).sort();\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar Text$1 = /** @class */ (function () {\n function Text(value, sourceSpan) {\n   this.value = value;\n this.sourceSpan = sourceSpan;\n }\n Text.prototype.visit = function (visitor) { return visitor.visitText(this); };\n return Text;\n}());\nvar BoundText = /** @class */ (function () {\n function BoundText(value, sourceSpan) {\n this.value = value;\n   this.sourceSpan = sourceSpan;\n }\n BoundText.prototype.visit = function (visitor) { return visitor.visitBoundText(this); };\n return BoundText;\n}());\nvar TextAttribute = /** @class */ (function () {\n function TextAttribute(name, value, sourceSpan, valueSpan) {\n   this.name = name;\n   this.value = value;\n   this.sourceSpan = sourceSpan;\n   this.valueSpan = valueSpan;\n }\n TextAttribute.prototype.visit = function (visitor) { return visitor.visitTextAttribute(this); };\n return TextAttribute;\n}());\nvar BoundAttribute = /** @class */ (function () {\n function BoundAttribute(name, type, securityContext, value, unit, sourceSpan) {\n   this.name = name;\n   this.type = type;\n this.securityContext = securityContext;\n   this.value = value;\n   this.unit = unit;\n   this.sourceSpan = sourceSpan;\n }\n BoundAttribute.fromBoundElementProperty = function (prop) {\n   return new BoundAttribute(prop.name, prop.type, prop.securityContext, prop.value, prop.unit, prop.sourceSpan);\n };\n BoundAttribute.prototype.visit = function (visitor) { return visitor.visitBoundAttribute(this); };\n return BoundAttribute;\n}());\nvar BoundEvent = /** @class */ (function () {\n function BoundEvent(name, handler, target, phase, sourceSpan) {\n   this.name = name;\n   this.handler = handler;\n   this.target = target;\n this.phase = phase;\n   this.sourceSpan = sourceSpan;\n }\n BoundEvent.fromParsedEvent = function (event) {\n   var target = event.type === 0 /* Regular */ ? event.targetOrPhase : null;\n   var phase = event.type === 1 /* Animation */ ? event.targetOrPhase : null;\n   return new BoundEvent(event.name, event.handler, target, phase, event.sourceSpan);\n };\n BoundEvent.prototype.visit = function (visitor) { return visitor.visitBoundEvent(this); };\n return BoundEvent;\n}());\nvar Element$1 = /** @class */ (function () {\n function Element(name, attributes, inputs, outputs, children, references, sourceSpan, startSourceSpan, endSourceSpan) {\n   this.name = name;\n   this.attributes = attributes;\n   this.inputs = inputs;\n this.outputs = outputs;\n   this.children = children;\n   this.references = references;\n   this.sourceSpan = sourceSpan;\n   this.startSourceSpan = startSourceSpan;\n   this.endSourceSpan = endSourceSpan;\n }\n Element.prototype.visit = function (visitor) { return visitor.visitElement(this); };\n return Element;\n}());\nvar Template = /** @class */ (function () {\n function Template(attributes, inputs, outputs, children, references, variables, sourceSpan, startSourceSpan, endSourceSpan) {\n   this.attributes = attributes;\n   this.inputs = inputs;\n   this.outputs = outputs;\n   this.children = children;\n   this.references = references;\n this.variables = variables;\n   this.sourceSpan = sourceSpan;\n   this.startSourceSpan = startSourceSpan;\n this.endSourceSpan = endSourceSpan;\n }\n Template.prototype.visit = function (visitor) { return visitor.visitTemplate(this); };\n return Template;\n}());\nvar Content = /** @class */ (function () {\n function Content(selectorIndex, attributes, sourceSpan) {\n   this.selectorIndex = selectorIndex;\n   this.attributes = attributes;\n   this.sourceSpan = sourceSpan;\n }\n Content.prototype.visit = function (visitor) { return visitor.visitContent(this); };\n return Content;\n}());\nvar Variable = /** @class */ (function () {\n function Variable(name, value, sourceSpan) {\n   this.name = name;\n   this.value = value;\n   this.sourceSpan = sourceSpan;\n }\n Variable.prototype.visit = function (visitor) { return visitor.visitVariable(this); };\n return Variable;\n}());\nvar Reference = /** @class */ (function () {\n function Reference(name, value, sourceSpan) {\n this.name = name;\n   this.value = value;\n   this.sourceSpan = sourceSpan;\n }\n Reference.prototype.visit = function (visitor) { return visitor.visitReference(this); };\n return Reference;\n}());\nfunction visitAll$1(visitor, nodes) {\n var e_1, _a, e_2, _b;\n var result = [];\n if (visitor.visit) {\n   try {\n   for (var nodes_1 = __values(nodes), nodes_1_1 = nodes_1.next(); !nodes_1_1.done; nodes_1_1 = nodes_1.next()) {\n   var node = nodes_1_1.value;\n   var newNode = visitor.visit(node) || node.visit(visitor);\n   }\n   }\n   catch (e_1_1) { e_1 = { error: e_1_1 }; }\n

finally {\n try {\n if (nodes_1_1 && !nodes_1_1.done && (_a = nodes_1.return)) _a.call(nodes_1);\n }\n finally { if (e_1) throw e_1.error; }\n }\n }\n else {\n try {\n for (var nodes_2 = __values(nodes), nodes_2_1 = nodes_2.next(); !nodes_2_1.done; nodes_2_1 = nodes_2.next()) {\n var node = nodes_2_1.value;\n var newNode = node.visit(visitor);\n if (newNode) {\n result.push(newNode);\n }\n }\n }\n catch (e_2_1) { e_2 = { error: e_2_1 }; }\n finally {\n try {\n if (nodes_2_1 && !nodes_2_1.done && (_b = nodes_2.return)) _b.call(nodes_2);\n }\n finally { if (e_2) throw e_2.error; }\n }\n }\n return result;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar StyleWithImports = /** @class */ (function () {\n function StyleWithImports(style, styleUrls) {\n this.style = style;\n this.styleUrls = styleUrls;\n }\n return StyleWithImports;\n}());\nfunction isStyleUrlResolvable(url) {\n if (url == null || url.length === 0 || url[0] == '/')\n return false;\n var schemeMatch = url.match(URL_WITH_SCHEMA_REGEXP);\n return schemeMatch === null || schemeMatch[1] == 'package' || schemeMatch[1] == 'asset';\n}\n/**\n * Rewrites stylesheets by resolving and removing the @import urls that\n * are either relative or don't have a `package:` scheme\n */\nfunction extractStyleUrls(resolver, baseUrl, cssText) {\n var foundUrls = [];\n var modifiedCssText = cssText.replace(CSS_STRIPPABLE_COMMENT_REGEXP, '')\n .replace(CSS_IMPORT_REGEXP, function () {\n var m = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n m[_i] = arguments[_i];\n }\n var url = m[1] || m[2];\n if (!isStyleUrlResolvable(url)) {\n // Do not attempt to resolve non-package absolute URLs with URI\n // scheme\n return m[0];\n }\n foundUrls.push(resolver.resolve(baseUrl, url));\n return '';\n });\n return new StyleWithImports(modifiedCssText, foundUrls);\n}\nvar CSS_IMPORT_REGEXP = /@import\\s+(?:url\\()?\\s*(?:(?:['\"]([^'\"]*))|([^;\\)\\s]*))[^;]*;?/g;\nvar CSS_STRIPPABLE_COMMENT_REGEXP = /\\/*(?!#\\s*(?:sourceURL|sourceMappingURL)=)[\\s\\S]+?*\\//g;\nvar URL_WITH_SCHEMA_REGEXP = /^([^:/?#]+):/;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar NG_CONTENT_SELECT_ATTR = 'select';\nvar LINK_ELEMENT = 'link';\nvar LINK_STYLE_REL_ATTR = 'rel';\nvar LINK_STYLE_HREF_ATTR = 'href';\nvar LINK_STYLE_REL_VALUE = 'stylesheet';\nvar STYLE_ELEMENT = 'style';\nvar SCRIPT_ELEMENT = 'script';\nvar NG_NON_BINDABLE_ATTR = 'ngNonBindable';\nvar NG_PROJECT_AS = 'ngProjectAs';\nfunction preparseElement(ast) {\n var selectAttr = null;\n var hrefAttr = null;\n var relAttr = null;\n var nonBindable = false;\n var projectAs = '';\n ast.attrs.forEach(function (attr) {\n var lcAttrName = attr.name.toLowerCase();\n if (lcAttrName == NG_CONTENT_SELECT_ATTR) {\n selectAttr = attr.value;\n }\n else if (lcAttrName == LINK_STYLE_HREF_ATTR) {\n hrefAttr = attr.value;\n }\n else if (lcAttrName == LINK_STYLE_REL_ATTR) {\n relAttr = attr.value;\n }\n else if (attr.name == NG_NON_BINDABLE_ATTR) {\n nonBindable = true;\n }\n else if (attr.name == NG_PROJECT_AS) {\n if (attr.value.length > 0) {\n projectAs = attr.value;\n }\n }\n });\n selectAttr = normalizeNgContentSelect(selectAttr);\n var nodeName = ast.name.toLowerCase();\n var type = PreparsedElementType.OTHER;\n if (isNgContent(nodeName)) {\n type = PreparsedElementType.NG_CONTENT;\n }\n else if (nodeName == STYLE_ELEMENT) {\n type = PreparsedElementType.STYLE;\n }\n else if (nodeName == SCRIPT_ELEMENT) {\n type = PreparsedElementType.SCRIPT;\n }\n else if (nodeName == LINK_ELEMENT && relAttr == LINK_STYLE_REL_VALUE) {\n type = PreparsedElementType.STYLESHEET;\n }\n return new PreparsedElement(type, selectAttr, hrefAttr, nonBindable, projectAs);\n}\nvar PreparsedElementType;\n(function (PreparsedElementType) {\n PreparsedElementType[PreparsedElementType[\"NG_CONTENT\"] = 0] = \"NG_CONTENT\";\n PreparsedElementType[PreparsedElementType[\"STYLE\"] = 1] = \"STYLE\";\n PreparsedElementType[PreparsedElementType[\"STYLESHEET\"] = 2] = \"STYLESHEET\";\n PreparsedElementType[PreparsedElementType[\"SCRIPT\"] = 3] = \"SCRIPT\";\n

PreparsedElementType[PreparsedElementType[\"OTHER\"] = 4] = \"OTHER\";\n})(PreparsedElementType || (PreparsedElementType = {}));\nvar PreparsedElement = /** @class */ (function () {\n function PreparsedElement(type, selectAttr, hrefAttr, nonBindable, projectAs) {\n this.type = type;\n this.selectAttr = selectAttr;\n this.hrefAttr = hrefAttr;\n this.nonBindable = nonBindable;\n this.projectAs = projectAs;\n }\n return PreparsedElement;\n}());\nfunction normalizeNgContentSelect(selectAttr) {\n if (selectAttr === null || selectAttr.length === 0) {\n return '*';\n }\n return selectAttr;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar BIND_NAME_REGEXP = /^(?:(?:(?:(bind-)|(let-)|(ref-|#)|(on-)|(bindon-)|(@))(.+))|\\[\\(([^\\)]+)\\)\\]|\\[([^\\]]+)\\]|\\(([^\\)]+)\\))$/;\n// Group 1 = \"bind-\"\nvar KW_BIND_IDX = 1;\n// Group 2 = \"let-\"\nvar KW_LET_IDX = 2;\n// Group 3 = \"ref-/#\"\nvar KW_REF_IDX = 3;\n// Group 4 = \"on-\"\nvar KW_ON_IDX = 4;\n// Group 5 = \"bindon-\"\nvar KW_BINDON_IDX = 5;\n// Group 6 = \"@\"\nvar KW_AT_IDX = 6;\n// Group 7 = the identifier after \"bind-\", \"let-\", \"ref-/#\", \"on-\", \"bindon-\" or \"@\"\nvar IDENT_KW_IDX = 7;\n// Group 8 = identifier inside [()]\nvar IDENT_BANANA_BOX_IDX = 8;\n// Group 9 = identifier inside []\nvar IDENT_PROPERTY_IDX = 9;\n// Group 10 = identifier inside ()\nvar IDENT_EVENT_IDX = 10;\nvar TEMPLATE_ATTR_PREFIX = '*';\n// Default selector used by `<ng-content>` if none specified\nvar DEFAULT_CONTENT_SELECTOR = '*';\nfunction htmlAstToRender3Ast(htmlNodes, bindingParser) {\n var transformer = new HtmlAstToIvyAst(bindingParser);\n var ivyNodes = visitAll(transformer, htmlNodes);\n // Errors might originate in either the binding parser or the html to ivy transformer\n var allErrors = bindingParser.errors.concat(transformer.errors);\n var errors = allErrors.filter(function (e) { return e.level === ParseErrorLevel.ERROR; });\n if (errors.length > 0) {\n var errorString = errors.join('\\n');\n throw syntaxError(\"Template parse errors:\\n\" + errorString, errors);\n }\n return {\n nodes: ivyNodes,\n errors: allErrors,\n ngContentSelectors: transformer.ngContentSelectors,\n hasNgContent: transformer.hasNgContent,\n };\n}\nvar HtmlAstToIvyAst = /** @class */ (function () {\n function HtmlAstToIvyAst(bindingParser) {\n this.bindingParser = bindingParser;\n this.errors = [];\n // Selectors for the `ng-content` tags. Only non `*` selectors are recorded here\n this.ngContentSelectors = [];\n // Any `<ng-content>` in the template ?\n this.hasNgContent = false;\n }\n // HTML visitor\n HtmlAstToIvyAst.prototype.visitElement = function (element) {\n var _this = this;\n var e_1, _a;\n var preparsedElement = preparseElement(element);\n if (preparsedElement.type === PreparsedElementType.SCRIPT ||\n preparsedElement.type === PreparsedElementType.STYLE) {\n // Skipping <script> for security reasons\n // Skipping <style> as we already processed them\n // in the StyleCompiler\n return null;\n }\n if (preparsedElement.type === PreparsedElementType.STYLESHEET &&\n isStyleUrlResolvable(preparsedElement.hrefAttr)) {\n // Skipping stylesheets with either relative urls or package scheme as we already processed\n // them in the StyleCompiler\n return null;\n }\n // Whether the element is a `<ng-template>`\n var isTemplateElement = isNgTemplate(element.name);\n var parsedProperties = [];\n var boundEvents = [];\n var variables = [];\n var references = [];\n var attributes = [];\n var templateParsedProperties = [];\n var templateVariables = [];\n // Whether the element has any *-attribute\n var elementHasInlineTemplate = false;\n try {\n for (var _b = __values(element.attrs), _c = _b.next(); !_c.done; _c = _b.next()) {\n var attribute = _c.value;\n var hasBinding = false;\n var normalizedName = normalizeAttributeName(attribute.name);\n // `*attr` defines template bindings\n var isTemplateBinding = false;\n if (normalizedName.startsWith(TEMPLATE_ATTR_PREFIX)) {\n // *-attributes\n if (elementHasInlineTemplate) {\n this.reportError(\"Can't have multiple template bindings on one element. Use only one attribute prefixed with *\", attribute.sourceSpan);\n }\n isTemplateBinding = true;\n elementHasInlineTemplate = true;\n var templateValue = attribute.value;\n var templateKey = normalizedName.substring(TEMPLATE_ATTR_PREFIX.length);\n var parsedVariables = [];\n this.bindingParser.parseInlineTemplateBinding(templateKey, templateValue, attribute.sourceSpan, [],

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templateParsedProperties, parsedVariables);\n                    templateVariables.push.apply(templateVariables,
__spread(parsedVariables.map(function (v) { return new Variable(v.name, v.value, v.sourceSpan); })));\n
}\n                else {\n                    // Check for variables, events, property bindings, interpolation\n
hasBinding = this.parseAttribute(isTemplateElement, attribute, [], parsedProperties, boundEvents, variables,
references);\n                }\n                if (!hasBinding && !isTemplateBinding) {\n                    // don't include the
bindings as attributes as well in the AST\n                    attributes.push(this.visitAttribute(attribute));\n                }\n
        }\n        }\n        catch (e_1_1) { e_1 = { error: e_1_1 }; }\n        finally {\n            try {\n                if (_c &&
!_c.done && (_a = _b.return)) _a.call(_b);\n            }\n            finally { if (e_1) throw e_1.error; }\n        }\n        var
children = visitAll(preparsedElement.nonBindable ? NON_BINDABLE_VISITOR : this, element.children);\n
var parsedElement;\n        if (preparsedElement.type === PreparsedElementType.NG_CONTENT) {\n            //
`<ng-content>`\n            this.hasNgContent = true;\n            if (element.children &&
!element.children.every(isEmptyTextNode)) {\n                this.reportError(\"<ng-content> element cannot have
content.\", element.sourceSpan);\n            }\n            var selector = preparsedElement.selectAttr;\n            var
attributes_1 = element.attrs.map(function (attribute) { return _this.visitAttribute(attribute); });\n            var
selectorIndex = selector === DEFAULT_CONTENT_SELECTOR ? 0 : this.ngContentSelectors.push(selector);\n
        parsedElement = new Content(selectorIndex, attributes_1, element.sourceSpan);\n        }\n        else if
(isTemplateElement) {\n            // `<ng-template>`\n            var attrs = this.extractAttributes(element.name,
parsedProperties);\n            parsedElement = new Template(attributes, attrs.bound, boundEvents, children,
references, variables, element.sourceSpan, element.startSourceSpan, element.endSourceSpan);\n        }\n        else
{\n            var attrs = this.extractAttributes(element.name, parsedProperties);\n            parsedElement = new
Element$1(element.name, attributes, attrs.bound, boundEvents, children, references, element.sourceSpan,
element.startSourceSpan, element.endSourceSpan);\n        }\n        if (elementHasInlineTemplate) {\n            var
attrs = this.extractAttributes('ng-template', templateParsedProperties);\n            // TODO(pk): test for this case\n
  parsedElement = new Template(attrs.literal, attrs.bound, [], [parsedElement], [], templateVariables,
element.sourceSpan, element.startSourceSpan, element.endSourceSpan);\n        }\n        return parsedElement;\n
};\n    HtmlAstToIvyAst.prototype.visitAttribute = function (attribute) {\n        return new
TextAttribute(attribute.name, attribute.value, attribute.sourceSpan, attribute.valueSpan);\n    };\n
HtmlAstToIvyAst.prototype.visitText = function (text) {\n        var valueNoNgsp = replaceNgsp(text.value);\n
var expr = this.bindingParser.parseInterpolation(valueNoNgsp, text.sourceSpan);\n        return expr ? new
BoundText(expr, text.sourceSpan) : new Text$1(valueNoNgsp, text.sourceSpan);\n    };\n
HtmlAstToIvyAst.prototype.visitComment = function (comment) { return null; };\n
HtmlAstToIvyAst.prototype.visitExpansion = function (expansion) { return null; };\n
HtmlAstToIvyAst.prototype.visitExpansionCase = function (expansionCase) { return null; };\n    // convert view
engine `ParsedProperty` to a format suitable for IVY\n    HtmlAstToIvyAst.prototype.extractAttributes = function
(elementName, properties) {\n        var _this = this;\n        var bound = [];\n        var literal = [];\n
properties.forEach(function (prop) {\n            if (prop.isLiteral) {\n                literal.push(new
TextAttribute(prop.name, prop.expression.source || '', prop.sourceSpan));\n            }\n            else {\n                var
bep = _this.bindingParser.createBoundElementProperty(elementName, prop);\n
bound.push(BoundAttribute.fromBoundElementProperty(bep));\n            }\n        });\n        return { bound: bound,
literal: literal };\n    };\n    HtmlAstToIvyAst.prototype.parseAttribute = function (isTemplateElement, attribute,
matchableAttributes, parsedProperties, boundEvents, variables, references) {\n        var name =
normalizeAttributeName(attribute.name);\n        var value = attribute.value;\n        var srcSpan =
attribute.sourceSpan;\n        var bindParts = name.match(BIND_NAME_REGEXP);\n        var hasBinding = false;\n
        if (bindParts) {\n            hasBinding = true;\n            if (bindParts[KW_BIND_IDX] != null) {\n
this.bindingParser.parsePropertyBinding(bindParts[IDENT_KW_IDX], value, false, srcSpan, matchableAttributes,
parsedProperties);\n            }\n            else if (bindParts[KW_LET_IDX]) {\n                if (isTemplateElement) {\n
                var identifier = bindParts[IDENT_KW_IDX];\n                    this.parseVariable(identifier, value, srcSpan,
variables);\n                }\n                else {\n                    this.reportError(\"\\\"let-\\\" is only supported on ng-template
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elements.\", srcSpan);\n            }\n        }\n        else if (bindParts[KW_REF_IDX]) {\n            var
identifier = bindParts[IDENT_KW_IDX];\n            this.parseReference(identifier, value, srcSpan, references);\n
    }\n        else if (bindParts[KW_ON_IDX]) {\n            var events = [];\n
this.bindingParser.parseEvent(bindParts[IDENT_KW_IDX], value, srcSpan, matchableAttributes, events);\n
 addEvents(events, boundEvents);\n        }\n        else if (bindParts[KW_BINDON_IDX]) {\n
this.bindingParser.parsePropertyBinding(bindParts[IDENT_KW_IDX], value, false, srcSpan, matchableAttributes,
parsedProperties);\n            this.parseAssignmentEvent(bindParts[IDENT_KW_IDX], value, srcSpan,
matchableAttributes, boundEvents);\n        }\n        else if (bindParts[KW_AT_IDX]) {\n
this.bindingParser.parseLiteralAttr(name, value, srcSpan, matchableAttributes, parsedProperties);\n        }\n
else if (bindParts[IDENT_BANANA_BOX_IDX]) {\n
this.bindingParser.parsePropertyBinding(bindParts[IDENT_BANANA_BOX_IDX], value, false, srcSpan,
matchableAttributes, parsedProperties);\n
this.parseAssignmentEvent(bindParts[IDENT_BANANA_BOX_IDX], value, srcSpan, matchableAttributes,
boundEvents);\n        }\n        else if (bindParts[IDENT_PROPERTY_IDX]) {\n
this.bindingParser.parsePropertyBinding(bindParts[IDENT_PROPERTY_IDX], value, false, srcSpan,
matchableAttributes, parsedProperties);\n        }\n        else if (bindParts[IDENT_EVENT_IDX]) {\n
var events = [];\n            this.bindingParser.parseEvent(bindParts[IDENT_EVENT_IDX], value, srcSpan,
matchableAttributes, events);\n            addEvents(events, boundEvents);\n        }\n    }\n    else {\n
hasBinding = this.bindingParser.parsePropertyInterpolation(name, value, srcSpan, matchableAttributes,
parsedProperties);\n    }\n    return hasBinding;\n  };\n  HtmlAstToIvyAst.prototype.parseVariable = function
(identifier, value, sourceSpan, variables) {\n    if (identifier.indexOf('-') > -1) {\n        this.reportError(\"\\\"-\\\"
is not allowed in variable names\", sourceSpan);\n    }\n    variables.push(new Variable(identifier, value,
sourceSpan));\n  };\n  HtmlAstToIvyAst.prototype.parseReference = function (identifier, value, sourceSpan,
references) {\n    if (identifier.indexOf('-') > -1) {\n        this.reportError(\"\\\"-\\\" is not allowed in reference
names\", sourceSpan);\n    }\n    references.push(new Reference(identifier, value, sourceSpan));\n  };\n
HtmlAstToIvyAst.prototype.parseAssignmentEvent = function (name, expression, sourceSpan,
targetMatchableAttrs, boundEvents) {\n    var events = [];\n    this.bindingParser.parseEvent(name +
\"Change\", expression + \"=$event\", sourceSpan, targetMatchableAttrs, events);\n    addEvents(events,
boundEvents);\n  };\n  HtmlAstToIvyAst.prototype.reportError = function (message, sourceSpan, level) {\n    if
(level === void 0) { level = ParseErrorLevel.ERROR; }\n    this.errors.push(new ParseError(sourceSpan,
message, level));\n  };\n  return HtmlAstToIvyAst;\n}());\nvar NonBindableVisitor = /** @class */ (function ()
{\n  function NonBindableVisitor() {\n  }\n  NonBindableVisitor.prototype.visitElement = function (ast) {\n
var preparsedElement = preparseElement(ast);\n    if (preparsedElement.type ===
PreparsedElementType.SCRIPT ||\n        preparsedElement.type === PreparsedElementType.STYLE ||\n
preparsedElement.type === PreparsedElementType.STYLESHEET) {\n        // Skipping <script> for security
reasons\n        // Skipping <style> and stylesheets as we already processed them\n        // in the StyleCompiler\n
        return null;\n    }\n    var children = visitAll(this, ast.children, null);\n    return new
Element$1(ast.name, visitAll(this, ast.attrs), \n    /* inputs */ [], /* outputs */ [], children, /* references */ [],
ast.sourceSpan, ast.startSourceSpan, ast.endSourceSpan);\n  };\n  NonBindableVisitor.prototype.visitComment =
function (comment) { return null; };\n  NonBindableVisitor.prototype.visitAttribute = function (attribute) {\n
return new TextAttribute(attribute.name, attribute.value, attribute.sourceSpan);\n  };\n
NonBindableVisitor.prototype.visitText = function (text) { return new Text$1(text.value, text.sourceSpan); };\n
NonBindableVisitor.prototype.visitExpansion = function (expansion) { return null; };\n
NonBindableVisitor.prototype.visitExpansionCase = function (expansionCase) { return null; };\n  return
NonBindableVisitor;\n}());\nvar NON_BINDABLE_VISITOR = new NonBindableVisitor();\nfunction
normalizeAttributeName(attrName) {\n  return /^data-/i.test(attrName) ? attrName.substring(5) :
attrName;\n}\nfunction addEvents(events, boundEvents) {\n  boundEvents.push.apply(boundEvents,
__spread(events.map(function (e) { return BoundEvent.fromParsedEvent(e); })));\n}\nfunction
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isEmptyTextNode(node) {\n return node instanceof Text && node.value.trim().length == 0;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Parses string representation of a style and converts it into object literal.\n *\n * @param value string representation of style as used in the `style` attribute in HTML.\n * Example: `color: red; height: auto`.\n * @returns an object literal. `{ color: 'red', height: 'auto'}`.\n */\nfunction parseStyle(value) {\n var styles = {};\n var i = 0;\n var parenDepth = 0;\n var quote = 0 /* QuoteNone */;\n var valueStart = 0;\n var propStart = 0;\n var currentProp = null;\n var valueHasQuotes = false;\n while (i < value.length) {\n   var token = value.charCodeAt(i++);\n   switch (token) {\n   case 40 /* OpenParen */:\n   parenDepth++;\n   break;\n   case 41 /* CloseParen */:\n   parenDepth--;\n   break;\n   case 39 /* QuoteSingle */:\n   // valueStart needs to be there since prop values don't\n   // have quotes in CSS\n   valueHasQuotes = valueHasQuotes || valueStart > 0;\n   if (quote === 0 /* QuoteNone */) {\n   quote = 39 /* QuoteSingle */;\n   }\n   else if (quote === 39 /* QuoteSingle */ && value.charCodeAt(i - 1) !== 92 /* BackSlash */) {\n   quote = 0 /* QuoteNone */;\n   }\n   break;\n   case 34 /* QuoteDouble */:\n   // same logic as above\n   valueHasQuotes = valueHasQuotes || valueStart > 0;\n   if (quote === 0 /* QuoteNone */) {\n   quote = 34 /* QuoteDouble */;\n   }\n   else if (quote === 34 /* QuoteDouble */ && value.charCodeAt(i - 1) !== 92 /* BackSlash */) {\n   quote = 0 /* QuoteNone */;\n   }\n   break;\n   case 58 /* Colon */:\n   if (!currentProp && parenDepth === 0 && quote === 0 /* QuoteNone */) {\n   currentProp = hyphenate(value.substring(propStart, i - 1).trim());\n   valueStart = i;\n   }\n   break;\n   case 59 /* Semicolon */:\n   if (currentProp && valueStart > 0 && parenDepth === 0 && quote === 0 /* QuoteNone */) {\n   var styleVal = value.substring(valueStart, i - 1).trim();\n styles[currentProp] = valueHasQuotes ? stripUnnecessaryQuotes(styleVal) : styleVal;\n   propStart = i;\n   valueStart = 0;\n   currentProp = null;\n   valueHasQuotes = false;\n   }\n   break;\n   }\n }\n if (currentProp && valueStart) {\n   var styleVal = value.substr(valueStart).trim();\n   styles[currentProp] = valueHasQuotes ? stripUnnecessaryQuotes(styleVal) : styleVal;\n }\n return styles;\n}\nfunction stripUnnecessaryQuotes(value) {\n var qS = value.charCodeAt(0);\n var qE = value.charCodeAt(value.length - 1);\n if (qS == qE && (qS == 39 /* QuoteSingle */ || qS == 34 /* QuoteDouble */)) {\n   var tempValue = value.substring(1, value.length - 1);\n   // special case to avoid using a multi-quoted string that was just chomped\n   // (e.g. `font-family: \"Verdana\", \"sans-serif\"`)\n   if (tempValue.indexOf('\\') == -1 && tempValue.indexOf('\'') == -1) {\n   value = tempValue;\n   }\n }\n return value;\n}\nfunction hyphenate(value) {\n return value.replace(/[a-z][A-Z]/g, function (v) {\n   return v.charAt(0) + '-' + v.charAt(1);\n }).toLowerCase();\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction mapBindingToInstruction(type) {\n switch (type) {\n case 0 /* Property */:\n   return Identifiers$1.elementProperty;\n case 2 /* Class */:\n   return Identifiers$1.elementClassProp;\n case 1 /* Attribute */:\n case 4 /* Animation */:\n   return Identifiers$1.elementAttribute;\n default:\n   return undefined;\n }\n}\n// if (rf & flags) { .. }\nfunction renderFlagCheckIfStmt(flags, statements) {\n return ifStmt(variable(RENDER_FLAGS).bitwiseAnd(literal(flags), null, false), statements);\n}\nvar TemplateDefinitionBuilder = /** @class */ (function () {\n function TemplateDefinitionBuilder(constantPool, parentBindingScope, level, contextName, i18nContext, templateIndex, templateName, viewQueries, directiveMatcher, directives, pipeTypeByName, pipes, _namespace, relativeContextFilePath) {\n   if (level === void 0) { level = 0; }\n   var _this = this;\n   this.constantPool = constantPool;\n   this.level = level;\n   this.contextName = contextName;\n   this.i18nContext = i18nContext;\n   this.templateIndex = templateIndex;\n   this.templateName = templateName;\n   this.viewQueries = viewQueries;\n   this.directiveMatcher = directiveMatcher;\n   this.directives = directives;\n   this.pipeTypeByName = pipeTypeByName;\n   this.pipes = pipes;\n   this._namespace = _namespace;\n   this.relativeContextFilePath = relativeContextFilePath;\n   this._dataIndex = 0;\n

this._bindingContext = 0;\n this._prefixCode = [];\n /**\n * List of callbacks to generate creation mode instructions. We store them here as we process\n * the template so bindings in listeners are resolved only once all nodes have been visited.\n * This ensures all local refs and context variables are available for matching.\n */\n this._creationCodeFns = [];\n /**\n * List of callbacks to generate update mode instructions. We store them here as we process\n * the template so bindings are resolved only once all nodes have been visited. This ensures\n * all local refs and context variables are available for matching.\n */\n this._updateCodeFns = [];\n /** Temporary variable declarations generated from visiting pipes, literals, etc. */\n this._tempVariables = [];\n /**\n * List of callbacks to build nested templates. Nested templates must not be visited until\n * after the parent template has finished visiting all of its nodes. This ensures that all\n * local ref bindings in nested templates are able to find local ref values if the refs\n * are defined after the template declaration.\n */\n this._nestedTemplateFns = [];\n this._unsupported = unsupported;\n // i18n context local to this template\n this.i18n = null;\n // Number of slots to reserve for pureFunctions\n this._pureFunctionSlots = 0;\n // Number of binding slots\n this._bindingSlots = 0;\n // These should be handled in the template or element directly.\n this.visitReference = invalid$1;\n this.visitVariable = invalid$1;\n this.visitTextAttribute = invalid$1;\n this.visitBoundAttribute = invalid$1;\n this.visitBoundEvent = invalid$1;\n // view queries can take up space in data and allocation happens earlier (in the \"viewQuery\"\n // function)\n this._dataIndex = viewQueries.length;\n this._bindingScope = parentBindingScope.nestedScope(level);\n // Turn the relative context file path into an identifier by replacing non-alphanumeric\n // characters with underscores.\n this.fileBasedI18nSuffix = relativeContextFilePath.replace(/[^A-Za-z0-9]/g, '_') + '_';\n this._valueConverter = new ValueConverter(constantPool, function () { return _this.allocateDataSlot(); }, function (numSlots) { return _this.allocatePureFunctionSlots(numSlots); }, function (name, localName, slot, value) {\n var pipeType = pipeTypeByName.get(name);\n if (pipeType) {\n _this.pipes.add(pipeType);\n }\n _this._bindingScope.set(_this.level, localName, value);\n _this.creationInstruction(null, Identifiers$1.pipe, [literal(slot), literal(name)]);\n });\n }\n TemplateDefinitionBuilder.prototype.registerContextVariables = function (variable$$1) {\n var scopedName = this._bindingScope.freshReferenceName();\n var retrievalLevel = this.level;\n var lhs = variable(variable$$1.name + scopedName);\n this._bindingScope.set(retrievalLevel, variable$$1.name, lhs, 1 /* CONTEXT */, function (scope, relativeLevel) {\n var rhs;\n if (scope.bindingLevel === retrievalLevel) {\n // e.g. ctx\n rhs = variable(CONTEXT_NAME);\n }\n else {\n var sharedCtxVar = scope.getSharedContextName(retrievalLevel);\n // e.g. ctx_r0 OR x(2);\n rhs = sharedCtxVar ? sharedCtxVar : generateNextContextExpr(relativeLevel);\n }\n // e.g. const $item$ = x(2).$implicit;\n return [lhs.set(rhs.prop(variable$$1.value || IMPLICIT_REFERENCE)).toConstDecl()];\n });\n };\n TemplateDefinitionBuilder.prototype.buildTemplateFunction = function (nodes, variables, hasNgContent, ngContentSelectors) {\n var _this = this;\n if (hasNgContent === void 0) { hasNgContent = false; }\n if (ngContentSelectors === void 0) { ngContentSelectors = []; }\n if (this._namespace !== Identifiers$1.namespaceHTML) {\n this.creationInstruction(null, this._namespace);\n }\n // Create variable bindings\n variables.forEach(function (v) { return _this.registerContextVariables(v); });\n // Output a `ProjectionDef` instruction when some `<ng-content>` are present\n if (hasNgContent) {\n var parameters = [];\n // Only selectors with a non-default value are generated\n if (ngContentSelectors.length > 1) {\n var r3Selectors = ngContentSelectors.map(function (s) { return parseSelectorToR3Selector(s); });\n // `projectionDef` needs both the parsed and raw value of the selectors\n var parsed = this.constantPool.getConstLiteral(asLiteral(r3Selectors), true);\n var unParsed = this.constantPool.getConstLiteral(asLiteral(ngContentSelectors), true);\n parameters.push(parsed, unParsed);\n }\n this.creationInstruction(null, Identifiers$1.projectionDef, parameters);\n }\n if (this.i18nContext) {\n this.i18nStart();\n }\n // This is the initial pass through the nodes of this template. In this pass, we\n // queue all creation mode and update mode instructions for generation in the second\n // pass. It's necessary to separate the passes to ensure local refs are defined

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before\n        // resolving bindings. We also count bindings in this pass as we walk bound expressions.\n
visitAll$1(this, nodes);\n        // Add total binding count to pure function count so pure function instructions are\n
 // generated with the correct slot offset when update instructions are processed.\n        this._pureFunctionSlots +=
this._bindingSlots;\n        // Pipes are walked in the first pass (to enqueue `pipe()` creation instructions and\n        //
`pipeBind` update instructions), so we have to update the slot offsets manually\n        // to account for bindings.\n
 this._valueConverter.updatePipeSlotOffsets(this._bindingSlots);\n        // Nested templates must be processed
before creation instructions so template()\n        // instructions can be generated with the correct internal const
count.\n        this._nestedTemplateFns.forEach(function (buildTemplateFn) { return buildTemplateFn(); });\n        if
(this.i18nContext) {\n            this.i18nEnd();\n        }\n        // Generate all the creation mode instructions (e.g.
resolve bindings in listeners)\n        var creationStatements = this._creationCodeFns.map(function (fn$$1) { return
fn$$1(); });\n        // Generate all the update mode instructions (e.g. resolve property or text bindings)\n        var
updateStatements = this._updateCodeFns.map(function (fn$$1) { return fn$$1(); });\n        //  Variable declaration
must occur after binding resolution so we can generate context\n        //  instructions that build on each other. e.g.
const b = x().$implicit(); const b = x();\n        var creationVariables =
this._bindingScope.viewSnapshotStatements();\n        var updateVariables =
this._bindingScope.variableDeclarations().concat(this._tempVariables);\n        var creationBlock =
creationStatements.length > 0 ?\n            [renderFlagCheckIfStmt(1 /* Create */,
creationVariables.concat(creationStatements))] :\n            [];\n        var updateBlock = updateStatements.length > 0
?\n            [renderFlagCheckIfStmt(2 /* Update */, updateVariables.concat(updateStatements))] :\n            [];\n
return fn(\n        // i.e. (rf: RenderFlags, ctx: any)\n        [new FnParam(RENDER_FLAGS, NUMBER_TYPE), new
FnParam(CONTEXT_NAME, null)], __spread(this._prefixCode, creationBlock, updateBlock), INFERRED_TYPE,
null, this.templateName);\n    };\n    // LocalResolver\n    TemplateDefinitionBuilder.prototype.getLocal = function
(name) { return this._bindingScope.get(name); };\n    TemplateDefinitionBuilder.prototype.i18nTranslate = function
(label, meta) {\n        if (meta === void 0) { meta = ''; }\n        return this.constantPool.getTranslation(label, meta,
this.fileBasedI18nSuffix);\n    };\n    TemplateDefinitionBuilder.prototype.i18nAppendTranslationMeta = function
(meta) {\n        if (meta === void 0) { meta = ''; }\n        this.constantPool.appendTranslationMeta(meta);\n    };\n
TemplateDefinitionBuilder.prototype.i18nAllocateRef = function () {\n        return
this.constantPool.getDeferredTranslationConst(this.fileBasedI18nSuffix);\n    };\n
TemplateDefinitionBuilder.prototype.i18nUpdateRef = function (context) {\n        if (context.isRoot() &&
context.isResolved()) {\n            this.constantPool.setDeferredTranslationConst(context.getRef(),
context.getContent());\n        }\n    };\n    TemplateDefinitionBuilder.prototype.i18nStart = function (span, meta) {\n
     if (span === void 0) { span = null; }\n        var index = this.allocateDataSlot();\n        if (this.i18nContext) {\n
    this.i18n = this.i18nContext.forkChildContext(index, this.templateIndex);\n        }\n        else {\n
this.i18nAppendTranslationMeta(meta);\n            var ref = this.i18nAllocateRef();\n            this.i18n = new
I18nContext(index, this.templateIndex, ref);\n        }\n        // generate i18nStart instruction\n        var params =
[literal(index), this.i18n.getRef()];\n        if (this.i18n.getId() > 0) {\n            // do not push 3rd argument (sub-block
id)\n            // into i18nStart call for top level i18n context\n            params.push(literal(this.i18n.getId()));\n        }\n
     this.creationInstruction(span, Identifiers$1.i18nStart, params);\n    };\n
TemplateDefinitionBuilder.prototype.i18nEnd = function (span) {\n        var _this = this;\n        if (span === void 0)
{ span = null; }\n        if (this.i18nContext) {\n            this.i18nContext.reconcileChildContext(this.i18n);\n
this.i18nUpdateRef(this.i18nContext);\n        }\n        else {\n            this.i18nUpdateRef(this.i18n);\n        }\n        //
setup accumulated bindings\n        var bindings = this.i18n.getBindings();\n        if (bindings.size) {\n
bindings.forEach(function (binding) { _this.updateInstruction(span, Identifiers$1.i18nExp, [binding]); });\n
var index = literal(this.i18n.getIndex());\n            this.updateInstruction(span, Identifiers$1.i18nApply, [index]);\n
 }\n        this.creationInstruction(span, Identifiers$1.i18nEnd);\n        this.i18n = null; // reset local i18n context\n
};\n    TemplateDefinitionBuilder.prototype.visitContent = function (ngContent) {\n        var slot =
this.allocateDataSlot();\n        var selectorIndex = ngContent.selectorIndex;\n        var parameters = [literal(slot)];\n
   var attributeAsList = [];\n        ngContent.attributes.forEach(function (attribute) {\n            var name =
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attribute.name;\n            if (name !== 'select') {\n                attributeAsList.push(name, attribute.value);\n            }\n
    });\n        if (attributeAsList.length > 0) {\n            parameters.push(literal(selectorIndex),
asLiteral(attributeAsList));\n        }\n        else if (selectorIndex !== 0) {\n
parameters.push(literal(selectorIndex));\n        }\n        this.creationInstruction(ngContent.sourceSpan,
Identifiers$1.projection, parameters);\n    };\n    TemplateDefinitionBuilder.prototype.getNamespaceInstruction =
function (namespaceKey) {\n        switch (namespaceKey) {\n            case 'math':\n                return
Identifiers$1.namespaceMathML;\n            case 'svg':\n                return Identifiers$1.namespaceSVG;\n
default:\n                return Identifiers$1.namespaceHTML;\n        }\n    };\n
TemplateDefinitionBuilder.prototype.addNamespaceInstruction = function (nsInstruction, element) {\n
this._namespace = nsInstruction;\n        this.creationInstruction(element.sourceSpan, nsInstruction);\n    };\n
TemplateDefinitionBuilder.prototype.visitElement = function (element) {\n        var _this = this;\n        var e_1, _a;\n
    var elementIndex = this.allocateDataSlot();\n        var isNonBindableMode = false;\n        var isI18nRootElement
= false;\n        var outputAttrs = {};\n        var attrI18nMetas = {};\n        var i18nMeta = '';\n        var _b =
__read(splitNsName(element.name), 2), namespaceKey = _b[0], elementName = _b[1];\n        var
isNgContainer$$1 = isNgContainer(element.name);\n        try {\n            // Handle i18n and ngNonBindable
attributes\n            for (var _c = __values(element.attributes), _d = _c.next(); !_d.done; _d = _c.next()) {\n
var attr = _d.value;\n                var name_1 = attr.name;\n                var value = attr.value;\n                if (name_1
=== NON_BINDABLE_ATTR) {\n                    isNonBindableMode = true;\n                }\n                else if
(name_1 === I18N_ATTR) {\n                    if (this.i18n) {\n                        throw new Error(\"Could not mark an
element as translatable inside of a translatable section\");\n                    }\n                    isI18nRootElement = true;\n
                    i18nMeta = value;\n                }\n                else if (name_1.startsWith(I18N_ATTR_PREFIX)) {\n
    attrI18nMetas[name_1.slice(I18N_ATTR_PREFIX.length)] = value;\n                }\n                else {\n
outputAttrs[name_1] = value;\n                }\n            }\n        }\n        catch (e_1_1) { e_1 = { error: e_1_1 }; }\n
finally {\n            try {\n                if (_d && !_d.done && (_a = _c.return)) _a.call(_c);\n            }\n            finally {
if (e_1) throw e_1.error; }\n        }\n        // Match directives on non i18n attributes\n
this.matchDirectives(element.name, element);\n        // Regular element or ng-container creation mode\n        var
parameters = [literal(elementIndex)];\n        if (!isNgContainer$$1) {\n
parameters.push(literal(elementName));\n        }\n        // Add the attributes\n        var attributes = [];\n        var
initialStyleDeclarations = [];\n        var initialClassDeclarations = [];\n        var styleInputs = [];\n        var classInputs
= [];\n        var allOtherInputs = [];\n        var i18nAttrs = [];\n        element.inputs.forEach(function (input) {\n
switch (input.type) {\n                // [attr.style] or [attr.class] should not be treated as styling-based\n                //
bindings since they are intended to be written directly to the attr\n                // and therefore will skip all style/class
resolution that is present\n                // with style=\"\", [style]=\"\" and [style.prop]=\"\", class=\"\",\n                //
[class.prop]=\"\". [class]=\"\" assignments\n                case 0 /* Property */:\n                    if (input.name == 'style')
{\n                        // this should always go first in the compilation (for [style])\n                        styleInputs.splice(0,
0, input);\n                    }\n                    else if (isClassBinding(input)) {\n                        // this should always go first
in the compilation (for [class])\n                        classInputs.splice(0, 0, input);\n                    }\n                    else if
(attrI18nMetas.hasOwnProperty(input.name)) {\n                        i18nAttrs.push({ name: input.name, value:
input.value });\n                    }\n                    else {\n                        allOtherInputs.push(input);\n                    }\n
                break;\n                case 3 /* Style */:\n                    styleInputs.push(input);\n                    break;\n
case 2 /* Class */:\n                    classInputs.push(input);\n                    break;\n                default:\n
allOtherInputs.push(input);\n                    break;\n            }\n        });\n        var currStyleIndex = 0;\n        var
currClassIndex = 0;\n        var staticStylesMap = null;\n        var staticClassesMap = null;\n        var stylesIndexMap
= {};\n        var classesIndexMap = {};\n        Object.getOwnPropertyNames(outputAttrs).forEach(function (name)
{\n            var value = outputAttrs[name];\n            if (name == 'style') {\n                staticStylesMap =
parseStyle(value);\n                Object.keys(staticStylesMap).forEach(function (prop) { stylesIndexMap[prop] =
currStyleIndex++; });\n            }\n            else if (name == 'class') {\n                staticClassesMap = {};\n
value.split(/\\s+/g).forEach(function (className) {\n                    classesIndexMap[className] =
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currClassIndex++;\n                    staticClassesMap[className] = true;\n                });\n            }\n            else {\n
        if (attrI18nMetas.hasOwnProperty(name)) {\n                    i18nAttrs.push({ name: name, value: value });\n
    }\n                else {\n                    attributes.push(literal(name), literal(value));\n                }\n            }\n        });\n
    var hasMapBasedStyling = false;\n        for (var i = 0; i < styleInputs.length; i++) {\n            var input =
styleInputs[i];\n            var isMapBasedStyleBinding = i === 0 && input.name === 'style';\n            if
(isMapBasedStyleBinding) {\n                hasMapBasedStyling = true;\n            }\n            else if
(!stylesIndexMap.hasOwnProperty(input.name)) {\n                stylesIndexMap[input.name] = currStyleIndex++;\n
        }\n        }\n        for (var i = 0; i < classInputs.length; i++) {\n            var input = classInputs[i];\n            var
isMapBasedClassBinding = i === 0 && isClassBinding(input);\n            if (!isMapBasedClassBinding &&
!stylesIndexMap.hasOwnProperty(input.name)) {\n                classesIndexMap[input.name] = currClassIndex++;\n
        }\n        }\n        // in the event that a [style] binding is used then sanitization will\n        // always be imported
because it is not possible to know ahead of time\n        // whether style bindings will use or not use any sanitizable
properties\n        // that isStyleSanitizable() will detect\n        var useDefaultStyleSanitizer = hasMapBasedStyling;\n
    // this will build the instructions so that they fall into the following syntax\n        // => [prop1, prop2, prop3, 0,
prop1, value1, prop2, value2]\n        Object.keys(stylesIndexMap).forEach(function (prop) {\n
useDefaultStyleSanitizer = useDefaultStyleSanitizer || isStyleSanitizable(prop);\n
initialStyleDeclarations.push(literal(prop));\n        });\n        if (staticStylesMap) {\n
initialStyleDeclarations.push(literal(1 /* VALUES_MODE */));\n
Object.keys(staticStylesMap).forEach(function (prop) {\n                initialStyleDeclarations.push(literal(prop));\n
        var value = staticStylesMap[prop];\n                initialStyleDeclarations.push(literal(value));\n            });\n
}\n        Object.keys(classesIndexMap).forEach(function (prop) {\n
initialClassDeclarations.push(literal(prop));\n        });\n        if (staticClassesMap) {\n
initialClassDeclarations.push(literal(1 /* VALUES_MODE */));\n
Object.keys(staticClassesMap).forEach(function (className) {\n
initialClassDeclarations.push(literal(className));\n                initialClassDeclarations.push(literal(true));\n
});\n        }\n        var hasStylingInstructions = initialStyleDeclarations.length || styleInputs.length ||\n
initialClassDeclarations.length || classInputs.length;\n        // add attributes for directive matching purposes\n
attributes.push.apply(attributes, __spread(this.prepareSyntheticAndSelectOnlyAttrs(allOtherInputs,
element.outputs)));\n        parameters.push(this.toAttrsParam(attributes));\n        // local refs (ex.: <div #foo
#bar=\"baz\">)\n        parameters.push(this.prepareRefsParameter(element.references));\n        var wasInNamespace
= this._namespace;\n        var currentNamespace = this.getNamespaceInstruction(namespaceKey);\n        // If the
namespace is changing now, include an instruction to change it\n        // during element creation.\n        if
(currentNamespace !== wasInNamespace) {\n            this.addNamespaceInstruction(currentNamespace, element);\n
    }\n        var implicit = variable(CONTEXT_NAME);\n        if (this.i18n) {\n
this.i18n.appendElement(elementIndex);\n        }\n        var hasChildren = function () {\n            if
(!isI18nRootElement && _this.i18n) {\n                // we do not append text node instructions inside i18n section, so
we\n                // exclude them while calculating whether current element has children\n                return
element.children.find(function (child) { return !(child instanceof Text$1 || child instanceof BoundText); });\n
}\n            return element.children.length > 0;\n        };\n        var createSelfClosingInstruction =
!hasStylingInstructions && !isNgContainer$$1 &&\n            element.outputs.length === 0 && i18nAttrs.length
=== 0 && !hasChildren();\n        if (createSelfClosingInstruction) {\n
this.creationInstruction(element.sourceSpan, Identifiers$1.element, trimTrailingNulls(parameters));\n        }\n
else {\n            this.creationInstruction(element.sourceSpan, isNgContainer$$1 ?
Identifiers$1.elementContainerStart : Identifiers$1.elementStart, trimTrailingNulls(parameters));\n            if
(isNonBindableMode) {\n                this.creationInstruction(element.sourceSpan, Identifiers$1.disableBindings);\n
        }\n            if (isI18nRootElement) {\n                this.i18nStart(element.sourceSpan, i18nMeta);\n            }\n
 // process i18n element attributes\n            if (i18nAttrs.length) {\n                var hasBindings_1 = false;\n
var i18nAttrArgs_1 = [];\n                i18nAttrs.forEach(function (_a) {\n                    var name = _a.name, value =
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_a.value;\n                    var meta = attrI18nMetas[name];\n                    if (typeof value === 'string') {\n
// in case of static string value, 3rd argument is 0 declares\n                    // that there are no expressions defined in
this translation\n                    i18nAttrArgs_1.push(literal(name), _this.i18nTranslate(value, meta), literal(0));\n
            }\n                    else {\n                    var converted = value.visit(_this._valueConverter);\n                    if
(converted instanceof Interpolation) {\n                    var strings = converted.strings, expressions =
converted.expressions;\n                    var label = assembleI18nBoundString(strings);\n
i18nAttrArgs_1.push(literal(name), _this.i18nTranslate(label, meta), literal(expressions.length));\n
expressions.forEach(function (expression) {\n                    hasBindings_1 = true;\n                    var
binding = _this.convertExpressionBinding(implicit, expression);\n
_this.updateInstruction(element.sourceSpan, Identifiers$1.i18nExp, [binding]);\n                    });\n
}\n                }\n                });\n                if (i18nAttrArgs_1.length) {\n                var index =
literal(this.allocateDataSlot());\n                var args =
this.constantPool.getConstLiteral(literalArr(i18nAttrArgs_1), true);\n
this.creationInstruction(element.sourceSpan, Identifiers$1.i18nAttribute, [index, args]);\n                if
(hasBindings_1) {\n                this.updateInstruction(element.sourceSpan, Identifiers$1.i18nApply, [index]);\n
            }\n                }\n            }\n            // initial styling for static style=\"...\" attributes\n            if
(hasStylingInstructions) {\n                var paramsList = [];\n                if (initialClassDeclarations.length) {\n
    // the template compiler handles initial class styling (e.g. class=\"foo\") values\n                // in a special
command called `elementClass` so that the initial class\n                // can be processed during runtime. These
initial class values are bound to\n                // a constant because the inital class values do not change (since
they're static).\n                paramsList.push(this.constantPool.getConstLiteral(literalArr(initialClassDeclarations),
true));\n                }\n                else if (initialStyleDeclarations.length || useDefaultStyleSanitizer) {\n                //
no point in having an extra `null` value unless there are follow-up params\n
paramsList.push(NULL_EXPR);\n                }\n                if (initialStyleDeclarations.length) {\n                // the
template compiler handles initial style (e.g. style=\"foo\") values\n                // in a special command called
`elementStyle` so that the initial styles\n                // can be processed during runtime. These initial styles values
are bound to\n                // a constant because the inital style values do not change (since they're static).\n
   paramsList.push(this.constantPool.getConstLiteral(literalArr(initialStyleDeclarations), true));\n                }\n
    else if (useDefaultStyleSanitizer) {\n                // no point in having an extra `null` value unless there are
follow-up params\n                paramsList.push(NULL_EXPR);\n                }\n                if
(useDefaultStyleSanitizer) {\n                paramsList.push(importExpr(Identifiers$1.defaultStyleSanitizer));\n
     }\n                this.creationInstruction(null, Identifiers$1.elementStyling, paramsList);\n            }\n            //
Generate Listeners (outputs)\n            element.outputs.forEach(function (outputAst) {\n
_this.creationInstruction(outputAst.sourceSpan, Identifiers$1.listener,
_this.prepareListenerParameter(element.name, outputAst));\n            });\n        }\n        if ((styleInputs.length ||
classInputs.length) && hasStylingInstructions) {\n            var indexLiteral_1 = literal(elementIndex);\n            var
firstStyle = styleInputs[0];\n            var mapBasedStyleInput_1 = firstStyle && firstStyle.name == 'style' ? firstStyle
: null;\n            var firstClass = classInputs[0];\n            var mapBasedClassInput_1 = firstClass &&
isClassBinding(firstClass) ? firstClass : null;\n            var stylingInput = mapBasedStyleInput_1 ||
mapBasedClassInput_1;\n            if (stylingInput) {\n                this.updateInstruction(stylingInput.sourceSpan,
Identifiers$1.elementStylingMap, function () {\n                var params = [indexLiteral_1];\n                if
(mapBasedClassInput_1) {\n                var mapBasedClassValue =
mapBasedClassInput_1.value.visit(_this._valueConverter);\n
params.push(_this.convertPropertyBinding(implicit, mapBasedClassValue, true));\n                }\n                else
if (mapBasedStyleInput_1) {\n                params.push(NULL_EXPR);\n                }\n                if
(mapBasedStyleInput_1) {\n                var mapBasedStyleValue =
mapBasedStyleInput_1.value.visit(_this._valueConverter);\n
params.push(_this.convertPropertyBinding(implicit, mapBasedStyleValue, true));\n                }\n
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return params;\n                });\n            }\n            var lastInputCommand = null;\n            if (styleInputs.length) {\n
        var i = mapBasedStyleInput_1 ? 1 : 0;\n                for (i; i < styleInputs.length; i++) {\n                    var input =
styleInputs[i];\n                    var key = input.name;\n                    var styleIndex = stylesIndexMap[key];\n
var value = input.value.visit(this._valueConverter);\n                    var params = [\n                        indexLiteral_1,
literal(styleIndex), this.convertPropertyBinding(implicit, value, true)\n                    ];\n                    if (input.unit !=
null) {\n                        params.push(literal(input.unit));\n                    }\n
this.updateInstruction(input.sourceSpan, Identifiers$1.elementStyleProp, params);\n                }\n
lastInputCommand = styleInputs[styleInputs.length - 1];\n            }\n            if (classInputs.length) {\n                var i
= mapBasedClassInput_1 ? 1 : 0;\n                var _loop_1 = function () {\n                    var input = classInputs[i];\n
            var params = [];\n                    var sanitizationRef = resolveSanitizationFn(input, input.securityContext);\n
            if (sanitizationRef)\n                        params.push(sanitizationRef);\n                    var key = input.name;\n
            var classIndex = classesIndexMap[key];\n                    var value =
input.value.visit(this_1._valueConverter);\n                    this_1.updateInstruction(input.sourceSpan,
Identifiers$1.elementClassProp, function () {\n                        return __spread([\n                            indexLiteral_1,
literal(classIndex),\n                            _this.convertPropertyBinding(implicit, value, true)\n                        ],
params);\n                    });\n                };\n                var this_1 = this;\n                for (i; i < classInputs.length; i++)
{\n                    _loop_1();\n                }\n                lastInputCommand = classInputs[classInputs.length - 1];\n
}\n            this.updateInstruction(lastInputCommand.sourceSpan, Identifiers$1.elementStylingApply,
[indexLiteral_1]);\n        }\n        // Generate element input bindings\n        allOtherInputs.forEach(function (input)
{\n            var instruction = mapBindingToInstruction(input.type);\n            if (input.type === 4 /* Animation */) {\n
            var value_1 = input.value.visit(_this._valueConverter);\n                // setAttribute without a value doesn't
make any sense\n                if (value_1.name || value_1.value) {\n                    var name_2 =
prepareSyntheticAttributeName(input.name);\n                    _this.updateInstruction(input.sourceSpan,
Identifiers$1.elementAttribute, function () {\n                        return [\n                            literal(elementIndex),
literal(name_2), _this.convertPropertyBinding(implicit, value_1)\n                        ];\n                    });\n                }\n
        }\n            else if (instruction) {\n                var params_1 = [];\n                var sanitizationRef =
resolveSanitizationFn(input, input.securityContext);\n                if (sanitizationRef)\n
params_1.push(sanitizationRef);\n                // TODO(chuckj): runtime: security context\n                var value_2 =
input.value.visit(_this._valueConverter);\n                _this.allocateBindingSlots(value_2);\n
_this.updateInstruction(input.sourceSpan, instruction, function () {\n                    return __spread([\n
literal(elementIndex), literal(input.name),\n                        _this.convertPropertyBinding(implicit, value_2)\n
    ], params_1);\n                });\n            }\n            else {\n                _this._unsupported(\"binding type \" +
input.type);\n            }\n        });\n        // Traverse element child nodes\n        visitAll$1(this, element.children);\n
if (!isI18nRootElement && this.i18n) {\n            this.i18n.appendElement(elementIndex, true);\n        }\n        if
(!createSelfClosingInstruction) {\n            // Finish element construction mode.\n            var span =
element.endSourceSpan || element.sourceSpan;\n            if (isI18nRootElement) {\n                this.i18nEnd(span);\n
        }\n            if (isNonBindableMode) {\n                this.creationInstruction(span, Identifiers$1.enableBindings);\n
        }\n            this.creationInstruction(span, isNgContainer$$1 ? Identifiers$1.elementContainerEnd :
Identifiers$1.elementEnd);\n        }\n    };\n    TemplateDefinitionBuilder.prototype.visitTemplate = function
(template) {\n        var _this = this;\n        var templateIndex = this.allocateDataSlot();\n        if (this.i18n) {\n
this.i18n.appendTemplate(templateIndex);\n        }\n        var elName = '';\n        if (template.children.length === 1
&& template.children[0] instanceof Element$1) {\n            // When the template as a single child, derive the context
name from the tag\n            elName = sanitizeIdentifier(template.children[0].name);\n        }\n        var contextName
= elName ? this.contextName + \"_\" + elName : '';\n        var templateName = contextName ? contextName +
\"_Template_\" + templateIndex : \"Template_\" + templateIndex;\n        var parameters = [\n
literal(templateIndex),\n            variable(templateName),\n            TYPED_NULL_EXPR,\n        ];\n        // find
directives matching on a given <ng-template> node\n        this.matchDirectives('ng-template', template);\n        //
prepare attributes parameter (including attributes used for directive matching)\n        var attrsExprs = [];\n
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template.attributes.forEach(function (a) { attrsExprs.push(asLiteral(a.name), asLiteral(a.value)); });\n
attrsExprs.push.apply(attrsExprs, __spread(this.prepareSyntheticAndSelectOnlyAttrs(template.inputs,
template.outputs)));\n        parameters.push(this.toAttrsParam(attrsExprs));\n        // local refs (ex.: <ng-template
#foo>)\n        if (template.references && template.references.length) {\n
parameters.push(this.prepareRefsParameter(template.references));\n
parameters.push(importExpr(Identifiers$1.templateRefExtractor));\n        }\n        // handle property bindings e.g.
p(1, 'forOf', bind(ctx.items));\n        var context = variable(CONTEXT_NAME);\n
template.inputs.forEach(function (input) {\n            var value = input.value.visit(_this._valueConverter);\n
_this.allocateBindingSlots(value);\n            _this.updateInstruction(template.sourceSpan,
Identifiers$1.elementProperty, function () {\n                return [\n                    literal(templateIndex),
literal(input.name),\n                    _this.convertPropertyBinding(context, value)\n                ];\n            });\n        });\n
    // Create the template function\n        var templateVisitor = new TemplateDefinitionBuilder(this.constantPool,
this._bindingScope, this.level + 1, contextName, this.i18n, templateIndex, templateName, [], this.directiveMatcher,
this.directives, this.pipeTypeByName, this.pipes, this._namespace, this.fileBasedI18nSuffix);\n        // Nested
templates must not be visited until after their parent templates have completed\n        // processing, so they are
queued here until after the initial pass. Otherwise, we wouldn't\n        // be able to support bindings in nested
templates to local refs that occur after the\n        // template definition. e.g. <div *ngIf=\"showing\"> {{ foo }}
</div>  <div #foo></div>\n        this._nestedTemplateFns.push(function () {\n            var templateFunctionExpr =
templateVisitor.buildTemplateFunction(template.children, template.variables);\n
_this.constantPool.statements.push(templateFunctionExpr.toDeclStmt(templateName, null));\n        });\n        // e.g.
template(1, MyComp_Template_1)\n        this.creationInstruction(template.sourceSpan,
Identifiers$1.templateCreate, function () {\n            parameters.splice(2, 0, literal(templateVisitor.getConstCount()),
literal(templateVisitor.getVarCount()));\n            return trimTrailingNulls(parameters);\n        });\n        // Generate
listeners for directive output\n        template.outputs.forEach(function (outputAst) {\n
_this.creationInstruction(outputAst.sourceSpan, Identifiers$1.listener, _this.prepareListenerParameter('ng_template',
outputAst));\n        });\n    };\n    TemplateDefinitionBuilder.prototype.visitBoundText = function (text) {\n        var
_this = this;\n        if (this.i18n) {\n            var value_3 = text.value.visit(this._valueConverter);\n            if (value_3
instanceof Interpolation) {\n                var strings = value_3.strings, expressions = value_3.expressions;\n
var label = assembleI18nBoundString(strings, this.i18n.getBindings().size, this.i18n.getId());\n                var
implicit_1 = variable(CONTEXT_NAME);\n                expressions.forEach(function (expression) {\n
var binding = _this.convertExpressionBinding(implicit_1, expression);\n
_this.i18n.appendBinding(binding);\n                });\n                this.i18n.appendText(label);\n            }\n
return;\n        }\n        var nodeIndex = this.allocateDataSlot();\n        this.creationInstruction(text.sourceSpan,
Identifiers$1.text, [literal(nodeIndex)]);\n        var value = text.value.visit(this._valueConverter);\n
this.allocateBindingSlots(value);\n        this.updateInstruction(text.sourceSpan, Identifiers$1.textBinding, function ()
{ return [literal(nodeIndex), _this.convertPropertyBinding(variable(CONTEXT_NAME), value)]; });\n    };\n
TemplateDefinitionBuilder.prototype.visitText = function (text) {\n        if (this.i18n) {\n
this.i18n.appendText(text.value);\n            return;\n        }\n        this.creationInstruction(text.sourceSpan,
Identifiers$1.text, [literal(this.allocateDataSlot()), literal(text.value)]);\n    };\n
TemplateDefinitionBuilder.prototype.allocateDataSlot = function () { return this._dataIndex++; };\n
TemplateDefinitionBuilder.prototype.getConstCount = function () { return this._dataIndex; };\n
TemplateDefinitionBuilder.prototype.getVarCount = function () { return this._pureFunctionSlots; };\n
TemplateDefinitionBuilder.prototype.bindingContext = function () { return \"\" + this._bindingContext++; };\n    //
Bindings must only be resolved after all local refs have been visited, so all\n    // instructions are queued in callbacks
that execute once the initial pass has completed.\n    // Otherwise, we wouldn't be able to support local refs that are
defined after their\n    // bindings. e.g. {{ foo }} <div #foo></div>\n
TemplateDefinitionBuilder.prototype.instructionFn = function (fns, span, reference, paramsOrFn) {\n
fns.push(function () {\n            var params = Array.isArray(paramsOrFn) ? paramsOrFn : paramsOrFn();\n
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return instruction(span, reference, params).toStmt();\n        });\n    };\n
TemplateDefinitionBuilder.prototype.creationInstruction = function (span, reference, paramsOrFn) {\n
this.instructionFn(this._creationCodeFns, span, reference, paramsOrFn || []);\n    };\n
TemplateDefinitionBuilder.prototype.updateInstruction = function (span, reference, paramsOrFn) {\n
this.instructionFn(this._updateCodeFns, span, reference, paramsOrFn || []);\n    };\n
TemplateDefinitionBuilder.prototype.allocatePureFunctionSlots = function (numSlots) {\n        var originalSlots =
this._pureFunctionSlots;\n        this._pureFunctionSlots += numSlots;\n        return originalSlots;\n    };\n
TemplateDefinitionBuilder.prototype.allocateBindingSlots = function (value) {\n        this._bindingSlots += value
instanceof Interpolation ? value.expressions.length : 1;\n    };\n
TemplateDefinitionBuilder.prototype.convertExpressionBinding = function (implicit, value) {\n        var
convertedPropertyBinding = convertPropertyBinding(this, implicit, value, this.bindingContext(),
BindingForm.TrySimple);\n        var valExpr = convertedPropertyBinding.currValExpr;\n        return
importExpr(Identifiers$1.bind).callFn([valExpr]);\n    };\n
TemplateDefinitionBuilder.prototype.convertPropertyBinding = function (implicit, value, skipBindFn) {\n        var
_a;\n        var interpolationFn = value instanceof Interpolation ? interpolate : function () { return error('Unexpected
interpolation'); };\n        var convertedPropertyBinding = convertPropertyBinding(this, implicit, value,
this.bindingContext(), BindingForm.TrySimple, interpolationFn);\n        (_a = this._tempVariables).push.apply(_a,
__spread(convertedPropertyBinding.stmts));\n        var valExpr = convertedPropertyBinding.currValExpr;\n
return value instanceof Interpolation || skipBindFn ? valExpr :\n
importExpr(Identifiers$1.bind).callFn([valExpr]);\n    };\n    TemplateDefinitionBuilder.prototype.matchDirectives
= function (tagName, elOrTpl) {\n        var _this = this;\n        if (this.directiveMatcher) {\n            var selector =
createCssSelector(tagName, getAttrsForDirectiveMatching(elOrTpl));\n
this.directiveMatcher.match(selector, function (cssSelector, staticType) { _this.directives.add(staticType); });\n
}\n    };\n    TemplateDefinitionBuilder.prototype.prepareSyntheticAndSelectOnlyAttrs = function (inputs, outputs)
{\n        var attrExprs = [];\n        var nonSyntheticInputs = [];\n        if (inputs.length) {\n            var
EMPTY_STRING_EXPR_1 = asLiteral('');\n            inputs.forEach(function (input) {\n                if (input.type ===
4 /* Animation */) {\n                    // @attributes are for Renderer2 animation @triggers, but this feature\n
 // may be supported differently in future versions of angular. However,\n                    // @triggers should always
just be treated as regular attributes (it's up\n                    // to the renderer to detect and use them in a special way).\n
                attrExprs.push(asLiteral(prepareSyntheticAttributeName(input.name)), EMPTY_STRING_EXPR_1);\n
            }\n                else {\n                    nonSyntheticInputs.push(input);\n                }\n            });\n        }\n        if
(nonSyntheticInputs.length || outputs.length) {\n            attrExprs.push(literal(1 /* SelectOnly */));\n
nonSyntheticInputs.forEach(function (i) { return attrExprs.push(asLiteral(i.name)); });\n
outputs.forEach(function (o) { return attrExprs.push(asLiteral(o.name)); });\n        }\n        return attrExprs;\n    };\n
TemplateDefinitionBuilder.prototype.toAttrsParam = function (attrsExprs) {\n        return attrsExprs.length > 0 ?\n
        this.constantPool.getConstLiteral(literalArr(attrsExprs), true) :\n            TYPED_NULL_EXPR;\n    };\n
TemplateDefinitionBuilder.prototype.prepareRefsParameter = function (references) {\n        var _this = this;\n        if
(!references || references.length === 0) {\n            return TYPED_NULL_EXPR;\n        }\n        var refsParam =
flatten(references.map(function (reference) {\n            var slot = _this.allocateDataSlot();\n            // Generate the
update temporary.\n            var variableName = _this._bindingScope.freshReferenceName();\n            var
retrievalLevel = _this.level;\n            var lhs = variable(variableName);\n
_this._bindingScope.set(retrievalLevel, reference.name, lhs, 0 /* DEFAULT */, function (scope, relativeLevel) {\n
            // e.g. x(2);\n                var nextContextStmt = relativeLevel > 0 ?
[generateNextContextExpr(relativeLevel).toStmt()] : [];\n                // e.g. const $foo$ = r(1);\n                var refExpr
= lhs.set(importExpr(Identifiers$1.reference).callFn([literal(slot)]));\n                return
nextContextStmt.concat(refExpr.toConstDecl());\n            });\n            return [reference.name, reference.value];\n
 }));\n        return this.constantPool.getConstLiteral(asLiteral(refsParam), true);\n    };\n
TemplateDefinitionBuilder.prototype.prepareListenerParameter = function (tagName, outputAst) {\n        var _this =
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this;\n var evNameSanitized = sanitizeIdentifier(outputAst.name);\n var tagNameSanitized = sanitizeIdentifier(tagName);\n var functionName = this.templateName + \"_\" + tagNameSanitized + \"_\" + evNameSanitized + \"_listener\";\n return function () {\n var listenerScope = _this._bindingScope.nestedScope(_this._bindingScope.bindingLevel);\n var bindingExpr = convertActionBinding(listenerScope, variable(CONTEXT_NAME), outputAst.handler, 'b', function () { return error('Unexpected interpolation'); });\n var statements = __spread(listenerScope.restoreViewStatement(), listenerScope.variableDeclarations(), bindingExpr.render3Stmts);\n var handler = fn([new FnParam('$event', DYNAMIC_TYPE)], statements, INFERRED_TYPE, null, functionName);\n return [literal(outputAst.name), handler];\n };\n };\n return TemplateDefinitionBuilder;\n}));\nvar ValueConverter = /** @class */ (function (_super) {\n __extends(ValueConverter, _super);\n function ValueConverter(constantPool, allocateSlot, allocatePureFunctionSlots, definePipe) {\n var _this = _super.call(this) || this;\n _this.constantPool = constantPool;\n _this.allocateSlot = allocateSlot;\n _this.allocatePureFunctionSlots = allocatePureFunctionSlots;\n _this.definePipe = definePipe;\n _this._pipeBindExprs = [];\n return _this;\n }\n // AstMemoryEfficientTransformer\n ValueConverter.prototype.visitPipe = function (pipe, context) {\n // Allocate a slot to create the pipe\n var slot = this.allocateSlot();\n var slotPseudoLocal = \"PIPE:\" + slot;\n // Allocate one slot for the result plus one slot per pipe argument\n var pureFunctionSlot = this.allocatePureFunctionSlots(2 + pipe.args.length);\n var target = new PropertyRead(pipe.span, new ImplicitReceiver(pipe.span), slotPseudoLocal);\n var _a = pipeBindingCallInfo(pipe.args), identifier = _a.identifier, isVarLength = _a.isVarLength;\n this.definePipe(pipe.name, slotPseudoLocal, slot, importExpr(identifier));\n var args = __spread([pipe.exp], pipe.args);\n var convertedArgs = isVarLength ? this.visitAll([new LiteralArray(pipe.span, args)]) : this.visitAll(args);\n var pipeBindExpr = new FunctionCall(pipe.span, target, __spread([\n new LiteralPrimitive(pipe.span, slot),\n new LiteralPrimitive(pipe.span, pureFunctionSlot)\n], convertedArgs));\n this._pipeBindExprs.push(pipeBindExpr);\n return pipeBindExpr;\n };\n ValueConverter.prototype.updatePipeSlotOffsets = function (bindingSlots) {\n this._pipeBindExprs.forEach(function (pipe) {\n // update the slot offset arg (index 1) to account for binding slots\n var slotOffset = pipe.args[1];\n slotOffset.value += bindingSlots;\n });\n };\n ValueConverter.prototype.visitLiteralArray = function (array, context) {\n var _this = this;\n return new BuiltinFunctionCall(array.span, this.visitAll(array.expressions), function (values) {\n // If the literal has calculated (non-literal) elements transform it into\n // calls to literal factories that compose the literal and will cache intermediate\n // values. Otherwise, just return an literal array that contains the values.\n var literal$$1 = literalArr(values);\n return values.every(function (a) { return a.isConstant(); }) ?\n _this.constantPool.getConstLiteral(literal$$1, true) :\n getLiteralFactory(_this.constantPool, literal$$1, _this.allocatePureFunctionSlots);\n });\n };\n ValueConverter.prototype.visitLiteralMap = function (map, context) {\n var _this = this;\n return new BuiltinFunctionCall(map.span, this.visitAll(map.values), function (values) {\n // If the literal has calculated (non-literal) elements transform it into\n // calls to literal factories that compose the literal and will cache intermediate\n // values. Otherwise, just return an literal array that contains the values.\n var literal$$1 = literalMap(values.map(function (value, index) { return ({ key: map.keys[index].key, value: value, quoted: map.keys[index].quoted }); }));\n return values.every(function (a) { return a.isConstant(); }) ?\n _this.constantPool.getConstLiteral(literal$$1, true) :\n getLiteralFactory(_this.constantPool, literal$$1, _this.allocatePureFunctionSlots);\n });\n };\n return ValueConverter;\n}(AstMemoryEfficientTransformer));\n// Pipes always have at least one parameter, the value they operate on\nvar pipeBindingIdentifiers = [Identifiers$1.pipeBind1, Identifiers$1.pipeBind2, Identifiers$1.pipeBind3, Identifiers$1.pipeBind4];\nfunction pipeBindingCallInfo(args) {\n var identifier = pipeBindingIdentifiers[args.length];\n return {\n identifier: identifier || Identifiers$1.pipeBindV,\n isVarLength: !identifier,\n };\n}\nvar pureFunctionIdentifiers = [\n Identifiers$1.pureFunction0, Identifiers$1.pureFunction1, Identifiers$1.pureFunction2, Identifiers$1.pureFunction3, Identifiers$1.pureFunction4,\n Identifiers$1.pureFunction5, Identifiers$1.pureFunction6,

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Identifiers$1.pureFunction7, Identifiers$1.pureFunction8\n];\nfunction pureFunctionCallInfo(args) {\n    var
identifier = pureFunctionIdentifiers[args.length];\n    return {\n        identifier: identifier ||
Identifiers$1.pureFunctionV,\n        isVarLength: !identifier,\n    };\n}\nfunction instruction(span, reference, params)
{\n    return importExpr(reference, null, span).callFn(params, span);\n}\n// e.g. x(2);\nfunction
generateNextContextExpr(relativeLevelDiff) {\n    return importExpr(Identifiers$1.nextContext)\n
.callFn(relativeLevelDiff > 1 ? [literal(relativeLevelDiff)] : []);\n}\nfunction getLiteralFactory(constantPool,
literal$$1, allocateSlots) {\n    var _a = constantPool.getLiteralFactory(literal$$1), literalFactory = _a.literalFactory,
literalFactoryArguments = _a.literalFactoryArguments;\n    // Allocate 1 slot for the result plus 1 per argument\n
var startSlot = allocateSlots(1 + literalFactoryArguments.length);\n    literalFactoryArguments.length > 0 ||
error(\"Expected arguments to a literal factory function\");\n    var _b =
pureFunctionCallInfo(literalFactoryArguments), identifier = _b.identifier, isVarLength = _b.isVarLength;\n    //
Literal factories are pure functions that only need to be re-invoked when the parameters\n    // change.\n    var args =
[\n        literal(startSlot),\n        literalFactory,\n    ];\n    if (isVarLength) {\n
args.push(literalArr(literalFactoryArguments));\n    }\n    else {\n        args.push.apply(args,
__spread(literalFactoryArguments));\n    }\n    return importExpr(identifier).callFn(args);\n}\n/** The prefix used to
get a shared context in BindingScope's map. */\nvar SHARED_CONTEXT_KEY = '$$shared_ctx$$';\nvar
BindingScope = /** @class */ (function () {\n    function BindingScope(bindingLevel, parent) {\n        if
(bindingLevel === void 0) { bindingLevel = 0; }\n        if (parent === void 0) { parent = null; }\n
this.bindingLevel = bindingLevel;\n        this.parent = parent;\n        /** Keeps a map from local variables to their
BindingData. */\n        this.map = new Map();\n        this.referenceNameIndex = 0;\n        this.restoreViewVariable =
null;\n    }\n    Object.defineProperty(BindingScope, \"ROOT_SCOPE\", {\n        get: function () {\n            if
(!BindingScope._ROOT_SCOPE) {\n                BindingScope._ROOT_SCOPE = new BindingScope().set(0,
'$event', variable('$event'));\n            }\n            return BindingScope._ROOT_SCOPE;\n        },\n        enumerable:
true,\n        configurable: true\n    });\n    BindingScope.prototype.get = function (name) {\n        var current = this;\n
    while (current) {\n            var value = current.map.get(name);\n            if (value != null) {\n                if (current
!== this) {\n                    // make a local copy and reset the `declare` state\n                    value = {\n
retrievalLevel: value.retrievalLevel,\n                        lhs: value.lhs,\n                        declareLocalCallback:
value.declareLocalCallback,\n                        declare: false,\n                        priority: value.priority\n                    };\n
                // Cache the value locally.\n                    this.map.set(name, value);\n                    // Possibly generate a
shared context var\n                    this.maybeGenerateSharedContextVar(value);\n
this.maybeRestoreView(value.retrievalLevel);\n                }\n                if (value.declareLocalCallback &&
!value.declare) {\n                    value.declare = true;\n                }\n                return value.lhs;\n            }\n
current = current.parent;\n        }\n        // If we get to this point, we are looking for a property on the top level
component\n        // - If level === 0, we are on the top and don't need to re-declare `ctx`.\n        // - If level > 0, we
are in an embedded view. We need to retrieve the name of the\n        // local var we used to store the component
context, e.g. const $comp$ = x();\n        return this.bindingLevel === 0 ? null : this.getComponentProperty(name);\n
  };\n    /**\n     * Create a local variable for later reference.\n     *\n     * @param retrievalLevel The level from
which this value can be retrieved\n     * @param name Name of the variable.\n     * @param lhs AST representing
the left hand side of the `let lhs = rhs;`.\n     * @param priority The sorting priority of this var\n     * @param
declareLocalCallback The callback to invoke when declaring this local var\n     */\n    BindingScope.prototype.set =
function (retrievalLevel, name, lhs, priority, declareLocalCallback) {\n        if (priority === void 0) { priority = 0 /*
DEFAULT */; }\n        !this.map.has(name) ||\n            error(\"The name \" + name + \" is already defined in scope to
be \" + this.map.get(name));\n        this.map.set(name, {\n            retrievalLevel: retrievalLevel,\n            lhs: lhs,\n
      declare: false,\n            declareLocalCallback: declareLocalCallback,\n            priority: priority\n        });\n
return this;\n    };\n    BindingScope.prototype.getLocal = function (name) { return this.get(name); };\n
BindingScope.prototype.nestedScope = function (level) {\n        var newScope = new BindingScope(level, this);\n
  if (level > 0)\n            newScope.generateSharedContextVar(0);\n        return newScope;\n    };\n
BindingScope.prototype.getSharedContextName = function (retrievalLevel) {\n        var sharedCtxObj =
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this.map.get(SHARED_CONTEXT_KEY + retrievalLevel);\n        return sharedCtxObj && sharedCtxObj.declare ?
sharedCtxObj.lhs : null;\n    };\n    BindingScope.prototype.maybeGenerateSharedContextVar = function (value) {\n
    if (value.priority === 1 /* CONTEXT */) {\n            var sharedCtxObj =
this.map.get(SHARED_CONTEXT_KEY + value.retrievalLevel);\n            if (sharedCtxObj) {\n
sharedCtxObj.declare = true;\n            }\n            else {\n
this.generateSharedContextVar(value.retrievalLevel);\n            }\n        }\n    };\n
BindingScope.prototype.generateSharedContextVar = function (retrievalLevel) {\n        var lhs =
variable(CONTEXT_NAME + this.freshReferenceName());\n        this.map.set(SHARED_CONTEXT_KEY +
retrievalLevel, {\n            retrievalLevel: retrievalLevel,\n            lhs: lhs,\n            declareLocalCallback: function
(scope, relativeLevel) {\n                // const ctx_r0 = x(2);\n                return
[lhs.set(generateNextContextExpr(relativeLevel)).toConstDecl()];\n            },\n            declare: false,\n
priority: 2 /* SHARED_CONTEXT */\n        });\n    };\n    BindingScope.prototype.getComponentProperty =
function (name) {\n        var componentValue = this.map.get(SHARED_CONTEXT_KEY + 0);\n
componentValue.declare = true;\n        this.maybeRestoreView(0);\n        return componentValue.lhs.prop(name);\n
 };\n    BindingScope.prototype.maybeRestoreView = function (retrievalLevel) {\n        if (this.isListenerScope()
&& retrievalLevel < this.bindingLevel) {\n            if (!this.parent.restoreViewVariable) {\n                // parent saves
variable to generate a shared `const $s$ = gV();` instruction\n                this.parent.restoreViewVariable =
variable(this.parent.freshReferenceName());\n            }\n            this.restoreViewVariable =
this.parent.restoreViewVariable;\n        }\n    };\n    BindingScope.prototype.restoreViewStatement = function () {\n
    // rV($state$);\n        return this.restoreViewVariable ?\n            [instruction(null, Identifiers$1.restoreView,
[this.restoreViewVariable]).toStmt()] :\n            [];\n    };\n    BindingScope.prototype.viewSnapshotStatements =
function () {\n        // const $state$ = gV();\n        var getCurrentViewInstruction = instruction(null,
Identifiers$1.getCurrentView, []);\n        return this.restoreViewVariable ?\n
[this.restoreViewVariable.set(getCurrentViewInstruction).toConstDecl()] :\n            [];\n    };\n
BindingScope.prototype.isListenerScope = function () { return this.parent && this.parent.bindingLevel ===
this.bindingLevel; };\n    BindingScope.prototype.variableDeclarations = function () {\n        var _this = this;\n
var currentContextLevel = 0;\n        return Array.from(this.map.values())\n            .filter(function (value) { return
value.declare; })\n            .sort(function (a, b) { return b.retrievalLevel - a.retrievalLevel || b.priority - a.priority; })\n
            .reduce(function (stmts, value) {\n            var levelDiff = _this.bindingLevel - value.retrievalLevel;\n
var currStmts = value.declareLocalCallback(_this, levelDiff - currentContextLevel);\n            currentContextLevel =
levelDiff;\n            return stmts.concat(currStmts);\n        }, []);\n    };\n
BindingScope.prototype.freshReferenceName = function () {\n        var current = this;\n        // Find the top scope as
it maintains the global reference count\n        while (current.parent)\n            current = current.parent;\n        var ref =
\"\" + REFERENCE_PREFIX + current.referenceNameIndex++;\n        return ref;\n    };\n    return
BindingScope;\n}());\n/**\n * Creates a `CssSelector` given a tag name and a map of attributes\n */\nfunction
createCssSelector(tag, attributes) {\n    var cssSelector = new CssSelector();\n    cssSelector.setElement(tag);\n
Object.getOwnPropertyNames(attributes).forEach(function (name) {\n        var value = attributes[name];\n
cssSelector.addAttribute(name, value);\n        if (name.toLowerCase() === 'class') {\n            var classes =
value.trim().split(/\\s+/g);\n            classes.forEach(function (className) { return
cssSelector.addClassName(className); });\n        }\n    });\n    return cssSelector;\n}\nfunction interpolate(args) {\n
 args = args.slice(1); // Ignore the length prefix added for render2\n    switch (args.length) {\n        case 3:\n
return importExpr(Identifiers$1.interpolation1).callFn(args);\n        case 5:\n            return
importExpr(Identifiers$1.interpolation2).callFn(args);\n        case 7:\n            return
importExpr(Identifiers$1.interpolation3).callFn(args);\n        case 9:\n            return
importExpr(Identifiers$1.interpolation4).callFn(args);\n        case 11:\n            return
importExpr(Identifiers$1.interpolation5).callFn(args);\n        case 13:\n            return
importExpr(Identifiers$1.interpolation6).callFn(args);\n        case 15:\n            return
importExpr(Identifiers$1.interpolation7).callFn(args);\n        case 17:\n            return
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importExpr(Identifiers$1.interpolation8).callFn(args);\n    }\n    (args.length >= 19 && args.length % 2 == 1) ||\n
error(\"Invalid interpolation argument length \" + args.length);\n    return
importExpr(Identifiers$1.interpolationV).callFn([literalArr(args)]);\n}\n/**\n * Parse a template into render3
`Node`s and additional metadata, with no other dependencies.\n *\n * @param template text of the template to
parse\n * @param templateUrl URL to use for source mapping of the parsed template\n */\nfunction
parseTemplate(template, templateUrl, options, relativeContextFilePath) {\n    if (options === void 0) { options = {};
}\n    var bindingParser = makeBindingParser();\n    var htmlParser = new HtmlParser();\n    var parseResult =
htmlParser.parse(template, templateUrl);\n    if (parseResult.errors && parseResult.errors.length > 0) {\n        return
{\n            errors: parseResult.errors,\n            nodes: [],\n            hasNgContent: false,\n            ngContentSelectors:
[], relativeContextFilePath: relativeContextFilePath\n        };\n    }\n    var rootNodes = parseResult.rootNodes;\n    if
(!options.preserveWhitespaces) {\n        rootNodes = visitAll(new WhitespaceVisitor(), rootNodes);\n    }\n    var _a
= htmlAstToRender3Ast(rootNodes, bindingParser), nodes = _a.nodes, hasNgContent = _a.hasNgContent,
ngContentSelectors = _a.ngContentSelectors, errors = _a.errors;\n    if (errors && errors.length > 0) {\n        return
{\n            errors: errors,\n            nodes: [],\n            hasNgContent: false,\n            ngContentSelectors: [],
relativeContextFilePath: relativeContextFilePath\n        };\n    }\n    return { nodes: nodes, hasNgContent:
hasNgContent, ngContentSelectors: ngContentSelectors, relativeContextFilePath: relativeContextFilePath
};\n}\n/**\n * Construct a `BindingParser` with a default configuration.\n */\nfunction makeBindingParser() {\n
return new BindingParser(new Parser(new Lexer()), DEFAULT_INTERPOLATION_CONFIG, new
DomElementSchemaRegistry(), null, []);\n}\nfunction isClassBinding(input) {\n    return input.name == 'className'
|| input.name == 'class';\n}\nfunction resolveSanitizationFn(input, context) {\n    switch (context) {\n        case
SecurityContext.HTML:\n            return importExpr(Identifiers$1.sanitizeHtml);\n        case
SecurityContext.SCRIPT:\n            return importExpr(Identifiers$1.sanitizeScript);\n        case
SecurityContext.STYLE:\n            // the compiler does not fill in an instruction for [style.prop?] binding\n            //
values because the style algorithm knows internally what props are subject\n            // to sanitization (only
[attr.style] values are explicitly sanitized)\n            return input.type === 1 /* Attribute */ ?
importExpr(Identifiers$1.sanitizeStyle) : null;\n        case SecurityContext.URL:\n            return
importExpr(Identifiers$1.sanitizeUrl);\n        case SecurityContext.RESOURCE_URL:\n            return
importExpr(Identifiers$1.sanitizeResourceUrl);\n        default:\n            return null;\n    }\n}\nfunction
isStyleSanitizable(prop) {\n    switch (prop) {\n        case 'background-image':\n        case 'background':\n        case
'border-image':\n        case 'filter':\n        case 'list-style':\n        case 'list-style-image':\n            return true;\n    }\n
return false;\n}\nfunction prepareSyntheticAttributeName(name) {\n    return '@' + name;\n}\n\n/**\n * @license\n
* Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license
that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar EMPTY_ARRAY = [];\nfunction
baseDirectiveFields(meta, constantPool, bindingParser) {\n    var definitionMap = new DefinitionMap();\n    // e.g.
`type: MyDirective`\n    definitionMap.set('type', meta.type);\n    // e.g. `selectors: [['', 'someDir', '']]`\n
definitionMap.set('selectors', createDirectiveSelector(meta.selector));\n    // e.g. `factory: () => new
MyApp(directiveInject(ElementRef))`\n    var result = compileFactoryFunction({\n        name: meta.name,\n
type: meta.type,\n        deps: meta.deps,\n        injectFn: Identifiers$1.directiveInject,\n    });\n
definitionMap.set('factory', result.factory);\n    definitionMap.set('contentQueries',
createContentQueriesFunction(meta, constantPool));\n    definitionMap.set('contentQueriesRefresh',
createContentQueriesRefreshFunction(meta));\n    // Initialize hostVars to number of bound host properties
(interpolations illegal)\n    var hostVars = Object.keys(meta.host.properties).length;\n    // e.g. `hostBindings:
(dirIndex, elIndex) => { ... }\n    definitionMap.set('hostBindings', createHostBindingsFunction(meta, bindingParser,
constantPool, function (slots) {\n        var originalSlots = hostVars;\n        hostVars += slots;\n        return
originalSlots;\n    }));\n    if (hostVars) {\n        // e.g. `hostVars: 2\n        definitionMap.set('hostVars',
literal(hostVars));\n    }\n    // e.g. `attributes: ['role', 'listbox']`\n    definitionMap.set('attributes',
createHostAttributesArray(meta));\n    // e.g 'inputs: {a: 'a'}`\n    definitionMap.set('inputs',
conditionallyCreateMapObjectLiteral(meta.inputs));\n    // e.g 'outputs: {a: 'a'}`\n    definitionMap.set('outputs',
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conditionallyCreateMapObjectLiteral(meta.outputs));\n    // e.g. `features: [NgOnChangesFeature]`\n    var features
= [];\n    // TODO: add `PublicFeature` so that directives get registered to the DI - make this configurable\n
features.push(importExpr(Identifiers$1.PublicFeature));\n    if (meta.usesInheritance) {\n
features.push(importExpr(Identifiers$1.InheritDefinitionFeature));\n    }\n    if (meta.lifecycle.usesOnChanges) {\n
    features.push(importExpr(Identifiers$1.NgOnChangesFeature));\n    }\n    if (features.length) {\n
definitionMap.set('features', literalArr(features));\n    }\n    if (meta.exportAs !== null) {\n
definitionMap.set('exportAs', literal(meta.exportAs));\n    }\n    return { definitionMap: definitionMap, statements:
result.statements };\n}\n/**\n * Compile a directive for the render3 runtime as defined by the
`R3DirectiveMetadata`.\n */\nfunction compileDirectiveFromMetadata(meta, constantPool, bindingParser) {\n    var
_a = baseDirectiveFields(meta, constantPool, bindingParser), definitionMap = _a.definitionMap, statements =
_a.statements;\n    var expression =
importExpr(Identifiers$1.defineDirective).callFn([definitionMap.toLiteralMap()]);\n    // On the type side, remove
newlines from the selector as it will need to fit into a TypeScript\n    // string literal, which must be on one line.\n
var selectorForType = (meta.selector || '').replace(/\\n/g, '');\n    var type = createTypeForDef(meta,
Identifiers$1.DirectiveDefWithMeta);\n    return { expression: expression, type: type, statements: statements
};\n}\n/**\n * Compile a base definition for the render3 runtime as defined by {@link R3BaseRefMetadata}\n *
@param meta the metadata used for compilation.\n */\nfunction compileBaseDefFromMetadata(meta) {\n    var
definitionMap = new DefinitionMap();\n    if (meta.inputs) {\n        var inputs_1 = meta.inputs;\n        var inputsMap
= Object.keys(inputs_1).map(function (key) {\n            var v = inputs_1[key];\n            var value = Array.isArray(v)
? literalArr(v.map(function (vx) { return literal(vx); })) : literal(v);\n            return { key: key, value: value, quoted:
false };\n        });\n        definitionMap.set('inputs', literalMap(inputsMap));\n    }\n    if (meta.outputs) {\n        var
outputs_1 = meta.outputs;\n        var outputsMap = Object.keys(outputs_1).map(function (key) {\n            var value
= literal(outputs_1[key]);\n            return { key: key, value: value, quoted: false };\n        });\n
definitionMap.set('outputs', literalMap(outputsMap));\n    }\n    var expression =
importExpr(Identifiers$1.defineBase).callFn([definitionMap.toLiteralMap()]);\n    var type = new
ExpressionType(importExpr(Identifiers$1.BaseDef));\n    return { expression: expression, type: type };\n}\n/**\n *
Compile a component for the render3 runtime as defined by the `R3ComponentMetadata`.\n */\nfunction
compileComponentFromMetadata(meta, constantPool, bindingParser) {\n    var _a = baseDirectiveFields(meta,
constantPool, bindingParser), definitionMap = _a.definitionMap, statements = _a.statements;\n    var selector =
meta.selector && CssSelector.parse(meta.selector);\n    var firstSelector = selector && selector[0];\n    // e.g. `attr:
[\"class\", \".my.app\"]`\n    // This is optional an only included if the first selector of a component specifies
attributes.\n    if (firstSelector) {\n        var selectorAttributes = firstSelector.getAttrs();\n        if
(selectorAttributes.length) {\n            definitionMap.set('attrs',
constantPool.getConstLiteral(literalArr(selectorAttributes.map(function (value) { return value != null ? literal(value)
: literal(undefined); })), \n            /* forceShared */ true));\n        }\n    }\n    // Generate the CSS matcher that
recognize directive\n    var directiveMatcher = null;\n    if (meta.directives.size) {\n        var matcher_1 = new
SelectorMatcher();\n        meta.directives.forEach(function (expression, selector) {\n
matcher_1.addSelectables(CssSelector.parse(selector), expression);\n        });\n        directiveMatcher =
matcher_1;\n    }\n    if (meta.viewQueries.length) {\n        definitionMap.set('viewQuery',
createViewQueriesFunction(meta, constantPool));\n    }\n    // e.g. `template: function
MyComponent_Template(_ctx, _cm) {...}`\n    var templateTypeName = meta.name;\n    var templateName =
templateTypeName ? templateTypeName + \"_Template\" : null;\n    var directivesUsed = new Set();\n    var
pipesUsed = new Set();\n    var template = meta.template;\n    var templateBuilder = new
TemplateDefinitionBuilder(constantPool, BindingScope.ROOT_SCOPE, 0, templateTypeName, null, null,
templateName, meta.viewQueries, directiveMatcher, directivesUsed, meta.pipes, pipesUsed,
Identifiers$1.namespaceHTML, meta.template.relativeContextFilePath);\n    var templateFunctionExpression =
templateBuilder.buildTemplateFunction(template.nodes, [], template.hasNgContent,
template.ngContentSelectors);\n    // e.g. `consts: 2`\n    definitionMap.set('consts',
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literal(templateBuilder.getConstCount()));\n // e.g. `vars: 2`\n definitionMap.set('vars', literal(templateBuilder.getVarCount()));\n definitionMap.set('template', templateFunctionExpression);\n // e.g. `directives: [MyDirective]`\n if (directivesUsed.size) {\n   var directivesExpr = literalArr(Array.from(directivesUsed));\n   if (meta.wrapDirectivesInClosure) {\n   directivesExpr = fn([], [new ReturnStatement(directivesExpr)]);\n   }\n   definitionMap.set('directives', directivesExpr);\n }\n // e.g. `pipes: [MyPipe]`\n if (pipesUsed.size) {\n   definitionMap.set('pipes', literalArr(Array.from(pipesUsed)));\n }\n // e.g. `styles: [str1, str2]`\n if (meta.styles && meta.styles.length) {\n   var styleValues = meta.encapsulation == ViewEncapsulation.Emulated ?\n compileStyles(meta.styles, CONTENT_ATTR, HOST_ATTR) :\n   meta.styles;\n   var strings = styleValues.map(function (str) { return literal(str); });\n   definitionMap.set('styles', literalArr(strings));\n }\n // e.g. `animations: [trigger('123', [])]`\n if (meta.animations !== null) {\n   definitionMap.set('data', literalMap([{ key: 'animations', value: meta.animations, quoted: false }]));\n }\n // On the type side, remove newlines from the selector as it will need to fit into a TypeScript\n // string literal, which must be on one line.\n var selectorForType = (meta.selector || '').replace(/\\n/g, '');\n var expression = importExpr(Identifiers$1.defineComponent).callFn([definitionMap.toLiteralMap()]);\n var type = createTypeForDef(meta, Identifiers$1.ComponentDefWithMeta);\n return { expression: expression, type: type, statements: statements };\n}\n/**\n * A wrapper around `compileDirective` which depends on render2 global analysis data as its input\n * instead of the `R3DirectiveMetadata`.\n *\n * `R3DirectiveMetadata` is computed from `CompileDirectiveMetadata` and other statically reflected\n * information.\n */\nfunction compileDirectiveFromRender2(outputCtx, directive, reflector, bindingParser) {\n var name = identifierName(directive.type);\n name || error(\"Cannot resolver the name of \" + directive.type);\n var definitionField = outputCtx.constantPool.propertyNameOf(1 /* Directive */);\n var meta = directiveMetadataFromGlobalMetadata(directive, outputCtx, reflector);\n var res = compileDirectiveFromMetadata(meta, outputCtx.constantPool, bindingParser);\n // Create the partial class to be merged with the actual class.\n outputCtx.statements.push(new ClassStmt(name, null, [new ClassField(definitionField, INFERRED_TYPE, [StmtModifier.Static], res.expression)], [], new ClassMethod(null, [], []), []));\n}\n/**\n * A wrapper around `compileComponent` which depends on render2 global analysis data as its input\n * instead of the `R3DirectiveMetadata`.\n *\n * `R3ComponentMetadata` is computed from `CompileDirectiveMetadata` and other statically reflected\n * information.\n */\nfunction compileComponentFromRender2(outputCtx, component, render3Ast, reflector, bindingParser, directiveTypeBySel, pipeTypeByName) {\n var name = identifierName(component.type);\n name || error(\"Cannot resolver the name of \" + component.type);\n var definitionField = outputCtx.constantPool.propertyNameOf(2 /* Component */);\n var summary = component.toSummary();\n // Compute the R3ComponentMetadata from the CompileDirectiveMetadata\n var meta = __assign({}, directiveMetadataFromGlobalMetadata(component, outputCtx, reflector), { selector: component.selector, template: {\n   nodes: render3Ast.nodes,\n hasNgContent: render3Ast.hasNgContent,\n   ngContentSelectors: render3Ast.ngContentSelectors,\n relativeContextFilePath: '',\n   }, directives: typeMapToExpressionMap(directiveTypeBySel, outputCtx), pipes: typeMapToExpressionMap(pipeTypeByName, outputCtx), viewQueries: queriesFromGlobalMetadata(component.viewQueries, outputCtx), wrapDirectivesInClosure: false, styles: (summary.template && summary.template.styles) || EMPTY_ARRAY, encapsulation: (summary.template && summary.template.encapsulation) || ViewEncapsulation.Emulated, animations: null, viewProviders: null });\n var res = compileComponentFromMetadata(meta, outputCtx.constantPool, bindingParser);\n // Create the partial class to be merged with the actual class.\n outputCtx.statements.push(new ClassStmt(name, null, [new ClassField(definitionField, INFERRED_TYPE, [StmtModifier.Static], res.expression)], [], new ClassMethod(null, [], []), []));\n}\n/**\n * Compute `R3DirectiveMetadata` given `CompileDirectiveMetadata` and a `CompileReflector`.\n */\nfunction directiveMetadataFromGlobalMetadata(directive, outputCtx, reflector) {\n var summary = directive.toSummary();\n var name = identifierName(directive.type);\n name || error(\"Cannot resolver the name of \" + directive.type);\n return {\n   name: name,\n   type:

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outputCtx.importExpr(directive.type.reference),\n        typeArgumentCount: 0,\n        typeSourceSpan:
typeSourceSpan(directive.isComponent ? 'Component' : 'Directive', directive.type),\n        selector:
directive.selector,\n        deps: dependenciesFromGlobalMetadata(directive.type, outputCtx, reflector),\n
queries: queriesFromGlobalMetadata(directive.queries, outputCtx),\n        lifecycle: {\n            usesOnChanges:
directive.type.lifecycleHooks.some(function (lifecycle) { return lifecycle == LifecycleHooks.OnChanges; }),\n
},\n        host: {\n            attributes: directive.hostAttributes,\n            listeners: summary.hostListeners,\n
properties: summary.hostProperties,\n        },\n        inputs: directive.inputs,\n        outputs: directive.outputs,\n
usesInheritance: false,\n        exportAs: null,\n        providers: null,\n    };\n}\n/**\n * Convert
`CompileQueryMetadata` into `R3QueryMetadata`.\n */\nfunction queriesFromGlobalMetadata(queries, outputCtx)
{\n    return queries.map(function (query) {\n        var read = null;\n        if (query.read && query.read.identifier) {\n
        read = outputCtx.importExpr(query.read.identifier.reference);\n        }\n        return {\n            propertyName:
query.propertyName,\n            first: query.first,\n            predicate: selectorsFromGlobalMetadata(query.selectors,
outputCtx),\n            descendants: query.descendants, read: read,\n        };\n    });\n}\n/**\n * Convert
`CompileTokenMetadata` for query selectors into either an expression for a predicate\n * type, or a list of string
predicates.\n */\nfunction selectorsFromGlobalMetadata(selectors, outputCtx) {\n    if (selectors.length > 1 ||
(selectors.length == 1 && selectors[0].value)) {\n        var selectorStrings = selectors.map(function (value) { return
value.value; });\n        selectorStrings.some(function (value) { return !value; }) &&\n            error('Found a type
among the string selectors expected');\n        return
outputCtx.constantPool.getConstLiteral(literalArr(selectorStrings.map(function (value) { return literal(value); })));\n
  }\n    if (selectors.length == 1) {\n        var first = selectors[0];\n        if (first.identifier) {\n            return
outputCtx.importExpr(first.identifier.reference);\n        }\n    }\n    error('Unexpected query form');\n    return
NULL_EXPR;\n}\nfunction createQueryDefinition(query, constantPool, idx) {\n    var predicate =
getQueryPredicate(query, constantPool);\n    // e.g. r3.Q(null, somePredicate, false) or r3.Q(0, ['div'], false)\n    var
parameters = [\n        literal(idx, INFERRED_TYPE),\n        predicate,\n        literal(query.descendants),\n    ];\n    if
(query.read) {\n        parameters.push(query.read);\n    }\n    return
importExpr(Identifiers$1.query).callFn(parameters);\n}\n// Turn a directive selector into an R3-compatible selector
for directive def\nfunction createDirectiveSelector(selector) {\n    return
asLiteral(parseSelectorToR3Selector(selector));\n}\nfunction createHostAttributesArray(meta) {\n    var e_1, _a;\n
var values = [];\n    var attributes = meta.host.attributes;\n    try {\n        for (var _b =
__values(Object.getOwnPropertyNames(attributes)), _c = _b.next(); !_c.done; _c = _b.next()) {\n            var key =
_c.value;\n            var value = attributes[key];\n            values.push(literal(key), literal(value));\n        }\n    }\n
catch (e_1_1) { e_1 = { error: e_1_1 }; }\n    finally {\n        try {\n            if (_c && !_c.done && (_a = _b.return))
_a.call(_b);\n        }\n        finally { if (e_1) throw e_1.error; }\n    }\n    if (values.length > 0) {\n        return
literalArr(values);\n    }\n    return null;\n}\n// Return a contentQueries function or null if one is not
necessary.\nfunction createContentQueriesFunction(meta, constantPool) {\n    if (meta.queries.length) {\n        var
statements = meta.queries.map(function (query) {\n            var queryDefinition = createQueryDefinition(query,
constantPool, null);\n            return
importExpr(Identifiers$1.registerContentQuery).callFn([queryDefinition]).toStmt();\n        });\n        var typeName =
meta.name;\n        return fn([], statements, INFERRED_TYPE, null, typeName ? typeName + \"_ContentQueries\" :
null);\n    }\n    return null;\n}\n// Return a contentQueriesRefresh function or null if one is not necessary.\nfunction
createContentQueriesRefreshFunction(meta) {\n    if (meta.queries.length > 0) {\n        var statements_1 = [];\n
var typeName = meta.name;\n        var parameters = [\n            new FnParam('dirIndex', NUMBER_TYPE),\n
new FnParam('queryStartIndex', NUMBER_TYPE),\n        ];\n        var directiveInstanceVar_1 =
variable('instance');\n        // var $tmp$: any;\n        var temporary_1 = temporaryAllocator(statements_1,
TEMPORARY_NAME);\n        // const $instance$ = $r3$.load(dirIndex);\n
statements_1.push(directiveInstanceVar_1.set(importExpr(Identifiers$1.load).callFn([variable('dirIndex')]))\n
.toDeclStmt(INFERRED_TYPE, [StmtModifier.Final]));\n        meta.queries.forEach(function (query, idx) {\n
 var loadQLArg = variable('queryStartIndex');\n            var getQueryList =
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importExpr(Identifiers$1.loadQueryList).callFn([\n                idx > 0 ? loadQLArg.plus(literal(idx)) : loadQLArg\n
    ]);\n            var assignToTemporary = temporary_1().set(getQueryList);\n            var callQueryRefresh =
importExpr(Identifiers$1.queryRefresh).callFn([assignToTemporary]);\n            var updateDirective =
directiveInstanceVar_1.prop(query.propertyName)\n                .set(query.first ? temporary_1().prop('first') :
temporary_1());\n            var refreshQueryAndUpdateDirective = callQueryRefresh.and(updateDirective);\n
statements_1.push(refreshQueryAndUpdateDirective.toStmt());\n        });\n        return fn(parameters, statements_1,
INFERRED_TYPE, null, typeName ? typeName + \"_ContentQueriesRefresh\" : null);\n    }\n    return
null;\n}\nfunction stringAsType(str) {\n    return expressionType(literal(str));\n}\nfunction stringMapAsType(map)
{\n    var mapValues = Object.keys(map).map(function (key) { return ({\n        key: key,\n        value:
literal(map[key]),\n        quoted: true,\n    }); });\n    return expressionType(literalMap(mapValues));\n}\nfunction
stringArrayAsType(arr) {\n    return arr.length > 0 ? expressionType(literalArr(arr.map(function (value) { return
literal(value); }))) :\n        NONE_TYPE;\n}\nfunction createTypeForDef(meta, typeBase) {\n    // On the type side,
remove newlines from the selector as it will need to fit into a TypeScript\n    // string literal, which must be on one
line.\n    var selectorForType = (meta.selector || '').replace(/\\n/g, '');\n    return
expressionType(importExpr(typeBase, [\n        typeWithParameters(meta.type, meta.typeArgumentCount),\n
stringAsType(selectorForType),\n        meta.exportAs !== null ? stringAsType(meta.exportAs) : NONE_TYPE,\n
  stringMapAsType(meta.inputs),\n        stringMapAsType(meta.outputs),\n
stringArrayAsType(meta.queries.map(function (q) { return q.propertyName; })),\n    ]));\n}\n// Define and update
any view queries\nfunction createViewQueriesFunction(meta, constantPool) {\n    var createStatements = [];\n    var
updateStatements = [];\n    var tempAllocator = temporaryAllocator(updateStatements, TEMPORARY_NAME);\n
for (var i = 0; i < meta.viewQueries.length; i++) {\n        var query = meta.viewQueries[i];\n        // creation, e.g.
r3.Q(0, somePredicate, true);\n        var queryDefinition = createQueryDefinition(query, constantPool, i);\n
createStatements.push(queryDefinition.toStmt());\n        // update, e.g. (r3.qR(tmp = r3.load(0)) && (ctx.someDir =
tmp));\n        var temporary = tempAllocator();\n        var getQueryList =
importExpr(Identifiers$1.load).callFn([literal(i)]);\n        var refresh =
importExpr(Identifiers$1.queryRefresh).callFn([temporary.set(getQueryList)]);\n        var updateDirective =
variable(CONTEXT_NAME)\n            .prop(query.propertyName)\n            .set(query.first ? temporary.prop('first') :
temporary);\n        updateStatements.push(refresh.and(updateDirective).toStmt());\n    }\n    var viewQueryFnName
= meta.name ? meta.name + \"_Query\" : null;\n    return fn([new FnParam(RENDER_FLAGS, NUMBER_TYPE),
new FnParam(CONTEXT_NAME, null)], [\n        renderFlagCheckIfStmt(1 /* Create */, createStatements),\n
renderFlagCheckIfStmt(2 /* Update */, updateStatements)\n    ], INFERRED_TYPE, null,
viewQueryFnName);\n}\n// Return a host binding function or null if one is not necessary.\nfunction
createHostBindingsFunction(meta, bindingParser, constantPool, allocatePureFunctionSlots) {\n    var e_2, _a, e_3,
_b;\n    var statements = [];\n    var hostBindingSourceSpan = meta.typeSourceSpan;\n    var directiveSummary =
metadataAsSummary(meta);\n    // Calculate the host property bindings\n    var bindings =
bindingParser.createBoundHostProperties(directiveSummary, hostBindingSourceSpan);\n    var bindingContext =
importExpr(Identifiers$1.load).callFn([variable('dirIndex')]);\n    if (bindings) {\n        var valueConverter = new
ValueConverter(constantPool, \n        /* new nodes are illegal here */ function () { return error('Unexpected node');
}, allocatePureFunctionSlots, \n        /* pipes are illegal here */ function () { return error('Unexpected pipe'); });\n
 try {\n            for (var bindings_1 = __values(bindings), bindings_1_1 = bindings_1.next(); !bindings_1_1.done;
bindings_1_1 = bindings_1.next()) {\n                var binding = bindings_1_1.value;\n                // resolve literal
arrays and literal objects\n                var value = binding.expression.visit(valueConverter);\n                var
bindingExpr = convertPropertyBinding(null, bindingContext, value, 'b', BindingForm.TrySimple, function () {
return error('Unexpected interpolation'); });\n                statements.push.apply(statements,
__spread(bindingExpr.stmts));\n                statements.push(importExpr(Identifiers$1.elementProperty)\n
.callFn([\n                    variable('elIndex'),\n                    literal(binding.name),\n
importExpr(Identifiers$1.bind).callFn([bindingExpr.currValExpr]),\n                ])\n                    .toStmt());\n
}\n        }\n        catch (e_2_1) { e_2 = { error: e_2_1 }; }\n        finally {\n            try {\n                if (bindings_1_1
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&& !bindings_1_1.done && (_a = bindings_1.return)) _a.call(bindings_1);\n }\n finally { if (e_2) throw e_2.error; }\n }\n }\n // Calculate host event bindings\n var eventBindings = bindingParser.createDirectiveHostEventAsts(directiveSummary, hostBindingSourceSpan);\n if (eventBindings) {\n try {\n for (var eventBindings_1 = __values(eventBindings), eventBindings_1_1 = eventBindings_1.next(); !eventBindings_1_1.done; eventBindings_1_1 = eventBindings_1.next()) {\n var binding = eventBindings_1_1.value;\n var bindingExpr = convertActionBinding(null, bindingContext, binding.handler, 'b', function () { return error('Unexpected interpolation'); });\n var bindingName = binding.name && sanitizeIdentifier(binding.name);\n var typeName = meta.name;\n var functionName = typeName && bindingName ? typeName + \"_\" + bindingName + \"_HostBindingHandler\" : null;\n var handler = fn([new FnParam('$event', DYNAMIC_TYPE)], __spread(bindingExpr.stmts, [new ReturnStatement(bindingExpr.allowDefault)]), INFERRED_TYPE, null, functionName);\n statements.push(importExpr(Identifiers$1.listener).callFn([literal(binding.name), handler]).toStmt());\n }\n }\n catch (e_3_1) { e_3 = { error: e_3_1 }; }\n finally {\n try {\n if (eventBindings_1_1 && !eventBindings_1_1.done && (_b = eventBindings_1.return)) _b.call(eventBindings_1);\n }\n finally { if (e_3) throw e_3.error; }\n }\n }\n if (statements.length > 0) {\n var typeName = meta.name;\n return fn([\n new FnParam('dirIndex', NUMBER_TYPE),\n new FnParam('elIndex', NUMBER_TYPE),\n], statements, INFERRED_TYPE, null, typeName ? typeName + \"_HostBindings\" : null);\n }\n return null;\n}\nfunction metadataAsSummary(meta) {\n // clang-format off\n return {\n hostAttributes: meta.host.attributes,\n hostListeners: meta.host.listeners,\n hostProperties: meta.host.properties,\n };\n // clang-format on\n}\nfunction typeMapToExpressionMap(map, outputCtx) {\n // Convert each map entry into another entry where the value is an expression importing the type.\n var entries = Array.from(map).map(function (_a) {\n var _b = __read(_a, 2), key = _b[0], type = _b[1];\n return [key, outputCtx.importExpr(type)];\n });\n return new Map(entries);\n}\nvar HOST_REG_EXP$1 = /^(?:(?:\\[([^\\]]+)\\])|(?:\\(([^\\)]+)\\)))|(\\@[-\\w]+)$/;\nfunction parseHostBindings(host) {\n var attributes = {};\n var listeners = {};\n var properties = {};\n var animations = {};\n Object.keys(host).forEach(function (key) {\n var value = host[key];\n var matches = key.match(HOST_REG_EXP$1);\n if (matches === null) {\n attributes[key] = value;\n }\n else if (matches[1 /* Property */] != null) {\n properties[matches[1 /* Property */]] = value;\n }\n else if (matches[2 /* Event */] != null) {\n listeners[matches[2 /* Event */]] = value;\n }\n else if (matches[3 /* Animation */] != null) {\n animations[matches[3 /* Animation */]] = value;\n }\n });\n return { attributes: attributes, listeners: listeners, properties: properties, animations: animations };\n}\nfunction compileStyles(styles, selector, hostSelector) {\n var shadowCss = new ShadowCss();\n return styles.map(function (style) { return shadowCss.shimCssText(style, selector, hostSelector); });\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar CompilerFacadeImpl = /** @class */ (function () {\n function CompilerFacadeImpl() {\n this.R3ResolvedDependencyType = R3ResolvedDependencyType;\n }\n CompilerFacadeImpl.prototype.compilePipe = function (angularCoreEnv, sourceMapUrl, facade) {\n var res = compilePipeFromMetadata({\n name: facade.name,\n type: new WrappedNodeExpr(facade.type),\n deps: convertR3DependencyMetadataArray(facade.deps),\n pipeName: facade.pipeName,\n pure: facade.pure,\n });\n return jitExpression(res.expression, angularCoreEnv, sourceMapUrl, res.statements);\n };\n CompilerFacadeImpl.prototype.compileInjectable = function (angularCoreEnv, sourceMapUrl, facade) {\n var _a = compileInjectable({\n name: facade.name,\n type: new WrappedNodeExpr(facade.type),\n providedIn: computeProvidedIn(facade.providedIn),\n useClass: wrapExpression(facade, USE_CLASS),\n useFactory: wrapExpression(facade, USE_FACTORY),\n useValue: wrapExpression(facade, USE_VALUE),\n useExisting: wrapExpression(facade, USE_EXISTING),\n ctorDeps: convertR3DependencyMetadataArray(facade.ctorDeps),\n userDeps: convertR3DependencyMetadataArray(facade.userDeps) || undefined,\n }), expression = _a.expression, statements = _a.statements;\n return jitExpression(expression, angularCoreEnv, sourceMapUrl, statements);\n

};\n CompilerFacadeImpl.prototype.compileInjector = function (angularCoreEnv, sourceMapUrl, facade) {\n var meta = {\n name: facade.name,\n type: new WrappedNodeExpr(facade.type),\n deps: convertR3DependencyMetadataArray(facade.deps),\n providers: new WrappedNodeExpr(facade.providers),\n imports: new WrappedNodeExpr(facade.imports),\n };\n var res = compileInjector(meta);\n return jitExpression(res.expression, angularCoreEnv, sourceMapUrl, res.statements);\n };\n CompilerFacadeImpl.prototype.compileNgModule = function (angularCoreEnv, sourceMapUrl, facade) {\n var meta = {\n type: new WrappedNodeExpr(facade.type),\n bootstrap: facade.bootstrap.map(wrapReference),\n declarations: facade.declarations.map(wrapReference),\n imports: facade.imports.map(wrapReference),\n exports: facade.exports.map(wrapReference),\n emitInline: true,\n };\n var res = compileNgModule(meta);\n return jitExpression(res.expression, angularCoreEnv, sourceMapUrl, []);\n };\n CompilerFacadeImpl.prototype.compileDirective = function (angularCoreEnv, sourceMapUrl, facade) {\n var constantPool = new ConstantPool();\n var bindingParser = makeBindingParser();\n var meta = convertDirectiveFacadeToMetadata(facade);\n var res = compileDirectiveFromMetadata(meta, constantPool, bindingParser);\n var preStatements = __spread(constantPool.statements, res.statements);\n return jitExpression(res.expression, angularCoreEnv, sourceMapUrl, preStatements);\n };\n CompilerFacadeImpl.prototype.compileComponent = function (angularCoreEnv, sourceMapUrl, facade) {\n // The ConstantPool is a requirement of the JIT'er.\n var constantPool = new ConstantPool();\n // Parse the template and check for errors.\n var template = parseTemplate(facade.template, sourceMapUrl, {\n preserveWhitespaces: facade.preserveWhitespaces || false,\n }, '');\n if (template.errors !== undefined) {\n var errors = template.errors.map(function (err) { return err.toString(); }).join(', ');\n throw new Error(\"Errors during JIT compilation of template for \" + facade.name + \": \" + errors);\n }\n // Compile the component metadata, including template, into an expression.\n // TODO(alxhub): implement inputs, outputs, queries, etc.\n var res = compileComponentFromMetadata(__assign({}, facade, convertDirectiveFacadeToMetadata(facade), { template: template, viewQueries: facade.viewQueries.map(convertToR3QueryMetadata), wrapDirectivesInClosure: false, styles: facade.styles || [], encapsulation: facade.encapsulation, animations: facade.animations != null ? new WrappedNodeExpr(facade.animations) : null, viewProviders: facade.viewProviders != null ? new WrappedNodeExpr(facade.viewProviders) :\n null }), constantPool, makeBindingParser());\n var preStatements = __spread(constantPool.statements, res.statements);\n return jitExpression(res.expression, angularCoreEnv, sourceMapUrl, preStatements);\n };\n return CompilerFacadeImpl;\n}());\nvar USE_CLASS = Object.keys({ useClass: null })[0];\nvar USE_FACTORY = Object.keys({ useFactory: null })[0];\nvar USE_VALUE = Object.keys({ useValue: null })[0];\nvar USE_EXISTING = Object.keys({ useExisting: null })[0];\nvar wrapReference = function (value) {\n var wrapped = new WrappedNodeExpr(value);\n return { value: wrapped, type: wrapped };\n};\nfunction convertToR3QueryMetadata(facade) {\n return __assign({}, facade, { predicate: Array.isArray(facade.predicate) ? facade.predicate :\n new WrappedNodeExpr(facade.predicate), read: facade.read ? new WrappedNodeExpr(facade.read) : null });\n}\nfunction convertDirectiveFacadeToMetadata(facade) {\n var inputsFromMetadata = parseInputOutputs(facade.inputs || []);\n var outputsFromMetadata = parseInputOutputs(facade.outputs || []);\n var propMetadata = facade.propMetadata;\n var inputsFromType = {};\n var outputsFromType = {};\n var _loop_1 = function (field) {\n if (propMetadata.hasOwnProperty(field)) {\n propMetadata[field].forEach(function (ann) {\n if (isInput(ann)) {\n inputsFromType[field] =\n ann.bindingPropertyName ? [ann.bindingPropertyName, field] : field;\n }\n else if (isOutput(ann)) {\n outputsFromType[field] = ann.bindingPropertyName || field;\n }\n });\n }\n };\n for (var field in propMetadata) {\n _loop_1(field);\n }\n return __assign({}, facade, { typeSourceSpan: null, type: new WrappedNodeExpr(facade.type), deps: convertR3DependencyMetadataArray(facade.deps), host: extractHostBindings(facade.host, facade.propMetadata), inputs: __assign({}, inputsFromMetadata, inputsFromType), outputs: __assign({}, outputsFromMetadata, outputsFromType), providers: facade.providers != null ? new WrappedNodeExpr(facade.providers) : null

});\n}\nfunction wrapExpression(obj, property) {\n if (obj.hasOwnProperty(property)) {\n   return new WrappedNodeExpr(obj[property]);\n }\n else {\n   return undefined;\n }\n}\nfunction computeProvidedIn(providedIn) {\n if (providedIn == null || typeof providedIn === 'string') {\n   return new LiteralExpr(providedIn);\n }\n else {\n   return new WrappedNodeExpr(providedIn);\n }\n}\nfunction convertR3DependencyMetadata(facade) {\n var tokenExpr;\n if (facade.token === null) {\n   tokenExpr = new LiteralExpr(null);\n }\n else if (facade.resolved === R3ResolvedDependencyType.Attribute) {\n   tokenExpr = new LiteralExpr(facade.token);\n }\n else {\n   tokenExpr = new WrappedNodeExpr(facade.token);\n }\n return {\n   token: tokenExpr,\n   resolved: facade.resolved,\n   host: facade.host,\n   optional: facade.optional,\n   self: facade.self,\n   skipSelf: facade.skipSelf\n };\n}\nfunction convertR3DependencyMetadataArray(facades) {\n return facades == null ? null : facades.map(convertR3DependencyMetadata);\n}\nfunction extractHostBindings(host, propMetadata) {\n // First parse the declarations from the metadata.\n var _a = parseHostBindings(host || {}), attributes = _a.attributes, listeners = _a.listeners, properties = _a.properties, animations = _a.animations;\n if (Object.keys(animations).length > 0) {\n   throw new Error(\"Animation bindings are as-of-yet unsupported in Ivy\");\n }\n var _loop_2 = function (field) {\n   if (propMetadata.hasOwnProperty(field)) {\n   propMetadata[field].forEach(function (ann) {\n   if (isHostBinding(ann)) {\n   properties[ann.hostPropertyName || field] = field;\n   }\n   else if (isHostListener(ann)) {\n   listeners[ann.eventName || field] = field + \"(\" + (ann.args || []).join(',') + \")\";\n   }\n   });\n   }\n };\n // Next, loop over the properties of the object, looking for @HostBinding and @HostListener.\n for (var field in propMetadata) {\n   _loop_2(field);\n }\n return { attributes: attributes, listeners: listeners, properties: properties };\n}\nfunction isHostBinding(value) {\n return value.ngMetadataName === 'HostBinding';\n}\nfunction isHostListener(value) {\n return value.ngMetadataName === 'HostListener';\n}\nfunction isInput(value) {\n return value.ngMetadataName === 'Input';\n}\nfunction isOutput(value) {\n return value.ngMetadataName === 'Output';\n}\nfunction parseInputOutputs(values) {\n return values.reduce(function (map, value) {\n   var _a = __read(value.split(',').map(function (piece) { return piece.trim(); }), 2), field = _a[0], property = _a[1];\n   map[field] = property || field;\n   return map;\n }, {});\n}\nfunction publishFacade(global) {\n var ng = global.ng || (global.ng = {});\n ng.compilerFacade = new CompilerFacadeImpl();\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar VERSION$1 = new Version('7.0.4');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _a;\n/**\n * A segment of text within the template.\n */\nvar TextAst = /** @class */ (function () {\n function TextAst(value, ngContentIndex, sourceSpan) {\n   this.value = value;\n   this.ngContentIndex = ngContentIndex;\n   this.sourceSpan = sourceSpan;\n }\n TextAst.prototype.visit = function (visitor, context) { return visitor.visitText(this, context); };\n return TextAst;\n}());\n/**\n * A bound expression within the text of a template.\n */\nvar BoundTextAst = /** @class */ (function () {\n function BoundTextAst(value, ngContentIndex, sourceSpan) {\n   this.value = value;\n   this.ngContentIndex = ngContentIndex;\n   this.sourceSpan = sourceSpan;\n }\n BoundTextAst.prototype.visit = function (visitor, context) {\n   return visitor.visitBoundText(this, context);\n };\n return BoundTextAst;\n}());\n/**\n * A plain attribute on an element.\n */\nvar AttrAst = /** @class */ (function () {\n function AttrAst(name, value, sourceSpan) {\n   this.name = name;\n   this.value = value;\n   this.sourceSpan = sourceSpan;\n }\n AttrAst.prototype.visit = function (visitor, context) { return visitor.visitAttr(this, context); };\n return AttrAst;\n}());\nvar BoundPropertyMapping = (_a = {},\n _a[4 /* Animation */] = 4 /* Animation */,\n _a[1 /* Attribute */] = 1 /* Attribute */,\n _a[2 /* Class */] = 2 /* Class */,\n _a[0 /* Property */] = 0 /* Property */,\n _a[3 /* Style */] = 3 /* Style */,\n _a);\n/**\n * A binding for an element property (e.g. `[property]=\"expression\"`) or an animation trigger (e.g.\n * `[@trigger]=\"stateExp\"`)\n */\nvar BoundElementPropertyAst = /** @class */ (function () {\n function BoundElementPropertyAst(name, type, securityContext, value, unit, sourceSpan) {\n   this.name = name;\n   this.type = type;\n

this.securityContext = securityContext;\n this.value = value;\n this.unit = unit;\n this.sourceSpan = sourceSpan;\n this.isAnimation = this.type === 4 /* Animation */;\n }\n BoundElementPropertyAst.fromBoundProperty = function (prop) {\n var type = BoundPropertyMapping[prop.type];\n return new BoundElementPropertyAst(prop.name, type, prop.securityContext, prop.value, prop.unit, prop.sourceSpan);\n };\n BoundElementPropertyAst.prototype.visit = function (visitor, context) {\n return visitor.visitElementProperty(this, context);\n };\n return BoundElementPropertyAst;\n}());\n/**\n * A binding for an element event (e.g. `(event)=\"handler()\"`) or an animation trigger event (e.g.\n * `(@trigger.phase)=\"callback($event)\"`).\n */\nvar BoundEventAst = /** @class */ (function () {\n function BoundEventAst(name, target, phase, handler, sourceSpan) {\n this.name = name;\n this.target = target;\n this.phase = phase;\n this.handler = handler;\n this.sourceSpan = sourceSpan;\n this.fullName = BoundEventAst.calcFullName(this.name, this.target, this.phase);\n this.isAnimation = !!this.phase;\n }\n BoundEventAst.calcFullName = function (name, target, phase) {\n if (target) {\n return target + \":\" + name;\n }\n if (phase) {\n return \"@\" + name + \".\" + phase;\n }\n return name;\n };\n BoundEventAst.fromParsedEvent = function (event) {\n var target = event.type === 0 /* Regular */ ? event.targetOrPhase : null;\n var phase = event.type === 1 /* Animation */ ? event.targetOrPhase : null;\n return new BoundEventAst(event.name, target, phase, event.handler, event.sourceSpan);\n };\n BoundEventAst.prototype.visit = function (visitor, context) {\n return visitor.visitEvent(this, context);\n };\n return BoundEventAst;\n}());\n/**\n * A reference declaration on an element (e.g. `let someName=\"expression\"`).\n */\nvar ReferenceAst = /** @class */ (function () {\n function ReferenceAst(name, value, originalValue, sourceSpan) {\n this.name = name;\n this.value = value;\n this.originalValue = originalValue;\n this.sourceSpan = sourceSpan;\n }\n ReferenceAst.prototype.visit = function (visitor, context) {\n return visitor.visitReference(this, context);\n };\n return ReferenceAst;\n}());\n/**\n * A variable declaration on a <ng-template> (e.g. `var-someName=\"someLocalName\"`).\n */\nvar VariableAst = /** @class */ (function () {\n function VariableAst(name, value, sourceSpan) {\n this.name = name;\n this.value = value;\n this.sourceSpan = sourceSpan;\n }\n VariableAst.fromParsedVariable = function (v) {\n return new VariableAst(v.name, v.value, v.sourceSpan);\n };\n VariableAst.prototype.visit = function (visitor, context) {\n return visitor.visitVariable(this, context);\n };\n return VariableAst;\n}());\n/**\n * An element declaration in a template.\n */\nvar ElementAst = /** @class */ (function () {\n function ElementAst(name, attrs, inputs, outputs, references, directives, providers, hasViewContainer, queryMatches, children, ngContentIndex, sourceSpan, endSourceSpan) {\n this.name = name;\n this.attrs = attrs;\n this.inputs = inputs;\n this.outputs = outputs;\n this.references = references;\n this.directives = directives;\n this.providers = providers;\n this.hasViewContainer = hasViewContainer;\n this.queryMatches = queryMatches;\n this.children = children;\n this.ngContentIndex = ngContentIndex;\n this.sourceSpan = sourceSpan;\n this.endSourceSpan = endSourceSpan;\n }\n ElementAst.prototype.visit = function (visitor, context) {\n return visitor.visitElement(this, context);\n };\n return ElementAst;\n}());\n/**\n * A `<ng-template>` element included in an Angular template.\n */\nvar EmbeddedTemplateAst = /** @class */ (function () {\n function EmbeddedTemplateAst(attrs, outputs, references, variables, directives, providers, hasViewContainer, queryMatches, children, ngContentIndex, sourceSpan) {\n this.attrs = attrs;\n this.outputs = outputs;\n this.references = references;\n this.variables = variables;\n this.directives = directives;\n this.providers = providers;\n this.hasViewContainer = hasViewContainer;\n this.queryMatches = queryMatches;\n this.children = children;\n this.ngContentIndex = ngContentIndex;\n this.sourceSpan = sourceSpan;\n }\n EmbeddedTemplateAst.prototype.visit = function (visitor, context) {\n return visitor.visitEmbeddedTemplate(this, context);\n };\n return EmbeddedTemplateAst;\n}());\n/**\n * A directive property with a bound value (e.g. `*ngIf=\"condition\").\n */\nvar BoundDirectivePropertyAst = /** @class */ (function () {\n function BoundDirectivePropertyAst(directiveName, templateName, value, sourceSpan) {\n this.directiveName = directiveName;\n this.templateName = templateName;\n this.value = value;\n this.sourceSpan = sourceSpan;\n }\n BoundDirectivePropertyAst.prototype.visit = function (visitor, context) {\n return

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visitor.visitDirectiveProperty(this, context);\n    };\n    return BoundDirectivePropertyAst;\n}());\n/**\n * A
directive declared on an element.\n */\nvar DirectiveAst = /** @class */ (function () {\n    function
DirectiveAst(directive, inputs, hostProperties, hostEvents, contentQueryStartId, sourceSpan) {\n        this.directive =
directive;\n        this.inputs = inputs;\n        this.hostProperties = hostProperties;\n        this.hostEvents =
hostEvents;\n        this.contentQueryStartId = contentQueryStartId;\n        this.sourceSpan = sourceSpan;\n    }\n
DirectiveAst.prototype.visit = function (visitor, context) {\n        return visitor.visitDirective(this, context);\n    };\n
return DirectiveAst;\n}());\n/**\n * A provider declared on an element\n */\nvar ProviderAst = /** @class */
(function () {\n    function ProviderAst(token, multiProvider, eager, providers, providerType, lifecycleHooks,
sourceSpan, isModule) {\n        this.token = token;\n        this.multiProvider = multiProvider;\n        this.eager =
eager;\n        this.providers = providers;\n        this.providerType = providerType;\n        this.lifecycleHooks =
lifecycleHooks;\n        this.sourceSpan = sourceSpan;\n        this.isModule = isModule;\n    }\n
ProviderAst.prototype.visit = function (visitor, context) {\n        // No visit method in the visitor for now...\n
return null;\n    };\n    return ProviderAst;\n}());\nvar ProviderAstType;\n(function (ProviderAstType) {\n
ProviderAstType[ProviderAstType[\"PublicService\"] = 0] = \"PublicService\";\n
ProviderAstType[ProviderAstType[\"PrivateService\"] = 1] = \"PrivateService\";\n
ProviderAstType[ProviderAstType[\"Component\"] = 2] = \"Component\";\n
ProviderAstType[ProviderAstType[\"Directive\"] = 3] = \"Directive\";\n
ProviderAstType[ProviderAstType[\"Builtin\"] = 4] = \"Builtin\";\n})(ProviderAstType || (ProviderAstType =
{}));\n/**\n * Position where content is to be projected (instance of `<ng-content>` in a template).\n */\nvar
NgContentAst = /** @class */ (function () {\n    function NgContentAst(index, ngContentIndex, sourceSpan) {\n
 this.index = index;\n        this.ngContentIndex = ngContentIndex;\n        this.sourceSpan = sourceSpan;\n    }\n
NgContentAst.prototype.visit = function (visitor, context) {\n        return visitor.visitNgContent(this, context);\n
};\n    return NgContentAst;\n}());\n/**\n * A visitor that accepts each node but doesn't do anything. It is intended to
be used\n * as the base class for a visitor that is only interested in a subset of the node types.\n */\nvar
NullTemplateVisitor = /** @class */ (function () {\n    function NullTemplateVisitor() {\n    }\n
NullTemplateVisitor.prototype.visitNgContent = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitEmbeddedTemplate = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitElement = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitReference = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitVariable = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitEvent = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitElementProperty = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitAttr = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitBoundText = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitText = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitDirective = function (ast, context) { };\n
NullTemplateVisitor.prototype.visitDirectiveProperty = function (ast, context) { };\n    return
NullTemplateVisitor;\n}());\n/**\n * Base class that can be used to build a visitor that visits each node\n * in an
template ast recursively.\n */\nvar RecursiveTemplateAstVisitor = /** @class */ (function (_super) {\n
__extends(RecursiveTemplateAstVisitor, _super);\n    function RecursiveTemplateAstVisitor() {\n        return
_super.call(this) || this;\n    }\n    // Nodes with children\n
RecursiveTemplateAstVisitor.prototype.visitEmbeddedTemplate = function (ast, context) {\n        return
this.visitChildren(context, function (visit) {\n            visit(ast.attrs);\n            visit(ast.references);\n
visit(ast.variables);\n            visit(ast.directives);\n            visit(ast.providers);\n            visit(ast.children);\n        });\n
  };\n    RecursiveTemplateAstVisitor.prototype.visitElement = function (ast, context) {\n        return
this.visitChildren(context, function (visit) {\n            visit(ast.attrs);\n            visit(ast.inputs);\n
visit(ast.outputs);\n            visit(ast.references);\n            visit(ast.directives);\n            visit(ast.providers);\n
visit(ast.children);\n        });\n    };\n    RecursiveTemplateAstVisitor.prototype.visitDirective = function (ast,
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context) {\n return this.visitChildren(context, function (visit) {\n visit(ast.inputs);\n visit(ast.hostProperties);\n visit(ast.hostEvents);\n });\n };\n RecursiveTemplateAstVisitor.prototype.visitChildren = function (context, cb) {\n var results = [];\n var t = this;\n function visit(children) {\n if (children && children.length)\n results.push(templateVisitAll(t, children, context));\n }\n cb(visit);\n return [].concat.apply([], results);\n };\n return RecursiveTemplateAstVisitor;\n}(NullTemplateVisitor));\n/**\n * Visit every node in a list of {@link TemplateAst}s with the given {@link TemplateAstVisitor}.\n */\nfunction templateVisitAll(visitor, asts, context) {\n if (context === void 0) { context = null; }\n var result = [];\n var visit = visitor.visit ?\n function (ast) { return visitor.visit(ast, context) || ast.visit(visitor, context); } :\n function (ast) { return ast.visit(visitor, context); };\n asts.forEach(function (ast) {\n var astResult = visit(ast);\n if (astResult) {\n result.push(astResult);\n }\n });\n return result;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar CompilerConfig = /** @class */ (function () {\n function CompilerConfig(_a) {\n var _b = _a === void 0 ? {} : _a, _c = _b.defaultEncapsulation, defaultEncapsulation = _c === void 0 ? ViewEncapsulation.Emulated : _c, _d = _b.useJit, useJit = _d === void 0 ? true : _d, _e = _b.jitDevMode, jitDevMode = _e === void 0 ? false : _e, _f = _b.missingTranslation, missingTranslation = _f === void 0 ? null : _f, preserveWhitespaces = _b.preserveWhitespaces, strictInjectionParameters = _b.strictInjectionParameters;\n this.defaultEncapsulation = defaultEncapsulation;\n this.useJit = !!useJit;\n this.jitDevMode = !!jitDevMode;\n this.missingTranslation = missingTranslation;\n this.preserveWhitespaces = preserveWhitespacesDefault(noUndefined(preserveWhitespaces));\n this.strictInjectionParameters = strictInjectionParameters === true;\n }\n return CompilerConfig;\n}());\nfunction preserveWhitespacesDefault(preserveWhitespacesOption, defaultSetting) {\n if (defaultSetting === void 0) { defaultSetting = false; }\n return preserveWhitespacesOption === null ? defaultSetting : preserveWhitespacesOption;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar DirectiveNormalizer = /** @class */ (function () {\n function DirectiveNormalizer(_resourceLoader, _urlResolver, _htmlParser, _config) {\n this._resourceLoader = _resourceLoader;\n this._urlResolver = _urlResolver;\n this._htmlParser = _htmlParser;\n this._config = _config;\n this._resourceLoaderCache = new Map();\n }\n DirectiveNormalizer.prototype.clearCache = function () { this._resourceLoaderCache.clear(); };\n DirectiveNormalizer.prototype.clearCacheFor = function (normalizedDirective) {\n var _this = this;\n if (!normalizedDirective.isComponent) {\n return;\n }\n var template = normalizedDirective.template;\n this._resourceLoaderCache.delete(template.templateUrl);\n template.externalStylesheets.forEach(function (stylesheet) { _this._resourceLoaderCache.delete(stylesheet.moduleUrl); });\n };\n DirectiveNormalizer.prototype._fetch = function (url) {\n var result = this._resourceLoaderCache.get(url);\n if (!result) {\n result = this._resourceLoader.get(url);\n this._resourceLoaderCache.set(url, result);\n }\n return result;\n };\n DirectiveNormalizer.prototype.normalizeTemplate = function (prenormData) {\n var _this = this;\n if (isDefined(prenormData.template)) {\n if (isDefined(prenormData.templateUrl)) {\n throw syntaxError(\"'\" + stringify(prenormData.componentType) + \"' component cannot define both template and templateUrl\");\n }\n if (typeof prenormData.template !== 'string') {\n throw syntaxError(\"The template specified for component \" + stringify(prenormData.componentType) + \" is not a string\");\n }\n }\n else if (isDefined(prenormData.templateUrl)) {\n if (typeof prenormData.templateUrl !== 'string') {\n throw syntaxError(\"The templateUrl specified for component \" + stringify(prenormData.componentType) + \" is not a string\");\n }\n }\n else {\n throw syntaxError(\"No template specified for component \" + stringify(prenormData.componentType));\n }\n if (isDefined(prenormData.preserveWhitespaces) &&\n typeof prenormData.preserveWhitespaces !== 'boolean') {\n throw syntaxError(\"The preserveWhitespaces option for component \" + stringify(prenormData.componentType) + \" must be a boolean\");\n }\n return

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SyncAsync.then(this._preParseTemplate(prenormData), function (preparsedTemplate) { return
_this._normalizeTemplateMetadata(prenormData, preparsedTemplate); });\n    };\n
DirectiveNormalizer.prototype._preParseTemplate = function (prenomData) {\n        var _this = this;\n        var
template;\n        var templateUrl;\n        if (prenomData.template != null) {\n            template =
prenomData.template;\n            templateUrl = prenomData.moduleUrl;\n        }\n        else {\n            templateUrl =
this._urlResolver.resolve(prenomData.moduleUrl, prenomData.templateUrl);\n            template =
this._fetch(templateUrl);\n        }\n        return SyncAsync.then(template, function (template) { return
_this._preparseLoadedTemplate(prenomData, template, templateUrl); });\n    };\n
DirectiveNormalizer.prototype._preparseLoadedTemplate = function (prenormData, template, templateAbsUrl) {\n
    var isInline = !!prenormData.template;\n        var interpolationConfig =
InterpolationConfig.fromArray(prenormData.interpolation);\n        var rootNodesAndErrors =
this._htmlParser.parse(template, templateSourceUrl({ reference: prenormData.ngModuleType }, { type: { reference:
prenormData.componentType } }, { isInline: isInline, templateUrl: templateAbsUrl }), true, interpolationConfig);\n
     if (rootNodesAndErrors.errors.length > 0) {\n            var errorString = rootNodesAndErrors.errors.join('\\n');\n
     throw syntaxError(\"Template parse errors:\\n\" + errorString);\n        }\n        var templateMetadataStyles =
this._normalizeStylesheet(new CompileStylesheetMetadata({ styles: prenormData.styles, moduleUrl:
prenormData.moduleUrl }));\n        var visitor = new TemplatePreparseVisitor();\n        visitAll(visitor,
rootNodesAndErrors.rootNodes);\n        var templateStyles = this._normalizeStylesheet(new
CompileStylesheetMetadata({ styles: visitor.styles, styleUrls: visitor.styleUrls, moduleUrl: templateAbsUrl }));\n
 var styles = templateMetadataStyles.styles.concat(templateStyles.styles);\n        var inlineStyleUrls =
templateMetadataStyles.styleUrls.concat(templateStyles.styleUrls);\n        var styleUrls = this\n
._normalizeStylesheet(new CompileStylesheetMetadata({ styleUrls: prenormData.styleUrls, moduleUrl:
prenormData.moduleUrl }))\n            .styleUrls;\n        return {\n            template: template,\n            templateUrl:
templateAbsUrl, isInline: isInline,\n            htmlAst: rootNodesAndErrors, styles: styles, inlineStyleUrls:
inlineStyleUrls, styleUrls: styleUrls,\n            ngContentSelectors: visitor.ngContentSelectors,\n        };\n    };\n
DirectiveNormalizer.prototype._normalizeTemplateMetadata = function (prenormData, preparsedTemplate) {\n
var _this = this;\n        return
SyncAsync.then(this._loadMissingExternalStylesheets(preparsedTemplate.styleUrls.concat(preparsedTemplate.inlin
eStyleUrls)), function (externalStylesheets) { return _this._normalizeLoadedTemplateMetadata(prenormData,
preparsedTemplate, externalStylesheets); });\n    };\n
DirectiveNormalizer.prototype._normalizeLoadedTemplateMetadata = function (prenormData, preparsedTemplate,
stylesheets) {\n        // Algorithm:\n        // - produce exactly 1 entry per original styleUrl in\n        //
CompileTemplateMetadata.externalStylesheets with all styles inlined\n        // - inline all styles that are referenced
by the template into CompileTemplateMetadata.styles.\n        // Reason: be able to determine how many stylesheets
there are even without loading\n        // the template nor the stylesheets, so we can create a stub for TypeScript
always synchronously\n        // (as resource loading may be async)\n        var _this = this;\n        var styles =
__spread(preparsedTemplate.styles);\n        this._inlineStyles(preparsedTemplate.inlineStyleUrls, stylesheets,
styles);\n        var styleUrls = preparsedTemplate.styleUrls;\n        var externalStylesheets = styleUrls.map(function
(styleUrl) {\n            var stylesheet = stylesheets.get(styleUrl);\n            var styles = __spread(stylesheet.styles);\n
     _this._inlineStyles(stylesheet.styleUrls, stylesheets, styles);\n            return new CompileStylesheetMetadata({
moduleUrl: styleUrl, styles: styles });\n        });\n        var encapsulation = prenormData.encapsulation;\n        if
(encapsulation == null) {\n            encapsulation = this._config.defaultEncapsulation;\n        }\n        if
(encapsulation === ViewEncapsulation.Emulated && styles.length === 0 &&\n            styleUrls.length === 0) {\n
        encapsulation = ViewEncapsulation.None;\n        }\n        return new CompileTemplateMetadata({\n
encapsulation: encapsulation,\n            template: preparsedTemplate.template,\n            templateUrl:
preparsedTemplate.templateUrl,\n            htmlAst: preparsedTemplate.htmlAst, styles: styles, styleUrls: styleUrls,\n
         ngContentSelectors: preparsedTemplate.ngContentSelectors,\n            animations: prenormData.animations,\n
        interpolation: prenormData.interpolation,\n            isInline: preparsedTemplate.isInline, externalStylesheets:
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externalStylesheets,\n preserveWhitespaces: preserveWhitespacesDefault(prenormData.preserveWhitespaces, this._config.preserveWhitespaces),\n });\n };\n DirectiveNormalizer.prototype._inlineStyles = function (styleUrls, stylesheets, targetStyles) {\n var _this = this;\n styleUrls.forEach(function (styleUrl) {\n var stylesheet = stylesheets.get(styleUrl);\n stylesheet.styles.forEach(function (style) { return targetStyles.push(style); });\n _this._inlineStyles(stylesheet.styleUrls, stylesheets, targetStyles);\n });\n };\n DirectiveNormalizer.prototype._loadMissingExternalStylesheets = function (styleUrls, loadedStylesheets) {\n var _this = this;\n if (loadedStylesheets === void 0) { loadedStylesheets = new Map(); }\n return SyncAsync.then(SyncAsync.all(styleUrls.filter(function (styleUrl) { return !loadedStylesheets.has(styleUrl); })\n .map(function (styleUrl) { return SyncAsync.then(_this._fetch(styleUrl), function (loadedStyle) {\n var stylesheet = _this._normalizeStylesheet(new CompileStylesheetMetadata({ styles: [loadedStyle], moduleUrl: styleUrl }));\n loadedStylesheets.set(styleUrl, stylesheet);\n return _this._loadMissingExternalStylesheets(stylesheet.styleUrls, loadedStylesheets);\n }); })), function (_) { return loadedStylesheets; });\n };\n DirectiveNormalizer.prototype._normalizeStylesheet = function (stylesheet) {\n var _this = this;\n var moduleUrl = stylesheet.moduleUrl;\n var allStyleUrls = stylesheet.styleUrls.filter(isStyleUrlResolvable)\n .map(function (url) { return _this._urlResolver.resolve(moduleUrl, url); });\n var allStyles = stylesheet.styles.map(function (style) {\n var styleWithImports = extractStyleUrls(_this._urlResolver, moduleUrl, style);\n allStyleUrls.push.apply(allStyleUrls, __spread(styleWithImports.styleUrls));\n return styleWithImports.style;\n });\n return new CompileStylesheetMetadata({ styles: allStyles, styleUrls: allStyleUrls, moduleUrl: moduleUrl });\n };\n return DirectiveNormalizer;\n}());\nvar TemplatePreparseVisitor = /** @class */ (function () {\n function TemplatePreparseVisitor() {\n this.ngContentSelectors = [];\n this.styles = [];\n this.styleUrls = [];\n this.ngNonBindableStackCount = 0;\n }\n TemplatePreparseVisitor.prototype.visitElement = function (ast, context) {\n var preparsedElement = preparseElement(ast);\n switch (preparsedElement.type) {\n case PreparsedElementType.NG_CONTENT:\n if (this.ngNonBindableStackCount === 0) {\n this.ngContentSelectors.push(preparsedElement.selectAttr);\n }\n break;\n case PreparsedElementType.STYLE:\n var textContent_1 = '';\n ast.children.forEach(function (child) {\n if (child instanceof Text) {\n textContent_1 += child.value;\n }\n });\n this.styles.push(textContent_1);\n break;\n case PreparsedElementType.STYLESHEET:\n this.styleUrls.push(preparsedElement.hrefAttr);\n break;\n default:\n break;\n }\n if (preparsedElement.nonBindable) {\n this.ngNonBindableStackCount++;\n }\n visitAll(this, ast.children);\n if (preparsedElement.nonBindable) {\n this.ngNonBindableStackCount--;\n }\n return null;\n };\n TemplatePreparseVisitor.prototype.visitExpansion = function (ast, context) { visitAll(this, ast.cases); };\n TemplatePreparseVisitor.prototype.visitExpansionCase = function (ast, context) {\n visitAll(this, ast.expression);\n };\n TemplatePreparseVisitor.prototype.visitComment = function (ast, context) { return null; };\n TemplatePreparseVisitor.prototype.visitAttribute = function (ast, context) { return null; };\n TemplatePreparseVisitor.prototype.visitText = function (ast, context) { return null; };\n return TemplatePreparseVisitor;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar QUERY_METADATA_IDENTIFIERS = [\n createViewChild,\n createViewChildren,\n createContentChild,\n createContentChildren,\n];\n/*\n * Resolve a `Type` for {@link Directive}.\n *\n * This interface can be overridden by the application developer to create custom behavior.\n *\n * See {@link Compiler}\n */\nvar DirectiveResolver = /** @class */ (function () {\n function DirectiveResolver(_reflector) {\n this._reflector = _reflector;\n }\n DirectiveResolver.prototype.isDirective = function (type) {\n var typeMetadata = this._reflector.annotations(resolveForwardRef(type));\n return typeMetadata && typeMetadata.some(isDirectiveMetadata);\n };\n DirectiveResolver.prototype.resolve = function (type, throwIfNotFound) {\n if (throwIfNotFound === void 0) { throwIfNotFound = true; }\n var

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typeMetadata = this._reflector.annotations(resolveForwardRef(type));\n        if (typeMetadata) {\n            var
metadata = findLast(typeMetadata, isDirectiveMetadata);\n            if (metadata) {\n                var propertyMetadata
= this._reflector.propMetadata(type);\n                var guards = this._reflector.guards(type);\n                return
this._mergeWithPropertyMetadata(metadata, propertyMetadata, guards, type);\n            }\n        }\n        if
(throwIfNotFound) {\n            throw new Error(\"No Directive annotation found on \" + stringify(type));\n        }\n
  return null;\n    };\n    DirectiveResolver.prototype._mergeWithPropertyMetadata = function (dm,
propertyMetadata, guards, directiveType) {\n        var inputs = [];\n        var outputs = [];\n        var host = {};\n
var queries = {};\n        Object.keys(propertyMetadata).forEach(function (propName) {\n            var input =
findLast(propertyMetadata[propName], function (a) { return createInput.isTypeOf(a); });\n            if (input) {\n
    if (input.bindingPropertyName) {\n                inputs.push(propName + \": \" + input.bindingPropertyName);\n
            }\n                else {\n                inputs.push(propName);\n                }\n            }\n            var output =
findLast(propertyMetadata[propName], function (a) { return createOutput.isTypeOf(a); });\n            if (output) {\n
        if (output.bindingPropertyName) {\n                outputs.push(propName + \": \" +
output.bindingPropertyName);\n                }\n                else {\n                outputs.push(propName);\n                }\n
        }\n            var hostBindings = propertyMetadata[propName].filter(function (a) { return
createHostBinding.isTypeOf(a); });\n            hostBindings.forEach(function (hostBinding) {\n                if
(hostBinding.hostPropertyName) {\n                var startWith = hostBinding.hostPropertyName[0];\n                if
(startWith === '(') {\n                throw new Error(\"@HostBinding can not bind to events. Use @HostListener
instead.\");\n                }\n                else if (startWith === '[') {\n                throw new
Error(\"@HostBinding parameter should be a property name, 'class.<name>', or 'attr.<name>'.\");\n                }\n
                host[\"[\" + hostBinding.hostPropertyName + \"]\"] = propName;\n                }\n                else {\n
  host[\"[\" + propName + \"]\"] = propName;\n                }\n            });\n            var hostListeners =
propertyMetadata[propName].filter(function (a) { return createHostListener.isTypeOf(a); });\n
hostListeners.forEach(function (hostListener) {\n                var args = hostListener.args || [];\n                host[\"(\" +
hostListener.eventName + \")\"] = propName + \"(\" + args.join(',') + \")\";\n            });\n            var query =
findLast(propertyMetadata[propName], function (a) { return QUERY_METADATA_IDENTIFIERS.some(function
(i) { return i.isTypeOf(a); }); });\n            if (query) {\n                queries[propName] = query;\n            }\n        });\n
    return this._merge(dm, inputs, outputs, host, queries, guards, directiveType);\n    };\n
DirectiveResolver.prototype._extractPublicName = function (def) { return splitAtColon(def, [null, def])[1].trim();
};\n    DirectiveResolver.prototype._dedupeBindings = function (bindings) {\n        var names = new Set();\n        var
publicNames = new Set();\n        var reversedResult = [];\n        // go last to first to allow later entries to overwrite
previous entries\n        for (var i = bindings.length - 1; i >= 0; i--) {\n            var binding = bindings[i];\n            var
name_1 = this._extractPublicName(binding);\n            publicNames.add(name_1);\n            if (!names.has(name_1))
{\n                names.add(name_1);\n                reversedResult.push(binding);\n            }\n        }\n        return
reversedResult.reverse();\n    };\n    DirectiveResolver.prototype._merge = function (directive, inputs, outputs, host,
queries, guards, directiveType) {\n        var mergedInputs = this._dedupeBindings(directive.inputs ?
directive.inputs.concat(inputs) : inputs);\n        var mergedOutputs = this._dedupeBindings(directive.outputs ?
directive.outputs.concat(outputs) : outputs);\n        var mergedHost = directive.host ? __assign({}, directive.host,
host) : host;\n        var mergedQueries = directive.queries ? __assign({}, directive.queries, queries) : queries;\n        if
(createComponent.isTypeOf(directive)) {\n            var comp = directive;\n            return createComponent({\n
    selector: comp.selector,\n                inputs: mergedInputs,\n                outputs: mergedOutputs,\n                host:
mergedHost,\n                exportAs: comp.exportAs,\n                moduleId: comp.moduleId,\n                queries:
mergedQueries,\n                changeDetection: comp.changeDetection,\n                providers: comp.providers,\n
    viewProviders: comp.viewProviders,\n                entryComponents: comp.entryComponents,\n                template:
comp.template,\n                templateUrl: comp.templateUrl,\n                styles: comp.styles,\n                styleUrls:
comp.styleUrls,\n                encapsulation: comp.encapsulation,\n                animations: comp.animations,\n
interpolation: comp.interpolation,\n                preserveWhitespaces: directive.preserveWhitespaces,\n            });\n
  }\n        else {\n            return createDirective({\n                selector: directive.selector,\n                inputs:
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mergedInputs,\n outputs: mergedOutputs,\n host: mergedHost,\n exportAs: directive.exportAs,\n queries: mergedQueries,\n providers: directive.providers, guards: guards\n });\n }\n };\n return DirectiveResolver;\n}());\nfunction isDirectiveMetadata(type) {\n return createDirective.isTypeOf(type) || createComponent.isTypeOf(type);\n}\nfunction findLast(arr, condition) {\n for (var i = arr.length - 1; i >= 0; i--) {\n if (condition(arr[i])) {\n return arr[i];\n }\n }\n return null;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction digest(message) {\n return message.id || sha1(serializeNodes(message.nodes).join('') + (\"[\" + message.meaning + \"]\"));\n}\nfunction decimalDigest(message) {\n if (message.id) {\n return message.id;\n }\n var visitor = new _SerializerIgnoreIcuExpVisitor();\n var parts = message.nodes.map(function (a) { return a.visit(visitor, null); });\n return computeMsgId(parts.join(''), message.meaning);\n}\n/**\n * Serialize the i18n ast to something xml-like in order to generate an UID.\n *\n * The visitor is also used in the i18n parser tests\n *\n * @internal\n */\nvar _SerializerVisitor = /** @class */ (function () {\n function _SerializerVisitor() {\n }\n _SerializerVisitor.prototype.visitText = function (text, context) { return text.value; };\n _SerializerVisitor.prototype.visitContainer = function (container, context) {\n var _this = this;\n return \"[\" + container.children.map(function (child) { return child.visit(_this); }).join(', ') + \"]\";\n };\n _SerializerVisitor.prototype.visitIcu = function (icu, context) {\n var _this = this;\n var strCases = Object.keys(icu.cases).map(function (k) { return k + \" {\" + icu.cases[k].visit(_this) + \"}\"; });\n return \"{\" + icu.expression + \", \" + icu.type + \", \" + strCases.join(', ') + \"}\";\n };\n _SerializerVisitor.prototype.visitTagPlaceholder = function (ph, context) {\n var _this = this;\n return ph.isVoid ?\n \"<ph tag name=\\\"\" + ph.startName + \"\\\"/>\" :\n \"<ph tag name=\\\"\" + ph.startName + \"\\\">\" + ph.children.map(function (child) { return child.visit(_this); }).join(', ') + \"</ph name=\\\"\" + ph.closeName + \"\\\">\";\n };\n _SerializerVisitor.prototype.visitPlaceholder = function (ph, context) {\n return ph.value ? \"<ph name=\\\"\" + ph.name + \"\\\">\" + ph.value + \"</ph>\" : \"<ph name=\\\"\" + ph.name + \"\\\"/>\";\n };\n _SerializerVisitor.prototype.visitIcuPlaceholder = function (ph, context) {\n return \"<ph icu name=\\\"\" + ph.name + \"\\\">\" + ph.value.visit(this) + \"</ph>\";\n };\n return _SerializerVisitor;\n}());\nvar serializerVisitor = new _SerializerVisitor();\nfunction serializeNodes(nodes) {\n return nodes.map(function (a) { return a.visit(serializerVisitor, null); });\n}\n/**\n * Serialize the i18n ast to something xml-like in order to generate an UID.\n *\n * Ignore the ICU expressions so that message IDs stays identical if only the expression changes.\n *\n * @internal\n */\nvar _SerializerIgnoreIcuExpVisitor = /** @class */ (function (_super) {\n __extends(_SerializerIgnoreIcuExpVisitor, _super);\n function _SerializerIgnoreIcuExpVisitor() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n _SerializerIgnoreIcuExpVisitor.prototype.visitIcu = function (icu, context) {\n var _this = this;\n var strCases = Object.keys(icu.cases).map(function (k) { return k + \" {\" + icu.cases[k].visit(_this) + \"}\"; });\n // Do not take the expression into account\n return \"{\" + icu.type + \", \" + strCases.join(', ') + \"}\";\n };\n return _SerializerIgnoreIcuExpVisitor;\n}(_SerializerVisitor));\n/**\n * Compute the SHA1 of the given string\n *\n * see http://csrc.nist.gov/publications/fips/fips180-4/fips-180-4.pdf\n *\n * WARNING: this function has not been designed not tested with security in mind.\n * DO NOT USE IT IN A SECURITY SENSITIVE CONTEXT.\n */\nfunction sha1(str) {\n var _a, _b;\n var utf8 = utf8Encode(str);\n var words32 = stringToWords32(utf8, Endian.Big);\n var len = utf8.length * 8;\n var w = new Array(80);\n var _c = __read([0x67452301, 0xefcdab89, 0x98badcfe, 0x10325476, 0xc3d2e1f0], 5), a = _c[0], b = _c[1], c = _c[2], d = _c[3], e = _c[4];\n words32[len >> 5] |= 0x80 << (24 - len % 32);\n words32[((len + 64 >> 9) << 4) + 15] = len;\n for (var i = 0; i < words32.length; i += 16) {\n var _d = __read([a, b, c, d, e], 5), h0 = _d[0], h1 = _d[1], h2 = _d[2], h3 = _d[3], h4 = _d[4];\n for (var j = 0; j < 80; j++) {\n if (j < 16) {\n w[j] = words32[i + j];\n }\n else {\n w[j] = rol32(w[j - 3] ^ w[j - 8] ^ w[j - 14] ^ w[j - 16], 1);\n }\n var _e = __read(fk(j, b, c, d), 2), f = _e[0], k = _e[1];\n var temp = [rol32(a, 5), f, e, k, w[j]].reduce(add32);\n _a = __read([d, c, rol32(b, 30), a, temp], 5), e = _a[0], d = _a[1], c = _a[2], b = _a[3], a = _a[4];\n }\n _b = __read([add32(a, h0), add32(b, h1), add32(c, h2), add32(d, h3), add32(e, h4)], 5), a = _b[0], b = _b[1], c = _b[2], d

= _b[3], e = _b[4];\n   }\n   return byteStringToHexString(words32ToByteString([a, b, c, d, e]));\n}\nfunction fk(index, b, c, d) {\n   if (index < 20) {\n   return [(b & c) | (~b & d), 0x5a827999];\n   }\n   if (index < 40) {\n   return [b ^ c ^ d, 0x6ed9eba1];\n   }\n   if (index < 60) {\n   return [(b & c) | (b & d) | (c & d), 0x8f1bbcdc];\n   }\n   return [b ^ c ^ d, 0xca62c1d6];\n}\n/**\n * Compute the fingerprint of the given string\n *\n * The output is 64 bit number encoded as a decimal string\n *\n * based on:\n * https://github.com/google/closure-compiler/blob/master/src/com/google/javascript/jscomp/GoogleJsMessageIdGenerator.java\n */\nfunction fingerprint(str) {\n   var utf8 = utf8Encode(str);\n   var _a = __read([hash32(utf8, 0), hash32(utf8, 102072)], 2), hi = _a[0], lo = _a[1];\n   if (hi == 0 && (lo == 0 || lo == 1)) {\n   hi = hi ^ 0x130f9bef;\n   lo = lo ^ -0x6b5f56d8;\n   }\n   return [hi, lo];\n}\nfunction computeMsgId(msg, meaning) {\n   var _a;\n   var _b = __read(fingerprint(msg), 2), hi = _b[0], lo = _b[1];\n   if (meaning) {\n   var _c = __read(fingerprint(meaning), 2), him = _c[0], lom = _c[1];\n   _a = __read(add64(rol64([hi, lo], 1), [him, lom]), 2), hi = _a[0], lo = _a[1];\n   }\n   return byteStringToDecString(words32ToByteString([hi & 0x7fffffff, lo]));\n}\nfunction hash32(str, c) {\n   var _a;\n   var _b = __read([0x9e3779b9, 0x9e3779b9], 2), a = _b[0], b = _b[1];\n   var i;\n   var len = str.length;\n   for (i = 0; i + 12 <= len; i += 12) {\n   a = add32(a, wordAt(str, i, Endian.Little));\n   b = add32(b, wordAt(str, i + 4, Endian.Little));\n   c = add32(c, wordAt(str, i + 8, Endian.Little));\n   _a = __read(mix([a, b, c]), 3), a = _a[0], b = _a[1], c = _a[2];\n   }\n   a = add32(a, wordAt(str, i, Endian.Little));\n   b = add32(b, wordAt(str, i + 4, Endian.Little));\n   // the first byte of c is reserved for the length\n   c = add32(c, len);\n   c = add32(c, wordAt(str, i + 8, Endian.Little) << 8);\n   return mix([a, b, c])[2];\n}\n// clang-format off\nfunction mix(_a) {\n   var _b = __read(_a, 3), a = _b[0], b = _b[1], c = _b[2];\n   a = sub32(a, b);\n   a = sub32(a, c);\n   a ^= c >>> 13;\n   b = sub32(b, c);\n   b = sub32(b, a);\n   b ^= a << 8;\n   c = sub32(c, a);\n   c = sub32(c, b);\n   c ^= b >>> 13;\n   a = sub32(a, b);\n   a = sub32(a, c);\n   a ^= c >>> 12;\n   b = sub32(b, c);\n   b = sub32(b, a);\n   b ^= a << 16;\n   c = sub32(c, a);\n   c = sub32(c, b);\n   c ^= b >>> 5;\n   a = sub32(a, b);\n   a = sub32(a, c);\n   a ^= c >>> 3;\n   b = sub32(b, c);\n   b = sub32(b, a);\n   b ^= a << 10;\n   c = sub32(c, a);\n   c = sub32(c, b);\n   c ^= b >>> 15;\n   return [a, b, c];\n}\n// clang-format on\n// Utils\nvar Endian;\n(function (Endian) {\n   Endian[Endian[\"Little\"] = 0] = \"Little\";\n   Endian[Endian[\"Big\"] = 1] = \"Big\";\n})(Endian || (Endian = {}));\nfunction add32(a, b) {\n   return add32to64(a, b)[1];\n}\nfunction add32to64(a, b) {\n   var low = (a & 0xffff) + (b & 0xffff);\n   var high = (a >>> 16) + (b >>> 16) + (low >>> 16);\n   return [high >>> 16, (high << 16) | (low & 0xffff)];\n}\nfunction add64(_a, _b) {\n   var _c = __read(_a, 2), ah = _c[0], al = _c[1];\n   var _d = __read(_b, 2), bh = _d[0], bl = _d[1];\n   var _e = __read(add32to64(al, bl), 2), carry = _e[0], l = _e[1];\n   var h = add32(add32(ah, bh), carry);\n   return [h, l];\n}\nfunction sub32(a, b) {\n   var low = (a & 0xffff) - (b & 0xffff);\n   var high = (a >> 16) - (b >> 16) + (low >> 16);\n   return (high << 16) | (low & 0xffff);\n}\n// Rotate a 32b number left `count` position\nfunction rol32(a, count) {\n   return (a << count) | (a >>> (32 - count));\n}\n// Rotate a 64b number left `count` position\nfunction rol64(_a, count) {\n   var _b = __read(_a, 2), hi = _b[0], lo = _b[1];\n   var h = (hi << count) | (lo >>> (32 - count));\n   var l = (lo << count) | (hi >>> (32 - count));\n   return [h, l];\n}\nfunction stringToWords32(str, endian) {\n   var words32 = Array((str.length + 3) >>> 2);\n   for (var i = 0; i < words32.length; i++) {\n   words32[i] = wordAt(str, i * 4, endian);\n   }\n   return words32;\n}\nfunction byteAt(str, index) {\n   return index >= str.length ? 0 : str.charCodeAt(index) & 0xff;\n}\nfunction wordAt(str, index, endian) {\n   var word = 0;\n   if (endian === Endian.Big) {\n   for (var i = 0; i < 4; i++) {\n   word += byteAt(str, index + i) << (24 - 8 * i);\n   }\n   }\n   else {\n   for (var i = 0; i < 4; i++) {\n   word += byteAt(str, index + i) << 8 * i;\n   }\n   }\n   return word;\n}\nfunction words32ToByteString(words32) {\n   return words32.reduce(function (str, word) { return str + word32ToByteString(word); }, '');\n}\nfunction word32ToByteString(word) {\n   var str = '';\n   for (var i = 0; i < 4; i++) {\n   str += String.fromCharCode((word >>> 8 * (3 - i)) & 0xff);\n   }\n   return str;\n}\nfunction byteStringToHexString(str) {\n   var hex = '';\n   for (var i = 0; i < str.length; i++) {\n   var b = byteAt(str, i);\n   hex += (b >>> 4).toString(16) + (b & 0x0f).toString(16);\n   }\n   return hex.toLowerCase();\n}\n// based on http://www.danvk.org/hex2dec.html (JS can not handle more than 56b)\nfunction byteStringToDecString(str) {\n   var decimal = '';\n   var toThePower = '1';\n   for (var i = str.length - 1; i >= 0; i--) {\n   decimal = addBigInt(decimal, numberTimesBigInt(byteAt(str, i), toThePower));\n   toThePower =

numberTimesBigInt(256, toThePower);\n   }\n   return decimal.split('').reverse().join('');\n}\n// x and y decimal, lowest significant digit first\nfunction addBigInt(x, y) {\n   var sum = '';\n   var len = Math.max(x.length, y.length);\n   for (var i = 0, carry = 0; i < len || carry; i++) {\n   var tmpSum = carry + +(x[i] || 0) + +(y[i] || 0);\n   if (tmpSum >= 10) {\n   carry = 1;\n   sum += tmpSum - 10;\n   }\n   else {\n   carry = 0;\n   sum += tmpSum;\n   }\n   }\n   return sum;\n}\nfunction numberTimesBigInt(num, b) {\n   var product = '';\n   var bToThePower = b;\n   for (; num !== 0; num = num >>> 1) {\n   if (num & 1)\n   product = addBigInt(product, bToThePower);\n   bToThePower = addBigInt(bToThePower, bToThePower);\n   }\n   return product;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar Message = /** @class */ (function () {\n   /**\n   * @param nodes message AST\n   * @param placeholders maps placeholder names to static content\n   * @param placeholderToMessage maps placeholder names to messages (used for nested ICU messages)\n   * @param meaning\n   * @param description\n   * @param id\n   */\n   function Message(nodes, placeholders, placeholderToMessage, meaning, description, id) {\n   this.nodes = nodes;\n   this.placeholders = placeholders;\n   this.placeholderToMessage = placeholderToMessage;\n   this.meaning = meaning;\n   this.description = description;\n   this.id = id;\n   if (nodes.length) {\n   this.sources = [{\n   filePath: nodes[0].sourceSpan.start.file.url,\n   startLine: nodes[0].sourceSpan.start.line + 1,\n   startCol: nodes[0].sourceSpan.start.col + 1,\n   endLine: nodes[nodes.length - 1].sourceSpan.end.line + 1,\n   endCol: nodes[0].sourceSpan.start.col + 1\n   }];\n   }\n   else {\n   this.sources = [];\n   }\n   }\n   return Message;\n}());\nvar Text$2 = /** @class */ (function () {\n   function Text(value, sourceSpan) {\n   this.value = value;\n   this.sourceSpan = sourceSpan;\n   }\n   Text.prototype.visit = function (visitor, context) { return visitor.visitText(this, context); };\n   return Text;\n}());\n// TODO(vicb): do we really need this node (vs an array) ?\nvar Container = /** @class */ (function () {\n   function Container(children, sourceSpan) {\n   this.children = children;\n   this.sourceSpan = sourceSpan;\n   }\n   Container.prototype.visit = function (visitor, context) { return visitor.visitContainer(this, context); };\n   return Container;\n}());\nvar Icu = /** @class */ (function () {\n   function Icu(expression, type, cases, sourceSpan) {\n   this.expression = expression;\n   this.type = type;\n   this.cases = cases;\n   this.sourceSpan = sourceSpan;\n   }\n   Icu.prototype.visit = function (visitor, context) { return visitor.visitIcu(this, context); };\n   return Icu;\n}());\nvar TagPlaceholder = /** @class */ (function () {\n   function TagPlaceholder(tag, attrs, startName, closeName, children, isVoid, sourceSpan) {\n   this.tag = tag;\n   this.attrs = attrs;\n   this.startName = startName;\n   this.closeName = closeName;\n   this.children = children;\n   this.isVoid = isVoid;\n   this.sourceSpan = sourceSpan;\n   }\n   TagPlaceholder.prototype.visit = function (visitor, context) { return visitor.visitTagPlaceholder(this, context); };\n   return TagPlaceholder;\n}());\nvar Placeholder = /** @class */ (function () {\n   function Placeholder(value, name, sourceSpan) {\n   this.value = value;\n   this.name = name;\n   this.sourceSpan = sourceSpan;\n   }\n   Placeholder.prototype.visit = function (visitor, context) { return visitor.visitPlaceholder(this, context); };\n   return Placeholder;\n}());\nvar IcuPlaceholder = /** @class */ (function () {\n   function IcuPlaceholder(value, name, sourceSpan) {\n   this.value = value;\n   this.name = name;\n   this.sourceSpan = sourceSpan;\n   }\n   IcuPlaceholder.prototype.visit = function (visitor, context) { return visitor.visitIcuPlaceholder(this, context); };\n   return IcuPlaceholder;\n}());\n// Clone the AST\nvar CloneVisitor = /** @class */ (function () {\n   function CloneVisitor() {\n   }\n   CloneVisitor.prototype.visitText = function (text, context) { return new Text$2(text.value, text.sourceSpan); };\n   CloneVisitor.prototype.visitContainer = function (container, context) {\n   var _this = this;\n   var children = container.children.map(function (n) { return n.visit(_this, context); });\n   return new Container(children, container.sourceSpan);\n   };\n   CloneVisitor.prototype.visitIcu = function (icu, context) {\n   var _this = this;\n   var cases = {};\n   Object.keys(icu.cases).forEach(function (key) { return cases[key] = icu.cases[key].visit(_this, context); });\n   var msg = new Icu(icu.expression, icu.type, cases, icu.sourceSpan);\n   msg.expressionPlaceholder = icu.expressionPlaceholder;\n   return msg;\n   };\n   CloneVisitor.prototype.visitTagPlaceholder = function (ph, context) {\n   var _this = this;\n   var children = ph.children.map(function (n) { return n.visit(_this, context); });\n   return new TagPlaceholder(ph.tag, ph.attrs,

ph.startName, ph.closeName, children, ph.isVoid, ph.sourceSpan);\n   };\n
CloneVisitor.prototype.visitPlaceholder = function (ph, context) {\n   return new Placeholder(ph.value, ph.name,
ph.sourceSpan);\n   };\n   CloneVisitor.prototype.visitIcuPlaceholder = function (ph, context) {\n   return new
IcuPlaceholder(ph.value, ph.name, ph.sourceSpan);\n   };\n   return CloneVisitor;\n}());\n// Visit all the nodes
recursively\nvar RecurseVisitor = /** @class */ (function () {\n   function RecurseVisitor() {\n   }\n
RecurseVisitor.prototype.visitText = function (text, context) { };\n   RecurseVisitor.prototype.visitContainer =
function (container, context) {\n   var _this = this;\n   container.children.forEach(function (child) { return
child.visit(_this); });\n   };\n   RecurseVisitor.prototype.visitIcu = function (icu, context) {\n   var _this = this;\n
    Object.keys(icu.cases).forEach(function (k) { icu.cases[k].visit(_this); });\n   };\n
RecurseVisitor.prototype.visitTagPlaceholder = function (ph, context) {\n   var _this = this;\n
ph.children.forEach(function (child) { return child.visit(_this); });\n   };\n
RecurseVisitor.prototype.visitPlaceholder = function (ph, context) { };\n
RecurseVisitor.prototype.visitIcuPlaceholder = function (ph, context) { };\n   return RecurseVisitor;\n}());\n\n/**\n
* @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar
TAG_TO_PLACEHOLDER_NAMES = {\n   'A': 'LINK',\n   'B': 'BOLD_TEXT',\n   'BR': 'LINE_BREAK',\n
'EM': 'EMPHASISED_TEXT',\n   'H1': 'HEADING_LEVEL1',\n   'H2': 'HEADING_LEVEL2',\n   'H3':
'HEADING_LEVEL3',\n   'H4': 'HEADING_LEVEL4',\n   'H5': 'HEADING_LEVEL5',\n   'H6':
'HEADING_LEVEL6',\n   'HR': 'HORIZONTAL_RULE',\n   'I': 'ITALIC_TEXT',\n   'LI': 'LIST_ITEM',\n
'LINK': 'MEDIA_LINK',\n   'OL': 'ORDERED_LIST',\n   'P': 'PARAGRAPH',\n   'Q': 'QUOTATION',\n   'S':
'STRIKETHROUGH_TEXT',\n   'SMALL': 'SMALL_TEXT',\n   'SUB': 'SUBSTRIPT',\n   'SUP':
'SUPERSCRIPT',\n   'TBODY': 'TABLE_BODY',\n   'TD': 'TABLE_CELL',\n   'TFOOT': 'TABLE_FOOTER',\n
'TH': 'TABLE_HEADER_CELL',\n   'THEAD': 'TABLE_HEADER',\n   'TR': 'TABLE_ROW',\n   'TT':
'MONOSPACED_TEXT',\n   'U': 'UNDERLINED_TEXT',\n   'UL': 'UNORDERED_LIST',\n};\n/**\n * Creates
unique names for placeholder with different content.\n *\n * Returns the same placeholder name when the content is
identical.\n */\nvar PlaceholderRegistry = /** @class */ (function () {\n   function PlaceholderRegistry() {\n   //
Count the occurrence of the base name top generate a unique name\n   this._placeHolderNameCounts = {};\n
// Maps signature to placeholder names\n   this._signatureToName = {};\n   }\n
PlaceholderRegistry.prototype.getStartTagPlaceholderName = function (tag, attrs, isVoid) {\n   var signature =
this._hashTag(tag, attrs, isVoid);\n   if (this._signatureToName[signature]) {\n   return
this._signatureToName[signature];\n   }\n   var upperTag = tag.toUpperCase();\n   var baseName =
TAG_TO_PLACEHOLDER_NAMES[upperTag] || \"TAG_\" + upperTag;\n   var name =
this._generateUniqueName(isVoid ? baseName : \"START_\" + baseName);\n
this._signatureToName[signature] = name;\n   return name;\n   };\n
PlaceholderRegistry.prototype.getCloseTagPlaceholderName = function (tag) {\n   var signature =
this._hashClosingTag(tag);\n   if (this._signatureToName[signature]) {\n   return
this._signatureToName[signature];\n   }\n   var upperTag = tag.toUpperCase();\n   var baseName =
TAG_TO_PLACEHOLDER_NAMES[upperTag] || \"TAG_\" + upperTag;\n   var name =
this._generateUniqueName(\"CLOSE_\" + baseName);\n   this._signatureToName[signature] = name;\n
return name;\n   };\n   PlaceholderRegistry.prototype.getPlaceholderName = function (name, content) {\n   var
upperName = name.toUpperCase();\n   var signature = \"PH: \" + upperName + \"=\" + content;\n   if
(this._signatureToName[signature]) {\n   return this._signatureToName[signature];\n   }\n   var
uniqueName = this._generateUniqueName(upperName);\n   this._signatureToName[signature] = uniqueName;\n
    return uniqueName;\n   };\n   PlaceholderRegistry.prototype.getUniquePlaceholder = function (name) {\n
return this._generateUniqueName(name.toUpperCase());\n   };\n   // Generate a hash for a tag - does not take
attribute order into account\n   PlaceholderRegistry.prototype._hashTag = function (tag, attrs, isVoid) {\n   var
start = \"<\" + tag;\n   var strAttrs = Object.keys(attrs).sort().map(function (name) { return \" \" + name + \"=\" +
attrs[name]; }).join('');\n   var end = isVoid ? '/>' : \"></\" + tag + \">\";\n   return start + strAttrs + end;\n

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};\n    PlaceholderRegistry.prototype._hashClosingTag = function (tag) { return this._hashTag(\"/\" + tag, {}, false);
};\n    PlaceholderRegistry.prototype._generateUniqueName = function (base) {\n        var seen =
this._placeHolderNameCounts.hasOwnProperty(base);\n        if (!seen) {\n
this._placeHolderNameCounts[base] = 1;\n            return base;\n        }\n        var id =
this._placeHolderNameCounts[base];\n        this._placeHolderNameCounts[base] = id + 1;\n        return base + \"_\"
+ id;\n    };\n    return PlaceholderRegistry;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nvar _expParser = new Parser(new Lexer());\n/**\n * Returns a
function converting html nodes to an i18n Message given an interpolationConfig\n */\nfunction
createI18nMessageFactory(interpolationConfig) {\n    var visitor = new _I18nVisitor(_expParser,
interpolationConfig);\n    return function (nodes, meaning, description, id) {\n        return
visitor.toI18nMessage(nodes, meaning, description, id);\n    };\n}\nvar _I18nVisitor = /** @class */ (function () {\n
 function _I18nVisitor(_expressionParser, _interpolationConfig) {\n        this._expressionParser =
_expressionParser;\n        this._interpolationConfig = _interpolationConfig;\n    }\n
_I18nVisitor.prototype.toI18nMessage = function (nodes, meaning, description, id) {\n        this._isIcu =
nodes.length == 1 && nodes[0] instanceof Expansion;\n        this._icuDepth = 0;\n        this._placeholderRegistry =
new PlaceholderRegistry();\n        this._placeholderToContent = {};\n        this._placeholderToMessage = {};\n
var i18nodes = visitAll(this, nodes, {});\n        return new Message(i18nodes, this._placeholderToContent,
this._placeholderToMessage, meaning, description, id);\n    };\n    _I18nVisitor.prototype.visitElement = function
(el, context) {\n        var children = visitAll(this, el.children);\n        var attrs = {};\n        el.attrs.forEach(function
(attr) {\n            // Do not visit the attributes, translatable ones are top-level ASTs\n            attrs[attr.name] =
attr.value;\n        });\n        var isVoid = getHtmlTagDefinition(el.name).isVoid;\n        var startPhName =
this._placeholderRegistry.getStartTagPlaceholderName(el.name, attrs, isVoid);\n
this._placeholderToContent[startPhName] = el.sourceSpan.toString();\n        var closePhName = '';\n        if
(!isVoid) {\n            closePhName = this._placeholderRegistry.getCloseTagPlaceholderName(el.name);\n
this._placeholderToContent[closePhName] = \"</\" + el.name + \">\";\n        }\n        return new
TagPlaceholder(el.name, attrs, startPhName, closePhName, children, isVoid, el.sourceSpan);\n    };\n
_I18nVisitor.prototype.visitAttribute = function (attribute, context) {\n        return
this._visitTextWithInterpolation(attribute.value, attribute.sourceSpan);\n    };\n    _I18nVisitor.prototype.visitText =
function (text, context) {\n        return this._visitTextWithInterpolation(text.value, text.sourceSpan);\n    };\n
_I18nVisitor.prototype.visitComment = function (comment, context) { return null; };\n
_I18nVisitor.prototype.visitExpansion = function (icu, context) {\n        var _this = this;\n        this._icuDepth++;\n
   var i18nIcuCases = {};\n        var i18nIcu = new Icu(icu.switchValue, icu.type, i18nIcuCases, icu.sourceSpan);\n
   icu.cases.forEach(function (caze) {\n            i18nIcuCases[caze.value] = new
Container(caze.expression.map(function (node) { return node.visit(_this, {}); }), caze.expSourceSpan);\n        });\n
   this._icuDepth--;\n        if (this._isIcu || this._icuDepth > 0) {\n            // Returns an ICU node when:\n            // -
the message (vs a part of the message) is an ICU message, or\n            // - the ICU message is nested.\n            var
expPh = this._placeholderRegistry.getUniquePlaceholder(\"VAR_\" + icu.type);\n
i18nIcu.expressionPlaceholder = expPh;\n            this._placeholderToContent[expPh] = icu.switchValue;\n
return i18nIcu;\n        }\n        // Else returns a placeholder\n        // ICU placeholders should not be replaced with
their original content but with the their\n        // translations. We need to create a new visitor (they are not re-entrant)
to compute the\n        // message id.\n        // TODO(vicb): add a html.Node -> i18n.Message cache to avoid having
to re-create the msg\n        var phName = this._placeholderRegistry.getPlaceholderName('ICU',
icu.sourceSpan.toString());\n        var visitor = new _I18nVisitor(this._expressionParser,
this._interpolationConfig);\n        this._placeholderToMessage[phName] = visitor.toI18nMessage([icu], '', '', '');\n
return new IcuPlaceholder(i18nIcu, phName, icu.sourceSpan);\n    };\n    _I18nVisitor.prototype.visitExpansionCase
= function (icuCase, context) {\n        throw new Error('Unreachable code');\n    };\n
_I18nVisitor.prototype._visitTextWithInterpolation = function (text, sourceSpan) {\n        var splitInterpolation =
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this._expressionParser.splitInterpolation(text, sourceSpan.start.toString(), this._interpolationConfig);\n if (!splitInterpolation) {\n // No expression, return a single text\n return new Text$2(text, sourceSpan);\n }\n // Return a group of text + expressions\n var nodes = [];\n var container = new Container(nodes, sourceSpan);\n var _a = this._interpolationConfig, sDelimiter = _a.start, eDelimiter = _a.end;\n for (var i = 0; i < splitInterpolation.strings.length - 1; i++) {\n var expression = splitInterpolation.expressions[i];\n var baseName = _extractPlaceholderName(expression) || 'INTERPOLATION';\n var phName = this._placeholderRegistry.getPlaceholderName(baseName, expression);\n if (splitInterpolation.strings[i].length) {\n // No need to add empty strings\n nodes.push(new Text$2(splitInterpolation.strings[i], sourceSpan));\n }\n nodes.push(new Placeholder(expression, phName, sourceSpan));\n this._placeholderToContent[phName] = sDelimiter + expression + eDelimiter;\n }\n // The last index contains no expression\n var lastStringIdx = splitInterpolation.strings.length - 1;\n if (splitInterpolation.strings[lastStringIdx].length) {\n nodes.push(new Text$2(splitInterpolation.strings[lastStringIdx], sourceSpan));\n }\n return container;\n };\n return _I18nVisitor;\n}());\nvar _CUSTOM_PH_EXP = /\\/\\/[\\s\\S]*i18n[\\s\\S]*\\([\\s\\S]*ph[\\s\\S]*=[\\s\\S]*(\"|')([\\s\\S]*?)\\1[\\s\\S]*\\)/g;\nfunction _extractPlaceholderName(input) {\n return input.split(_CUSTOM_PH_EXP)[2];\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An i18n error.\n */\nvar I18nError = /** @class */ (function (_super) {\n __extends(I18nError, _super);\n function I18nError(span, msg) {\n return _super.call(this, span, msg) || this;\n }\n return I18nError;\n}(ParseError));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _I18N_ATTR = 'i18n';\nvar _I18N_ATTR_PREFIX = 'i18n-';\nvar _I18N_COMMENT_PREFIX_REGEXP = /^i18n:?/;\nvar MEANING_SEPARATOR = '|';\nvar ID_SEPARATOR = '@@';\nvar i18nCommentsWarned = false;\n/**\n * Extract translatable messages from an html AST\n */\nfunction extractMessages(nodes, interpolationConfig, implicitTags, implicitAttrs) {\n var visitor = new _Visitor(implicitTags, implicitAttrs);\n return visitor.extract(nodes, interpolationConfig);\n}\nfunction mergeTranslations(nodes, translations, interpolationConfig, implicitTags, implicitAttrs) {\n var visitor = new _Visitor(implicitTags, implicitAttrs);\n return visitor.merge(nodes, translations, interpolationConfig);\n}\nvar ExtractionResult = /** @class */ (function () {\n function ExtractionResult(messages, errors) {\n this.messages = messages;\n this.errors = errors;\n }\n return ExtractionResult;\n}());\nvar _VisitorMode;\n(function (_VisitorMode) {\n _VisitorMode[_VisitorMode[\"Extract\"] = 0] = \"Extract\";\n _VisitorMode[_VisitorMode[\"Merge\"] = 1] = \"Merge\";\n})(_VisitorMode || (_VisitorMode = {}));\n/**\n * This Visitor is used:\n * 1. to extract all the translatable strings from an html AST (see `extract()`),\n * 2. to replace the translatable strings with the actual translations (see `merge()`)\n *\n * @internal\n */\nvar _Visitor = /** @class */ (function () {\n function _Visitor(_implicitTags, _implicitAttrs) {\n this._implicitTags = _implicitTags;\n this._implicitAttrs = _implicitAttrs;\n }\n /**\n * Extracts the messages from the tree\n */\n _Visitor.prototype.extract = function (nodes, interpolationConfig) {\n var _this = this;\n this._init(_VisitorMode.Extract, interpolationConfig);\n nodes.forEach(function (node) { return node.visit(_this, null); });\n if (this._inI18nBlock) {\n this._reportError(nodes[nodes.length - 1], 'Unclosed block');\n }\n return new ExtractionResult(this._messages, this._errors);\n };\n /**\n * Returns a tree where all translatable nodes are translated\n */\n _Visitor.prototype.merge = function (nodes, translations, interpolationConfig) {\n this._init(_VisitorMode.Merge, interpolationConfig);\n this._translations = translations;\n // Construct a single fake root element\n var wrapper = new Element('wrapper', [], nodes, undefined, undefined, undefined);\n var translatedNode = wrapper.visit(this, null);\n if (this._inI18nBlock) {\n this._reportError(nodes[nodes.length - 1], 'Unclosed block');\n }\n return new ParseTreeResult(translatedNode.children, this._errors);\n };\n _Visitor.prototype.visitExpansionCase = function (icuCase, context) {\n // Parse cases for translatable html attributes\n var expression = visitAll(this,

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icuCase.expression, context);\n        if (this._mode === _VisitorMode.Merge) {\n            return new
ExpansionCase(icuCase.value, expression, icuCase.sourceSpan, icuCase.valueSourceSpan,
icuCase.expSourceSpan);\n        }\n    };\n    _Visitor.prototype.visitExpansion = function (icu, context) {\n
this._mayBeAddBlockChildren(icu);\n        var wasInIcu = this._inIcu;\n        if (!this._inIcu) {\n            // nested
ICU messages should not be extracted but top-level translated as a whole\n            if (this._isInTranslatableSection)
{\n                this._addMessage([icu]);\n            }\n            this._inIcu = true;\n        }\n        var cases = visitAll(this,
icu.cases, context);\n        if (this._mode === _VisitorMode.Merge) {\n            icu = new
Expansion(icu.switchValue, icu.type, cases, icu.sourceSpan, icu.switchValueSourceSpan);\n        }\n        this._inIcu
= wasInIcu;\n        return icu;\n    };\n    _Visitor.prototype.visitComment = function (comment, context) {\n        var
isOpening = _isOpeningComment(comment);\n        if (isOpening && this._isInTranslatableSection) {\n
this._reportError(comment, 'Could not start a block inside a translatable section');\n            return;\n        }\n        var
isClosing = _isClosingComment(comment);\n        if (isClosing && !this._inI18nBlock) {\n
this._reportError(comment, 'Trying to close an unopened block');\n            return;\n        }\n        if
(!this._inI18nNode && !this._inIcu) {\n            if (!this._inI18nBlock) {\n                if (isOpening) {\n                    //
deprecated from v5 you should use <ng-container i18n> instead of i18n comments\n                    if
(!i18nCommentsWarned && console && console.warn) {\n                        i18nCommentsWarned = true;\n
        var details = comment.sourceSpan.details ? \", \" + comment.sourceSpan.details : '';\n                        //
TODO(ocombe): use a log service once there is a public one available\n                        console.warn(\"I18n
comments are deprecated, use an <ng-container> element instead (\" + comment.sourceSpan.start + details +
\")\");\n                    }\n                    this._inI18nBlock = true;\n                    this._blockStartDepth = this._depth;\n
            this._blockChildren = [];\n                    this._blockMeaningAndDesc =\n
comment.value.replace(_I18N_COMMENT_PREFIX_REGEXP, '').trim();\n
this._openTranslatableSection(comment);\n                }\n            }\n            else {\n                if (isClosing) {\n
        if (this._depth == this._blockStartDepth) {\n                        this._closeTranslatableSection(comment,
this._blockChildren);\n                        this._inI18nBlock = false;\n                        var message =
this._addMessage(this._blockChildren, this._blockMeaningAndDesc);\n                        // merge attributes in
sections\n                        var nodes = this._translateMessage(comment, message);\n                        return
visitAll(this, nodes);\n                    }\n                    else {\n                        this._reportError(comment, 'I18N blocks
should not cross element boundaries');\n                        return;\n                    }\n                }\n            }\n        }\n
};\n    _Visitor.prototype.visitText = function (text, context) {\n        if (this._isInTranslatableSection) {\n
this._mayBeAddBlockChildren(text);\n        }\n        return text;\n    };\n    _Visitor.prototype.visitElement =
function (el, context) {\n        var _this = this;\n        this._mayBeAddBlockChildren(el);\n        this._depth++;\n
var wasInI18nNode = this._inI18nNode;\n        var wasInImplicitNode = this._inImplicitNode;\n        var childNodes
= [];\n        var translatedChildNodes = undefined;\n        // Extract:\n        // - top level nodes with the (implicit)
\"i18n\" attribute if not already in a section\n        // - ICU messages\n        var i18nAttr = _getI18nAttr(el);\n        var
i18nMeta = i18nAttr ? i18nAttr.value : '';\n        var isImplicit = this._implicitTags.some(function (tag) { return
el.name === tag; }) && !this._inIcu &&\n            !this._isInTranslatableSection;\n        var isTopLevelImplicit =
!wasInImplicitNode && isImplicit;\n        this._inImplicitNode = wasInImplicitNode || isImplicit;\n        if
(!this._isInTranslatableSection && !this._inIcu) {\n            if (i18nAttr || isTopLevelImplicit) {\n
this._inI18nNode = true;\n                var message = this._addMessage(el.children, i18nMeta);\n
translatedChildNodes = this._translateMessage(el, message);\n            }\n            if (this._mode ==
_VisitorMode.Extract) {\n                var isTranslatable = i18nAttr || isTopLevelImplicit;\n                if
(isTranslatable)\n                    this._openTranslatableSection(el);\n                visitAll(this, el.children);\n                if
(isTranslatable)\n                    this._closeTranslatableSection(el, el.children);\n            }\n        }\n        else {\n
if (i18nAttr || isTopLevelImplicit) {\n                this._reportError(el, 'Could not mark an element as translatable
inside a translatable section');\n            }\n            if (this._mode == _VisitorMode.Extract) {\n                // Descend
into child nodes for extraction\n                visitAll(this, el.children);\n            }\n        }\n        if (this._mode ===
_VisitorMode.Merge) {\n            var visitNodes = translatedChildNodes || el.children;\n
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visitNodes.forEach(function (child) {\n            var visited = child.visit(_this, context);\n            if (visited &&
!_this._isInTranslatableSection) {\n                // Do not add the children from translatable sections (= i18n blocks
here)\n                // They will be added later in this loop when the block closes (i.e. on `<!-- /i18n -->`)\n
  childNodes = childNodes.concat(visited);\n            }\n        });\n    }\n    this._visitAttributesOf(el);\n
this._depth--;\n    this._inI18nNode = wasInI18nNode;\n    this._inImplicitNode = wasInImplicitNode;\n    if
(this._mode === _VisitorMode.Merge) {\n        var translatedAttrs = this._translateAttributes(el);\n        return
new Element(el.name, translatedAttrs, childNodes, el.sourceSpan, el.startSourceSpan, el.endSourceSpan);\n    }\n
    return null;\n    };\n    _Visitor.prototype.visitAttribute = function (attribute, context) {\n    throw new
Error('unreachable code');\n    };\n    _Visitor.prototype._init = function (mode, interpolationConfig) {\n
this._mode = mode;\n    this._inI18nBlock = false;\n    this._inI18nNode = false;\n    this._depth = 0;\n
this._inIcu = false;\n    this._msgCountAtSectionStart = undefined;\n    this._errors = [];\n    this._messages =
[];\n    this._inImplicitNode = false;\n    this._createI18nMessage =
createI18nMessageFactory(interpolationConfig);\n    };\n    // looks for translatable attributes\n
_Visitor.prototype._visitAttributesOf = function (el) {\n    var _this = this;\n    var explicitAttrNameToValue =
{};\n    var implicitAttrNames = this._implicitAttrs[el.name] || [];\n    el.attrs.filter(function (attr) { return
attr.name.startsWith(_I18N_ATTR_PREFIX); })\n        .forEach(function (attr) { return
explicitAttrNameToValue[attr.name.slice(_I18N_ATTR_PREFIX.length)] =\n        attr.value; });\n
el.attrs.forEach(function (attr) {\n        if (attr.name in explicitAttrNameToValue) {\n
_this._addMessage([attr], explicitAttrNameToValue[attr.name]);\n        }\n        else if
(implicitAttrNames.some(function (name) { return attr.name === name; })) {\n
_this._addMessage([attr]);\n        }\n    });\n    };\n    // add a translatable message\n
_Visitor.prototype._addMessage = function (ast, msgMeta) {\n    if (ast.length == 0 ||\n        ast.length == 1 &&
ast[0] instanceof Attribute && !ast[0].value) {\n        // Do not create empty messages\n        return null;\n
}\n    var _a = _parseMessageMeta(msgMeta), meaning = _a.meaning, description = _a.description, id = _a.id;\n
  var message = this._createI18nMessage(ast, meaning, description, id);\n    this._messages.push(message);\n
return message;\n    };\n    // Translates the given message given the `TranslationBundle`\n    // This is used for
translating elements / blocks - see `_translateAttributes` for attributes\n    // no-op when called in extraction mode
(returns [])\n    _Visitor.prototype._translateMessage = function (el, message) {\n    if (message && this._mode
=== _VisitorMode.Merge) {\n        var nodes = this._translations.get(message);\n        if (nodes) {\n
return nodes;\n        }\n        this._reportError(el, \"Translation unavailable for message id=\\\"\" +
this._translations.digest(message) + \"\\\"\");\n    }\n    return [];\n    };\n    // translate the attributes of an
element and remove i18n specific attributes\n    _Visitor.prototype._translateAttributes = function (el) {\n    var
_this = this;\n    var attributes = el.attrs;\n    var i18nParsedMessageMeta = {};\n
attributes.forEach(function (attr) {\n        if (attr.name.startsWith(_I18N_ATTR_PREFIX)) {\n
i18nParsedMessageMeta[attr.name.slice(_I18N_ATTR_PREFIX.length)] =\n
_parseMessageMeta(attr.value);\n        }\n    });\n    var translatedAttributes = [];\n
attributes.forEach(function (attr) {\n        if (attr.name === _I18N_ATTR ||
attr.name.startsWith(_I18N_ATTR_PREFIX)) {\n            // strip i18n specific attributes\n            return;\n
 }\n        if (attr.value && attr.value != '' && i18nParsedMessageMeta.hasOwnProperty(attr.name)) {\n
var _a = i18nParsedMessageMeta[attr.name], meaning = _a.meaning, description = _a.description, id = _a.id;\n
    var message = _this._createI18nMessage([attr], meaning, description, id);\n            var nodes =
_this._translations.get(message);\n            if (nodes) {\n                if (nodes.length == 0) {\n
translatedAttributes.push(new Attribute(attr.name, '', attr.sourceSpan));\n                }\n                else if
(nodes[0] instanceof Text) {\n                    var value = nodes[0].value;\n
translatedAttributes.push(new Attribute(attr.name, value, attr.sourceSpan));\n                }\n                else {\n
                _this._reportError(el, \"Unexpected translation for attribute \\\"\" + attr.name + \"\\\" (id=\\\"\" + (id ||
_this._translations.digest(message)) + \"\\\")\");\n                }\n            }\n            else {\n
_this._reportError(el, \"Translation unavailable for attribute \\\"\" + attr.name + \"\\\" (id=\\\"\" + (id ||
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_this._translations.digest(message)) + \"\\\")\");\n }\n }\n else {\n translatedAttributes.push(attr);\n }\n });\n return translatedAttributes;\n };\n /**\n * Add the node as a child of the block when:\n * - we are in a block,\n * - we are not inside a ICU message (those are handled separately),\n * - the node is a \"direct child\" of the block\n */\n _Visitor.prototype._mayBeAddBlockChildren = function (node) {\n if (this._inI18nBlock && !this._inIcu && this._depth == this._blockStartDepth) {\n this._blockChildren.push(node);\n }\n };\n /**\n * Marks the start of a section, see `_closeTranslatableSection`\n */\n _Visitor.prototype._openTranslatableSection = function (node) {\n if (this._isInTranslatableSection) {\n this._reportError(node, 'Unexpected section start');\n }\n else {\n this._msgCountAtSectionStart = this._messages.length;\n }\n };\n Object.defineProperty(_Visitor.prototype, \"_isInTranslatableSection\", {\n /**\n * A translatable section could be:\n * - the content of translatable element,\n * - nodes between `<!-- i18n -->` and `<!-- /i18n -->` comments\n */\n get: function () {\n return this._msgCountAtSectionStart !== void 0;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Terminates a section.\n *\n * If a section has only one significant children (comments not significant) then we should not\n * keep the message from this children:\n *\n * `<p i18n=\"meaning|description\">{ICU message}</p>` would produce two messages:\n * - one for the <p> content with meaning and description,\n * - another one for the ICU message.\n *\n * In this case the last message is discarded as it contains less information (the AST is\n * otherwise identical).\n *\n * Note that we should still keep messages extracted from attributes inside the section (ie in the\n * ICU message here)\n */\n _Visitor.prototype._closeTranslatableSection = function (node, directChildren) {\n if (!this._isInTranslatableSection) {\n this._reportError(node, 'Unexpected section end');\n return;\n }\n var startIndex = this._msgCountAtSectionStart;\n var significantChildren = directChildren.reduce(function (count, node) { return count + (node instanceof Comment ? 0 : 1); }, 0);\n if (significantChildren == 1) {\n for (var i = this._messages.length - 1; i >= startIndex; i--) {\n var ast = this._messages[i].nodes;\n if (!(ast.length == 1 && ast[0] instanceof Text$2)) {\n this._messages.splice(i, 1);\n break;\n }\n }\n }\n this._msgCountAtSectionStart = undefined;\n };\n _Visitor.prototype._reportError = function (node, msg) {\n this._errors.push(new I18nError(node.sourceSpan, msg));\n };\n return _Visitor;\n}());\nfunction _isOpeningComment(n) {\n return !!(n instanceof Comment && n.value && n.value.startsWith('i18n'));\n}\nfunction _isClosingComment(n) {\n return !!(n instanceof Comment && n.value && n.value === '/i18n');\n}\nfunction _getI18nAttr(p) {\n return p.attrs.find(function (attr) { return attr.name === _I18N_ATTR; }) || null;\n}\nfunction _parseMessageMeta(i18n) {\n if (!i18n)\n return { meaning: '', description: '', id: '' };\n var idIndex = i18n.indexOf(ID_SEPARATOR);\n var descIndex = i18n.indexOf(MEANING_SEPARATOR);\n var _a = __read((idIndex > -1) ? [i18n.slice(0, idIndex), i18n.slice(idIndex + 2)] : [i18n, ''], 2), meaningAndDesc = _a[0], id = _a[1];\n var _b = __read((descIndex > -1) ?\n [meaningAndDesc.slice(0, descIndex), meaningAndDesc.slice(descIndex + 1)] :\n ['', meaningAndDesc], 2), meaning = _b[0], description = _b[1];\n return { meaning: meaning, description: description, id: id };\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar XmlTagDefinition = /** @class */ (function () {\n function XmlTagDefinition() {\n this.closedByParent = false;\n this.contentType = TagContentType.PARSABLE_DATA;\n this.isVoid = false;\n this.ignoreFirstLf = false;\n this.canSelfClose = true;\n }\n XmlTagDefinition.prototype.requireExtraParent = function (currentParent) { return false; };\n XmlTagDefinition.prototype.isClosedByChild = function (name) { return false; };\n return XmlTagDefinition;\n}());\nvar _TAG_DEFINITION = new XmlTagDefinition();\nfunction getXmlTagDefinition(tagName) {\n return _TAG_DEFINITION;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar XmlParser = /** @class */ (function (_super) {\n __extends(XmlParser, _super);\n function XmlParser() {\n return _super.call(this, getXmlTagDefinition) ||

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this;\n    }\n    XmlParser.prototype.parse = function (source, url, parseExpansionForms) {\n        if
(parseExpansionForms === void 0) { parseExpansionForms = false; }\n        return _super.prototype.parse.call(this,
source, url, parseExpansionForms);\n    };\n    return XmlParser;\n}(Parser$1));\n\n/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\nvar Serializer = /** @class */ (function () {\n
function Serializer() {\n    }\n    // Creates a name mapper, see `PlaceholderMapper`\n    // Returning `null` means
that no name mapping is used.\n    Serializer.prototype.createNameMapper = function (message) { return null; };\n
return Serializer;\n}());\n/**\n * A simple mapper that take a function to transform an internal name to a public
name\n */\nvar SimplePlaceholderMapper = /** @class */ (function (_super) {\n
__extends(SimplePlaceholderMapper, _super);\n    // create a mapping from the message\n    function
SimplePlaceholderMapper(message, mapName) {\n        var _this = _super.call(this) || this;\n        _this.mapName =
mapName;\n        _this.internalToPublic = {};\n        _this.publicToNextId = {};\n        _this.publicToInternal =
{};\n        message.nodes.forEach(function (node) { return node.visit(_this); });\n        return _this;\n    }\n
SimplePlaceholderMapper.prototype.toPublicName = function (internalName) {\n        return
this.internalToPublic.hasOwnProperty(internalName) ?\n            this.internalToPublic[internalName] :\n
null;\n    };\n    SimplePlaceholderMapper.prototype.toInternalName = function (publicName) {\n        return
this.publicToInternal.hasOwnProperty(publicName) ? this.publicToInternal[publicName] :\n            null;\n    };\n
SimplePlaceholderMapper.prototype.visitText = function (text, context) { return null; };\n
SimplePlaceholderMapper.prototype.visitTagPlaceholder = function (ph, context) {\n
this.visitPlaceholderName(ph.startName);\n        _super.prototype.visitTagPlaceholder.call(this, ph, context);\n
this.visitPlaceholderName(ph.closeName);\n    };\n    SimplePlaceholderMapper.prototype.visitPlaceholder =
function (ph, context) { this.visitPlaceholderName(ph.name); };\n
SimplePlaceholderMapper.prototype.visitIcuPlaceholder = function (ph, context) {\n
this.visitPlaceholderName(ph.name);\n    };\n    // XMB placeholders could only contains A-Z, 0-9 and _\n
SimplePlaceholderMapper.prototype.visitPlaceholderName = function (internalName) {\n        if (!internalName ||
this.internalToPublic.hasOwnProperty(internalName)) {\n            return;\n        }\n        var publicName =
this.mapName(internalName);\n        if (this.publicToInternal.hasOwnProperty(publicName)) {\n            // Create a
new XMB when it has already been used\n            var nextId = this.publicToNextId[publicName];\n
this.publicToNextId[publicName] = nextId + 1;\n            publicName = publicName + \"_\" + nextId;\n        }\n
else {\n            this.publicToNextId[publicName] = 1;\n        }\n        this.internalToPublic[internalName] =
publicName;\n        this.publicToInternal[publicName] = internalName;\n    };\n    return
SimplePlaceholderMapper;\n}(RecurseVisitor));\n\n/**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nvar _Visitor$1 = /** @class */ (function () {\n    function _Visitor()
{\n    }\n    _Visitor.prototype.visitTag = function (tag) {\n        var _this = this;\n        var strAttrs =
this._serializeAttributes(tag.attrs);\n        if (tag.children.length == 0) {\n            return \"<\" + tag.name + strAttrs +
\"/>\";\n        }\n        var strChildren = tag.children.map(function (node) { return node.visit(_this); });\n        return
\"<\" + tag.name + strAttrs + \">\" + strChildren.join('') + \"</\" + tag.name + \">\";\n    };\n
_Visitor.prototype.visitText = function (text) { return text.value; };\n    _Visitor.prototype.visitDeclaration =
function (decl) {\n        return \"<?xml\" + this._serializeAttributes(decl.attrs) + \" ?>\";\n    };\n
_Visitor.prototype._serializeAttributes = function (attrs) {\n        var strAttrs = Object.keys(attrs).map(function
(name) { return name + \"=\\\"\" + attrs[name] + \"\\\"\"; }).join(' ');\n        return strAttrs.length > 0 ? ' ' + strAttrs :
'';\n    };\n    _Visitor.prototype.visitDoctype = function (doctype) {\n        return \"<!DOCTYPE \" +
doctype.rootTag + \" [\\n\" + doctype.dtd + \"\\n]>\";\n    };\n    return _Visitor;\n}());\nvar _visitor = new
_Visitor$1();\nfunction serialize(nodes) {\n    return nodes.map(function (node) { return node.visit(_visitor);
}).join('');\n}\nvar Declaration = /** @class */ (function () {\n    function Declaration(unescapedAttrs) {\n        var
_this = this;\n        this.attrs = {};\n        Object.keys(unescapedAttrs).forEach(function (k) {\n            _this.attrs[k] =
escapeXml(unescapedAttrs[k]);\n        });\n    }\n    Declaration.prototype.visit = function (visitor) { return
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visitor.visitDeclaration(this); };\n    return Declaration;\n}());\nvar Doctype = /** @class */ (function () {\n
function Doctype(rootTag, dtd) {\n        this.rootTag = rootTag;\n        this.dtd = dtd;\n    }\n
Doctype.prototype.visit = function (visitor) { return visitor.visitDoctype(this); };\n    return Doctype;\n}());\nvar Tag
= /** @class */ (function () {\n    function Tag(name, unescapedAttrs, children) {\n        if (unescapedAttrs ===
void 0) { unescapedAttrs = {}; }\n        if (children === void 0) { children = []; }\n        var _this = this;\n
this.name = name;\n        this.children = children;\n        this.attrs = {};\n
Object.keys(unescapedAttrs).forEach(function (k) {\n            _this.attrs[k] = escapeXml(unescapedAttrs[k]);\n
});\n    }\n    Tag.prototype.visit = function (visitor) { return visitor.visitTag(this); };\n    return Tag;\n}());\nvar
Text$3 = /** @class */ (function () {\n    function Text(unescapedValue) {\n        this.value =
escapeXml(unescapedValue);\n    }\n    Text.prototype.visit = function (visitor) { return visitor.visitText(this); };\n
return Text;\n}());\nvar CR = /** @class */ (function (_super) {\n    __extends(CR, _super);\n    function CR(ws)
{\n        if (ws === void 0) { ws = 0; }\n        return _super.call(this, \"\\n\" + new Array(ws + 1).join(' ')) || this;\n
}\n    return CR;\n}(Text$3));\nvar _ESCAPED_CHARS = [\n    [/&/g, '&amp;'],\n    [/\"/g, '&quot;'],\n    [/'/g,
'&apos;'],\n    [/</g, '&lt;'],\n    [/>/g, '&gt;'],\n];\n// Escape `_ESCAPED_CHARS` characters in the given text with
encoded entities\nfunction escapeXml(text) {\n    return _ESCAPED_CHARS.reduce(function (text, entry) { return
text.replace(entry[0], entry[1]); }, text);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n
*\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\nvar _VERSION = '1.2';\nvar _XMLNS = 'urn:oasis:names:tc:xliff:document:1.2';\n//
TODO(vicb): make this a param (s/_/-/)\nvar _DEFAULT_SOURCE_LANG = 'en';\nvar _PLACEHOLDER_TAG
= 'x';\nvar _MARKER_TAG = 'mrk';\nvar _FILE_TAG = 'file';\nvar _SOURCE_TAG = 'source';\nvar
_SEGMENT_SOURCE_TAG = 'seg-source';\nvar _TARGET_TAG = 'target';\nvar _UNIT_TAG = 'trans-
unit';\nvar _CONTEXT_GROUP_TAG = 'context-group';\nvar _CONTEXT_TAG = 'context';\n// http://docs.oasis-
open.org/xliff/v1.2/os/xliff-core.html\n// http://docs.oasis-open.org/xliff/v1.2/xliff-profile-html/xliff-profile-html-
1.2.html\nvar Xliff = /** @class */ (function (_super) {\n    __extends(Xliff, _super);\n    function Xliff() {\n
return _super !== null && _super.apply(this, arguments) || this;\n    }\n    Xliff.prototype.write = function (messages,
locale) {\n        var visitor = new _WriteVisitor();\n        var transUnits = [];\n        messages.forEach(function
(message) {\n            var _a;\n            var contextTags = [];\n            message.sources.forEach(function (source) {\n
            var contextGroupTag = new Tag(_CONTEXT_GROUP_TAG, { purpose: 'location' });\n
contextGroupTag.children.push(new CR(10), new Tag(_CONTEXT_TAG, { 'context-type': 'sourcefile' }, [new
Text$3(source.filePath)]), new CR(10), new Tag(_CONTEXT_TAG, { 'context-type': 'linenumber' }, [new
Text$3(\"\" + source.startLine)]), new CR(8));\n                contextTags.push(new CR(8), contextGroupTag);\n
});\n            var transUnit = new Tag(_UNIT_TAG, { id: message.id, datatype: 'html' });\n            (_a =
transUnit.children).push.apply(_a, __spread([new CR(8), new Tag(_SOURCE_TAG, {},
visitor.serialize(message.nodes))], contextTags));\n            if (message.description) {\n
transUnit.children.push(new CR(8), new Tag('note', { priority: '1', from: 'description' }, [new
Text$3(message.description)]));\n            }\n            if (message.meaning) {\n                transUnit.children.push(new
CR(8), new Tag('note', { priority: '1', from: 'meaning' }, [new Text$3(message.meaning)]));\n            }\n
transUnit.children.push(new CR(6));\n            transUnits.push(new CR(6), transUnit);\n        });\n        var body =
new Tag('body', {}, __spread(transUnits, [new CR(4)]));\n        var file = new Tag('file', {\n            'source-
language': locale || _DEFAULT_SOURCE_LANG,\n            datatype: 'plaintext',\n            original: 'ng2.template',\n
    }, [new CR(4), body, new CR(2)]);\n        var xliff = new Tag('xliff', { version: _VERSION, xmlns: _XMLNS },
[new CR(2), file, new CR()]);\n        return serialize([\n            new Declaration({ version: '1.0', encoding: 'UTF-8'
}), new CR(), xliff, new CR()\n        ]);\n    };\n    Xliff.prototype.load = function (content, url) {\n        // xliff to xml
nodes\n        var xliffParser = new XliffParser();\n        var _a = xliffParser.parse(content, url), locale = _a.locale,
msgIdToHtml = _a.msgIdToHtml, errors = _a.errors;\n        // xml nodes to i18n nodes\n        var
i18nNodesByMsgId = {};\n        var converter = new XmlToI18n();\n
Object.keys(msgIdToHtml).forEach(function (msgId) {\n            var _a = converter.convert(msgIdToHtml[msgId],
url), i18nNodes = _a.i18nNodes, e = _a.errors;\n            errors.push.apply(errors, __spread(e));\n
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i18nNodesByMsgId[msgId] = i18nNodes;\n        });\n        if (errors.length) {\n            throw new Error(\"xliff parse
errors:\\n\" + errors.join('\\n'));\n        }\n        return { locale: locale, i18nNodesByMsgId: i18nNodesByMsgId };\n
};\n    Xliff.prototype.digest = function (message) { return digest(message); };\n    return Xliff;\n}(Serializer));\nvar
_WriteVisitor = /** @class */ (function () {\n    function _WriteVisitor() {\n    }\n
_WriteVisitor.prototype.visitText = function (text, context) { return [new Text$3(text.value)]; };\n
_WriteVisitor.prototype.visitContainer = function (container, context) {\n        var _this = this;\n        var nodes =
[];\n        container.children.forEach(function (node) { return nodes.push.apply(nodes, __spread(node.visit(_this)));
});\n        return nodes;\n    };\n    _WriteVisitor.prototype.visitIcu = function (icu, context) {\n        var _this =
this;\n        var nodes = [new Text$3(\"{\" + icu.expressionPlaceholder + \", \" + icu.type + \", \")];\n
Object.keys(icu.cases).forEach(function (c) {\n            nodes.push.apply(nodes, __spread([new Text$3(c + \" {\")],
icu.cases[c].visit(_this), [new Text$3(\"} \")]));\n        });\n        nodes.push(new Text$3(\"}\"));\n        return
nodes;\n    };\n    _WriteVisitor.prototype.visitTagPlaceholder = function (ph, context) {\n        var ctype =
getCtypeForTag(ph.tag);\n        if (ph.isVoid) {\n            // void tags have no children nor closing tags\n
return [new Tag(_PLACEHOLDER_TAG, { id: ph.startName, ctype: ctype, 'equiv-text': \"<\" + ph.tag + \"/>\"
})];\n        }\n        var startTagPh = new Tag(_PLACEHOLDER_TAG, { id: ph.startName, ctype: ctype, 'equiv-
text': \"<\" + ph.tag + \">\" });\n        var closeTagPh = new Tag(_PLACEHOLDER_TAG, { id: ph.closeName,
ctype: ctype, 'equiv-text': \"</\" + ph.tag + \">\" });\n        return __spread([startTagPh], this.serialize(ph.children),
[closeTagPh]);\n    };\n    _WriteVisitor.prototype.visitPlaceholder = function (ph, context) {\n        return [new
Tag(_PLACEHOLDER_TAG, { id: ph.name, 'equiv-text': \"{{\" + ph.value + \"}}\" })];\n    };\n
_WriteVisitor.prototype.visitIcuPlaceholder = function (ph, context) {\n        var equivText = \"{\" +
ph.value.expression + \", \" + ph.value.type + \", \" + Object.keys(ph.value.cases).map(function (value) { return
value + ' {...}'; }).join(' ') + \"}\";\n        return [new Tag(_PLACEHOLDER_TAG, { id: ph.name, 'equiv-text':
equivText })];\n    };\n    _WriteVisitor.prototype.serialize = function (nodes) {\n        var _this = this;\n        return
[].concat.apply([], __spread(nodes.map(function (node) { return node.visit(_this); })));\n    };\n    return
_WriteVisitor;\n}());\n// TODO(vicb): add error management (structure)\n// Extract messages as xml nodes from the
xliff file\nvar XliffParser = /** @class */ (function () {\n    function XliffParser() {\n        this._locale = null;\n    }\n
  XliffParser.prototype.parse = function (xliff, url) {\n        this._unitMlString = null;\n        this._msgIdToHtml =
{};\n        var xml = new XmlParser().parse(xliff, url, false);\n        this._errors = xml.errors;\n        visitAll(this,
xml.rootNodes, null);\n        return {\n            msgIdToHtml: this._msgIdToHtml,\n            errors: this._errors,\n
   locale: this._locale,\n        };\n    };\n    XliffParser.prototype.visitElement = function (element, context) {\n
switch (element.name) {\n            case _UNIT_TAG:\n                this._unitMlString = null;\n                var idAttr =
element.attrs.find(function (attr) { return attr.name === 'id'; });\n                if (!idAttr) {\n
this._addError(element, \"<\" + _UNIT_TAG + \"> misses the \\\"id\\\" attribute\");\n                }\n                else {\n
                var id = idAttr.value;\n                    if (this._msgIdToHtml.hasOwnProperty(id)) {\n
this._addError(element, \"Duplicated translations for msg \" + id);\n                    }\n                    else {\n
 visitAll(this, element.children, null);\n                        if (typeof this._unitMlString === 'string') {\n
this._msgIdToHtml[id] = this._unitMlString;\n                        }\n                        else {\n
this._addError(element, \"Message \" + id + \" misses a translation\");\n                        }\n                    }\n
}\n                break;\n            // ignore those tags\n            case _SOURCE_TAG:\n            case
_SEGMENT_SOURCE_TAG:\n                break;\n            case _TARGET_TAG:\n                var innerTextStart =
element.startSourceSpan.end.offset;\n                var innerTextEnd = element.endSourceSpan.start.offset;\n
var content = element.startSourceSpan.start.file.content;\n                var innerText = content.slice(innerTextStart,
innerTextEnd);\n                this._unitMlString = innerText;\n                break;\n            case _FILE_TAG:\n
var localeAttr = element.attrs.find(function (attr) { return attr.name === 'target-language'; });\n                if
(localeAttr) {\n                    this._locale = localeAttr.value;\n                }\n                visitAll(this, element.children,
null);\n                break;\n            default:\n                // TODO(vicb): assert file structure, xliff version\n                //
For now only recurse on unhandled nodes\n                visitAll(this, element.children, null);\n        }\n    };\n
XliffParser.prototype.visitAttribute = function (attribute, context) { };\n    XliffParser.prototype.visitText = function
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(text, context) { };\n   XliffParser.prototype.visitComment = function (comment, context) { };\n
XliffParser.prototype.visitExpansion = function (expansion, context) { };\n
XliffParser.prototype.visitExpansionCase = function (expansionCase, context) { };\n
XliffParser.prototype._addError = function (node, message) {\n   this._errors.push(new
I18nError(node.sourceSpan, message));\n   };\n   return XliffParser;\n}());\n// Convert ml nodes (xliff syntax) to
i18n nodes\nvar XmlToI18n = /** @class */ (function () {\n   function XmlToI18n() {\n   }\n
XmlToI18n.prototype.convert = function (message, url) {\n   var xmlIcu = new XmlParser().parse(message, url,
true);\n   this._errors = xmlIcu.errors;\n   var i18nNodes = this._errors.length > 0 || xmlIcu.rootNodes.length
== 0 ?\n   [] : [].concat.apply([], __spread(visitAll(this, xmlIcu.rootNodes)));\n   return {\n
i18nNodes: i18nNodes,\n   errors: this._errors,\n   };\n   };\n   XmlToI18n.prototype.visitText = function
(text, context) { return new Text$2(text.value, text.sourceSpan); };\n   XmlToI18n.prototype.visitElement =
function (el, context) {\n   if (el.name === _PLACEHOLDER_TAG) {\n   var nameAttr =
el.attrs.find(function (attr) { return attr.name === 'id'; });\n   if (nameAttr) {\n   return new
Placeholder('', nameAttr.value, el.sourceSpan);\n   }\n   this._addError(el, \"<\" +
_PLACEHOLDER_TAG + \"> misses the \\\"id\\\" attribute\");\n   return null;\n   }\n   if (el.name ===
_MARKER_TAG) {\n   return [].concat.apply([], __spread(visitAll(this, el.children)));\n   }\n
this._addError(el, \"Unexpected tag\");\n   return null;\n   };\n   XmlToI18n.prototype.visitExpansion = function
(icu, context) {\n   var caseMap = {};\n   visitAll(this, icu.cases).forEach(function (c) {\n
caseMap[c.value] = new Container(c.nodes, icu.sourceSpan);\n   });\n   return new Icu(icu.switchValue,
icu.type, caseMap, icu.sourceSpan);\n   };\n   XmlToI18n.prototype.visitExpansionCase = function (icuCase,
context) {\n   return {\n   value: icuCase.value,\n   nodes: visitAll(this, icuCase.expression),\n   };\n
  };\n   XmlToI18n.prototype.visitComment = function (comment, context) { };\n
XmlToI18n.prototype.visitAttribute = function (attribute, context) { };\n   XmlToI18n.prototype._addError =
function (node, message) {\n   this._errors.push(new I18nError(node.sourceSpan, message));\n   };\n   return
XmlToI18n;\n}());\nfunction getCtypeForTag(tag) {\n   switch (tag.toLowerCase()) {\n   case 'br':\n
return 'lb';\n   case 'img':\n   return 'image';\n   default:\n   return \"x-\" + tag;\n   }\n}\n\n/**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _VERSION$1 =
'2.0';\nvar _XMLNS$1 = 'urn:oasis:names:tc:xliff:document:2.0';\n// TODO(vicb): make this a param (s/_/-/)\nvar
_DEFAULT_SOURCE_LANG$1 = 'en';\nvar _PLACEHOLDER_TAG$1 = 'ph';\nvar
_PLACEHOLDER_SPANNING_TAG = 'pc';\nvar _MARKER_TAG$1 = 'mrk';\nvar _XLIFF_TAG = 'xliff';\nvar
_SOURCE_TAG$1 = 'source';\nvar _TARGET_TAG$1 = 'target';\nvar _UNIT_TAG$1 = 'unit';\n//
http://docs.oasis-open.org/xliff/xliff-core/v2.0/os/xliff-core-v2.0-os.html\nvar Xliff2 = /** @class */ (function
(_super) {\n   __extends(Xliff2, _super);\n   function Xliff2() {\n   return _super !== null && _super.apply(this,
arguments) || this;\n   }\n   Xliff2.prototype.write = function (messages, locale) {\n   var visitor = new
_WriteVisitor$1();\n   var units = [];\n   messages.forEach(function (message) {\n   var unit = new
Tag(_UNIT_TAG$1, { id: message.id });\n   var notes = new Tag('notes');\n   if (message.description ||
message.meaning) {\n   if (message.description) {\n   notes.children.push(new CR(8), new
Tag('note', { category: 'description' }, [new Text$3(message.description)]));\n   }\n   if
(message.meaning) {\n   notes.children.push(new CR(8), new Tag('note', { category: 'meaning' }, [new
Text$3(message.meaning)]));\n   }\n   }\n   message.sources.forEach(function (source) {\n
  notes.children.push(new CR(8), new Tag('note', { category: 'location' }, [\n   new
Text$3(source.filePath + \":\" + source.startLine + (source.endLine !== source.startLine ? ',' + source.endLine : ''))\n
                ]));\n   });\n   notes.children.push(new CR(6));\n   unit.children.push(new CR(6), notes);\n
        var segment = new Tag('segment');\n   segment.children.push(new CR(8), new Tag(_SOURCE_TAG$1,
{}, visitor.serialize(message.nodes)), new CR(6));\n   unit.children.push(new CR(6), segment, new CR(4));\n
        units.push(new CR(4), unit);\n   });\n   var file = new Tag('file', { 'original': 'ng.template', id: 'ngi18n' },
__spread(units, [new CR(2)]));\n   var xliff = new Tag(_XLIFF_TAG, { version: _VERSION$1, xmlns:

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_XMLNS$1, srcLang: locale || _DEFAULT_SOURCE_LANG$1 }, [new CR(2), file, new CR()]);\n        return
serialize([\n            new Declaration({ version: '1.0', encoding: 'UTF-8' }), new CR(), xliff, new CR()\n        ]);\n
};\n    Xliff2.prototype.load = function (content, url) {\n        // xliff to xml nodes\n        var xliff2Parser = new
Xliff2Parser();\n        var _a = xliff2Parser.parse(content, url), locale = _a.locale, msgIdToHtml = _a.msgIdToHtml,
errors = _a.errors;\n        // xml nodes to i18n nodes\n        var i18nNodesByMsgId = {};\n        var converter = new
XmlToI18n$1();\n        Object.keys(msgIdToHtml).forEach(function (msgId) {\n            var _a =
converter.convert(msgIdToHtml[msgId], url), i18nNodes = _a.i18nNodes, e = _a.errors;\n
errors.push.apply(errors, __spread(e));\n            i18nNodesByMsgId[msgId] = i18nNodes;\n        });\n        if
(errors.length) {\n            throw new Error(\"xliff2 parse errors:\\n\" + errors.join('\\n'));\n        }\n        return {
locale: locale, i18nNodesByMsgId: i18nNodesByMsgId };\n    };\n    Xliff2.prototype.digest = function (message) {
return decimalDigest(message); };\n    return Xliff2;\n}(Serializer));\nvar _WriteVisitor$1 = /** @class */ (function
() {\n    function _WriteVisitor() {\n    }\n    _WriteVisitor.prototype.visitText = function (text, context) { return
[new Text$3(text.value)]; };\n    _WriteVisitor.prototype.visitContainer = function (container, context) {\n        var
_this = this;\n        var nodes = [];\n        container.children.forEach(function (node) { return
nodes.push.apply(nodes, __spread(node.visit(_this))); });\n        return nodes;\n    };\n
_WriteVisitor.prototype.visitIcu = function (icu, context) {\n        var _this = this;\n        var nodes = [new
Text$3(\"{\" + icu.expressionPlaceholder + \", \" + icu.type + \", \")];\n        Object.keys(icu.cases).forEach(function
(c) {\n            nodes.push.apply(nodes, __spread([new Text$3(c + \" {\")], icu.cases[c].visit(_this), [new Text$3(\"}
\")]));\n        });\n        nodes.push(new Text$3(\"}\"));\n        return nodes;\n    };\n
_WriteVisitor.prototype.visitTagPlaceholder = function (ph, context) {\n        var _this = this;\n        var type =
getTypeForTag(ph.tag);\n        if (ph.isVoid) {\n            var tagPh = new Tag(_PLACEHOLDER_TAG$1, {\n
    id: (this._nextPlaceholderId++).toString(),\n                equiv: ph.startName,\n                type: type,\n
disp: \"<\" + ph.tag + \"/>\",\n            });\n            return [tagPh];\n        }\n        var tagPc = new
Tag(_PLACEHOLDER_SPANNING_TAG, {\n            id: (this._nextPlaceholderId++).toString(),\n
equivStart: ph.startName,\n            equivEnd: ph.closeName,\n            type: type,\n            dispStart: \"<\" + ph.tag +
\">\",\n            dispEnd: \"</\" + ph.tag + \">\",\n        });\n        var nodes = [].concat.apply([],
__spread(ph.children.map(function (node) { return node.visit(_this); })));\n        if (nodes.length) {\n
nodes.forEach(function (node) { return tagPc.children.push(node); });\n        }\n        else {\n
tagPc.children.push(new Text$3(''));\n        }\n        return [tagPc];\n    };\n
_WriteVisitor.prototype.visitPlaceholder = function (ph, context) {\n        var idStr =
(this._nextPlaceholderId++).toString();\n        return [new Tag(_PLACEHOLDER_TAG$1, {\n                id: idStr,\n
            equiv: ph.name,\n                disp: \"{{\" + ph.value + \"}}\",\n            })];\n    };\n
_WriteVisitor.prototype.visitIcuPlaceholder = function (ph, context) {\n        var cases =
Object.keys(ph.value.cases).map(function (value) { return value + ' {...}'; }).join(' ');\n        var idStr =
(this._nextPlaceholderId++).toString();\n        return [new Tag(_PLACEHOLDER_TAG$1, { id: idStr, equiv:
ph.name, disp: \"{\" + ph.value.expression + \", \" + ph.value.type + \", \" + cases + \"}\" })];\n    };\n
_WriteVisitor.prototype.serialize = function (nodes) {\n        var _this = this;\n        this._nextPlaceholderId = 0;\n
 return [].concat.apply([], __spread(nodes.map(function (node) { return node.visit(_this); })));\n    };\n    return
_WriteVisitor;\n}());\n// Extract messages as xml nodes from the xliff file\nvar Xliff2Parser = /** @class */
(function () {\n    function Xliff2Parser() {\n        this._locale = null;\n    }\n    Xliff2Parser.prototype.parse =
function (xliff, url) {\n        this._unitMlString = null;\n        this._msgIdToHtml = {};\n        var xml = new
XmlParser().parse(xliff, url, false);\n        this._errors = xml.errors;\n        visitAll(this, xml.rootNodes, null);\n
return {\n            msgIdToHtml: this._msgIdToHtml,\n            errors: this._errors,\n            locale: this._locale,\n
};\n    };\n    Xliff2Parser.prototype.visitElement = function (element, context) {\n        switch (element.name) {\n
    case _UNIT_TAG$1:\n                this._unitMlString = null;\n                var idAttr = element.attrs.find(function
(attr) { return attr.name === 'id'; });\n                if (!idAttr) {\n                    this._addError(element, \"<\" +
_UNIT_TAG$1 + \"> misses the \\\"id\\\" attribute\");\n                }\n                else {\n                    var id =
idAttr.value;\n                    if (this._msgIdToHtml.hasOwnProperty(id)) {\n                        this._addError(element,
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\"Duplicated translations for msg \" + id);\n                }\n                else {\n                    visitAll(this,
element.children, null);\n                    if (typeof this._unitMlString === 'string') {\n
this._msgIdToHtml[id] = this._unitMlString;\n                }\n                else {\n
this._addError(element, \"Message \" + id + \" misses a translation\");\n                }\n            }\n
}\n            break;\n        case _SOURCE_TAG$1:\n            // ignore source message\n            break;\n
 case _TARGET_TAG$1:\n            var innerTextStart = element.startSourceSpan.end.offset;\n            var
innerTextEnd = element.endSourceSpan.start.offset;\n            var content =
element.startSourceSpan.start.file.content;\n            var innerText = content.slice(innerTextStart, innerTextEnd);\n
            this._unitMlString = innerText;\n            break;\n        case _XLIFF_TAG:\n            var localeAttr =
element.attrs.find(function (attr) { return attr.name === 'trgLang'; });\n            if (localeAttr) {\n
this._locale = localeAttr.value;\n            }\n            var versionAttr = element.attrs.find(function (attr) { return
attr.name === 'version'; });\n            if (versionAttr) {\n                var version = versionAttr.value;\n
if (version !== '2.0') {\n                    this._addError(element, \"The XLIFF file version \" + version + \" is not
compatible with XLIFF 2.0 serializer\");\n                }\n                else {\n                    visitAll(this,
element.children, null);\n                }\n            }\n            break;\n        default:\n            visitAll(this,
element.children, null);\n        }\n    };\n    Xliff2Parser.prototype.visitAttribute = function (attribute, context) { };\n
Xliff2Parser.prototype.visitText = function (text, context) { };\n    Xliff2Parser.prototype.visitComment = function
(comment, context) { };\n    Xliff2Parser.prototype.visitExpansion = function (expansion, context) { };\n
Xliff2Parser.prototype.visitExpansionCase = function (expansionCase, context) { };\n
Xliff2Parser.prototype._addError = function (node, message) {\n        this._errors.push(new
I18nError(node.sourceSpan, message));\n    };\n    return Xliff2Parser;\n}());\n// Convert ml nodes (xliff syntax) to
i18n nodes\nvar XmlToI18n$1 = /** @class */ (function () {\n    function XmlToI18n() {\n    }\n
XmlToI18n.prototype.convert = function (message, url) {\n        var xmlIcu = new XmlParser().parse(message, url,
true);\n        this._errors = xmlIcu.errors;\n        var i18nNodes = this._errors.length > 0 || xmlIcu.rootNodes.length
== 0 ?\n            [] : [].concat.apply([], __spread(visitAll(this, xmlIcu.rootNodes)));\n        return {\n
i18nNodes: i18nNodes,\n            errors: this._errors,\n        };\n    };\n    XmlToI18n.prototype.visitText = function
(text, context) { return new Text$2(text.value, text.sourceSpan); };\n    XmlToI18n.prototype.visitElement =
function (el, context) {\n        var _this = this;\n        switch (el.name) {\n            case _PLACEHOLDER_TAG$1:\n
            var nameAttr = el.attrs.find(function (attr) { return attr.name === 'equiv'; });\n            if (nameAttr) {\n
            return [new Placeholder('', nameAttr.value, el.sourceSpan)];\n            }\n            this._addError(el, \"<\"
+ _PLACEHOLDER_TAG$1 + \"> misses the \\\"equiv\\\" attribute\");\n            break;\n            case
_PLACEHOLDER_SPANNING_TAG:\n            var startAttr = el.attrs.find(function (attr) { return attr.name ===
'equivStart'; });\n            var endAttr = el.attrs.find(function (attr) { return attr.name === 'equivEnd'; });\n
if (!startAttr) {\n                this._addError(el, \"<\" + _PLACEHOLDER_TAG$1 + \"> misses the
\\\"equivStart\\\" attribute\");\n            }\n            else if (!endAttr) {\n                this._addError(el, \"<\" +
_PLACEHOLDER_TAG$1 + \"> misses the \\\"equivEnd\\\" attribute\");\n            }\n            else {\n
 var startId = startAttr.value;\n                var endId = endAttr.value;\n                var nodes = [];\n
return nodes.concat.apply(nodes, __spread([new Placeholder('', startId, el.sourceSpan)], el.children.map(function
(node) { return node.visit(_this, null); }), [new Placeholder('', endId, el.sourceSpan)]));\n            }\n
break;\n        case _MARKER_TAG$1:\n            return [].concat.apply([], __spread(visitAll(this,
el.children)));\n        default:\n            this._addError(el, \"Unexpected tag\");\n        }\n        return null;\n    };\n
 XmlToI18n.prototype.visitExpansion = function (icu, context) {\n        var caseMap = {};\n        visitAll(this,
icu.cases).forEach(function (c) {\n            caseMap[c.value] = new Container(c.nodes, icu.sourceSpan);\n        });\n
    return new Icu(icu.switchValue, icu.type, caseMap, icu.sourceSpan);\n    };\n
XmlToI18n.prototype.visitExpansionCase = function (icuCase, context) {\n        return {\n        value:
icuCase.value,\n            nodes: [].concat.apply([], __spread(visitAll(this, icuCase.expression))),\n        };\n    };\n
XmlToI18n.prototype.visitComment = function (comment, context) { };\n    XmlToI18n.prototype.visitAttribute =
function (attribute, context) { };\n    XmlToI18n.prototype._addError = function (node, message) {\n
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this._errors.push(new I18nError(node.sourceSpan, message));\n   };\n   return XmlToI18n;\n}());\nfunction getTypeForTag(tag) {\n   switch (tag.toLowerCase()) {\n   case 'br':\n   case 'b':\n   case 'i':\n   case 'u':\n   return 'fmt';\n   case 'img':\n   return 'image';\n   case 'a':\n   return 'link';\n   default:\n return 'other';\n   }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _MESSAGES_TAG = 'messagebundle';\nvar _MESSAGE_TAG = 'msg';\nvar _PLACEHOLDER_TAG$2 = 'ph';\nvar _EXAMPLE_TAG = 'ex';\nvar _SOURCE_TAG$2 = 'source';\nvar _DOCTYPE = \"<!ELEMENT messagebundle (msg)*>\\n<!ATTLIST messagebundle class CDATA #IMPLIED>\\n\\n<!ELEMENT msg (#PCDATA|ph|source)*>\\n<!ATTLIST msg id CDATA #IMPLIED>\\n<!ATTLIST msg seq CDATA #IMPLIED>\\n<!ATTLIST msg name CDATA #IMPLIED>\\n<!ATTLIST msg desc CDATA #IMPLIED>\\n<!ATTLIST msg meaning CDATA #IMPLIED>\\n<!ATTLIST msg obsolete (obsolete) #IMPLIED>\\n<!ATTLIST msg xml:space (default|preserve) \\\"default\\\">\\n<!ATTLIST msg is_hidden CDATA #IMPLIED>\\n\\n<!ELEMENT source (#PCDATA)>\\n\\n<!ELEMENT ph (#PCDATA|ex)*>\\n<!ATTLIST ph name CDATA #REQUIRED>\\n\\n<!ELEMENT ex (#PCDATA)>\";\nvar Xmb = /** @class */ (function (_super) {\n   __extends(Xmb, _super);\n   function Xmb() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   Xmb.prototype.write = function (messages, locale) {\n   var exampleVisitor = new ExampleVisitor();\n   var visitor = new _Visitor$2();\n   var rootNode = new Tag(_MESSAGES_TAG);\n   messages.forEach(function (message) {\n   var attrs = { id: message.id };\n   if (message.description) {\n   attrs['desc'] = message.description;\n   }\n   if (message.meaning) {\n   attrs['meaning'] = message.meaning;\n   }\n   var sourceTags = [];\n   message.sources.forEach(function (source) {\n   sourceTags.push(new Tag(_SOURCE_TAG$2, {}, [\n   new Text$3(source.filePath + \":\" + source.startLine + (source.endLine !== source.startLine ? ',' + source.endLine : ''))\n   ]));\n   });\n rootNode.children.push(new CR(2), new Tag(_MESSAGE_TAG, attrs, __spread(sourceTags, visitor.serialize(message.nodes))));\n   });\n   rootNode.children.push(new CR());\n   return serialize([\n   new Declaration({ version: '1.0', encoding: 'UTF-8' }),\n   new CR(),\n   new Doctype(_MESSAGES_TAG, _DOCTYPE),\n   new CR(),\n   exampleVisitor.addDefaultExamples(rootNode),\n   new CR(),\n   ]);\n   };\n   Xmb.prototype.load = function (content, url) {\n   throw new Error('Unsupported');\n   };\n   Xmb.prototype.digest = function (message) { return digest$1(message); };\n   Xmb.prototype.createNameMapper = function (message) {\n   return new SimplePlaceholderMapper(message, toPublicName);\n   };\n   return Xmb;\n}(Serializer));\nvar _Visitor$2 = /** @class */ (function () {\n   function _Visitor() {\n   }\n   _Visitor.prototype.visitText = function (text, context) { return [new Text$3(text.value)]; };\n   _Visitor.prototype.visitContainer = function (container, context) {\n   var _this = this;\n   var nodes = [];\n   container.children.forEach(function (node) { return nodes.push.apply(nodes, __spread(node.visit(_this))); });\n   return nodes;\n   };\n   _Visitor.prototype.visitIcu = function (icu, context) {\n   var _this = this;\n   var nodes = [new Text$3(\"{\" + icu.expressionPlaceholder + \", \" + icu.type + \", \")];\n   Object.keys(icu.cases).forEach(function (c) {\n   nodes.push.apply(nodes, __spread([new Text$3(c + \" {\")], icu.cases[c].visit(_this), [new Text$3(\"} \")]));\n   });\n   nodes.push(new Text$3(\"}\"));\n   return nodes;\n   };\n   _Visitor.prototype.visitTagPlaceholder = function (ph, context) {\n   var startTagAsText = new Text$3(\"<\" + ph.tag + \">\");\n   var startEx = new Tag(_EXAMPLE_TAG, {}, [startTagAsText]);\n   // TC requires PH to have a non empty EX, and uses the text node to show the \"original\" value.\n   var startTagPh = new Tag(_PLACEHOLDER_TAG$2, { name: ph.startName }, [startEx, startTagAsText]);\n   if (ph.isVoid) {\n   // void tags have no children nor closing tags\n   return [startTagPh];\n   }\n   var closeTagAsText = new Text$3(\"</\" + ph.tag + \">\");\n   var closeEx = new Tag(_EXAMPLE_TAG, {}, [closeTagAsText]);\n   // TC requires PH to have a non empty EX, and uses the text node to show the \"original\" value.\n   var closeTagPh = new Tag(_PLACEHOLDER_TAG$2, { name: ph.closeName }, [closeEx, closeTagAsText]);\n   return __spread([startTagPh], this.serialize(ph.children), [closeTagPh]);\n   };\n   _Visitor.prototype.visitPlaceholder = function (ph, context) {\n   var

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interpolationAsText = new Text$3(\"{{\" + ph.value + \"}}\");\n        // Example tag needs to be not-empty for TC.\n
    var exTag = new Tag(_EXAMPLE_TAG, {}, [interpolationAsText]);\n        return [\n            // TC requires PH
to have a non empty EX, and uses the text node to show the \"original\" value.\n            new
Tag(_PLACEHOLDER_TAG$2, { name: ph.name }, [exTag, interpolationAsText])\n        ];\n    };\n
_Visitor.prototype.visitIcuPlaceholder = function (ph, context) {\n        var icuExpression = ph.value.expression;\n
  var icuType = ph.value.type;\n        var icuCases = Object.keys(ph.value.cases).map(function (value) { return
value + ' {...}'; }).join(' ');\n        var icuAsText = new Text$3(\"{\" + icuExpression + \", \" + icuType + \", \" +
icuCases + \"}\");\n        var exTag = new Tag(_EXAMPLE_TAG, {}, [icuAsText]);\n        return [\n            // TC
requires PH to have a non empty EX, and uses the text node to show the \"original\" value.\n            new
Tag(_PLACEHOLDER_TAG$2, { name: ph.name }, [exTag, icuAsText])\n        ];\n    };\n
_Visitor.prototype.serialize = function (nodes) {\n        var _this = this;\n        return [].concat.apply([],
__spread(nodes.map(function (node) { return node.visit(_this); })));\n    };\n    return _Visitor;\n}());\nfunction
digest$1(message) {\n    return decimalDigest(message);\n}\n// TC requires at least one non-empty example on
placeholders\nvar ExampleVisitor = /** @class */ (function () {\n    function ExampleVisitor() {\n    }\n
ExampleVisitor.prototype.addDefaultExamples = function (node) {\n        node.visit(this);\n        return node;\n
};\n    ExampleVisitor.prototype.visitTag = function (tag) {\n        var _this = this;\n        if (tag.name ===
_PLACEHOLDER_TAG$2) {\n            if (!tag.children || tag.children.length == 0) {\n                var exText = new
Text$3(tag.attrs['name'] || '...');\n                tag.children = [new Tag(_EXAMPLE_TAG, {}, [exText])];\n            }\n
    }\n        else if (tag.children) {\n            tag.children.forEach(function (node) { return node.visit(_this); });\n
}\n    };\n    ExampleVisitor.prototype.visitText = function (text) { };\n    ExampleVisitor.prototype.visitDeclaration
= function (decl) { };\n    ExampleVisitor.prototype.visitDoctype = function (doctype) { };\n    return
ExampleVisitor;\n}());\n// XMB/XTB placeholders can only contain A-Z, 0-9 and _\nfunction
toPublicName(internalName) {\n    return internalName.toUpperCase().replace(/[^A-Z0-9_]/g, '_');\n}\n\n/**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar
_TRANSLATIONS_TAG = 'translationbundle';\nvar _TRANSLATION_TAG = 'translation';\nvar
_PLACEHOLDER_TAG$3 = 'ph';\nvar Xtb = /** @class */ (function (_super) {\n    __extends(Xtb, _super);\n
function Xtb() {\n        return _super !== null && _super.apply(this, arguments) || this;\n    }\n    Xtb.prototype.write
= function (messages, locale) { throw new Error('Unsupported'); };\n    Xtb.prototype.load = function (content, url)
{\n        // xtb to xml nodes\n        var xtbParser = new XtbParser();\n        var _a = xtbParser.parse(content, url),
locale = _a.locale, msgIdToHtml = _a.msgIdToHtml, errors = _a.errors;\n        // xml nodes to i18n nodes\n        var
i18nNodesByMsgId = {};\n        var converter = new XmlToI18n$2();\n        // Because we should be able to load
xtb files that rely on features not supported by angular,\n        // we need to delay the conversion of html to i18n
nodes so that non angular messages are not\n        // converted\n        Object.keys(msgIdToHtml).forEach(function
(msgId) {\n            var valueFn = function () {\n                var _a = converter.convert(msgIdToHtml[msgId], url),
i18nNodes = _a.i18nNodes, errors = _a.errors;\n                if (errors.length) {\n                    throw new Error(\"xtb
parse errors:\\n\" + errors.join('\\n'));\n                }\n                return i18nNodes;\n            };\n
createLazyProperty(i18nNodesByMsgId, msgId, valueFn);\n        });\n        if (errors.length) {\n            throw new
Error(\"xtb parse errors:\\n\" + errors.join('\\n'));\n        }\n        return { locale: locale, i18nNodesByMsgId:
i18nNodesByMsgId };\n    };\n    Xtb.prototype.digest = function (message) { return digest$1(message); };\n
Xtb.prototype.createNameMapper = function (message) {\n        return new SimplePlaceholderMapper(message,
toPublicName);\n    };\n    return Xtb;\n}(Serializer));\nfunction createLazyProperty(messages, id, valueFn) {\n
Object.defineProperty(messages, id, {\n        configurable: true,\n        enumerable: true,\n        get: function () {\n
    var value = valueFn();\n            Object.defineProperty(messages, id, { enumerable: true, value: value });\n
return value;\n        },\n        set: function (_) { throw new Error('Could not overwrite an XTB translation'); },\n
});\n}\n// Extract messages as xml nodes from the xtb file\nvar XtbParser = /** @class */ (function () {\n    function
XtbParser() {\n        this._locale = null;\n    }\n    XtbParser.prototype.parse = function (xtb, url) {\n
this._bundleDepth = 0;\n        this._msgIdToHtml = {};\n        // We can not parse the ICU messages at this point as
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some messages might not originate\n // from Angular that could not be lex'd.\n var xml = new XmlParser().parse(xtb, url, false);\n this._errors = xml.errors;\n visitAll(this, xml.rootNodes);\n return {\n msgIdToHtml: this._msgIdToHtml,\n errors: this._errors,\n locale: this._locale,\n };\n };\n XtbParser.prototype.visitElement = function (element, context) {\n switch (element.name) {\n case _TRANSLATIONS_TAG:\n this._bundleDepth++;\n if (this._bundleDepth > 1) {\n this._addError(element, \"<\" + _TRANSLATIONS_TAG + \"> elements can not be nested\");\n }\n var langAttr = element.attrs.find(function (attr) { return attr.name === 'lang'; });\n if (langAttr) {\n this._locale = langAttr.value;\n }\n visitAll(this, element.children, null);\n this._bundleDepth--;\n break;\n case _TRANSLATION_TAG:\n var idAttr = element.attrs.find(function (attr) { return attr.name === 'id'; });\n if (!idAttr) {\n this._addError(element, \"<\" + _TRANSLATION_TAG + \"> misses the \\\"id\\\" attribute\");\n }\n else {\n var id = idAttr.value;\n if (this._msgIdToHtml.hasOwnProperty(id)) {\n this._addError(element, \"Duplicated translations for msg \" + id);\n }\n else {\n var innerTextStart = element.startSourceSpan.end.offset;\n var innerTextEnd = element.endSourceSpan.start.offset;\n var content = element.startSourceSpan.start.file.content;\n var innerText = content.slice(innerTextStart, innerTextEnd);\n this._msgIdToHtml[id] = innerText;\n }\n }\n break;\n default:\n this._addError(element, 'Unexpected tag');\n }\n };\n XtbParser.prototype.visitAttribute = function (attribute, context) { };\n XtbParser.prototype.visitText = function (text, context) { };\n XtbParser.prototype.visitComment = function (comment, context) { };\n XtbParser.prototype.visitExpansion = function (expansion, context) { };\n XtbParser.prototype.visitExpansionCase = function (expansionCase, context) { };\n XtbParser.prototype._addError = function (node, message) {\n this._errors.push(new I18nError(node.sourceSpan, message));\n };\n return XtbParser;\n}());\n// Convert ml nodes (xtb syntax) to i18n nodes\nvar XmlToI18n$2 = /** @class */ (function () {\n function XmlToI18n() {\n }\n XmlToI18n.prototype.convert = function (message, url) {\n var xmlIcu = new XmlParser().parse(message, url, true);\n this._errors = xmlIcu.errors;\n var i18nNodes = this._errors.length > 0 || xmlIcu.rootNodes.length == 0 ?\n [] :\n visitAll(this, xmlIcu.rootNodes);\n return {\n i18nNodes: i18nNodes,\n errors: this._errors,\n };\n };\n XmlToI18n.prototype.visitText = function (text, context) { return new Text$2(text.value, text.sourceSpan); };\n XmlToI18n.prototype.visitExpansion = function (icu, context) {\n var caseMap = {};\n visitAll(this, icu.cases).forEach(function (c) {\n caseMap[c.value] = new Container(c.nodes, icu.sourceSpan);\n });\n return new Icu(icu.switchValue, icu.type, caseMap, icu.sourceSpan);\n };\n XmlToI18n.prototype.visitExpansionCase = function (icuCase, context) {\n return {\n value: icuCase.value,\n nodes: visitAll(this, icuCase.expression),\n };\n };\n XmlToI18n.prototype.visitElement = function (el, context) {\n if (el.name === _PLACEHOLDER_TAG$3) {\n var nameAttr = el.attrs.find(function (attr) { return attr.name === 'name'; });\n if (nameAttr) {\n return new Placeholder('', nameAttr.value, el.sourceSpan);\n }\n this._addError(el, \"<\" + _PLACEHOLDER_TAG$3 + \"> misses the \\\"name\\\" attribute\");\n }\n else {\n this._addError(el, \"Unexpected tag\");\n }\n return null;\n };\n XmlToI18n.prototype.visitComment = function (comment, context) { };\n XmlToI18n.prototype.visitAttribute = function (attribute, context) { };\n XmlToI18n.prototype._addError = function (node, message) {\n this._errors.push(new I18nError(node.sourceSpan, message));\n };\n return XmlToI18n;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A container for translated messages\n */\nvar TranslationBundle = /** @class */ (function () {\n function TranslationBundle(_i18nNodesByMsgId, locale, digest, mapperFactory, missingTranslationStrategy, console) {\n if (_i18nNodesByMsgId === void 0) { _i18nNodesByMsgId = {}; }\n if (missingTranslationStrategy === void 0) { missingTranslationStrategy = MissingTranslationStrategy.Warning; }\n this._i18nNodesByMsgId = _i18nNodesByMsgId;\n this.digest = digest;\n this.mapperFactory = mapperFactory;\n this._i18nToHtml = new

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I18nToHtmlVisitor(_i18nNodesByMsgId, locale, digest, mapperFactory, missingTranslationStrategy, console);\n
}\n    // Creates a `TranslationBundle` by parsing the given `content` with the `serializer`.\n
TranslationBundle.load = function (content, url, serializer, missingTranslationStrategy, console) {\n        var _a =
serializer.load(content, url), locale = _a.locale, i18nNodesByMsgId = _a.i18nNodesByMsgId;\n        var digestFn =
function (m) { return serializer.digest(m); };\n        var mapperFactory = function (m) { return
serializer.createNameMapper(m); };\n        return new TranslationBundle(i18nNodesByMsgId, locale, digestFn,
mapperFactory, missingTranslationStrategy, console);\n    };\n    // Returns the translation as HTML nodes from the
given source message.\n    TranslationBundle.prototype.get = function (srcMsg) {\n        var html =
this._i18nToHtml.convert(srcMsg);\n        if (html.errors.length) {\n            throw new
Error(html.errors.join('\\n'));\n        }\n        return html.nodes;\n    };\n    TranslationBundle.prototype.has = function
(srcMsg) { return this.digest(srcMsg) in this._i18nNodesByMsgId; };\n    return TranslationBundle;\n}());\nvar
I18nToHtmlVisitor = /** @class */ (function () {\n    function I18nToHtmlVisitor(_i18nNodesByMsgId, _locale,
_digest, _mapperFactory, _missingTranslationStrategy, _console) {\n        if (_i18nNodesByMsgId === void 0) {
_i18nNodesByMsgId = {}; }\n        this._i18nNodesByMsgId = _i18nNodesByMsgId;\n        this._locale =
_locale;\n        this._digest = _digest;\n        this._mapperFactory = _mapperFactory;\n
this._missingTranslationStrategy = _missingTranslationStrategy;\n        this._console = _console;\n
this._contextStack = [];\n        this._errors = [];\n    }\n    I18nToHtmlVisitor.prototype.convert = function (srcMsg)
{\n        this._contextStack.length = 0;\n        this._errors.length = 0;\n        // i18n to text\n        var text =
this._convertToText(srcMsg);\n        // text to html\n        var url = srcMsg.nodes[0].sourceSpan.start.file.url;\n
var html = new HtmlParser().parse(text, url, true);\n        return {\n            nodes: html.rootNodes,\n            errors:
__spread(this._errors, html.errors),\n        };\n    };\n    I18nToHtmlVisitor.prototype.visitText = function (text,
context) {\n        // `convert()` uses an `HtmlParser` to return `html.Node`s\n        // we should then make sure that
any special characters are escaped\n        return escapeXml(text.value);\n    };\n
I18nToHtmlVisitor.prototype.visitContainer = function (container, context) {\n        var _this = this;\n        return
container.children.map(function (n) { return n.visit(_this); }).join('');\n    };\n
I18nToHtmlVisitor.prototype.visitIcu = function (icu, context) {\n        var _this = this;\n        var cases =
Object.keys(icu.cases).map(function (k) { return k + \" {\" + icu.cases[k].visit(_this) + \"}\"; });\n        //
TODO(vicb): Once all format switch to using expression placeholders\n        // we should throw when the
placeholder is not in the source message\n        var exp = this._srcMsg.placeholders.hasOwnProperty(icu.expression)
?\n            this._srcMsg.placeholders[icu.expression] :\n            icu.expression;\n        return \"{\" + exp + \", \" +
icu.type + \", \" + cases.join(' ') + \"}\";\n    };\n    I18nToHtmlVisitor.prototype.visitPlaceholder = function (ph,
context) {\n        var phName = this._mapper(ph.name);\n        if
(this._srcMsg.placeholders.hasOwnProperty(phName)) {\n            return this._srcMsg.placeholders[phName];\n
}\n        if (this._srcMsg.placeholderToMessage.hasOwnProperty(phName)) {\n            return
this._convertToText(this._srcMsg.placeholderToMessage[phName]);\n        }\n        this._addError(ph, \"Unknown
placeholder \\\"\" + ph.name + \"\\\"\");\n        return '';\n    };\n    // Loaded message contains only placeholders (vs
tag and icu placeholders).\n    // However when a translation can not be found, we need to serialize the source
message\n    // which can contain tag placeholders\n    I18nToHtmlVisitor.prototype.visitTagPlaceholder = function
(ph, context) {\n        var _this = this;\n        var tag = \"\" + ph.tag;\n        var attrs =
Object.keys(ph.attrs).map(function (name) { return name + \"=\\\"\" + ph.attrs[name] + \"\\\"\"; }).join(' ');\n        if
(ph.isVoid) {\n            return \"<\" + tag + \" \" + attrs + \"/>\";\n        }\n        var children =
ph.children.map(function (c) { return c.visit(_this); }).join('');\n        return \"<\" + tag + \" \" + attrs + \">\" +
children + \"</\" + tag + \">\";\n    };\n    // Loaded message contains only placeholders (vs tag and icu
placeholders).\n    // However when a translation can not be found, we need to serialize the source message\n    //
which can contain tag placeholders\n    I18nToHtmlVisitor.prototype.visitIcuPlaceholder = function (ph, context)
{\n        // An ICU placeholder references the source message to be serialized\n        return
this._convertToText(this._srcMsg.placeholderToMessage[ph.name]);\n    };\n    /**\n     * Convert a source message
to a translated text string:\n     * - text nodes are replaced with their translation,\n     * - placeholders are replaced
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with their content,\n * - ICU nodes are converted to ICU expressions.\n */\n
I18nToHtmlVisitor.prototype._convertToText = function (srcMsg) {\n var _this = this;\n var id =
this._digest(srcMsg);\n var mapper = this._mapperFactory ? this._mapperFactory(srcMsg) : null;\n var
nodes;\n this._contextStack.push({ msg: this._srcMsg, mapper: this._mapper });\n this._srcMsg =
srcMsg;\n if (this._i18nNodesByMsgId.hasOwnProperty(id)) {\n // When there is a translation use its
nodes as the source\n // And create a mapper to convert serialized placeholder names to internal names\n
nodes = this._i18nNodesByMsgId[id];\n this._mapper = function (name) { return mapper ?
mapper.toInternalName(name) : name; };\n }\n else {\n // When no translation has been found\n
// - report an error / a warning / nothing,\n // - use the nodes from the original message\n // -
placeholders are already internal and need no mapper\n if (this._missingTranslationStrategy ===
MissingTranslationStrategy.Error) {\n var ctx = this._locale ? \" for locale \\\"\" + this._locale + \"\\\"\" :
";\n this._addError(srcMsg.nodes[0], \"Missing translation for message \\\"\" + id + \"\\\"\" + ctx);\n
}\n else if (this._console &&\n this._missingTranslationStrategy ===
MissingTranslationStrategy.Warning) {\n var ctx = this._locale ? \" for locale \\\"\" + this._locale + \"\\\"\"
: ";\n this._console.warn(\"Missing translation for message \\\"\" + id + \"\\\"\" + ctx);\n }\n
nodes = srcMsg.nodes;\n this._mapper = function (name) { return name; };\n }\n var text =
nodes.map(function (node) { return node.visit(_this); }).join('');\n var context = this._contextStack.pop();\n
this._srcMsg = context.msg;\n this._mapper = context.mapper;\n return text;\n };\n
I18nToHtmlVisitor.prototype._addError = function (el, msg) {\n this._errors.push(new
I18nError(el.sourceSpan, msg));\n };\n return I18nToHtmlVisitor;\n}());\n\n/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\nvar I18NHtmlParser = /** @class */ (function () {\n
function I18NHtmlParser(_htmlParser, translations, translationsFormat, missingTranslation, console) {\n if
(missingTranslation === void 0) { missingTranslation = MissingTranslationStrategy.Warning; }\n
this._htmlParser = _htmlParser;\n if (translations) {\n var serializer =
createSerializer(translationsFormat);\n this._translationBundle =\n
TranslationBundle.load(translations, 'i18n', serializer, missingTranslation, console);\n }\n else {\n
this._translationBundle =\n new TranslationBundle({}, null, digest, undefined, missingTranslation,
console);\n }\n }\n I18NHtmlParser.prototype.parse = function (source, url, parseExpansionForms,
interpolationConfig) {\n if (parseExpansionForms === void 0) { parseExpansionForms = false; }\n if
(interpolationConfig === void 0) { interpolationConfig = DEFAULT_INTERPOLATION_CONFIG; }\n var
parseResult = this._htmlParser.parse(source, url, parseExpansionForms, interpolationConfig);\n if
(parseResult.errors.length) {\n return new ParseTreeResult(parseResult.rootNodes, parseResult.errors);\n
}\n return mergeTranslations(parseResult.rootNodes, this._translationBundle, interpolationConfig, [], {});\n
};\n return I18NHtmlParser;\n}());\nfunction createSerializer(format) {\n format = (format ||
'xlf').toLowerCase();\n switch (format) {\n case 'xmb':\n return new Xmb();\n case 'xtb':\n
return new Xtb();\n case 'xliff2':\n case 'xlf2':\n return new Xliff2();\n case 'xliff':\n case
'xlf':\n default:\n return new Xliff();\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nvar QUOTED_KEYS = '$quoted$';\nfunction
convertValueToOutputAst(ctx, value, type) {\n if (type === void 0) { type = null; }\n return visitValue(value,
new _ValueOutputAstTransformer(ctx), type);\n}\nvar _ValueOutputAstTransformer = /** @class */ (function ()
{\n function _ValueOutputAstTransformer(ctx) {\n this.ctx = ctx;\n }\n
_ValueOutputAstTransformer.prototype.visitArray = function (arr, type) {\n var _this = this;\n return
literalArr(arr.map(function (value) { return visitValue(value, _this, null); }), type);\n };\n
_ValueOutputAstTransformer.prototype.visitStringMap = function (map, type) {\n var _this = this;\n var
entries = [];\n var quotedSet = new Set(map && map[QUOTED_KEYS]);\n
Object.keys(map).forEach(function (key) {\n entries.push(new LiteralMapEntry(key, visitValue(map[key],

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_this, null), quotedSet.has(key)));\n        });\n        return new LiteralMapExpr(entries, type);\n    };\n
_ValueOutputAstTransformer.prototype.visitPrimitive = function (value, type) { return literal(value, type); };\n
_ValueOutputAstTransformer.prototype.visitOther = function (value, type) {\n        if (value instanceof Expression)
{\n            return value;\n        }\n        else {\n            return this.ctx.importExpr(value);\n        }\n    };\n    return
_ValueOutputAstTransformer;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n *
Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\nfunction mapEntry$1(key, value) {\n    return { key: key, value: value, quoted: false
};\n}\nvar InjectableCompiler = /** @class */ (function () {\n    function InjectableCompiler(reflector,
alwaysGenerateDef) {\n        this.reflector = reflector;\n        this.alwaysGenerateDef = alwaysGenerateDef;\n
this.tokenInjector = reflector.resolveExternalReference(Identifiers.Injector);\n    }\n
InjectableCompiler.prototype.depsArray = function (deps, ctx) {\n        var _this = this;\n        return
deps.map(function (dep) {\n            var token = dep;\n            var args = [token];\n            var flags = 0 /* Default
*/;\n            if (Array.isArray(dep)) {\n                for (var i = 0; i < dep.length; i++) {\n                    var v = dep[i];\n
                if (v) {\n                    if (v.ngMetadataName === 'Optional') {\n                        flags |= 8 /* Optional
*/;\n                    }\n                    else if (v.ngMetadataName === 'SkipSelf') {\n                        flags |= 4 /*
SkipSelf */;\n                    }\n                    else if (v.ngMetadataName === 'Self') {\n                        flags |= 2
/* Self */;\n                    }\n                    else if (v.ngMetadataName === 'Inject') {\n                        token =
v.token;\n                    }\n                    else {\n                        token = v;\n                    }\n                }\n
            }\n            }\n            var tokenExpr;\n            if (typeof token === 'string') {\n                tokenExpr =
literal(token);\n            }\n            else if (token === _this.tokenInjector) {\n                tokenExpr =
importExpr(Identifiers.INJECTOR);\n            }\n            else {\n                tokenExpr = ctx.importExpr(token);\n
    }\n            if (flags !== 0 /* Default */) {\n                args = [tokenExpr, literal(flags)];\n            }\n            else {\n
            args = [tokenExpr];\n            }\n            return importExpr(Identifiers.inject).callFn(args);\n        });\n    };\n
InjectableCompiler.prototype.factoryFor = function (injectable, ctx) {\n        var retValue;\n        if
(injectable.useExisting) {\n            retValue =
importExpr(Identifiers.inject).callFn([ctx.importExpr(injectable.useExisting)]);\n        }\n        else if
(injectable.useFactory) {\n            var deps = injectable.deps || [];\n            if (deps.length > 0) {\n                retValue
= ctx.importExpr(injectable.useFactory).callFn(this.depsArray(deps, ctx));\n            }\n            else {\n
return ctx.importExpr(injectable.useFactory);\n            }\n        }\n        else if (injectable.useValue) {\n
retValue = convertValueToOutputAst(ctx, injectable.useValue);\n        }\n        else {\n            var clazz =
injectable.useClass || injectable.symbol;\n            var depArgs = this.depsArray(this.reflector.parameters(clazz),
ctx);\n            retValue = new InstantiateExpr(ctx.importExpr(clazz), depArgs);\n        }\n        return fn([], [new
ReturnStatement(retValue)], undefined, undefined, injectable.symbol.name + '_Factory');\n    };\n
InjectableCompiler.prototype.injectableDef = function (injectable, ctx) {\n        var providedIn = NULL_EXPR;\n
  if (injectable.providedIn !== undefined) {\n            if (injectable.providedIn === null) {\n                providedIn =
NULL_EXPR;\n            }\n            else if (typeof injectable.providedIn === 'string') {\n                providedIn =
literal(injectable.providedIn);\n            }\n            else {\n                providedIn =
ctx.importExpr(injectable.providedIn);\n            }\n        }\n        var def = [\n            mapEntry$1('factory',
this.factoryFor(injectable, ctx)),\n            mapEntry$1('token', ctx.importExpr(injectable.type.reference)),\n
mapEntry$1('providedIn', providedIn),\n        ];\n        return
importExpr(Identifiers.defineInjectable).callFn([literalMap(def)]);\n    };\n    InjectableCompiler.prototype.compile
= function (injectable, ctx) {\n        if (this.alwaysGenerateDef || injectable.providedIn !== undefined) {\n            var
className = identifierName(injectable.type);\n            var clazz = new ClassStmt(className, null, [\n                new
ClassField('ngInjectableDef', INFERRED_TYPE, [StmtModifier.Static], this.injectableDef(injectable, ctx)),\n
], [], new ClassMethod(null, [], []), []);\n            ctx.statements.push(clazz);\n        }\n    };\n    return
InjectableCompiler;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this
source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\nvar STRIP_SRC_FILE_SUFFIXES = /(\\.ts|\\.d\\.ts|\\.js|\\.jsx|\\.tsx)$/;\nvar
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GENERATED_FILE = /\\.ngfactory\\.|\\.ngsummary\\./;\nvar JIT_SUMMARY_FILE = /\\.ngsummary\\./;\nvar
JIT_SUMMARY_NAME = /NgSummary$/;\nfunction ngfactoryFilePath(filePath, forceSourceFile) {\n    if
(forceSourceFile === void 0) { forceSourceFile = false; }\n    var urlWithSuffix = splitTypescriptSuffix(filePath,
forceSourceFile);\n    return urlWithSuffix[0] + \".ngfactory\" +
normalizeGenFileSuffix(urlWithSuffix[1]);\n}\nfunction stripGeneratedFileSuffix(filePath) {\n    return
filePath.replace(GENERATED_FILE, '.');\n}\nfunction isGeneratedFile(filePath) {\n    return
GENERATED_FILE.test(filePath);\n}\nfunction splitTypescriptSuffix(path, forceSourceFile) {\n    if
(forceSourceFile === void 0) { forceSourceFile = false; }\n    if (path.endsWith('.d.ts')) {\n        return [path.slice(0,
-5), forceSourceFile ? '.ts' : '.d.ts'];\n    }\n    var lastDot = path.lastIndexOf('.');\n    if (lastDot !== -1) {\n        return
[path.substring(0, lastDot), path.substring(lastDot)];\n    }\n    return [path, ''];\n}\nfunction
normalizeGenFileSuffix(srcFileSuffix) {\n    return srcFileSuffix === '.tsx' ? '.ts' : srcFileSuffix;\n}\nfunction
summaryFileName(fileName) {\n    var fileNameWithoutSuffix =
fileName.replace(STRIP_SRC_FILE_SUFFIXES, '');\n    return fileNameWithoutSuffix +
\".ngsummary.json\";\n}\nfunction summaryForJitFileName(fileName, forceSourceFile) {\n    if (forceSourceFile
=== void 0) { forceSourceFile = false; }\n    var urlWithSuffix =
splitTypescriptSuffix(stripGeneratedFileSuffix(fileName), forceSourceFile);\n    return urlWithSuffix[0] +
\".ngsummary\" + urlWithSuffix[1];\n}\nfunction stripSummaryForJitFileSuffix(filePath) {\n    return
filePath.replace(JIT_SUMMARY_FILE, '.');\n}\nfunction summaryForJitName(symbolName) {\n    return
symbolName + \"NgSummary\";\n}\nfunction stripSummaryForJitNameSuffix(symbolName) {\n    return
symbolName.replace(JIT_SUMMARY_NAME, '');\n}\nvar LOWERED_SYMBOL = /\\u0275\\d+/;\nfunction
isLoweredSymbol(name) {\n    return LOWERED_SYMBOL.test(name);\n}\nfunction createLoweredSymbol(id)
{\n    return \"\\u0275\" + id;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of
this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\nvar ERROR_COMPONENT_TYPE = 'ngComponentType';\n// Design notes:\n// -
don't lazily create metadata:\n//   For some metadata, we need to do async work sometimes,\n//   so the user has to
kick off this loading.\n//   But we want to report errors even when the async work is\n//   not required to check that
the user would have been able\n//   to wait correctly.\nvar CompileMetadataResolver = /** @class */ (function ()
{\n    function CompileMetadataResolver(_config, _htmlParser, _ngModuleResolver, _directiveResolver,
_pipeResolver, _summaryResolver, _schemaRegistry, _directiveNormalizer, _console, _staticSymbolCache,
_reflector, _errorCollector) {\n        this._config = _config;\n        this._htmlParser = _htmlParser;\n
this._ngModuleResolver = _ngModuleResolver;\n        this._directiveResolver = _directiveResolver;\n
this._pipeResolver = _pipeResolver;\n        this._summaryResolver = _summaryResolver;\n
this._schemaRegistry = _schemaRegistry;\n        this._directiveNormalizer = _directiveNormalizer;\n
this._console = _console;\n        this._staticSymbolCache = _staticSymbolCache;\n        this._reflector = _reflector;\n
    this._errorCollector = _errorCollector;\n        this._nonNormalizedDirectiveCache = new Map();\n
this._directiveCache = new Map();\n        this._summaryCache = new Map();\n        this._pipeCache = new Map();\n
    this._ngModuleCache = new Map();\n        this._ngModuleOfTypes = new Map();\n
this._shallowModuleCache = new Map();\n    }\n    CompileMetadataResolver.prototype.getReflector = function () {
return this._reflector; };\n    CompileMetadataResolver.prototype.clearCacheFor = function (type) {\n        var
dirMeta = this._directiveCache.get(type);\n        this._directiveCache.delete(type);\n
this._nonNormalizedDirectiveCache.delete(type);\n        this._summaryCache.delete(type);\n
this._pipeCache.delete(type);\n        this._ngModuleOfTypes.delete(type);\n        // Clear all of the NgModule as
they contain transitive information!\n        this._ngModuleCache.clear();\n        if (dirMeta) {\n
this._directiveNormalizer.clearCacheFor(dirMeta);\n        }\n    };\n
CompileMetadataResolver.prototype.clearCache = function () {\n        this._directiveCache.clear();\n
this._nonNormalizedDirectiveCache.clear();\n        this._summaryCache.clear();\n        this._pipeCache.clear();\n
this._ngModuleCache.clear();\n        this._ngModuleOfTypes.clear();\n
this._directiveNormalizer.clearCache();\n    };\n    CompileMetadataResolver.prototype._createProxyClass =
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function (baseType, name) {\n var delegate = null;\n var proxyClass = function () {\n if (!delegate) {\n throw new Error(\"Illegal state: Class \" + name + \" for type \" + stringify(baseType) + \" is not compiled yet!\");\n }\n return delegate.apply(this, arguments);\n };\n proxyClass.setDelegate = function (d) {\n delegate = d;\n proxyClass.prototype = d.prototype;\n };\n // Make stringify work correctly\n proxyClass.overriddenName = name;\n return proxyClass;\n };\n CompileMetadataResolver.prototype.getGeneratedClass = function (dirType, name) {\n if (dirType instanceof StaticSymbol) {\n return this._staticSymbolCache.get(ngfactoryFilePath(dirType.filePath), name);\n }\n else {\n return this._createProxyClass(dirType, name);\n }\n };\n CompileMetadataResolver.prototype.getComponentViewClass = function (dirType) {\n return this.getGeneratedClass(dirType, viewClassName(dirType, 0));\n };\n CompileMetadataResolver.prototype.getHostComponentViewClass = function (dirType) {\n return this.getGeneratedClass(dirType, hostViewClassName(dirType));\n };\n CompileMetadataResolver.prototype.getHostComponentType = function (dirType) {\n var name = identifierName({ reference: dirType }) + \"_Host\";\n if (dirType instanceof StaticSymbol) {\n return this._staticSymbolCache.get(dirType.filePath, name);\n }\n return this._createProxyClass(dirType, name);\n };\n CompileMetadataResolver.prototype.getRendererType = function (dirType) {\n if (dirType instanceof StaticSymbol) {\n return this._staticSymbolCache.get(ngfactoryFilePath(dirType.filePath), rendererTypeName(dirType));\n }\n else {\n // returning an object as proxy,\n // that we fill later during runtime compilation.\n return {};\n }\n };\n CompileMetadataResolver.prototype.getComponentFactory = function (selector, dirType, inputs, outputs) {\n if (dirType instanceof StaticSymbol) {\n return this._staticSymbolCache.get(ngfactoryFilePath(dirType.filePath), componentFactoryName(dirType));\n }\n else {\n var hostView = this.getHostComponentViewClass(dirType);\n // Note: ngContentSelectors will be filled later once the template is\n // loaded.\n var createComponentFactory = this._reflector.resolveExternalReference(Identifiers.createComponentFactory);\n return createComponentFactory(selector, dirType, hostView, inputs, outputs, []);\n }\n };\n CompileMetadataResolver.prototype.initComponentFactory = function (factory, ngContentSelectors) {\n var _a;\n if (!(factory instanceof StaticSymbol)) {\n (_a = factory.ngContentSelectors).push.apply(_a, __spread(ngContentSelectors));\n }\n };\n CompileMetadataResolver.prototype._loadSummary = function (type, kind) {\n var typeSummary = this._summaryCache.get(type);\n if (!typeSummary) {\n var summary = this._summaryResolver.resolveSummary(type);\n typeSummary = summary ? summary.type : null;\n this._summaryCache.set(type, typeSummary || null);\n }\n return typeSummary && typeSummary.summaryKind === kind ? typeSummary : null;\n };\n CompileMetadataResolver.prototype.getHostComponentMetadata = function (compMeta, hostViewType) {\n var hostType = this.getHostComponentType(compMeta.type.reference);\n if (!hostViewType) {\n hostViewType = this.getHostComponentViewClass(hostType);\n }\n // Note: ! is ok here as this method should only be called with normalized directive\n // metadata, which always fills in the selector.\n var template = CssSelector.parse(compMeta.selector)[0].getMatchingElementTemplate();\n var templateUrl = '';\n var htmlAst = this._htmlParser.parse(template, templateUrl);\n return CompileDirectiveMetadata.create({\n isHost: true,\n type: { reference: hostType, diDeps: [], lifecycleHooks: [] },\n template: new CompileTemplateMetadata({\n encapsulation: ViewEncapsulation.None,\n template: template,\n templateUrl: templateUrl,\n htmlAst: htmlAst,\n styles: [],\n styleUrls: [],\n ngContentSelectors: [],\n animations: [],\n isInline: true,\n externalStylesheets: [],\n interpolation: null,\n preserveWhitespaces: false,\n }),\n exportAs: null,\n changeDetection: ChangeDetectionStrategy.Default,\n inputs: [],\n outputs: [],\n host: {},\n isComponent: true,\n selector: '*',\n providers: [],\n viewProviders: [],\n queries: [],\n guards: {},\n viewQueries: [],\n componentViewType: hostViewType,\n rendererType: { id: '__Host__', encapsulation: ViewEncapsulation.None, styles: [], data: {} },\n entryComponents: [],\n

componentFactory: null\n   });\n   };\n   CompileMetadataResolver.prototype.loadDirectiveMetadata = function (ngModuleType, directiveType, isSync) {\n   var _this = this;\n   if (this._directiveCache.has(directiveType)) {\n   return null;\n   }\n   directiveType = resolveForwardRef(directiveType);\n   var _a = this.getNonNormalizedDirectiveMetadata(directiveType), annotation = _a.annotation, metadata = _a.metadata;\n var createDirectiveMetadata = function (templateMetadata) {\n   var normalizedDirMeta = new CompileDirectiveMetadata({\n   isHost: false,\n   type: metadata.type,\n   isComponent: metadata.isComponent,\n   selector: metadata.selector,\n   exportAs: metadata.exportAs,\n changeDetection: metadata.changeDetection,\n   inputs: metadata.inputs,\n   outputs: metadata.outputs,\n   hostListeners: metadata.hostListeners,\n   hostProperties: metadata.hostProperties,\n   hostAttributes: metadata.hostAttributes,\n   providers: metadata.providers,\n   viewProviders: metadata.viewProviders,\n   queries: metadata.queries,\n   guards: metadata.guards,\n   viewQueries: metadata.viewQueries,\n   entryComponents: metadata.entryComponents,\n   componentViewType: metadata.componentViewType,\n rendererType: metadata.rendererType,\n   componentFactory: metadata.componentFactory,\n template: templateMetadata\n   });\n   if (templateMetadata) {\n _this.initComponentFactory(metadata.componentFactory, templateMetadata.ngContentSelectors);\n   }\n _this._directiveCache.set(directiveType, normalizedDirMeta);\n   _this._summaryCache.set(directiveType, normalizedDirMeta.toSummary());\n   return null;\n   };\n   if (metadata.isComponent) {\n   var template = metadata.template;\n   var templateMeta = this._directiveNormalizer.normalizeTemplate({\n   ngModuleType: ngModuleType,\n   componentType: directiveType,\n   moduleUrl: this._reflector.componentModuleUrl(directiveType, annotation),\n   encapsulation: template.encapsulation,\n   template: template.template,\n   templateUrl: template.templateUrl,\n   styles: template.styles,\n   styleUrls: template.styleUrls,\n   animations: template.animations,\n   interpolation: template.interpolation,\n   preserveWhitespaces: template.preserveWhitespaces\n });\n   if (isPromise(templateMeta) && isSync) {\n this._reportError(componentStillLoadingError(directiveType), directiveType);\n   return null;\n   }\n   return SyncAsync.then(templateMeta, createDirectiveMetadata);\n   }\n   else {\n   // directive\n createDirectiveMetadata(null);\n   return null;\n   }\n   };\n CompileMetadataResolver.prototype.getNonNormalizedDirectiveMetadata = function (directiveType) {\n   var _this = this;\n   directiveType = resolveForwardRef(directiveType);\n   if (!directiveType) {\n   return null;\n   }\n   var cacheEntry = this._nonNormalizedDirectiveCache.get(directiveType);\n   if (cacheEntry) {\n   return cacheEntry;\n   }\n   var dirMeta = this._directiveResolver.resolve(directiveType, false);\n if (!dirMeta) {\n   return null;\n   }\n   var nonNormalizedTemplateMetadata = undefined;\n   if (createComponent.isTypeOf(dirMeta)) {\n   // component\n   var compMeta = dirMeta;\n assertArrayOfStrings('styles', compMeta.styles);\n   assertArrayOfStrings('styleUrls', compMeta.styleUrls);\n   assertInterpolationSymbols('interpolation', compMeta.interpolation);\n   var animations = compMeta.animations;\n   nonNormalizedTemplateMetadata = new CompileTemplateMetadata({\n encapsulation: noUndefined(compMeta.encapsulation),\n   template: noUndefined(compMeta.template),\n   templateUrl: noUndefined(compMeta.templateUrl),\n   htmlAst: null,\n   styles: compMeta.styles || [],\n   styleUrls: compMeta.styleUrls || [],\n   animations: animations || [],\n   interpolation: noUndefined(compMeta.interpolation),\n   isInline: !!compMeta.template,\n externalStylesheets: [],\n   ngContentSelectors: [],\n   preserveWhitespaces: noUndefined(dirMeta.preserveWhitespaces),\n   });\n   }\n   var changeDetectionStrategy = null;\n var viewProviders = [];\n   var entryComponentMetadata = [];\n   var selector = dirMeta.selector;\n   if (createComponent.isTypeOf(dirMeta)) {\n   // Component\n   var compMeta = dirMeta;\n changeDetectionStrategy = compMeta.changeDetection;\n   if (compMeta.viewProviders) {\n viewProviders = this._getProvidersMetadata(compMeta.viewProviders, entryComponentMetadata, \"viewProviders for \\\"\" + stringifyType(directiveType) + \"\\\"\", [], directiveType);\n   }\n   if

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(compMeta.entryComponents) {\n                entryComponentMetadata =
flattenAndDedupeArray(compMeta.entryComponents)\n                    .map(function (type) { return
_this._getEntryComponentMetadata(type); })\n                    .concat(entryComponentMetadata);\n            }\n
if (!selector) {\n                selector = this._schemaRegistry.getDefaultComponentElementName();\n            }\n
}\n        else {\n            // Directive\n            if (!selector) {\n                this._reportError(syntaxError(\"Directive \" +
stringifyType(directiveType) + \" has no selector, please add it!\"), directiveType);\n                selector = 'error';\n
    }\n        }\n        var providers = [];\n        if (dirMeta.providers != null) {\n            providers =
this._getProvidersMetadata(dirMeta.providers, entryComponentMetadata, \"providers for \\\"\" +
stringifyType(directiveType) + \"\\\"\", [], directiveType);\n        }\n        var queries = [];\n        var viewQueries =
[];\n        if (dirMeta.queries != null) {\n            queries = this._getQueriesMetadata(dirMeta.queries, false,
directiveType);\n            viewQueries = this._getQueriesMetadata(dirMeta.queries, true, directiveType);\n        }\n
  var metadata = CompileDirectiveMetadata.create({\n            isHost: false,\n            selector: selector,\n
exportAs: noUndefined(dirMeta.exportAs),\n            isComponent: !!nonNormalizedTemplateMetadata,\n
type: this._getTypeMetadata(directiveType),\n            template: nonNormalizedTemplateMetadata,\n
changeDetection: changeDetectionStrategy,\n            inputs: dirMeta.inputs || [],\n            outputs: dirMeta.outputs ||
[],\n            host: dirMeta.host || {},\n            providers: providers || [],\n            viewProviders: viewProviders || [],\n
        queries: queries || [],\n            guards: dirMeta.guards || {},\n            viewQueries: viewQueries || [],\n
entryComponents: entryComponentMetadata,\n            componentViewType: nonNormalizedTemplateMetadata ?
this.getComponentViewClass(directiveType) :\n                null,\n            rendererType:
nonNormalizedTemplateMetadata ? this.getRendererType(directiveType) : null,\n            componentFactory: null\n
    });\n        if (nonNormalizedTemplateMetadata) {\n            metadata.componentFactory =\n
this.getComponentFactory(selector, directiveType, metadata.inputs, metadata.outputs);\n        }\n        cacheEntry =
{ metadata: metadata, annotation: dirMeta };\n        this._nonNormalizedDirectiveCache.set(directiveType,
cacheEntry);\n        return cacheEntry;\n    };\n    /**\n     * Gets the metadata for the given directive.\n     * This
assumes `loadNgModuleDirectiveAndPipeMetadata` has been called first.\n     */\n
CompileMetadataResolver.prototype.getDirectiveMetadata = function (directiveType) {\n        var dirMeta =
this._directiveCache.get(directiveType);\n        if (!dirMeta) {\n            this._reportError(syntaxError(\"Illegal state:
getDirectiveMetadata can only be called after loadNgModuleDirectiveAndPipeMetadata for a module that declares
it. Directive \" + stringifyType(directiveType) + \".\"), directiveType);\n        }\n        return dirMeta;\n    };\n
CompileMetadataResolver.prototype.getDirectiveSummary = function (dirType) {\n        var dirSummary =
this._loadSummary(dirType, CompileSummaryKind.Directive);\n        if (!dirSummary) {\n
this._reportError(syntaxError(\"Illegal state: Could not load the summary for directive \" + stringifyType(dirType) +
\".\"), dirType);\n        }\n        return dirSummary;\n    };\n    CompileMetadataResolver.prototype.isDirective =
function (type) {\n        return !!this._loadSummary(type, CompileSummaryKind.Directive) ||\n
this._directiveResolver.isDirective(type);\n    };\n    CompileMetadataResolver.prototype.isPipe = function (type)
{\n        return !!this._loadSummary(type, CompileSummaryKind.Pipe) ||\n            this._pipeResolver.isPipe(type);\n
  };\n    CompileMetadataResolver.prototype.isNgModule = function (type) {\n        return
!!this._loadSummary(type, CompileSummaryKind.NgModule) ||\n
this._ngModuleResolver.isNgModule(type);\n    };\n    CompileMetadataResolver.prototype.getNgModuleSummary
= function (moduleType, alreadyCollecting) {\n        if (alreadyCollecting === void 0) { alreadyCollecting = null;
}\n        var moduleSummary = this._loadSummary(moduleType, CompileSummaryKind.NgModule);\n        if
(!moduleSummary) {\n            var moduleMeta = this.getNgModuleMetadata(moduleType, false,
alreadyCollecting);\n            moduleSummary = moduleMeta ? moduleMeta.toSummary() : null;\n            if
(moduleSummary) {\n                this._summaryCache.set(moduleType, moduleSummary);\n            }\n        }\n
return moduleSummary;\n    };\n    /**\n     * Loads the declared directives and pipes of an NgModule.\n     */\n
CompileMetadataResolver.prototype.loadNgModuleDirectiveAndPipeMetadata = function (moduleType, isSync,
throwIfNotFound) {\n        var _this = this;\n        if (throwIfNotFound === void 0) { throwIfNotFound = true; }\n
  var ngModule = this.getNgModuleMetadata(moduleType, throwIfNotFound);\n        var loading = [];\n        if
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(ngModule) {\n            ngModule.declaredDirectives.forEach(function (id) {\n                var promise =
_this.loadDirectiveMetadata(moduleType, id.reference, isSync);\n                if (promise) {\n
loading.push(promise);\n                }\n            });\n            ngModule.declaredPipes.forEach(function (id) { return
_this._loadPipeMetadata(id.reference); });\n        }\n        return Promise.all(loading);\n    };\n
CompileMetadataResolver.prototype.getShallowModuleMetadata = function (moduleType) {\n        var
compileMeta = this._shallowModuleCache.get(moduleType);\n        if (compileMeta) {\n            return
compileMeta;\n        }\n        var ngModuleMeta = findLast(this._reflector.shallowAnnotations(moduleType),
createNgModule.isTypeOf);\n        compileMeta = {\n            type: this._getTypeMetadata(moduleType),\n
rawExports: ngModuleMeta.exports,\n            rawImports: ngModuleMeta.imports,\n            rawProviders:
ngModuleMeta.providers,\n        };\n        this._shallowModuleCache.set(moduleType, compileMeta);\n        return
compileMeta;\n    };\n    CompileMetadataResolver.prototype.getNgModuleMetadata = function (moduleType,
throwIfNotFound, alreadyCollecting) {\n        var _this = this;\n        if (throwIfNotFound === void 0) {
throwIfNotFound = true; }\n        if (alreadyCollecting === void 0) { alreadyCollecting = null; }\n        moduleType
= resolveForwardRef(moduleType);\n        var compileMeta = this._ngModuleCache.get(moduleType);\n        if
(compileMeta) {\n            return compileMeta;\n        }\n        var meta =
this._ngModuleResolver.resolve(moduleType, throwIfNotFound);\n        if (!meta) {\n            return null;\n        }\n
    var declaredDirectives = [];\n        var exportedNonModuleIdentifiers = [];\n        var declaredPipes = [];\n        var
importedModules = [];\n        var exportedModules = [];\n        var providers = [];\n        var entryComponents = [];\n
      var bootstrapComponents = [];\n        var schemas = [];\n        if (meta.imports) {\n
flattenAndDedupeArray(meta.imports).forEach(function (importedType) {\n                var importedModuleType =
undefined;\n                if (isValidType(importedType)) {\n                    importedModuleType = importedType;\n
        }\n                else if (importedType && importedType.ngModule) {\n                    var moduleWithProviders =
importedType;\n                    importedModuleType = moduleWithProviders.ngModule;\n                    if
(moduleWithProviders.providers) {\n                        providers.push.apply(providers,
__spread(_this._getProvidersMetadata(moduleWithProviders.providers, entryComponents, \"provider for the
NgModule '\" + stringifyType(importedModuleType) + \"'\", [], importedType)));\n                    }\n                }\n
        if (importedModuleType) {\n                    if (_this._checkSelfImport(moduleType, importedModuleType))\n
                return;\n                    if (!alreadyCollecting)\n                        alreadyCollecting = new Set();\n
if (alreadyCollecting.has(importedModuleType)) {\n
_this._reportError(syntaxError(_this._getTypeDescriptor(importedModuleType) + \" '\" +
stringifyType(importedType) + \"' is imported recursively by the module '\" + stringifyType(moduleType) + \"'.\"),
moduleType);\n                        return;\n                    }\n                    alreadyCollecting.add(importedModuleType);\n
                var importedModuleSummary = _this.getNgModuleSummary(importedModuleType,
alreadyCollecting);\n                    alreadyCollecting.delete(importedModuleType);\n                    if
(!importedModuleSummary) {\n                        _this._reportError(syntaxError(\"Unexpected \" +
_this._getTypeDescriptor(importedType) + \" '\" + stringifyType(importedType) + \"' imported by the module '\" +
stringifyType(moduleType) + \"'. Please add a @NgModule annotation.\"), moduleType);\n                        return;\n
                }\n                    importedModules.push(importedModuleSummary);\n                }\n                else {\n
        _this._reportError(syntaxError(\"Unexpected value '\" + stringifyType(importedType) + \"' imported by the
module '\" + stringifyType(moduleType) + \"'\"), moduleType);\n                    return;\n                }\n            });\n
}\n        if (meta.exports) {\n            flattenAndDedupeArray(meta.exports).forEach(function (exportedType) {\n
        if (!isValidType(exportedType)) {\n                    _this._reportError(syntaxError(\"Unexpected value '\" +
stringifyType(exportedType) + \"' exported by the module '\" + stringifyType(moduleType) + \"'\"), moduleType);\n
                return;\n                }\n                if (!alreadyCollecting)\n                    alreadyCollecting = new Set();\n
        if (alreadyCollecting.has(exportedType)) {\n
_this._reportError(syntaxError(_this._getTypeDescriptor(exportedType) + \" '\" + stringify(exportedType) + \"' is
exported recursively by the module '\" + stringifyType(moduleType) + \"'\"), moduleType);\n                    return;\n
            }\n                alreadyCollecting.add(exportedType);\n                var exportedModuleSummary =
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_this.getNgModuleSummary(exportedType, alreadyCollecting);\n
alreadyCollecting.delete(exportedType);\n            if (exportedModuleSummary) {\n
exportedModules.push(exportedModuleSummary);\n            }\n            else {\n
exportedNonModuleIdentifiers.push(_this._getIdentifierMetadata(exportedType));\n            }\n        });\n
}\n    // Note: This will be modified later, so we rely on\n    // getting a new instance every time!\n    var
transitiveModule = this._getTransitiveNgModuleMetadata(importedModules, exportedModules);\n    if
(meta.declarations) {\n        flattenAndDedupeArray(meta.declarations).forEach(function (declaredType) {\n
    if (!isValidType(declaredType)) {\n            _this._reportError(syntaxError(\"Unexpected value '\" +
stringifyType(declaredType) + \"' declared by the module '\" + stringifyType(moduleType) + \"'\"), moduleType);\n
            return;\n            }\n            var declaredIdentifier = _this._getIdentifierMetadata(declaredType);\n
        if (_this.isDirective(declaredType)) {\n            transitiveModule.addDirective(declaredIdentifier);\n
        declaredDirectives.push(declaredIdentifier);\n            _this._addTypeToModule(declaredType,
moduleType);\n            }\n            else if (_this.isPipe(declaredType)) {\n
transitiveModule.addPipe(declaredIdentifier);\n            transitiveModule.pipes.push(declaredIdentifier);\n
        declaredPipes.push(declaredIdentifier);\n            _this._addTypeToModule(declaredType, moduleType);\n
        }\n            else {\n            _this._reportError(syntaxError(\"Unexpected \" +
_this._getTypeDescriptor(declaredType) + \" '\" + stringifyType(declaredType) + \"' declared by the module '\" +
stringifyType(moduleType) + \"'. Please add a @Pipe/@Directive/@Component annotation.\"), moduleType);\n
        return;\n            }\n        });\n    }\n    var exportedDirectives = [];\n    var exportedPipes = [];\n
 exportedNonModuleIdentifiers.forEach(function (exportedId) {\n        if
(transitiveModule.directivesSet.has(exportedId.reference)) {\n            exportedDirectives.push(exportedId);\n
    transitiveModule.addExportedDirective(exportedId);\n        }\n        else if
(transitiveModule.pipesSet.has(exportedId.reference)) {\n            exportedPipes.push(exportedId);\n
transitiveModule.addExportedPipe(exportedId);\n        }\n        else {\n
_this._reportError(syntaxError(\"Can't export \" + _this._getTypeDescriptor(exportedId.reference) + \" \" +
stringifyType(exportedId.reference) + \" from \" + stringifyType(moduleType) + \" as it was neither declared nor
imported!\"), moduleType);\n            return;\n        }\n    });\n    // The providers of the module have to go
last\n    // so that they overwrite any other provider we already added.\n    if (meta.providers) {\n
providers.push.apply(providers, __spread(this._getProvidersMetadata(meta.providers, entryComponents, \"provider
for the NgModule '\" + stringifyType(moduleType) + \"'\", [], moduleType)));\n    }\n    if
(meta.entryComponents) {\n        entryComponents.push.apply(entryComponents,
__spread(flattenAndDedupeArray(meta.entryComponents)\n            .map(function (type) { return
_this._getEntryComponentMetadata(type); })));\n    }\n    if (meta.bootstrap) {\n
flattenAndDedupeArray(meta.bootstrap).forEach(function (type) {\n            if (!isValidType(type)) {\n
_this._reportError(syntaxError(\"Unexpected value '\" + stringifyType(type) + \"' used in the bootstrap property of
module '\" + stringifyType(moduleType) + \"'\"), moduleType);\n            return;\n            }\n
bootstrapComponents.push(_this._getIdentifierMetadata(type));\n        });\n    }\n
entryComponents.push.apply(entryComponents, __spread(bootstrapComponents.map(function (type) { return
_this._getEntryComponentMetadata(type.reference); })));\n    if (meta.schemas) {\n
schemas.push.apply(schemas, __spread(flattenAndDedupeArray(meta.schemas)));\n    }\n    compileMeta =
new CompileNgModuleMetadata({\n        type: this._getTypeMetadata(moduleType),\n        providers:
providers,\n        entryComponents: entryComponents,\n        bootstrapComponents: bootstrapComponents,\n
    schemas: schemas,\n        declaredDirectives: declaredDirectives,\n        exportedDirectives:
exportedDirectives,\n        declaredPipes: declaredPipes,\n        exportedPipes: exportedPipes,\n
importedModules: importedModules,\n        exportedModules: exportedModules,\n        transitiveModule:
transitiveModule,\n        id: meta.id || null,\n    });\n    entryComponents.forEach(function (id) { return
transitiveModule.addEntryComponent(id); });\n    providers.forEach(function (provider) { return
transitiveModule.addProvider(provider, compileMeta.type); });\n
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transitiveModule.addModule(compileMeta.type);\n this._ngModuleCache.set(moduleType, compileMeta);\n return compileMeta;\n };\n CompileMetadataResolver.prototype._checkSelfImport = function (moduleType, importedModuleType) {\n if (moduleType === importedModuleType) {\n this._reportError(syntaxError(\"'\" + stringifyType(moduleType) + \"' module can't import itself\"), moduleType);\n return true;\n }\n return false;\n };\n CompileMetadataResolver.prototype._getTypeDescriptor = function (type) {\n if (isValidType(type)) {\n if (this.isDirective(type)) {\n return 'directive';\n }\n if (this.isPipe(type)) {\n return 'pipe';\n }\n if (this.isNgModule(type)) {\n return 'module';\n }\n }\n if (type.provide) {\n return 'provider';\n }\n return 'value';\n };\n CompileMetadataResolver.prototype._addTypeToModule = function (type, moduleType) {\n var oldModule = this._ngModuleOfTypes.get(type);\n if (oldModule && oldModule !== moduleType) {\n this._reportError(syntaxError(\"Type \" + stringifyType(type) + \" is part of the declarations of 2 modules: \" + stringifyType(oldModule) + \" and \" + stringifyType(moduleType) + \"! \" +\n (\"Please consider moving \" + stringifyType(type) + \" to a higher module that imports \" + stringifyType(oldModule) + \" and \" + stringifyType(moduleType) + \". \") +\n (\"You can also create a new NgModule that exports and includes \" + stringifyType(type) + \" then import that NgModule in \" + stringifyType(oldModule) + \" and \" + stringifyType(moduleType) + \".\")), moduleType);\n return;\n }\n this._ngModuleOfTypes.set(type, moduleType);\n };\n CompileMetadataResolver.prototype._getTransitiveNgModuleMetadata = function (importedModules, exportedModules) {\n // collect `providers` / `entryComponents` from all imported and all exported modules\n var result = new TransitiveCompileNgModuleMetadata();\n var modulesByToken = new Map();\n importedModules.concat(exportedModules).forEach(function (modSummary) {\n modSummary.modules.forEach(function (mod) { return result.addModule(mod); });\n modSummary.entryComponents.forEach(function (comp) { return result.addEntryComponent(comp); });\n var addedTokens = new Set();\n modSummary.providers.forEach(function (entry) {\n var tokenRef = tokenReference(entry.provider.token);\n var prevModules = modulesByToken.get(tokenRef);\n if (!prevModules) {\n prevModules = new Set();\n modulesByToken.set(tokenRef, prevModules);\n }\n var moduleRef = entry.module.reference;\n // Note: the providers of one module may still contain multiple providers\n // per token (e.g. for multi providers), and we need to preserve these.\n if (addedTokens.has(tokenRef) || !prevModules.has(moduleRef)) {\n prevModules.add(moduleRef);\n addedTokens.add(tokenRef);\n result.addProvider(entry.provider, entry.module);\n }\n });\n });\n exportedModules.forEach(function (modSummary) {\n modSummary.exportedDirectives.forEach(function (id) { return result.addExportedDirective(id); });\n modSummary.exportedPipes.forEach(function (id) { return result.addExportedPipe(id); });\n });\n importedModules.forEach(function (modSummary) {\n modSummary.exportedDirectives.forEach(function (id) { return result.addDirective(id); });\n modSummary.exportedPipes.forEach(function (id) { return result.addPipe(id); });\n });\n return result;\n };\n CompileMetadataResolver.prototype._getIdentifierMetadata = function (type) {\n type = resolveForwardRef(type);\n return { reference: type };\n };\n CompileMetadataResolver.prototype.isInjectable = function (type) {\n var annotations = this._reflector.tryAnnotations(type);\n return annotations.some(function (ann) { return createInjectable.isTypeOf(ann); });\n };\n CompileMetadataResolver.prototype.getInjectableSummary = function (type) {\n return {\n summaryKind: CompileSummaryKind.Injectable,\n type: this._getTypeMetadata(type, null, false)\n };\n };\n CompileMetadataResolver.prototype.getInjectableMetadata = function (type, dependencies, throwOnUnknownDeps) {\n if (dependencies === void 0) { dependencies = null; }\n if (throwOnUnknownDeps === void 0) { throwOnUnknownDeps = true; }\n var typeSummary = this._loadSummary(type, CompileSummaryKind.Injectable);\n var typeMetadata = typeSummary ?\n typeSummary.type :\n this._getTypeMetadata(type, dependencies, throwOnUnknownDeps);\n var annotations = this._reflector.annotations(type).filter(function (ann) { return createInjectable.isTypeOf(ann); });\n

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if (annotations.length === 0) {\n            return null;\n        }\n        var meta = annotations[annotations.length - 1];\n
    return {\n            symbol: type,\n            type: typeMetadata,\n            providedIn: meta.providedIn,\n
useValue: meta.useValue,\n            useClass: meta.useClass,\n            useExisting: meta.useExisting,\n
useFactory: meta.useFactory,\n            deps: meta.deps,\n        };\n    };\n
CompileMetadataResolver.prototype._getTypeMetadata = function (type, dependencies, throwOnUnknownDeps)
{\n        if (dependencies === void 0) { dependencies = null; }\n        if (throwOnUnknownDeps === void 0) {
throwOnUnknownDeps = true; }\n        var identifier = this._getIdentifierMetadata(type);\n        return {\n
reference: identifier.reference,\n            diDeps: this._getDependenciesMetadata(identifier.reference, dependencies,
throwOnUnknownDeps),\n            lifecycleHooks: getAllLifecycleHooks(this._reflector, identifier.reference),\n
};\n    };\n    CompileMetadataResolver.prototype._getFactoryMetadata = function (factory, dependencies) {\n        if
(dependencies === void 0) { dependencies = null; }\n        factory = resolveForwardRef(factory);\n        return {
reference: factory, diDeps: this._getDependenciesMetadata(factory, dependencies) };\n    };\n    /**\n     * Gets the
metadata for the given pipe.\n     * This assumes `loadNgModuleDirectiveAndPipeMetadata` has been called first.\n
  */\n    CompileMetadataResolver.prototype.getPipeMetadata = function (pipeType) {\n        var pipeMeta =
this._pipeCache.get(pipeType);\n        if (!pipeMeta) {\n            this._reportError(syntaxError(\"Illegal state:
getPipeMetadata can only be called after loadNgModuleDirectiveAndPipeMetadata for a module that declares it.
Pipe \" + stringifyType(pipeType) + \".\"), pipeType);\n        }\n        return pipeMeta || null;\n    };\n
CompileMetadataResolver.prototype.getPipeSummary = function (pipeType) {\n        var pipeSummary =
this._loadSummary(pipeType, CompileSummaryKind.Pipe);\n        if (!pipeSummary) {\n
this._reportError(syntaxError(\"Illegal state: Could not load the summary for pipe \" + stringifyType(pipeType) +
\".\"), pipeType);\n        }\n        return pipeSummary;\n    };\n
CompileMetadataResolver.prototype.getOrLoadPipeMetadata = function (pipeType) {\n        var pipeMeta =
this._pipeCache.get(pipeType);\n        if (!pipeMeta) {\n            pipeMeta = this._loadPipeMetadata(pipeType);\n
}\n        return pipeMeta;\n    };\n    CompileMetadataResolver.prototype._loadPipeMetadata = function (pipeType)
{\n        pipeType = resolveForwardRef(pipeType);\n        var pipeAnnotation =
this._pipeResolver.resolve(pipeType);\n        var pipeMeta = new CompilePipeMetadata({\n            type:
this._getTypeMetadata(pipeType),\n            name: pipeAnnotation.name,\n            pure: !!pipeAnnotation.pure\n
});\n        this._pipeCache.set(pipeType, pipeMeta);\n        this._summaryCache.set(pipeType,
pipeMeta.toSummary());\n        return pipeMeta;\n    };\n
CompileMetadataResolver.prototype._getDependenciesMetadata = function (typeOrFunc, dependencies,
throwOnUnknownDeps) {\n        var _this = this;\n        if (throwOnUnknownDeps === void 0) {
throwOnUnknownDeps = true; }\n        var hasUnknownDeps = false;\n        var params = dependencies ||
this._reflector.parameters(typeOrFunc) || [];\n        var dependenciesMetadata = params.map(function (param) {\n
    var isAttribute = false;\n            var isHost = false;\n            var isSelf = false;\n            var isSkipSelf = false;\n
     var isOptional = false;\n            var token = null;\n            if (Array.isArray(param)) {\n
param.forEach(function (paramEntry) {\n                if (createHost.isTypeOf(paramEntry)) {\n
isHost = true;\n                }\n                else if (createSelf.isTypeOf(paramEntry)) {\n                isSelf =
true;\n                }\n                else if (createSkipSelf.isTypeOf(paramEntry)) {\n                isSkipSelf =
true;\n                }\n                else if (createOptional.isTypeOf(paramEntry)) {\n                isOptional =
true;\n                }\n                else if (createAttribute.isTypeOf(paramEntry)) {\n                isAttribute =
true;\n                token = paramEntry.attributeName;\n                }\n                else if
(createInject.isTypeOf(paramEntry)) {\n                token = paramEntry.token;\n                }\n                else
if (createInjectionToken.isTypeOf(paramEntry) || paramEntry instanceof StaticSymbol) {\n                token =
paramEntry;\n                }\n                else if (isValidType(paramEntry) && token == null) {\n
token = paramEntry;\n                }\n            });\n            }\n            else {\n            token = param;\n            }\n
        if (token == null) {\n            hasUnknownDeps = true;\n            return null;\n            }\n            return {\n
            isAttribute: isAttribute,\n            isHost: isHost,\n            isSelf: isSelf,\n            isSkipSelf:
isSkipSelf,\n            isOptional: isOptional,\n            token: _this._getTokenMetadata(token)\n            };\n
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});\n        if (hasUnknownDeps) {\n            var depsTokens = dependenciesMetadata.map(function (dep) { return dep
? stringifyType(dep.token) : '?'; }).join(', ');\n            var message = \"Can't resolve all parameters for \" +
stringifyType(typeOrFunc) + \": (\" + depsTokens + \").\";\n            if (throwOnUnknownDeps ||
this._config.strictInjectionParameters) {\n                this._reportError(syntaxError(message), typeOrFunc);\n
}\n            else {\n                this._console.warn(\"Warning: \" + message + \" This will become an error in Angular
v6.x\");\n            }\n        }\n        return dependenciesMetadata;\n    };\n
CompileMetadataResolver.prototype._getTokenMetadata = function (token) {\n        token =
resolveForwardRef(token);\n        var compileToken;\n        if (typeof token === 'string') {\n            compileToken =
{ value: token };\n        }\n        else {\n            compileToken = { identifier: { reference: token } };\n        }\n
return compileToken;\n    };\n    CompileMetadataResolver.prototype._getProvidersMetadata = function (providers,
targetEntryComponents, debugInfo, compileProviders, type) {\n        var _this = this;\n        if (compileProviders
=== void 0) { compileProviders = []; }\n        providers.forEach(function (provider, providerIdx) {\n            if
(Array.isArray(provider)) {\n                _this._getProvidersMetadata(provider, targetEntryComponents, debugInfo,
compileProviders);\n            }\n            else {\n                provider = resolveForwardRef(provider);\n                var
providerMeta = undefined;\n                if (provider && typeof provider === 'object' &&
provider.hasOwnProperty('provide')) {\n                    _this._validateProvider(provider);\n                    providerMeta
= new ProviderMeta(provider.provide, provider);\n                }\n                else if (isValidType(provider)) {\n
    providerMeta = new ProviderMeta(provider, { useClass: provider });\n                }\n                else if (provider
=== void 0) {\n                    _this._reportError(syntaxError(\"Encountered undefined provider! Usually this means
you have a circular dependencies. This might be caused by using 'barrel' index.ts files.\"));\n                    return;\n
        }\n                else {\n                    var providersInfo = providers.reduce(function (soFar, seenProvider,
seenProviderIdx) {\n                        if (seenProviderIdx < providerIdx) {\n                            soFar.push(\"\" +
stringifyType(seenProvider));\n                        }\n                        else if (seenProviderIdx == providerIdx) {\n
            soFar.push(\"?\" + stringifyType(seenProvider) + \"?\");\n                        }\n                        else if
(seenProviderIdx == providerIdx + 1) {\n                            soFar.push('...');\n                        }\n                        return
soFar;\n                    }, [])\n                    .join(', ');\n                    _this._reportError(syntaxError(\"Invalid \" +
(debugInfo ? debugInfo : 'provider') + \" - only instances of Provider and Type are allowed, got: [\" + providersInfo
+ \"]\"), type);\n                    return;\n                }\n                if (providerMeta.token ===\n
_this._reflector.resolveExternalReference(Identifiers.ANALYZE_FOR_ENTRY_COMPONENTS)) {\n
targetEntryComponents.push.apply(targetEntryComponents,
__spread(_this._getEntryComponentsFromProvider(providerMeta, type)));\n                }\n                else {\n
    compileProviders.push(_this.getProviderMetadata(providerMeta));\n                }\n            }\n        });\n        return
compileProviders;\n    };\n    CompileMetadataResolver.prototype._validateProvider = function (provider) {\n        if
(provider.hasOwnProperty('useClass') && provider.useClass == null) {\n
this._reportError(syntaxError(\"Invalid provider for \" + stringifyType(provider.provide) + \". useClass cannot be \"
+ provider.useClass + \".\\n            Usually it happens when:\\n            1. There's a circular dependency (might be
caused by using index.ts (barrel) files).\\n            2. Class was used before it was declared. Use forwardRef in this
case.\"));\n        }\n    };\n    CompileMetadataResolver.prototype._getEntryComponentsFromProvider = function
(provider, type) {\n        var _this = this;\n        var components = [];\n        var collectedIdentifiers = [];\n        if
(provider.useFactory || provider.useExisting || provider.useClass) {\n            this._reportError(syntaxError(\"The
ANALYZE_FOR_ENTRY_COMPONENTS token only supports useValue!\"), type);\n            return [];\n        }\n
  if (!provider.multi) {\n            this._reportError(syntaxError(\"The ANALYZE_FOR_ENTRY_COMPONENTS
token only supports 'multi = true'!\"), type);\n            return [];\n        }\n        extractIdentifiers(provider.useValue,
collectedIdentifiers);\n        collectedIdentifiers.forEach(function (identifier) {\n            var entry =
_this._getEntryComponentMetadata(identifier.reference, false);\n            if (entry) {\n
components.push(entry);\n            }\n        });\n        return components;\n    };\n
CompileMetadataResolver.prototype._getEntryComponentMetadata = function (dirType, throwIfNotFound) {\n
if (throwIfNotFound === void 0) { throwIfNotFound = true; }\n        var dirMeta =
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this.getNonNormalizedDirectiveMetadata(dirType);\n if (dirMeta && dirMeta.metadata.isComponent) {\n return { componentType: dirType, componentFactory: dirMeta.metadata.componentFactory };\n }\n var dirSummary = this._loadSummary(dirType, CompileSummaryKind.Directive);\n if (dirSummary && dirSummary.isComponent) {\n return { componentType: dirType, componentFactory: dirSummary.componentFactory };\n }\n if (throwIfNotFound) {\n throw syntaxError(dirType.name + \" cannot be used as an entry component.\");\n }\n return null;\n };\n CompileMetadataResolver.prototype._getInjectableTypeMetadata = function (type, dependencies) {\n if (dependencies === void 0) { dependencies = null; }\n var typeSummary = this._loadSummary(type, CompileSummaryKind.Injectable);\n if (typeSummary) {\n return typeSummary.type;\n }\n return this._getTypeMetadata(type, dependencies);\n };\n CompileMetadataResolver.prototype.getProviderMetadata = function (provider) {\n var compileDeps = undefined;\n var compileTypeMetadata = null;\n var compileFactoryMetadata = null;\n var token = this._getTokenMetadata(provider.token);\n if (provider.useClass) {\n compileTypeMetadata =\n this._getInjectableTypeMetadata(provider.useClass, provider.dependencies);\n compileDeps = compileTypeMetadata.diDeps;\n if (provider.token === provider.useClass) {\n // use the compileTypeMetadata as it contains information about lifecycleHooks...\n token = { identifier: compileTypeMetadata };\n }\n }\n else if (provider.useFactory) {\n compileFactoryMetadata = this._getFactoryMetadata(provider.useFactory, provider.dependencies);\n compileDeps = compileFactoryMetadata.diDeps;\n }\n return {\n token: token,\n useClass: compileTypeMetadata,\n useValue: provider.useValue,\n useFactory: compileFactoryMetadata,\n useExisting: provider.useExisting ? this._getTokenMetadata(provider.useExisting) : undefined,\n deps: compileDeps,\n multi: provider.multi\n };\n };\n CompileMetadataResolver.prototype._getQueriesMetadata = function (queries, isViewQuery, directiveType) {\n var _this = this;\n var res = [];\n Object.keys(queries).forEach(function (propertyName) {\n var query = queries[propertyName];\n if (query.isViewQuery === isViewQuery) {\n res.push(_this._getQueryMetadata(query, propertyName, directiveType));\n }\n });\n return res;\n };\n CompileMetadataResolver.prototype._queryVarBindings = function (selector) { return selector.split(/\\s*,\\s*/); };\n CompileMetadataResolver.prototype._getQueryMetadata = function (q, propertyName, typeOrFunc) {\n var _this = this;\n var selectors;\n if (typeof q.selector === 'string') {\n selectors =\n this._queryVarBindings(q.selector).map(function (varName) { return _this._getTokenMetadata(varName); });\n }\n else {\n if (!q.selector) {\n this._reportError(syntaxError(\"Can't construct a query for the property \\\"\" + propertyName + \"\\\" of \\\"\" + stringifyType(typeOrFunc) + \"\\\" since the query selector wasn't defined.\"), typeOrFunc);\n selectors = [];\n }\n else {\n selectors = [this._getTokenMetadata(q.selector)];\n }\n }\n return {\n selectors: selectors,\n first: q.first,\n descendants: q.descendants, propertyName: propertyName,\n read: q.read ? this._getTokenMetadata(q.read) : null\n };\n };\n CompileMetadataResolver.prototype._reportError = function (error$$1, type, otherType) {\n if (this._errorCollector) {\n this._errorCollector(error$$1, type);\n if (otherType) {\n this._errorCollector(error$$1, otherType);\n }\n }\n else {\n throw error$$1;\n }\n };\n return CompileMetadataResolver;\n}());\nfunction flattenArray(tree, out) {\n if (out === void 0) { out = []; }\n if (tree) {\n for (var i = 0; i < tree.length; i++) {\n var item = resolveForwardRef(tree[i]);\n if (Array.isArray(item)) {\n flattenArray(item, out);\n }\n else {\n out.push(item);\n }\n }\n }\n return out;\n}\nfunction dedupeArray(array) {\n if (array) {\n return Array.from(new Set(array));\n }\n return [];\n}\nfunction flattenAndDedupeArray(tree) {\n return dedupeArray(flattenArray(tree));\n}\nfunction isValidType(value) {\n return (value instanceof StaticSymbol) || (value instanceof Type);\n}\nfunction extractIdentifiers(value, targetIdentifiers) {\n visitValue(value, new _CompileValueConverter(), targetIdentifiers);\n}\nvar _CompileValueConverter = /** @class */ (function (_super) {\n __extends(_CompileValueConverter, _super);\n function _CompileValueConverter() {\n return _super

!== null && _super.apply(this, arguments) || this;\n   }\n   _CompileValueConverter.prototype.visitOther = function (value, targetIdentifiers) {\n   targetIdentifiers.push({ reference: value });\n   };\n   return _CompileValueConverter;\n}(ValueTransformer));\nfunction stringifyType(type) {\n   if (type instanceof StaticSymbol) {\n   return type.name + \" in \" + type.filePath;\n   }\n   else {\n   return stringify(type);\n }\n}\n/**\n * Indicates that a component is still being loaded in a synchronous compile.\n */\nfunction componentStillLoadingError(compType) {\n   var error$$1 = Error(\"Can't compile synchronously as \" + stringify(compType) + \" is still being loaded!\");\n   error$$1[ERROR_COMPONENT_TYPE] = compType;\n return error$$1;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ProviderError = /** @class */ (function (_super) {\n   __extends(ProviderError, _super);\n   function ProviderError(message, span) {\n   return _super.call(this, span, message) || this;\n   }\n   return ProviderError;\n}(ParseError));\nvar ProviderViewContext = /** @class */ (function () {\n   function ProviderViewContext(reflector, component) {\n   var _this = this;\n   this.reflector = reflector;\n this.component = component;\n   this.errors = [];\n   this.viewQueries = _getViewQueries(component);\n this.viewProviders = new Map();\n   component.viewProviders.forEach(function (provider) {\n   if (_this.viewProviders.get(tokenReference(provider.token)) == null) {\n _this.viewProviders.set(tokenReference(provider.token), true);\n   }\n   });\n   }\n   return ProviderViewContext;\n}());\nvar ProviderElementContext = /** @class */ (function () {\n   function ProviderElementContext(viewContext, _parent, _isViewRoot, _directiveAsts, attrs, refs, isTemplate, contentQueryStartId, _sourceSpan) {\n   var _this = this;\n   this.viewContext = viewContext;\n this._parent = _parent;\n   this._isViewRoot = _isViewRoot;\n   this._directiveAsts = _directiveAsts;\n this._sourceSpan = _sourceSpan;\n   this._transformedProviders = new Map();\n   this._seenProviders = new Map();\n   this._queriedTokens = new Map();\n   this.transformedHasViewContainer = false;\n   this._attrs = {};\n   attrs.forEach(function (attrAst) { return _this._attrs[attrAst.name] = attrAst.value; });\n   var directivesMeta = _directiveAsts.map(function (directiveAst) { return directiveAst.directive; });\n this._allProviders =\n   _resolveProvidersFromDirectives(directivesMeta, _sourceSpan, viewContext.errors);\n   this._contentQueries = _getContentQueries(contentQueryStartId, directivesMeta);\n Array.from(this._allProviders.values()).forEach(function (provider) {\n _this._addQueryReadsTo(provider.token, provider.token, _this._queriedTokens);\n   });\n   if (isTemplate) {\n   var templateRefId = createTokenForExternalReference(this.viewContext.reflector, Identifiers.TemplateRef);\n   this._addQueryReadsTo(templateRefId, templateRefId, this._queriedTokens);\n   }\n   refs.forEach(function (refAst) {\n   var defaultQueryValue = refAst.value ||\n createTokenForExternalReference(_this.viewContext.reflector, Identifiers.ElementRef);\n _this._addQueryReadsTo({ value: refAst.name }, defaultQueryValue, _this._queriedTokens);\n   });\n   if (this._queriedTokens.get(this.viewContext.reflector.resolveExternalReference(Identifiers.ViewContainerRef))) {\n   this.transformedHasViewContainer = true;\n   }\n   // create the providers that we know are eager first\n   Array.from(this._allProviders.values()).forEach(function (provider) {\n   var eager = provider.eager || _this._queriedTokens.get(tokenReference(provider.token));\n   if (eager) {\n _this._getOrCreateLocalProvider(provider.providerType, provider.token, true);\n   }\n   });\n   }\n ProviderElementContext.prototype.afterElement = function () {\n   var _this = this;\n   // collect lazy providers\n   Array.from(this._allProviders.values()).forEach(function (provider) {\n _this._getOrCreateLocalProvider(provider.providerType, provider.token, false);\n   });\n   };\n Object.defineProperty(ProviderElementContext.prototype, \"transformProviders\", {\n   get: function () {\n // Note: Maps keep their insertion order.\n   var lazyProviders = [];\n   var eagerProviders = [];\n this._transformedProviders.forEach(function (provider) {\n   if (provider.eager) {\n eagerProviders.push(provider);\n   }\n   else {\n   lazyProviders.push(provider);\n   }\n   });\n   return lazyProviders.concat(eagerProviders);\n   },\n   enumerable: true,\n configurable: true\n   });\n   Object.defineProperty(ProviderElementContext.prototype,

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\"transformedDirectiveAsts\", {\n        get: function () {\n            var sortedProviderTypes =
this.transformProviders.map(function (provider) { return provider.token.identifier; });\n            var sortedDirectives
= this._directiveAsts.slice();\n            sortedDirectives.sort(function (dir1, dir2) { return
sortedProviderTypes.indexOf(dir1.directive.type) -\n                sortedProviderTypes.indexOf(dir2.directive.type);
});\n            return sortedDirectives;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(ProviderElementContext.prototype, \"queryMatches\", {\n        get: function () {\n            var
allMatches = [];\n            this._queriedTokens.forEach(function (matches) { allMatches.push.apply(allMatches,
__spread(matches)); });\n            return allMatches;\n        },\n        enumerable: true,\n        configurable: true\n
});\n    ProviderElementContext.prototype._addQueryReadsTo = function (token, defaultValue, queryReadTokens)
{\n        this._getQueriesFor(token).forEach(function (query) {\n            var queryValue = query.meta.read ||
defaultValue;\n            var tokenRef = tokenReference(queryValue);\n            var queryMatches =
queryReadTokens.get(tokenRef);\n            if (!queryMatches) {\n                queryMatches = [];\n
queryReadTokens.set(tokenRef, queryMatches);\n            }\n            queryMatches.push({ queryId: query.queryId,
value: queryValue });\n        });\n    };\n    ProviderElementContext.prototype._getQueriesFor = function (token) {\n
    var result = [];\n        var currentEl = this;\n        var distance = 0;\n        var queries;\n        while (currentEl !==
null) {\n            queries = currentEl._contentQueries.get(tokenReference(token));\n            if (queries) {\n
result.push.apply(result, __spread(queries.filter(function (query) { return query.meta.descendants || distance <= 1;
})));\n            }\n            if (currentEl._directiveAsts.length > 0) {\n                distance++;\n            }\n
currentEl = currentEl._parent;\n        }\n        queries = this.viewContext.viewQueries.get(tokenReference(token));\n
    if (queries) {\n            result.push.apply(result, __spread(queries));\n        }\n        return result;\n    };\n
ProviderElementContext.prototype._getOrCreateLocalProvider = function (requestingProviderType, token, eager)
{\n        var _this = this;\n        var resolvedProvider = this._allProviders.get(tokenReference(token));\n        if
(!resolvedProvider || ((requestingProviderType === ProviderAstType.Directive ||\n            requestingProviderType
=== ProviderAstType.PublicService) &&\n            resolvedProvider.providerType ===
ProviderAstType.PrivateService) ||\n            ((requestingProviderType === ProviderAstType.PrivateService ||\n
     requestingProviderType === ProviderAstType.PublicService) &&\n                resolvedProvider.providerType
=== ProviderAstType.Builtin)) {\n            return null;\n        }\n        var transformedProviderAst =
this._transformedProviders.get(tokenReference(token));\n        if (transformedProviderAst) {\n            return
transformedProviderAst;\n        }\n        if (this._seenProviders.get(tokenReference(token)) != null) {\n
this.viewContext.errors.push(new ProviderError(\"Cannot instantiate cyclic dependency! \" + tokenName(token),
this._sourceSpan));\n            return null;\n        }\n        this._seenProviders.set(tokenReference(token), true);\n
var transformedProviders = resolvedProvider.providers.map(function (provider) {\n            var
transformedUseValue = provider.useValue;\n            var transformedUseExisting = provider.useExisting;\n
var transformedDeps = undefined;\n            if (provider.useExisting != null) {\n                var existingDiDep =
_this._getDependency(resolvedProvider.providerType, { token: provider.useExisting }, eager);\n                if
(existingDiDep.token != null) {\n                    transformedUseExisting = existingDiDep.token;\n                }\n
   else {\n                    transformedUseExisting = null;\n                    transformedUseValue = existingDiDep.value;\n
            }\n            }\n            else if (provider.useFactory) {\n                var deps = provider.deps ||
provider.useFactory.diDeps;\n                transformedDeps =\n                    deps.map(function (dep) { return
_this._getDependency(resolvedProvider.providerType, dep, eager); });\n            }\n            else if
(provider.useClass) {\n                var deps = provider.deps || provider.useClass.diDeps;\n                transformedDeps
=\n                    deps.map(function (dep) { return _this._getDependency(resolvedProvider.providerType, dep, eager);
});\n            }\n            return _transformProvider(provider, {\n                useExisting: transformedUseExisting,\n
     useValue: transformedUseValue,\n                deps: transformedDeps\n            });\n        });\n
transformedProviderAst =\n            _transformProviderAst(resolvedProvider, { eager: eager, providers:
transformedProviders });\n        this._transformedProviders.set(tokenReference(token), transformedProviderAst);\n
    return transformedProviderAst;\n    };\n    ProviderElementContext.prototype._getLocalDependency = function
(requestingProviderType, dep, eager) {\n        if (eager === void 0) { eager = false; }\n        if (dep.isAttribute) {\n
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var attrValue = this._attrs[dep.token.value];\n            return { isValue: true, value: attrValue == null ? null :
attrValue };\n        }\n        if (dep.token != null) {\n            // access builtints\n            if ((requestingProviderType
=== ProviderAstType.Directive ||\n                requestingProviderType === ProviderAstType.Component)) {\n
    if (tokenReference(dep.token) ===\n
this.viewContext.reflector.resolveExternalReference(Identifiers.Renderer) ||\n
tokenReference(dep.token) ===\n
this.viewContext.reflector.resolveExternalReference(Identifiers.ElementRef) ||\n
tokenReference(dep.token) ===\n
this.viewContext.reflector.resolveExternalReference(Identifiers.ChangeDetectorRef) ||\n
tokenReference(dep.token) ===\n
this.viewContext.reflector.resolveExternalReference(Identifiers.TemplateRef)) {\n                    return dep;\n
}\n                if (tokenReference(dep.token) ===\n
this.viewContext.reflector.resolveExternalReference(Identifiers.ViewContainerRef)) {\n
this.transformedHasViewContainer = true;\n                }\n            }\n            // access the injector\n            if
(tokenReference(dep.token) ===\n
this.viewContext.reflector.resolveExternalReference(Identifiers.Injector)) {\n                return dep;\n            }\n
 // access providers\n            if (this._getOrCreateLocalProvider(requestingProviderType, dep.token, eager) != null)
{\n                return dep;\n            }\n        }\n        return null;\n    };\n
ProviderElementContext.prototype._getDependency = function (requestingProviderType, dep, eager) {\n        if
(eager === void 0) { eager = false; }\n        var currElement = this;\n        var currEager = eager;\n        var result =
null;\n        if (!dep.isSkipSelf) {\n            result = this._getLocalDependency(requestingProviderType, dep, eager);\n
        }\n        if (dep.isSelf) {\n            if (!result && dep.isOptional) {\n                result = { isValue: true, value: null
};\n            }\n        }\n        else {\n            // check parent elements\n            while (!result && currElement._parent)
{\n                var prevElement = currElement;\n                currElement = currElement._parent;\n                if
(prevElement._isViewRoot) {\n                    currEager = false;\n                }\n                result =
currElement._getLocalDependency(ProviderAstType.PublicService, dep, currEager);\n            }\n            // check
@Host restriction\n            if (!result) {\n                if (!dep.isHost || this.viewContext.component.isHost ||\n
   this.viewContext.component.type.reference === tokenReference(dep.token) ||\n
this.viewContext.viewProviders.get(tokenReference(dep.token)) != null) {\n                    result = dep;\n                }\n
            else {\n                    result = dep.isOptional ? { isValue: true, value: null } : null;\n                }\n            }\n
   }\n        if (!result) {\n            this.viewContext.errors.push(new ProviderError(\"No provider for \" +
tokenName(dep.token), this._sourceSpan));\n        }\n        return result;\n    };\n    return
ProviderElementContext;\n}());\nvar NgModuleProviderAnalyzer = /** @class */ (function () {\n    function
NgModuleProviderAnalyzer(reflector, ngModule, extraProviders, sourceSpan) {\n        var _this = this;\n
this.reflector = reflector;\n        this._transformedProviders = new Map();\n        this._seenProviders = new Map();\n
    this._errors = [];\n        this._allProviders = new Map();\n
ngModule.transitiveModule.modules.forEach(function (ngModuleType) {\n            var ngModuleProvider = {
token: { identifier: ngModuleType }, useClass: ngModuleType };\n            _resolveProviders([ngModuleProvider],
ProviderAstType.PublicService, true, sourceSpan, _this._errors, _this._allProviders, /* isModule */ true);\n
});\n        _resolveProviders(ngModule.transitiveModule.providers.map(function (entry) { return entry.provider;
}).concat(extraProviders), ProviderAstType.PublicService, false, sourceSpan, this._errors, this._allProviders, \n
/* isModule */ false);\n    }\n    NgModuleProviderAnalyzer.prototype.parse = function () {\n        var _this = this;\n
    Array.from(this._allProviders.values()).forEach(function (provider) {\n
_this._getOrCreateLocalProvider(provider.token, provider.eager);\n        });\n        if (this._errors.length > 0) {\n
   var errorString = this._errors.join('\\n');\n            throw new Error(\"Provider parse errors:\\n\" + errorString);\n
}\n        // Note: Maps keep their insertion order.\n        var lazyProviders = [];\n        var eagerProviders = [];\n
this._transformedProviders.forEach(function (provider) {\n            if (provider.eager) {\n
eagerProviders.push(provider);\n            }\n            else {\n                lazyProviders.push(provider);\n            }\n
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});\n return lazyProviders.concat(eagerProviders);\n };\n NgModuleProviderAnalyzer.prototype._getOrCreateLocalProvider = function (token, eager) {\n var _this = this;\n var resolvedProvider = this._allProviders.get(tokenReference(token));\n if (!resolvedProvider) {\n return null;\n }\n var transformedProviderAst = this._transformedProviders.get(tokenReference(token));\n if (transformedProviderAst) {\n return transformedProviderAst;\n }\n if (this._seenProviders.get(tokenReference(token)) != null) {\n this._errors.push(new ProviderError(\"Cannot instantiate cyclic dependency! \" + tokenName(token), resolvedProvider.sourceSpan));\n return null;\n }\n this._seenProviders.set(tokenReference(token), true);\n var transformedProviders = resolvedProvider.providers.map(function (provider) {\n var transformedUseValue = provider.useValue;\n var transformedUseExisting = provider.useExisting;\n var transformedDeps = undefined;\n if (provider.useExisting != null) {\n var existingDiDep = _this._getDependency({ token: provider.useExisting }, eager, resolvedProvider.sourceSpan);\n if (existingDiDep.token != null) {\n transformedUseExisting = existingDiDep.token;\n }\n else {\n transformedUseExisting = null;\n transformedUseValue = existingDiDep.value;\n }\n }\n else if (provider.useFactory) {\n var deps = provider.deps || provider.useFactory.diDeps;\n transformedDeps =\n deps.map(function (dep) { return _this._getDependency(dep, eager, resolvedProvider.sourceSpan); });\n }\n else if (provider.useClass) {\n var deps = provider.deps || provider.useClass.diDeps;\n transformedDeps =\n deps.map(function (dep) { return _this._getDependency(dep, eager, resolvedProvider.sourceSpan); });\n }\n return _transformProvider(provider, {\n useExisting: transformedUseExisting,\n useValue: transformedUseValue,\n deps: transformedDeps\n });\n });\n transformedProviderAst =\n _transformProviderAst(resolvedProvider, { eager: eager, providers: transformedProviders });\n this._transformedProviders.set(tokenReference(token), transformedProviderAst);\n return transformedProviderAst;\n };\n NgModuleProviderAnalyzer.prototype._getDependency = function (dep, eager, requestorSourceSpan) {\n if (eager === void 0) { eager = false; }\n if (!dep.isSkipSelf && dep.token != null) {\n // access the injector\n if (tokenReference(dep.token) ===\n this.reflector.resolveExternalReference(Identifiers.Injector) ||\n tokenReference(dep.token) ===\n this.reflector.resolveExternalReference(Identifiers.ComponentFactoryResolver)) ;\n else if (this._getOrCreateLocalProvider(dep.token, eager) != null) ;\n }\n return dep;\n };\n return NgModuleProviderAnalyzer;\n}());\nfunction _transformProvider(provider, _a) {\n var useExisting = _a.useExisting, useValue = _a.useValue, deps = _a.deps;\n return {\n token: provider.token,\n useClass: provider.useClass,\n useExisting: useExisting,\n useFactory: provider.useFactory,\n useValue: useValue,\n deps: deps,\n multi: provider.multi\n };\n}\nfunction _transformProviderAst(provider, _a) {\n var eager = _a.eager, providers = _a.providers;\n return new ProviderAst(provider.token, provider.multiProvider, provider.eager || eager, providers, provider.providerType, provider.lifecycleHooks, provider.sourceSpan, provider.isModule);\n}\nfunction _resolveProvidersFromDirectives(directives, sourceSpan, targetErrors) {\n var providersByToken = new Map();\n directives.forEach(function (directive) {\n var dirProvider = { token: { identifier: directive.type }, useClass: directive.type };\n _resolveProviders([dirProvider], directive.isComponent ? ProviderAstType.Component : ProviderAstType.Directive, true, sourceSpan, targetErrors, providersByToken, /* isModule */ false);\n });\n // Note: directives need to be able to overwrite providers of a component!\n var directivesWithComponentFirst = directives.filter(function (dir) { return dir.isComponent; }).concat(directives.filter(function (dir) { return !dir.isComponent; }));\n directivesWithComponentFirst.forEach(function (directive) {\n _resolveProviders(directive.providers, ProviderAstType.PublicService, false, sourceSpan, targetErrors, providersByToken, /* isModule */ false);\n _resolveProviders(directive.viewProviders, ProviderAstType.PrivateService, false, sourceSpan, targetErrors, providersByToken, /* isModule */ false);\n });\n return providersByToken;\n}\nfunction _resolveProviders(providers, providerType, eager, sourceSpan, targetErrors, targetProvidersByToken, isModule) {\n providers.forEach(function (provider) {\n var resolvedProvider =

targetProvidersByToken.get(tokenReference(provider.token));\n if (resolvedProvider != null && !!resolvedProvider.multiProvider !== !!provider.multi) {\n targetErrors.push(new ProviderError(\"Mixing multi and non multi provider is not possible for token \" + tokenName(resolvedProvider.token), sourceSpan));\n }\n if (!resolvedProvider) {\n var lifecycleHooks = provider.token.identifier &&\n provider.token.identifier.lifecycleHooks ?\n provider.token.identifier.lifecycleHooks :\n [];\n var isUseValue = !(provider.useClass || provider.useExisting || provider.useFactory);\n resolvedProvider = new ProviderAst(provider.token, !!provider.multi, eager || isUseValue, [provider], providerType, lifecycleHooks, sourceSpan, isModule);\n targetProvidersByToken.set(tokenReference(provider.token), resolvedProvider);\n }\n else {\n if (!provider.multi) {\n resolvedProvider.providers.length = 0;\n }\n resolvedProvider.providers.push(provider);\n }\n });\n}\nfunction _getViewQueries(component) {\n // Note: queries start with id 1 so we can use the number in a Bloom filter!\n var viewQueryId = 1;\n var viewQueries = new Map();\n if (component.viewQueries) {\n component.viewQueries.forEach(function (query) { return _addQueryToTokenMap(viewQueries, { meta: query, queryId: viewQueryId++ }); });\n }\n return viewQueries;\n}\nfunction _getContentQueries(contentQueryStartId, directives) {\n var contentQueryId = contentQueryStartId;\n var contentQueries = new Map();\n directives.forEach(function (directive, directiveIndex) {\n if (directive.queries) {\n directive.queries.forEach(function (query) { return _addQueryToTokenMap(contentQueries, { meta: query, queryId: contentQueryId++ }); });\n }\n });\n return contentQueries;\n}\nfunction _addQueryToTokenMap(map, query) {\n query.meta.selectors.forEach(function (token) {\n var entry = map.get(tokenReference(token));\n if (!entry) {\n entry = [];\n map.set(tokenReference(token), entry);\n }\n entry.push(query);\n });\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction providerDef(ctx, providerAst) {\n var flags = 0 /* None */;\n if (!providerAst.eager) {\n flags |= 4096 /* LazyProvider */;\n }\n if (providerAst.providerType === ProviderAstType.PrivateService) {\n flags |= 8192 /* PrivateProvider */;\n }\n if (providerAst.isModule) {\n flags |= 1073741824 /* TypeModuleProvider */;\n }\n providerAst.lifecycleHooks.forEach(function (lifecycleHook) {\n // for regular providers, we only support ngOnDestroy\n if (lifecycleHook === LifecycleHooks.OnDestroy ||\n providerAst.providerType === ProviderAstType.Directive ||\n providerAst.providerType === ProviderAstType.Component) {\n flags |= lifecycleHookToNodeFlag(lifecycleHook);\n }\n });\n var _a = providerAst.multiProvider ?\n multiProviderDef(ctx, flags, providerAst.providers) :\n singleProviderDef(ctx, flags, providerAst.providerType, providerAst.providers[0]), providerExpr = _a.providerExpr, providerFlags = _a.flags, depsExpr = _a.depsExpr;\n return {\n providerExpr: providerExpr,\n flags: providerFlags, depsExpr: depsExpr,\n tokenExpr: tokenExpr(ctx, providerAst.token),\n };\n}\nfunction multiProviderDef(ctx, flags, providers) {\n var allDepDefs = [];\n var allParams = [];\n var exprs = providers.map(function (provider, providerIndex) {\n var expr;\n if (provider.useClass) {\n var depExprs = convertDeps(providerIndex, provider.deps || provider.useClass.diDeps);\n expr = ctx.importExpr(provider.useClass.reference).instantiate(depExprs);\n }\n else if (provider.useFactory) {\n var depExprs = convertDeps(providerIndex, provider.deps || provider.useFactory.diDeps);\n expr = ctx.importExpr(provider.useFactory.reference).callFn(depExprs);\n }\n else if (provider.useExisting) {\n var depExprs = convertDeps(providerIndex, [{ token: provider.useExisting }]);\n expr = depExprs[0];\n }\n else {\n expr = convertValueToOutputAst(ctx, provider.useValue);\n }\n return expr;\n });\n var providerExpr = fn(allParams, [new ReturnStatement(literalArr(exprs))], INFERRED_TYPE);\n return {\n providerExpr: providerExpr,\n flags: flags | 1024 /* TypeFactoryProvider */,\n depsExpr: literalArr(allDepDefs)\n };\n function convertDeps(providerIndex, deps) {\n return deps.map(function (dep, depIndex) {\n var paramName = \"p\" + providerIndex + \"_\" + depIndex;\n allParams.push(new FnParam(paramName, DYNAMIC_TYPE));\n allDepDefs.push(depDef(ctx, dep));\n return variable(paramName);\n });\n }\n}\nfunction singleProviderDef(ctx, flags, providerType, providerMeta) {\n var providerExpr;\n var deps;\n if (providerType === ProviderAstType.Directive || providerType ===

ProviderAstType.Component) {\n providerExpr = ctx.importExpr(providerMeta.useClass.reference);\n flags |= 16384 /* TypeDirective */;\n deps = providerMeta.deps || providerMeta.useClass.diDeps;\n }\n else {\n if (providerMeta.useClass) {\n providerExpr = ctx.importExpr(providerMeta.useClass.reference);\n flags |= 512 /* TypeClassProvider */;\n deps = providerMeta.deps || providerMeta.useClass.diDeps;\n }\n else if (providerMeta.useFactory) {\n providerExpr = ctx.importExpr(providerMeta.useFactory.reference);\n flags |= 1024 /* TypeFactoryProvider */;\n deps = providerMeta.deps || providerMeta.useFactory.diDeps;\n }\n else if (providerMeta.useExisting) {\n providerExpr = NULL_EXPR;\n flags |= 2048 /* TypeUseExistingProvider */;\n deps = [{ token: providerMeta.useExisting }];\n }\n else {\n providerExpr = convertValueToOutputAst(ctx, providerMeta.useValue);\n flags |= 256 /* TypeValueProvider */;\n deps = [];\n }\n }\n var depsExpr = literalArr(deps.map(function (dep) { return depDef(ctx, dep); }));\n return { providerExpr: providerExpr, flags: flags, depsExpr: depsExpr };\n}\nfunction tokenExpr(ctx, tokenMeta) {\n return tokenMeta.identifier ? ctx.importExpr(tokenMeta.identifier.reference) :\n literal(tokenMeta.value);\n}\nfunction depDef(ctx, dep) {\n // Note: the following fields have already been normalized out by provider_analyzer:\n // - isAttribute, isHost\n var expr = dep.isValue ? convertValueToOutputAst(ctx, dep.value) : tokenExpr(ctx, dep.token);\n var flags = 0 /* None */;\n if (dep.isSkipSelf) {\n flags |= 1 /* SkipSelf */;\n }\n if (dep.isOptional) {\n flags |= 2 /* Optional */;\n }\n if (dep.isSelf) {\n flags |= 4 /* Self */;\n }\n if (dep.isValue) {\n flags |= 8 /* Value */;\n }\n return flags === 0 /* None */ ? expr : literalArr([literal(flags), expr]);\n}\nfunction lifecycleHookToNodeFlag(lifecycleHook) {\n var nodeFlag = 0 /* None */;\n switch (lifecycleHook) {\n case LifecycleHooks.AfterContentChecked:\n nodeFlag = 2097152 /* AfterContentChecked */;\n break;\n case LifecycleHooks.AfterContentInit:\n nodeFlag = 1048576 /* AfterContentInit */;\n break;\n case LifecycleHooks.AfterViewChecked:\n nodeFlag = 8388608 /* AfterViewChecked */;\n break;\n case LifecycleHooks.AfterViewInit:\n nodeFlag = 4194304 /* AfterViewInit */;\n break;\n case LifecycleHooks.DoCheck:\n nodeFlag = 262144 /* DoCheck */;\n break;\n case LifecycleHooks.OnChanges:\n nodeFlag = 524288 /* OnChanges */;\n break;\n case LifecycleHooks.OnDestroy:\n nodeFlag = 131072 /* OnDestroy */;\n break;\n case LifecycleHooks.OnInit:\n nodeFlag = 65536 /* OnInit */;\n break;\n }\n return nodeFlag;\n}\nfunction componentFactoryResolverProviderDef(reflector, ctx, flags, entryComponents) {\n var entryComponentFactories = entryComponents.map(function (entryComponent) { return ctx.importExpr(entryComponent.componentFactory); });\n var token = createTokenForExternalReference(reflector, Identifiers.ComponentFactoryResolver);\n var classMeta = {\n diDeps: [\n { isValue: true, value: literalArr(entryComponentFactories) },\n { token: token, isSkipSelf: true, isOptional: true },\n { token: createTokenForExternalReference(reflector, Identifiers.NgModuleRef) },\n],\n lifecycleHooks: [],\n reference: reflector.resolveExternalReference(Identifiers.CodegenComponentFactoryResolver)\n };\n var _a = singleProviderDef(ctx, flags, ProviderAstType.PrivateService, {\n token: token,\n multi: false,\n useClass: classMeta,\n }), providerExpr = _a.providerExpr, providerFlags = _a.flags, depsExpr = _a.depsExpr;\n return { providerExpr: providerExpr, flags: providerFlags, depsExpr: depsExpr, tokenExpr: tokenExpr(ctx, token) };\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar NgModuleCompileResult = /** @class */ (function () {\n function NgModuleCompileResult(ngModuleFactoryVar) {\n this.ngModuleFactoryVar = ngModuleFactoryVar;\n }\n return NgModuleCompileResult;\n}());\nvar LOG_VAR = variable('_l');\nvar NgModuleCompiler = /** @class */ (function () {\n function NgModuleCompiler(reflector) {\n this.reflector = reflector;\n }\n NgModuleCompiler.prototype.compile = function (ctx, ngModuleMeta, extraProviders) {\n var sourceSpan = typeSourceSpan('NgModule', ngModuleMeta.type);\n var entryComponentFactories = ngModuleMeta.transitiveModule.entryComponents;\n var bootstrapComponents = ngModuleMeta.bootstrapComponents;\n var providerParser = new NgModuleProviderAnalyzer(this.reflector,

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ngModuleMeta, extraProviders, sourceSpan);\n        var providerDefs =
[componentFactoryResolverProviderDef(this.reflector, ctx, 0 /* None */, entryComponentFactories)]\n
.concat(providerParser.parse().map(function (provider) { return providerDef(ctx, provider); }))\n
.map(function (_a) {\n            var providerExpr = _a.providerExpr, depsExpr = _a.depsExpr, flags = _a.flags,
tokenExpr = _a.tokenExpr;\n            return importExpr(Identifiers.moduleProviderDef).callFn([\n
literal(flags), tokenExpr, providerExpr, depsExpr\n            ]);\n        });\n        var ngModuleDef =
importExpr(Identifiers.moduleDef).callFn([literalArr(providerDefs)]);\n        var ngModuleDefFactory = fn([new
FnParam(LOG_VAR.name)], [new ReturnStatement(ngModuleDef)], INFERRED_TYPE);\n        var
ngModuleFactoryVar = identifierName(ngModuleMeta.type) + \"NgFactory\";\n
this._createNgModuleFactory(ctx, ngModuleMeta.type.reference,
importExpr(Identifiers.createModuleFactory).callFn([\n            ctx.importExpr(ngModuleMeta.type.reference),\n
    literalArr(bootstrapComponents.map(function (id) { return ctx.importExpr(id.reference); })),\n
ngModuleDefFactory\n        ]));\n        if (ngModuleMeta.id) {\n            var id = typeof ngModuleMeta.id ===
'string' ? literal(ngModuleMeta.id) :\n                ctx.importExpr(ngModuleMeta.id);\n            var registerFactoryStmt
= importExpr(Identifiers.RegisterModuleFactoryFn)\n                .callFn([id, variable(ngModuleFactoryVar)])\n
    .toStmt();\n            ctx.statements.push(registerFactoryStmt);\n        }\n        return new
NgModuleCompileResult(ngModuleFactoryVar);\n    };\n    NgModuleCompiler.prototype.createStub = function
(ctx, ngModuleReference) {\n        this._createNgModuleFactory(ctx, ngModuleReference, NULL_EXPR);\n    };\n
 NgModuleCompiler.prototype._createNgModuleFactory = function (ctx, reference, value) {\n        var
ngModuleFactoryVar = identifierName({ reference: reference }) + \"NgFactory\";\n        var ngModuleFactoryStmt
= variable(ngModuleFactoryVar)\n            .set(value)\n
.toDeclStmt(importType(Identifiers.NgModuleFactory, [expressionType(ctx.importExpr(reference))],
[TypeModifier.Const]), [StmtModifier.Final, StmtModifier.Exported]);\n
ctx.statements.push(ngModuleFactoryStmt);\n    };\n    return NgModuleCompiler;\n}());\n\n/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Resolves types to {@link
NgModule}.\n */\nvar NgModuleResolver = /** @class */ (function () {\n    function
NgModuleResolver(_reflector) {\n        this._reflector = _reflector;\n    }\n
NgModuleResolver.prototype.isNgModule = function (type) { return
this._reflector.annotations(type).some(createNgModule.isTypeOf); };\n    NgModuleResolver.prototype.resolve =
function (type, throwIfNotFound) {\n        if (throwIfNotFound === void 0) { throwIfNotFound = true; }\n        var
ngModuleMeta = findLast(this._reflector.annotations(type), createNgModule.isTypeOf);\n        if (ngModuleMeta)
{\n            return ngModuleMeta;\n        }\n        else {\n            if (throwIfNotFound) {\n                throw new
Error(\"No NgModule metadata found for '\" + stringify(type) + \"'.\");\n            }\n            return null;\n        }\n
};\n    return NgModuleResolver;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n *
Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\nfunction debugOutputAstAsTypeScript(ast) {\n    var converter = new
_TsEmitterVisitor();\n    var ctx = EmitterVisitorContext.createRoot();\n    var asts = Array.isArray(ast) ? ast :
[ast];\n    asts.forEach(function (ast) {\n        if (ast instanceof Statement) {\n            ast.visitStatement(converter,
ctx);\n        }\n        else if (ast instanceof Expression) {\n            ast.visitExpression(converter, ctx);\n        }\n
else if (ast instanceof Type$1) {\n            ast.visitType(converter, ctx);\n        }\n        else {\n            throw new
Error(\"Don't know how to print debug info for \" + ast);\n        }\n    });\n    return ctx.toSource();\n}\nvar
TypeScriptEmitter = /** @class */ (function () {\n    function TypeScriptEmitter() {\n    }\n
TypeScriptEmitter.prototype.emitStatementsAndContext = function (genFilePath, stmts, preamble,
emitSourceMaps, referenceFilter, importFilter) {\n        if (preamble === void 0) { preamble = ''; }\n        if
(emitSourceMaps === void 0) { emitSourceMaps = true; }\n        var converter = new
_TsEmitterVisitor(referenceFilter, importFilter);\n        var ctx = EmitterVisitorContext.createRoot();\n
converter.visitAllStatements(stmts, ctx);\n        var preambleLines = preamble ? preamble.split('\\n') : [];\n
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converter.reexports.forEach(function (reexports, exportedModuleName) {\n var reexportsCode = reexports.map(function (reexport) { return reexport.name + \" as \" + reexport.as; }).join(',');\n preambleLines.push(\"export {\" + reexportsCode + \"} from '\" + exportedModuleName + \"';\");\n });\n converter.importsWithPrefixes.forEach(function (prefix, importedModuleName) {\n // Note: can't write the real word for import as it screws up system.js auto detection...\n preambleLines.push(\"imp\" +\n (\"ort * as \" + prefix + \" from '\" + importedModuleName + \"';\"));\n });\n var sm = emitSourceMaps ?\n ctx.toSourceMapGenerator(genFilePath, preambleLines.length).toJsComment() :\n ";\n var lines = __spread(preambleLines, [ctx.toSource(), sm]);\n if (sm) {\n // always add a newline at the end, as some tools have bugs without it.\n lines.push("");\n }\n ctx.setPreambleLineCount(preambleLines.length);\n return { sourceText: lines.join('\\n'), context: ctx };\n };\n TypeScriptEmitter.prototype.emitStatements = function (genFilePath, stmts, preamble) {\n if (preamble === void 0) { preamble = ''; }\n return this.emitStatementsAndContext(genFilePath, stmts, preamble).sourceText;\n };\n return TypeScriptEmitter;\n}());\nvar _TsEmitterVisitor = /** @class */ (function (_super) {\n __extends(_TsEmitterVisitor, _super);\n function _TsEmitterVisitor(referenceFilter, importFilter) {\n var _this = _super.call(this, false) || this;\n _this.referenceFilter = referenceFilter;\n _this.importFilter = importFilter;\n _this.typeExpression = 0;\n _this.importsWithPrefixes = new Map();\n _this.reexports = new Map();\n return _this;\n }\n _TsEmitterVisitor.prototype.visitType = function (t, ctx, defaultType) {\n if (defaultType === void 0) { defaultType = 'any'; }\n if (t) {\n this.typeExpression++;\n t.visitType(this, ctx);\n this.typeExpression--;\n }\n else {\n ctx.print(null, defaultType);\n }\n };\n _TsEmitterVisitor.prototype.visitLiteralExpr = function (ast, ctx) {\n var value = ast.value;\n if (value == null && ast.type != INFERRED_TYPE) {\n ctx.print(ast, \"(\" + value + \" as any)\");\n return null;\n }\n return _super.prototype.visitLiteralExpr.call(this, ast, ctx);\n };\n // Temporary workaround to support strictNullCheck enabled consumers of ngc emit.\n // In SNC mode, [] have the type never[], so we cast here to any[].\n // TODO: narrow the cast to a more explicit type, or use a pattern that does not\n // start with [].concat. see https://github.com/angular/angular/pull/11846\n _TsEmitterVisitor.prototype.visitLiteralArrayExpr = function (ast, ctx) {\n if (ast.entries.length === 0) {\n ctx.print(ast, '(');\n }\n var result = _super.prototype.visitLiteralArrayExpr.call(this, ast, ctx);\n if (ast.entries.length === 0) {\n ctx.print(ast, ' as any[])');\n }\n return result;\n };\n _TsEmitterVisitor.prototype.visitExternalExpr = function (ast, ctx) {\n this._visitIdentifier(ast.value, ast.typeParams, ctx);\n return null;\n };\n _TsEmitterVisitor.prototype.visitAssertNotNullExpr = function (ast, ctx) {\n var result = _super.prototype.visitAssertNotNullExpr.call(this, ast, ctx);\n ctx.print(ast, '!');\n return result;\n };\n _TsEmitterVisitor.prototype.visitDeclareVarStmt = function (stmt, ctx) {\n if (stmt.hasModifier(StmtModifier.Exported) && stmt.value instanceof ExternalExpr &&\n !stmt.type) {\n // check for a reexport\n var _a = stmt.value.value, name_1 = _a.name, moduleName = _a.moduleName;\n if (moduleName) {\n var reexports = this.reexports.get(moduleName);\n if (!reexports) {\n reexports = [];\n this.reexports.set(moduleName, reexports);\n }\n reexports.push({ name: name_1, as: stmt.name });\n return null;\n }\n }\n if (stmt.hasModifier(StmtModifier.Exported)) {\n ctx.print(stmt, \"export \");\n }\n if (stmt.hasModifier(StmtModifier.Final)) {\n ctx.print(stmt, \"const\");\n }\n else {\n ctx.print(stmt, \"var\");\n }\n ctx.print(stmt, \" \" + stmt.name);\n this._printColonType(stmt.type, ctx);\n if (stmt.value) {\n ctx.print(stmt, \" = \");\n stmt.value.visitExpression(this, ctx);\n }\n ctx.println(stmt, \";\");\n return null;\n };\n _TsEmitterVisitor.prototype.visitWrappedNodeExpr = function (ast, ctx) {\n throw new Error('Cannot visit a WrappedNodeExpr when outputting Typescript.');\n };\n _TsEmitterVisitor.prototype.visitCastExpr = function (ast, ctx) {\n ctx.print(ast, \"(<\");\n ast.type.visitType(this, ctx);\n ctx.print(ast, \">\");\n ast.value.visitExpression(this, ctx);\n ctx.print(ast, \")\");\n return null;\n };\n _TsEmitterVisitor.prototype.visitInstantiateExpr = function (ast, ctx) {\n ctx.print(ast, \"new \");\n this.typeExpression++;\n ast.classExpr.visitExpression(this, ctx);\n this.typeExpression--;\n ctx.print(ast, \"(\");\n this.visitAllExpressions(ast.args, ctx, ',');\n ctx.print(ast,

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\")\");\n        return null;\n    };\n    _TsEmitterVisitor.prototype.visitDeclareClassStmt = function (stmt, ctx) {\n
var _this = this;\n        ctx.pushClass(stmt);\n        if (stmt.hasModifier(StmtModifier.Exported)) {\n
ctx.print(stmt, \"export \");\n        }\n        ctx.print(stmt, \"class \" + stmt.name);\n        if (stmt.parent != null) {\n
    ctx.print(stmt, \" extends \");\n            this.typeExpression++;\n            stmt.parent.visitExpression(this, ctx);\n
    this.typeExpression--;\n        }\n        ctx.println(stmt, \" {\");\n        ctx.incIndent();\n
stmt.fields.forEach(function (field) { return _this._visitClassField(field, ctx); });\n        if (stmt.constructorMethod
!= null) {\n            this._visitClassConstructor(stmt, ctx);\n        }\n        stmt.getters.forEach(function (getter) {
return _this._visitClassGetter(getter, ctx); });\n        stmt.methods.forEach(function (method) { return
_this._visitClassMethod(method, ctx); });\n        ctx.decIndent();\n        ctx.println(stmt, \"}\");\n
ctx.popClass();\n        return null;\n    };\n    _TsEmitterVisitor.prototype._visitClassField = function (field, ctx) {\n
    if (field.hasModifier(StmtModifier.Private)) {\n            // comment out as a workaround for #10967\n
ctx.print(null, \"/*private*/ \");\n        }\n        if (field.hasModifier(StmtModifier.Static)) {\n            ctx.print(null,
'static ');\n        }\n        ctx.print(null, field.name);\n        this._printColonType(field.type, ctx);\n        if
(field.initializer) {\n            ctx.print(null, ' = ');\n            field.initializer.visitExpression(this, ctx);\n        }\n
ctx.println(null, \";\");\n    };\n    _TsEmitterVisitor.prototype._visitClassGetter = function (getter, ctx) {\n        if
(getter.hasModifier(StmtModifier.Private)) {\n            ctx.print(null, \"private \");\n        }\n        ctx.print(null, \"get
\" + getter.name + \"()\");\n        this._printColonType(getter.type, ctx);\n        ctx.println(null, \" {\");\n
ctx.incIndent();\n        this.visitAllStatements(getter.body, ctx);\n        ctx.decIndent();\n        ctx.println(null,
\"}\");\n    };\n    _TsEmitterVisitor.prototype._visitClassConstructor = function (stmt, ctx) {\n        ctx.print(stmt,
\"constructor(\");\n        this._visitParams(stmt.constructorMethod.params, ctx);\n        ctx.println(stmt, \") {\");\n
ctx.incIndent();\n        this.visitAllStatements(stmt.constructorMethod.body, ctx);\n        ctx.decIndent();\n
ctx.println(stmt, \"}\");\n    };\n    _TsEmitterVisitor.prototype._visitClassMethod = function (method, ctx) {\n        if
(method.hasModifier(StmtModifier.Private)) {\n            ctx.print(null, \"private \");\n        }\n        ctx.print(null,
method.name + \"(\");\n        this._visitParams(method.params, ctx);\n        ctx.print(null, \")\");\n
this._printColonType(method.type, ctx, 'void');\n        ctx.println(null, \" {\");\n        ctx.incIndent();\n
this.visitAllStatements(method.body, ctx);\n        ctx.decIndent();\n        ctx.println(null, \"}\");\n    };\n
_TsEmitterVisitor.prototype.visitFunctionExpr = function (ast, ctx) {\n        if (ast.name) {\n            ctx.print(ast,
'function ');\n            ctx.print(ast, ast.name);\n        }\n        ctx.print(ast, \"(\");\n        this._visitParams(ast.params,
ctx);\n        ctx.print(ast, \")\");\n        this._printColonType(ast.type, ctx, 'void');\n        if (!ast.name) {\n
ctx.print(ast, \" => \");\n        }\n        ctx.println(ast, '{');\n        ctx.incIndent();\n
this.visitAllStatements(ast.statements, ctx);\n        ctx.decIndent();\n        ctx.print(ast, \"}\");\n        return null;\n
};\n    _TsEmitterVisitor.prototype.visitDeclareFunctionStmt = function (stmt, ctx) {\n        if
(stmt.hasModifier(StmtModifier.Exported)) {\n            ctx.print(stmt, \"export \");\n        }\n        ctx.print(stmt,
\"function \" + stmt.name + \"(\");\n        this._visitParams(stmt.params, ctx);\n        ctx.print(stmt, \")\");\n
this._printColonType(stmt.type, ctx, 'void');\n        ctx.println(stmt, \" {\");\n        ctx.incIndent();\n
this.visitAllStatements(stmt.statements, ctx);\n        ctx.decIndent();\n        ctx.println(stmt, \"}\");\n        return
null;\n    };\n    _TsEmitterVisitor.prototype.visitTryCatchStmt = function (stmt, ctx) {\n        ctx.println(stmt, \"try
{\");\n        ctx.incIndent();\n        this.visitAllStatements(stmt.bodyStmts, ctx);\n        ctx.decIndent();\n
ctx.println(stmt, \"} catch (\" + CATCH_ERROR_VAR$1.name + \") {\");\n        ctx.incIndent();\n        var
catchStmts = [CATCH_STACK_VAR$1.set(CATCH_ERROR_VAR$1.prop('stack', null)).toDeclStmt(null, [\n
        StmtModifier.Final\n            ])].concat(stmt.catchStmts);\n        this.visitAllStatements(catchStmts, ctx);\n
ctx.decIndent();\n        ctx.println(stmt, \"}\");\n        return null;\n    };\n
_TsEmitterVisitor.prototype.visitBuiltinType = function (type, ctx) {\n        var typeStr;\n        switch (type.name)
{\n            case BuiltinTypeName.Bool:\n                typeStr = 'boolean';\n                break;\n            case
BuiltinTypeName.Dynamic:\n                typeStr = 'any';\n                break;\n            case
BuiltinTypeName.Function:\n                typeStr = 'Function';\n                break;\n            case
BuiltinTypeName.Number:\n                typeStr = 'number';\n                break;\n            case BuiltinTypeName.Int:\n
                typeStr = 'number';\n                break;\n            case BuiltinTypeName.String:\n                typeStr = 'string';\n
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break;\n case BuiltinTypeName.None:\n typeStr = 'never';\n break;\n default:\n throw new Error(\"Unsupported builtin type \" + type.name);\n }\n ctx.print(null, typeStr);\n return null;\n };\n _TsEmitterVisitor.prototype.visitExpressionType = function (ast, ctx) {\n var _this = this;\n ast.value.visitExpression(this, ctx);\n if (ast.typeParams !== null) {\n ctx.print(null, '<');\n this.visitAllObjects(function (type) { return _this.visitType(type, ctx); }, ast.typeParams, ctx, ',');\n ctx.print(null, '>');\n }\n return null;\n };\n _TsEmitterVisitor.prototype.visitArrayType = function (type, ctx) {\n this.visitType(type.of, ctx);\n ctx.print(null, \"[]\");\n return null;\n };\n _TsEmitterVisitor.prototype.visitMapType = function (type, ctx) {\n ctx.print(null, \"{[key: string]:\");\n this.visitType(type.valueType, ctx);\n ctx.print(null, \"}\");\n return null;\n };\n _TsEmitterVisitor.prototype.getBuiltinMethodName = function (method) {\n var name;\n switch (method) {\n case BuiltinMethod.ConcatArray:\n name = 'concat';\n break;\n case BuiltinMethod.SubscribeObservable:\n name = 'subscribe';\n break;\n case BuiltinMethod.Bind:\n name = 'bind';\n break;\n default:\n throw new Error(\"Unknown builtin method: \" + method);\n }\n return name;\n };\n _TsEmitterVisitor.prototype._visitParams = function (params, ctx) {\n var _this = this;\n this.visitAllObjects(function (param) {\n ctx.print(null, param.name);\n _this._printColonType(param.type, ctx);\n }, params, ctx, ',');\n };\n _TsEmitterVisitor.prototype._visitIdentifier = function (value, typeParams, ctx) {\n var _this = this;\n var name = value.name, moduleName = value.moduleName;\n if (this.referenceFilter && this.referenceFilter(value)) {\n ctx.print(null, '(null as any)');\n return;\n }\n if (moduleName && (!this.importFilter || !this.importFilter(value))) {\n var prefix = this.importsWithPrefixes.get(moduleName);\n if (prefix == null) {\n prefix = \"i\" + this.importsWithPrefixes.size;\n this.importsWithPrefixes.set(moduleName, prefix);\n }\n ctx.print(null, prefix + \".\");\n }\n ctx.print(null, name);\n if (this.typeExpression > 0) {\n // If we are in a type expression that refers to a generic type then supply\n // the required type parameters. If there were not enough type parameters\n // supplied, supply any as the type. Outside a type expression the reference\n // should not supply type parameters and be treated as a simple value reference\n // to the constructor function itself.\n var suppliedParameters = typeParams || [];\n if (suppliedParameters.length > 0) {\n ctx.print(null, \"<\");\n this.visitAllObjects(function (type) { return type.visitType(_this, ctx); }, typeParams, ctx, ',');\n ctx.print(null, \">\");\n }\n }\n };\n _TsEmitterVisitor.prototype._printColonType = function (type, ctx, defaultType) {\n if (type !== INFERRED_TYPE) {\n ctx.print(null, ':');\n this.visitType(type, ctx, defaultType);\n }\n };\n return _TsEmitterVisitor;\n}(AbstractEmitterVisitor));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Resolve a `Type` for {@link Pipe}.\n *\n * This interface can be overridden by the application developer to create custom behavior.\n *\n * See {@link Compiler}\n */\nvar PipeResolver = /** @class */ (function () {\n function PipeResolver(_reflector) {\n this._reflector = _reflector;\n }\n PipeResolver.prototype.isPipe = function (type) {\n var typeMetadata = this._reflector.annotations(resolveForwardRef(type));\n return typeMetadata && typeMetadata.some(createPipe.isTypeOf);\n };\n /**\n * Return {@link Pipe} for a given `Type`.\n */\n PipeResolver.prototype.resolve = function (type, throwIfNotFound) {\n if (throwIfNotFound === void 0) { throwIfNotFound = true; }\n var metas = this._reflector.annotations(resolveForwardRef(type));\n if (metas) {\n var annotation = findLast(metas, createPipe.isTypeOf);\n if (annotation) {\n return annotation;\n }\n }\n if (throwIfNotFound) {\n throw new Error(\"No Pipe decorator found on \" + stringify(type));\n }\n return null;\n };\n return PipeResolver;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// http://cldr.unicode.org/index/cldr-spec/plural-rules\nvar PLURAL_CASES = ['zero', 'one', 'two', 'few', 'many', 'other'];\n/**\n * Expands special forms

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into elements.\n *\n * For example,\n *\n * ```\n * { messages.length, plural,\n *   =0 {zero}\n *   =1 {one}\n *
other {more than one}\n * }\n * ```\n *\n * will be expanded into\n *\n * ```\n * <ng-container
[ngPlural]=\"messages.length\">\n *   <ng-template ngPluralCase=\"=0\">zero</ng-template>\n *   <ng-template
ngPluralCase=\"=1\">one</ng-template>\n *   <ng-template ngPluralCase=\"other\">more than one</ng-
template>\n * </ng-container>\n * ```\n */\nfunction expandNodes(nodes) {\n    var expander = new _Expander();\n
 return new ExpansionResult(visitAll(expander, nodes), expander.isExpanded, expander.errors);\n}\nvar
ExpansionResult = /** @class */ (function () {\n    function ExpansionResult(nodes, expanded, errors) {\n
this.nodes = nodes;\n        this.expanded = expanded;\n        this.errors = errors;\n    }\n    return
ExpansionResult;\n}());\nvar ExpansionError = /** @class */ (function (_super) {\n    __extends(ExpansionError,
_super);\n    function ExpansionError(span, errorMsg) {\n        return _super.call(this, span, errorMsg) || this;\n    }\n
 return ExpansionError;\n}(ParseError));\n/**\n * Expand expansion forms (plural, select) to directives\n *\n *
@internal\n */\nvar _Expander = /** @class */ (function () {\n    function _Expander() {\n        this.isExpanded =
false;\n        this.errors = [];\n    }\n    _Expander.prototype.visitElement = function (element, context) {\n        return
new Element(element.name, element.attrs, visitAll(this, element.children), element.sourceSpan,
element.startSourceSpan, element.endSourceSpan);\n    };\n    _Expander.prototype.visitAttribute = function
(attribute, context) { return attribute; };\n    _Expander.prototype.visitText = function (text, context) { return text;
};\n    _Expander.prototype.visitComment = function (comment, context) { return comment; };\n
_Expander.prototype.visitExpansion = function (icu, context) {\n        this.isExpanded = true;\n        return icu.type
== 'plural' ? _expandPluralForm(icu, this.errors) :\n            _expandDefaultForm(icu, this.errors);\n    };\n
_Expander.prototype.visitExpansionCase = function (icuCase, context) {\n        throw new Error('Should not be
reached');\n    };\n    return _Expander;\n}());\n// Plural forms are expanded to `NgPlural` and
`NgPluralCase`s\nfunction _expandPluralForm(ast, errors) {\n    var children = ast.cases.map(function (c) {\n        if
(PLURAL_CASES.indexOf(c.value) == -1 && !c.value.match(/^=\\d+$/)) {\n            errors.push(new
ExpansionError(c.valueSourceSpan, \"Plural cases should be \\\"=<number>\\\" or one of \" +
PLURAL_CASES.join(\", \")));\n        }\n        var expansionResult = expandNodes(c.expression);\n
errors.push.apply(errors, __spread(expansionResult.errors));\n        return new Element(\"ng-template\", [new
Attribute('ngPluralCase', \"\" + c.value, c.valueSourceSpan)], expansionResult.nodes, c.sourceSpan, c.sourceSpan,
c.sourceSpan);\n    });\n    var switchAttr = new Attribute('[ngPlural]', ast.switchValue,
ast.switchValueSourceSpan);\n    return new Element('ng-container', [switchAttr], children, ast.sourceSpan,
ast.sourceSpan, ast.sourceSpan);\n}\n// ICU messages (excluding plural form) are expanded to `NgSwitch`  and
`NgSwitchCase`s\nfunction _expandDefaultForm(ast, errors) {\n    var children = ast.cases.map(function (c) {\n
var expansionResult = expandNodes(c.expression);\n        errors.push.apply(errors,
__spread(expansionResult.errors));\n        if (c.value === 'other') {\n            // other is the default case when no
values match\n            return new Element(\"ng-template\", [new Attribute('ngSwitchDefault', '',
c.valueSourceSpan)], expansionResult.nodes, c.sourceSpan, c.sourceSpan, c.sourceSpan);\n        }\n        return new
Element(\"ng-template\", [new Attribute('ngSwitchCase', \"\" + c.value, c.valueSourceSpan)],
expansionResult.nodes, c.sourceSpan, c.sourceSpan, c.sourceSpan);\n    });\n    var switchAttr = new
Attribute('[ngSwitch]', ast.switchValue, ast.switchValueSourceSpan);\n    return new Element('ng-container',
[switchAttr], children, ast.sourceSpan, ast.sourceSpan, ast.sourceSpan);\n}\n\n/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\nvar BIND_NAME_REGEXP$1 = /^(?:(?:(?:(bind-
)|(let-)|(ref-|#)|(on-)|(bindon-)|(@))(.+))|\\[\\(([^\\)]+)\\)\\]|\\[([^\\]]+)\\]|\\(([^\\)]+)\\))$/;\n// Group 1 = \"bind-\"\nvar
KW_BIND_IDX$1 = 1;\n// Group 2 = \"let-\"\nvar KW_LET_IDX$1 = 2;\n// Group 3 = \"ref-/#\"\nvar
KW_REF_IDX$1 = 3;\n// Group 4 = \"on-\"\nvar KW_ON_IDX$1 = 4;\n// Group 5 = \"bindon-\"\nvar
KW_BINDON_IDX$1 = 5;\n// Group 6 = \"@\"\nvar KW_AT_IDX$1 = 6;\n// Group 7 = the identifier after \"bind-
\", \"let-\", \"ref-/#\", \"on-\", \"bindon-\" or \"@\"\nvar IDENT_KW_IDX$1 = 7;\n// Group 8 = identifier inside
[()]\nvar IDENT_BANANA_BOX_IDX$1 = 8;\n// Group 9 = identifier inside []\nvar IDENT_PROPERTY_IDX$1
= 9;\n// Group 10 = identifier inside ()\nvar IDENT_EVENT_IDX$1 = 10;\nvar TEMPLATE_ATTR_PREFIX$1 =
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'*';\nvar CLASS_ATTR = 'class';\nvar _TEXT_CSS_SELECTOR;\nfunction TEXT_CSS_SELECTOR() {\n    if
(!_TEXT_CSS_SELECTOR) {\n        _TEXT_CSS_SELECTOR = CssSelector.parse('*')[0];\n    }\n    return
_TEXT_CSS_SELECTOR;\n}\nvar TemplateParseError = /** @class */ (function (_super) {\n
__extends(TemplateParseError, _super);\n    function TemplateParseError(message, span, level) {\n        return
_super.call(this, span, message, level) || this;\n    }\n    return TemplateParseError;\n}(ParseError));\nvar
TemplateParseResult = /** @class */ (function () {\n    function TemplateParseResult(templateAst, usedPipes,
errors) {\n        this.templateAst = templateAst;\n        this.usedPipes = usedPipes;\n        this.errors = errors;\n    }\n
return TemplateParseResult;\n}());\nvar TemplateParser = /** @class */ (function () {\n    function
TemplateParser(_config, _reflector, _exprParser, _schemaRegistry, _htmlParser, _console, transforms) {\n
this._config = _config;\n        this._reflector = _reflector;\n        this._exprParser = _exprParser;\n
this._schemaRegistry = _schemaRegistry;\n        this._htmlParser = _htmlParser;\n        this._console = _console;\n
   this.transforms = transforms;\n    }\n    Object.defineProperty(TemplateParser.prototype, \"expressionParser\", {\n
     get: function () { return this._exprParser; },\n        enumerable: true,\n        configurable: true\n    });\n
TemplateParser.prototype.parse = function (component, template, directives, pipes, schemas, templateUrl,
preserveWhitespaces) {\n        var result = this.tryParse(component, template, directives, pipes, schemas,
templateUrl, preserveWhitespaces);\n        var warnings = result.errors.filter(function (error$$1) { return
error$$1.level === ParseErrorLevel.WARNING; });\n        var errors = result.errors.filter(function (error$$1) {
return error$$1.level === ParseErrorLevel.ERROR; });\n        if (warnings.length > 0) {\n
this._console.warn(\"Template parse warnings:\\n\\" + warnings.join('\\n'));\n        }\n        if (errors.length > 0) {\n
     var errorString = errors.join('\\n');\n            throw syntaxError(\"Template parse errors:\\n\\" + errorString,
errors);\n        }\n        return { template: result.templateAst, pipes: result.usedPipes };\n    };\n
TemplateParser.prototype.tryParse = function (component, template, directives, pipes, schemas, templateUrl,
preserveWhitespaces) {\n        var htmlParseResult = typeof template === 'string' ?\n
this._htmlParser.parse(template, templateUrl, true, this.getInterpolationConfig(component)) :\n            template;\n
  if (!preserveWhitespaces) {\n            htmlParseResult = removeWhitespaces(htmlParseResult);\n        }\n
return this.tryParseHtml(this.expandHtml(htmlParseResult), component, directives, pipes, schemas);\n    };\n
TemplateParser.prototype.tryParseHtml = function (htmlAstWithErrors, component, directives, pipes, schemas) {\n
     var result;\n        var errors = htmlAstWithErrors.errors;\n        var usedPipes = [];\n        if
(htmlAstWithErrors.rootNodes.length > 0) {\n            var uniqDirectives =
removeSummaryDuplicates(directives);\n            var uniqPipes = removeSummaryDuplicates(pipes);\n            var
providerViewContext = new ProviderViewContext(this._reflector, component);\n            var interpolationConfig =
undefined;\n            if (component.template && component.template.interpolation) {\n                interpolationConfig
= {\n                    start: component.template.interpolation[0],\n                    end:
component.template.interpolation[1]\n                };\n            }\n            var bindingParser = new
BindingParser(this._exprParser, interpolationConfig, this._schemaRegistry, uniqPipes, errors);\n            var
parseVisitor = new TemplateParseVisitor(this._reflector, this._config, providerViewContext, uniqDirectives,
bindingParser, this._schemaRegistry, schemas, errors);\n            result = visitAll(parseVisitor,
htmlAstWithErrors.rootNodes, EMPTY_ELEMENT_CONTEXT);\n            errors.push.apply(errors,
__spread(providerViewContext.errors));\n            usedPipes.push.apply(usedPipes,
__spread(bindingParser.getUsedPipes()));\n        }\n        else {\n            result = [];\n        }\n
this._assertNoReferenceDuplicationOnTemplate(result, errors);\n        if (errors.length > 0) {\n            return new
TemplateParseResult(result, usedPipes, errors);\n        }\n        if (this.transforms) {\n
this.transforms.forEach(function (transform) { result = templateVisitAll(transform, result); });\n        }\n        return
new TemplateParseResult(result, usedPipes, errors);\n    };\n    TemplateParser.prototype.expandHtml = function
(htmlAstWithErrors, forced) {\n        if (forced === void 0) { forced = false; }\n        var errors =
htmlAstWithErrors.errors;\n        if (errors.length == 0 || forced) {\n            // Transform ICU messages to angular
directives\n            var expandedHtmlAst = expandNodes(htmlAstWithErrors.rootNodes);\n
errors.push.apply(errors, __spread(expandedHtmlAst.errors));\n            htmlAstWithErrors = new
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ParseTreeResult(expandedHtmlAst.nodes, errors);\n        }\n        return htmlAstWithErrors;\n    };\n
TemplateParser.prototype.getInterpolationConfig = function (component) {\n        if (component.template) {\n
return InterpolationConfig.fromArray(component.template.interpolation);\n        }\n        return undefined;\n    };\n
/** @internal */\n    TemplateParser.prototype._assertNoReferenceDuplicationOnTemplate = function (result,
errors) {\n        var existingReferences = [];\n        result.filter(function (element) { return !!element.references; })\n
        .forEach(function (element) { return element.references.forEach(function (reference) {\n            var name =
reference.name;\n            if (existingReferences.indexOf(name) < 0) {\n                existingReferences.push(name);\n
        }\n            else {\n                var error$$1 = new TemplateParseError(\"Reference \\\"#\" + name + \"\\\" is
defined several times\", reference.sourceSpan, ParseErrorLevel.ERROR);\n                errors.push(error$$1);\n
}\n        }); });\n    };\n    return TemplateParser;\n}());\nvar TemplateParseVisitor = /** @class */ (function () {\n
function TemplateParseVisitor(reflector, config, providerViewContext, directives, _bindingParser,
_schemaRegistry, _schemas, _targetErrors) {\n        var _this = this;\n        this.reflector = reflector;\n        this.config
= config;\n        this.providerViewContext = providerViewContext;\n        this._bindingParser = _bindingParser;\n
  this._schemaRegistry = _schemaRegistry;\n        this._schemas = _schemas;\n        this._targetErrors =
_targetErrors;\n        this.selectorMatcher = new SelectorMatcher();\n        this.directivesIndex = new Map();\n
this.ngContentCount = 0;\n        // Note: queries start with id 1 so we can use the number in a Bloom filter!\n
this.contentQueryStartId = providerViewContext.component.viewQueries.length + 1;\n
directives.forEach(function (directive, index) {\n            var selector = CssSelector.parse(directive.selector);\n
_this.selectorMatcher.addSelectables(selector, directive);\n            _this.directivesIndex.set(directive, index);\n
});\n    }\n    TemplateParseVisitor.prototype.visitExpansion = function (expansion, context) { return null; };\n
TemplateParseVisitor.prototype.visitExpansionCase = function (expansionCase, context) { return null; };\n
TemplateParseVisitor.prototype.visitText = function (text, parent) {\n        var ngContentIndex =
parent.findNgContentIndex(TEXT_CSS_SELECTOR());\n        var valueNoNgsp = replaceNgsp(text.value);\n
var expr = this._bindingParser.parseInterpolation(valueNoNgsp, text.sourceSpan);\n        return expr ? new
BoundTextAst(expr, ngContentIndex, text.sourceSpan) :\n            new TextAst(valueNoNgsp, ngContentIndex,
text.sourceSpan);\n    };\n    TemplateParseVisitor.prototype.visitAttribute = function (attribute, context) {\n
return new AttrAst(attribute.name, attribute.value, attribute.sourceSpan);\n    };\n
TemplateParseVisitor.prototype.visitComment = function (comment, context) { return null; };\n
TemplateParseVisitor.prototype.visitElement = function (element, parent) {\n        var _this = this;\n        var
queryStartIndex = this.contentQueryStartId;\n        var elName = element.name;\n        var preparsedElement =
preparseElement(element);\n        if (preparsedElement.type === PreparsedElementType.SCRIPT ||\n
preparsedElement.type === PreparsedElementType.STYLE) {\n            // Skipping <script> for security reasons\n
     // Skipping <style> as we already processed them\n            // in the StyleCompiler\n            return null;\n        }\n
    if (preparsedElement.type === PreparsedElementType.STYLESHEET &&\n
isStyleUrlResolvable(preparsedElement.hrefAttr)) {\n            // Skipping stylesheets with either relative urls or
package scheme as we already processed\n            // them in the StyleCompiler\n            return null;\n        }\n
var matchableAttrs = [];\n        var elementOrDirectiveProps = [];\n        var elementOrDirectiveRefs = [];\n        var
elementVars = [];\n        var events = [];\n        var templateElementOrDirectiveProps = [];\n        var
templateMatchableAttrs = [];\n        var templateElementVars = [];\n        var hasInlineTemplates = false;\n        var
attrs = [];\n        var isTemplateElement = isNgTemplate(element.name);\n        element.attrs.forEach(function (attr)
{\n            var parsedVariables = [];\n            var hasBinding = _this._parseAttr(isTemplateElement, attr,
matchableAttrs, elementOrDirectiveProps, events, elementOrDirectiveRefs, elementVars);\n
elementVars.push.apply(elementVars, __spread(parsedVariables.map(function (v) { return
VariableAst.fromParsedVariable(v); })));\n            var templateValue;\n            var templateKey;\n            var
normalizedName = _this._normalizeAttributeName(attr.name);\n            if
(normalizedName.startsWith(TEMPLATE_ATTR_PREFIX$1)) {\n                templateValue = attr.value;\n
templateKey = normalizedName.substring(TEMPLATE_ATTR_PREFIX$1.length);\n            }\n            var
hasTemplateBinding = templateValue != null;\n            if (hasTemplateBinding) {\n                if
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(hasInlineTemplates) {\n _this._reportError(\"Can't have multiple template bindings on one element. Use only one attribute prefixed with *\", attr.sourceSpan);\n }\n hasInlineTemplates = true;\n var parsedVariables_1 = [];\n _this._bindingParser.parseInlineTemplateBinding(templateKey, templateValue, attr.sourceSpan, templateMatchableAttrs, templateElementOrDirectiveProps, parsedVariables_1);\n templateElementVars.push.apply(templateElementVars, __spread(parsedVariables_1.map(function (v) { return VariableAst.fromParsedVariable(v); })));\n }\n if (!hasBinding && !hasTemplateBinding) {\n // don't include the bindings as attributes as well in the AST\n attrs.push(_this.visitAttribute(attr, null));\n matchableAttrs.push([attr.name, attr.value]);\n }\n });\n var elementCssSelector = createElementCssSelector(elName, matchableAttrs);\n var _a = this._parseDirectives(this.selectorMatcher, elementCssSelector), directiveMetas = _a.directives, matchElement = _a.matchElement;\n var references = [];\n var boundDirectivePropNames = new Set();\n var directiveAsts = this._createDirectiveAsts(isTemplateElement, element.name, directiveMetas, elementOrDirectiveProps, elementOrDirectiveRefs, element.sourceSpan, references, boundDirectivePropNames);\n var elementProps = this._createElementPropertyAsts(element.name, elementOrDirectiveProps, boundDirectivePropNames);\n var isViewRoot = parent.isTemplateElement || hasInlineTemplates;\n var providerContext = new ProviderElementContext(this.providerViewContext, parent.providerContext, isViewRoot, directiveAsts, attrs, references, isTemplateElement, queryStartIndex, element.sourceSpan);\n var children = visitAll(preparsedElement.nonBindable ? NON_BINDABLE_VISITOR$1 : this, element.children, ElementContext.create(isTemplateElement, directiveAsts, isTemplateElement ? parent.providerContext : providerContext));\n providerContext.afterElement();\n // Override the actual selector when the `ngProjectAs` attribute is provided\n var projectionSelector = preparsedElement.projectAs != '' ?\n CssSelector.parse(preparsedElement.projectAs)[0] :\n elementCssSelector;\n var ngContentIndex = parent.findNgContentIndex(projectionSelector);\n var parsedElement;\n if (preparsedElement.type === PreparsedElementType.NG_CONTENT) {\n // `<ng-content>` element\n if (element.children && !element.children.every(_isEmptyTextNode)) {\n this._reportError(\"<ng-content> element cannot have content.\", element.sourceSpan);\n }\n parsedElement = new NgContentAst(this.ngContentCount++, hasInlineTemplates ? null : ngContentIndex, element.sourceSpan);\n }\n else if (isTemplateElement) {\n // `<ng-template>` element\n this._assertAllEventsPublishedByDirectives(directiveAsts, events);\n this._assertNoComponentsNorElementBindingsOnTemplate(directiveAsts, elementProps, element.sourceSpan);\n parsedElement = new EmbeddedTemplateAst(attrs, events, references, elementVars, providerContext.transformedDirectiveAsts, providerContext.transformProviders, providerContext.transformedHasViewContainer, providerContext.queryMatches, children, hasInlineTemplates ? null : ngContentIndex, element.sourceSpan);\n }\n else {\n // element other than `<ng-content>` and `<ng-template>`\n this._assertElementExists(matchElement, element);\n this._assertOnlyOneComponent(directiveAsts, element.sourceSpan);\n var ngContentIndex_1 = hasInlineTemplates ? null : parent.findNgContentIndex(projectionSelector);\n parsedElement = new ElementAst(elName, attrs, elementProps, events, references, providerContext.transformedDirectiveAsts, providerContext.transformProviders, providerContext.transformedHasViewContainer, providerContext.queryMatches, children, hasInlineTemplates ? null : ngContentIndex_1, element.sourceSpan, element.endSourceSpan || null);\n }\n if (hasInlineTemplates) {\n // The element as a *-attribute\n var templateQueryStartIndex = this.contentQueryStartId;\n var templateSelector = createElementCssSelector('ng-template', templateMatchableAttrs);\n var directives = this._parseDirectives(this.selectorMatcher, templateSelector).directives;\n var templateBoundDirectivePropNames = new Set();\n var templateDirectiveAsts = this._createDirectiveAsts(true, elName, directives, templateElementOrDirectiveProps, [], element.sourceSpan, [], templateBoundDirectivePropNames);\n var templateElementProps = this._createElementPropertyAsts(elName, templateElementOrDirectiveProps, templateBoundDirectivePropNames);\n

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this._assertNoComponentsNorElementBindingsOnTemplate(templateDirectiveAsts, templateElementProps,
element.sourceSpan);\n            var templateProviderContext = new
ProviderElementContext(this.providerViewContext, parent.providerContext, parent.isTemplateElement,
templateDirectiveAsts, [], [], true, templateQueryStartIndex, element.sourceSpan);\n
templateProviderContext.afterElement();\n            parsedElement = new EmbeddedTemplateAst([], [], [],
templateElementVars, templateProviderContext.transformedDirectiveAsts,
templateProviderContext.transformProviders, templateProviderContext.transformedHasViewContainer,
templateProviderContext.queryMatches, [parsedElement], ngContentIndex, element.sourceSpan);\n        }\n
return parsedElement;\n    };\n    TemplateParseVisitor.prototype._parseAttr = function (isTemplateElement, attr,
targetMatchableAttrs, targetProps, targetEvents, targetRefs, targetVars) {\n        var name =
this._normalizeAttributeName(attr.name);\n        var value = attr.value;\n        var srcSpan = attr.sourceSpan;\n
var boundEvents = [];\n        var bindParts = name.match(BIND_NAME_REGEXP$1);\n        var hasBinding =
false;\n        if (bindParts !== null) {\n            hasBinding = true;\n            if (bindParts[KW_BIND_IDX$1] != null)
{\n                this._bindingParser.parsePropertyBinding(bindParts[IDENT_KW_IDX$1], value, false, srcSpan,
targetMatchableAttrs, targetProps);\n            }\n            else if (bindParts[KW_LET_IDX$1]) {\n                if
(isTemplateElement) {\n                    var identifier = bindParts[IDENT_KW_IDX$1];\n
this._parseVariable(identifier, value, srcSpan, targetVars);\n                }\n                else {\n
this._reportError(\"\\\"let-\\\" is only supported on ng-template elements.\", srcSpan);\n                }\n            }\n
else if (bindParts[KW_REF_IDX$1]) {\n                var identifier = bindParts[IDENT_KW_IDX$1];\n
this._parseReference(identifier, value, srcSpan, targetRefs);\n            }\n            else if (bindParts[KW_ON_IDX$1])
{\n                this._bindingParser.parseEvent(bindParts[IDENT_KW_IDX$1], value, srcSpan, targetMatchableAttrs,
boundEvents);\n            }\n            else if (bindParts[KW_BINDON_IDX$1]) {\n
this._bindingParser.parsePropertyBinding(bindParts[IDENT_KW_IDX$1], value, false, srcSpan,
targetMatchableAttrs, targetProps);\n                this._parseAssignmentEvent(bindParts[IDENT_KW_IDX$1], value,
srcSpan, targetMatchableAttrs, boundEvents);\n            }\n            else if (bindParts[KW_AT_IDX$1]) {\n
this._bindingParser.parseLiteralAttr(name, value, srcSpan, targetMatchableAttrs, targetProps);\n            }\n
else if (bindParts[IDENT_BANANA_BOX_IDX$1]) {\n
this._bindingParser.parsePropertyBinding(bindParts[IDENT_BANANA_BOX_IDX$1], value, false, srcSpan,
targetMatchableAttrs, targetProps);\n
this._parseAssignmentEvent(bindParts[IDENT_BANANA_BOX_IDX$1], value, srcSpan, targetMatchableAttrs,
boundEvents);\n            }\n            else if (bindParts[IDENT_PROPERTY_IDX$1]) {\n
this._bindingParser.parsePropertyBinding(bindParts[IDENT_PROPERTY_IDX$1], value, false, srcSpan,
targetMatchableAttrs, targetProps);\n            }\n            else if (bindParts[IDENT_EVENT_IDX$1]) {\n
this._bindingParser.parseEvent(bindParts[IDENT_EVENT_IDX$1], value, srcSpan, targetMatchableAttrs,
boundEvents);\n            }\n        }\n        else {\n            hasBinding =
this._bindingParser.parsePropertyInterpolation(name, value, srcSpan, targetMatchableAttrs, targetProps);\n        }\n
    if (!hasBinding) {\n            this._bindingParser.parseLiteralAttr(name, value, srcSpan, targetMatchableAttrs,
targetProps);\n        }\n        targetEvents.push.apply(targetEvents, __spread(boundEvents.map(function (e) { return
BoundEventAst.fromParsedEvent(e); })));\n        return hasBinding;\n    };\n
TemplateParseVisitor.prototype._normalizeAttributeName = function (attrName) {\n        return /^data-
/i.test(attrName) ? attrName.substring(5) : attrName;\n    };\n    TemplateParseVisitor.prototype._parseVariable =
function (identifier, value, sourceSpan, targetVars) {\n        if (identifier.indexOf('-') > -1) {\n
this._reportError(\"\\\"-\\\" is not allowed in variable names\", sourceSpan);\n        }\n        targetVars.push(new
VariableAst(identifier, value, sourceSpan));\n    };\n    TemplateParseVisitor.prototype._parseReference = function
(identifier, value, sourceSpan, targetRefs) {\n        if (identifier.indexOf('-') > -1) {\n            this._reportError(\"\\\"-
\\\" is not allowed in reference names\", sourceSpan);\n        }\n        targetRefs.push(new
ElementOrDirectiveRef(identifier, value, sourceSpan));\n    };\n
TemplateParseVisitor.prototype._parseAssignmentEvent = function (name, expression, sourceSpan,
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targetMatchableAttrs, targetEvents) {\n        this._bindingParser.parseEvent(name + \"Change\", expression +
\"=$event\", sourceSpan, targetMatchableAttrs, targetEvents);\n    };\n
TemplateParseVisitor.prototype._parseDirectives = function (selectorMatcher, elementCssSelector) {\n        var
_this = this;\n        // Need to sort the directives so that we get consistent results throughout,\n        // as
selectorMatcher uses Maps inside.\n        // Also deduplicate directives as they might match more than one time!\n
  var directives = new Array(this.directivesIndex.size);\n        // Whether any directive selector matches on the
element name\n        var matchElement = false;\n        selectorMatcher.match(elementCssSelector, function
(selector, directive) {\n            directives[_this.directivesIndex.get(directive)] = directive;\n            matchElement =
matchElement || selector.hasElementSelector();\n        });\n        return {\n            directives: directives.filter(function
(dir) { return !!dir; }),\n            matchElement: matchElement,\n        };\n    };\n
TemplateParseVisitor.prototype._createDirectiveAsts = function (isTemplateElement, elementName, directives,
props, elementOrDirectiveRefs, elementSourceSpan, targetReferences, targetBoundDirectivePropNames) {\n
var _this = this;\n        var matchedReferences = new Set();\n        var component = null;\n        var directiveAsts =
directives.map(function (directive) {\n            var sourceSpan = new ParseSourceSpan(elementSourceSpan.start,
elementSourceSpan.end, \"Directive \" + identifierName(directive.type));\n            if (directive.isComponent) {\n
        component = directive;\n            }\n            var directiveProperties = [];\n            var boundProperties =
_this._bindingParser.createDirectiveHostPropertyAsts(directive, elementName, sourceSpan);\n            var
hostProperties = boundProperties.map(function (prop) { return
BoundElementPropertyAst.fromBoundProperty(prop); });\n            // Note: We need to check the host properties
here as well,\n            // as we don't know the element name in the DirectiveWrapperCompiler yet.\n
hostProperties = _this._checkPropertiesInSchema(elementName, hostProperties);\n            var parsedEvents =
_this._bindingParser.createDirectiveHostEventAsts(directive, sourceSpan);\n
_this._createDirectivePropertyAsts(directive.inputs, props, directiveProperties, targetBoundDirectivePropNames);\n
        elementOrDirectiveRefs.forEach(function (elOrDirRef) {\n                if ((elOrDirRef.value.length === 0 &&
directive.isComponent) ||\n                    (elOrDirRef.isReferenceToDirective(directive))) {\n
targetReferences.push(new ReferenceAst(elOrDirRef.name, createTokenForReference(directive.type.reference),
elOrDirRef.value, elOrDirRef.sourceSpan));\n                    matchedReferences.add(elOrDirRef.name);\n
}\n            });\n            var hostEvents = parsedEvents.map(function (e) { return
BoundEventAst.fromParsedEvent(e); });\n            var contentQueryStartId = _this.contentQueryStartId;\n
_this.contentQueryStartId += directive.queries.length;\n            return new DirectiveAst(directive,
directiveProperties, hostProperties, hostEvents, contentQueryStartId, sourceSpan);\n        });\n
elementOrDirectiveRefs.forEach(function (elOrDirRef) {\n            if (elOrDirRef.value.length > 0) {\n                if
(!matchedReferences.has(elOrDirRef.name)) {\n                    _this._reportError(\"There is no directive with
\\\"exportAs\\\" set to \\\"\" + elOrDirRef.value + \"\\\"\", elOrDirRef.sourceSpan);\n                }\n            }\n
else if (!component) {\n                var refToken = null;\n                if (isTemplateElement) {\n                    refToken =
createTokenForExternalReference(_this.reflector, Identifiers.TemplateRef);\n                }\n
targetReferences.push(new ReferenceAst(elOrDirRef.name, refToken, elOrDirRef.value,
elOrDirRef.sourceSpan));\n            }\n        });\n        return directiveAsts;\n    };\n
TemplateParseVisitor.prototype._createDirectivePropertyAsts = function (directiveProperties, boundProps,
targetBoundDirectiveProps, targetBoundDirectivePropNames) {\n        if (directiveProperties) {\n            var
boundPropsByName_1 = new Map();\n            boundProps.forEach(function (boundProp) {\n                var
prevValue = boundPropsByName_1.get(boundProp.name);\n                if (!prevValue || prevValue.isLiteral) {\n
        // give [a]=\"b\" a higher precedence than a=\"b\" on the same element\n
boundPropsByName_1.set(boundProp.name, boundProp);\n                }\n            });\n
Object.keys(directiveProperties).forEach(function (dirProp) {\n                var elProp =
directiveProperties[dirProp];\n                var boundProp = boundPropsByName_1.get(elProp);\n                //
Bindings are optional, so this binding only needs to be set up if an expression is given.\n                if (boundProp)
{\n                    targetBoundDirectivePropNames.add(boundProp.name);\n                    if
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(!isEmptyExpression(boundProp.expression)) {\n targetBoundDirectiveProps.push(new BoundDirectivePropertyAst(dirProp, boundProp.name, boundProp.expression, boundProp.sourceSpan));\n }\n }\n });\n }\n };\n TemplateParseVisitor.prototype._createElementPropertyAsts = function (elementName, props, boundDirectivePropNames) {\n var _this = this;\n var boundElementProps = [];\n props.forEach(function (prop) {\n if (!prop.isLiteral && !boundDirectivePropNames.has(prop.name)) {\n var boundProp = _this._bindingParser.createBoundElementProperty(elementName, prop);\n boundElementProps.push(BoundElementPropertyAst.fromBoundProperty(boundProp));\n }\n });\n return this._checkPropertiesInSchema(elementName, boundElementProps);\n };\n TemplateParseVisitor.prototype._findComponentDirectives = function (directives) {\n return directives.filter(function (directive) { return directive.directive.isComponent; });\n };\n TemplateParseVisitor.prototype._findComponentDirectiveNames = function (directives) {\n return this._findComponentDirectives(directives)\n .map(function (directive) { return identifierName(directive.directive.type); });\n };\n TemplateParseVisitor.prototype._assertOnlyOneComponent = function (directives, sourceSpan) {\n var componentTypeNames = this._findComponentDirectiveNames(directives);\n if (componentTypeNames.length > 1) {\n this._reportError(\"More than one component matched on this element.\\n\" +\n \"Make sure that only one component's selector can match a given element.\\n\" +\n (\"Conflicting components: \" + componentTypeNames.join(',')), sourceSpan);\n }\n };\n /**\n * Make sure that non-angular tags conform to the schemas.\n *\n * Note: An element is considered an angular tag when at least one directive selector matches the\n * tag name.\n *\n * @param matchElement Whether any directive has matched on the tag name\n * @param element the html element\n */\n TemplateParseVisitor.prototype._assertElementExists = function (matchElement, element) {\n var elName = element.name.replace(/^:xhtml:/, '');\n if (!matchElement && !this._schemaRegistry.hasElement(elName, this._schemas)) {\n var errorMsg = \"'\" + elName + \"' is not a known element:\\n\";\n errorMsg +=\n \"1. If '\" + elName + \"' is an Angular component, then verify that it is part of this module.\\n\";\n if (elName.indexOf('-') > -1) {\n errorMsg +=\n \"2. If '\" + elName + \"' is a Web Component then add 'CUSTOM_ELEMENTS_SCHEMA' to the '@NgModule.schemas' of this component to suppress this message.\";\n }\n else {\n errorMsg +=\n \"2. To allow any element add 'NO_ERRORS_SCHEMA' to the '@NgModule.schemas' of this component.\";\n }\n this._reportError(errorMsg, element.sourceSpan);\n }\n };\n TemplateParseVisitor.prototype._assertNoComponentsNorElementBindingsOnTemplate = function (directives, elementProps, sourceSpan) {\n var _this = this;\n var componentTypeNames = this._findComponentDirectiveNames(directives);\n if (componentTypeNames.length > 0) {\n this._reportError(\"Components on an embedded template: \" + componentTypeNames.join(','), sourceSpan);\n }\n elementProps.forEach(function (prop) {\n _this._reportError(\"Property binding \" + prop.name + \" not used by any directive on an embedded template. Make sure that the property name is spelled correctly and all directives are listed in the \\\"@NgModule.declarations\\\".\", sourceSpan);\n });\n };\n TemplateParseVisitor.prototype._assertAllEventsPublishedByDirectives = function (directives, events) {\n var _this = this;\n var allDirectiveEvents = new Set();\n directives.forEach(function (directive) {\n Object.keys(directive.directive.outputs).forEach(function (k) {\n var eventName = directive.directive.outputs[k];\n allDirectiveEvents.add(eventName);\n });\n });\n events.forEach(function (event) {\n if (event.target != null || !allDirectiveEvents.has(event.name)) {\n _this._reportError(\"Event binding \" + event.fullName + \" not emitted by any directive on an embedded template. Make sure that the event name is spelled correctly and all directives are listed in the \\\"@NgModule.declarations\\\".\", event.sourceSpan);\n }\n });\n };\n TemplateParseVisitor.prototype._checkPropertiesInSchema = function (elementName, boundProps) {\n var _this = this;\n // Note: We can't filter out empty expressions before this method,\n // as we still want to

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validate them!\n        return boundProps.filter(function (boundProp) {\n            if (boundProp.type === 0 /* Property
*/ &&\n                !_this._schemaRegistry.hasProperty(elementName, boundProp.name, _this._schemas)) {\n
  var errorMsg = \"Can't bind to '\" + boundProp.name + \"' since it isn't a known property of '\" + elementName +
\".\";\n                if (elementName.startsWith('ng-')) {\n                    errorMsg +=\n                        \"\\n1. If '\" +
boundProp.name + \"' is an Angular directive, then add 'CommonModule' to the '@NgModule.imports' of this
component.\" +\n                        \"\\n2. To allow any property add 'NO_ERRORS_SCHEMA' to the
'@NgModule.schemas' of this component.\";\n                }\n                else if (elementName.indexOf('-') > -1) {\n
            errorMsg +=\n                        \"\\n1. If '\" + elementName + \"' is an Angular component and it has '\" +
boundProp.name + \"' input, then verify that it is part of this module.\" +\n                        (\"\\n2. If '\" +
elementName + \"' is a Web Component then add 'CUSTOM_ELEMENTS_SCHEMA' to the
'@NgModule.schemas' of this component to suppress this message.\") +\n                        \"\\n3. To allow any
property add 'NO_ERRORS_SCHEMA' to the '@NgModule.schemas' of this component.\";\n                }\n
_this._reportError(errorMsg, boundProp.sourceSpan);\n            }\n            return
!isEmptyExpression(boundProp.value);\n        });\n    };\n    TemplateParseVisitor.prototype._reportError = function
(message, sourceSpan, level) {\n        if (level === void 0) { level = ParseErrorLevel.ERROR; }\n
this._targetErrors.push(new ParseError(sourceSpan, message, level));\n    };\n    return
TemplateParseVisitor;\n}());\nvar NonBindableVisitor$1 = /** @class */ (function () {\n    function
NonBindableVisitor() {\n    }\n    NonBindableVisitor.prototype.visitElement = function (ast, parent) {\n        var
preparsedElement = preparseElement(ast);\n        if (preparsedElement.type === PreparsedElementType.SCRIPT
||\n            preparsedElement.type === PreparsedElementType.STYLE ||\n            preparsedElement.type ===
PreparsedElementType.STYLESHEET) {\n            // Skipping <script> for security reasons\n            // Skipping
<style> and stylesheets as we already processed them\n            // in the StyleCompiler\n            return null;\n        }\n
    var attrNameAndValues = ast.attrs.map(function (attr) { return [attr.name, attr.value]; });\n        var selector =
createElementCssSelector(ast.name, attrNameAndValues);\n        var ngContentIndex =
parent.findNgContentIndex(selector);\n        var children = visitAll(this, ast.children,
EMPTY_ELEMENT_CONTEXT);\n        return new ElementAst(ast.name, visitAll(this, ast.attrs), [], [], [], [], [],
false, [], children, ngContentIndex, ast.sourceSpan, ast.endSourceSpan);\n    };\n
NonBindableVisitor.prototype.visitComment = function (comment, context) { return null; };\n
NonBindableVisitor.prototype.visitAttribute = function (attribute, context) {\n        return new
AttrAst(attribute.name, attribute.value, attribute.sourceSpan);\n    };\n    NonBindableVisitor.prototype.visitText =
function (text, parent) {\n        var ngContentIndex = parent.findNgContentIndex(TEXT_CSS_SELECTOR());\n
return new TextAst(text.value, ngContentIndex, text.sourceSpan);\n    };\n
NonBindableVisitor.prototype.visitExpansion = function (expansion, context) { return expansion; };\n
NonBindableVisitor.prototype.visitExpansionCase = function (expansionCase, context) { return expansionCase; };\n
  return NonBindableVisitor;\n}());\n/**\n * A reference to an element or directive in a template. E.g., the reference
in this template:\n *\n * <div #myMenu=\"coolMenu\">\n *\n * would be {name: 'myMenu', value: 'coolMenu',
sourceSpan: ...}\n */\nvar ElementOrDirectiveRef = /** @class */ (function () {\n    function
ElementOrDirectiveRef(name, value, sourceSpan) {\n        this.name = name;\n        this.value = value;\n
this.sourceSpan = sourceSpan;\n    }\n    /** Gets whether this is a reference to the given directive. */\n
ElementOrDirectiveRef.prototype.isReferenceToDirective = function (directive) {\n        return
splitExportAs(directive.exportAs).indexOf(this.value) !== -1;\n    };\n    return ElementOrDirectiveRef;\n}());\n/**
Splits a raw, potentially comma-delimited `exportAs` value into an array of names. */\nfunction
splitExportAs(exportAs) {\n    return exportAs ? exportAs.split(',').map(function (e) { return e.trim(); }) :
[];\n}\nfunction splitClasses(classAttrValue) {\n    return classAttrValue.trim().split(/\\s+/g);\n}\nvar
ElementContext = /** @class */ (function () {\n    function ElementContext(isTemplateElement,
_ngContentIndexMatcher, _wildcardNgContentIndex, providerContext) {\n        this.isTemplateElement =
isTemplateElement;\n        this._ngContentIndexMatcher = _ngContentIndexMatcher;\n
this._wildcardNgContentIndex = _wildcardNgContentIndex;\n        this.providerContext = providerContext;\n    }\n
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ElementContext.create = function (isTemplateElement, directives, providerContext) {\n        var matcher = new
SelectorMatcher();\n        var wildcardNgContentIndex = null;\n        var component = directives.find(function
(directive) { return directive.directive.isComponent; });\n        if (component) {\n            var ngContentSelectors =
component.directive.template.ngContentSelectors;\n            for (var i = 0; i < ngContentSelectors.length; i++) {\n
        var selector = ngContentSelectors[i];\n                if (selector === '*') {\n                    wildcardNgContentIndex
= i;\n                }\n                else {\n                    matcher.addSelectables(CssSelector.parse(ngContentSelectors[i]),
i);\n                }\n            }\n        }\n        return new ElementContext(isTemplateElement, matcher,
wildcardNgContentIndex, providerContext);\n    };\n    ElementContext.prototype.findNgContentIndex = function
(selector) {\n        var ngContentIndices = [];\n        this._ngContentIndexMatcher.match(selector, function (selector,
ngContentIndex) { ngContentIndices.push(ngContentIndex); });\n        ngContentIndices.sort();\n        if
(this._wildcardNgContentIndex != null) {\n            ngContentIndices.push(this._wildcardNgContentIndex);\n
}\n        return ngContentIndices.length > 0 ? ngContentIndices[0] : null;\n    };\n    return
ElementContext;\n}());\nfunction createElementCssSelector(elementName, attributes) {\n    var cssSelector = new
CssSelector();\n    var elNameNoNs = splitNsName(elementName)[1];\n    cssSelector.setElement(elNameNoNs);\n
for (var i = 0; i < attributes.length; i++) {\n        var attrName = attributes[i][0];\n        var attrNameNoNs =
splitNsName(attrName)[1];\n        var attrValue = attributes[i][1];\n        cssSelector.addAttribute(attrNameNoNs,
attrValue);\n        if (attrName.toLowerCase() == CLASS_ATTR) {\n            var classes = splitClasses(attrValue);\n
        classes.forEach(function (className) { return cssSelector.addClassName(className); });\n        }\n    }\n
return cssSelector;\n}\nvar EMPTY_ELEMENT_CONTEXT = new ElementContext(true, new SelectorMatcher(),
null, null);\nvar NON_BINDABLE_VISITOR$1 = new NonBindableVisitor$1();\nfunction
_isEmptyTextNode(node) {\n    return node instanceof Text && node.value.trim().length == 0;\n}\nfunction
removeSummaryDuplicates(items) {\n    var map = new Map();\n    items.forEach(function (item) {\n        if
(!map.get(item.type.reference)) {\n            map.set(item.type.reference, item);\n        }\n    });\n    return
Array.from(map.values());\n}\nfunction isEmptyExpression(ast) {\n    if (ast instanceof ASTWithSource) {\n
ast = ast.ast;\n    }\n    return ast instanceof EmptyExpr;\n}\n\n/**\n * @license\n * Copyright Google Inc. All
Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n/**\n * Generates code that is used to type check templates.\n
*/\nvar TypeCheckCompiler = /** @class */ (function () {\n    function TypeCheckCompiler(options, reflector) {\n
    this.options = options;\n        this.reflector = reflector;\n    }\n    /**\n     * Important notes:\n     * - This must not
produce new `import` statements, but only refer to types outside\n     *   of the file via the variables provided via
externalReferenceVars.\n     *   This allows Typescript to reuse the old program's structure as no imports have
changed.\n     * - This must not produce any exports, as this would pollute the .d.ts file\n     *   and also violate the
point above.\n     */\n    TypeCheckCompiler.prototype.compileComponent = function (componentId, component,
template, usedPipes, externalReferenceVars, ctx) {\n        var _this = this;\n        var pipes = new Map();\n
usedPipes.forEach(function (p) { return pipes.set(p.name, p.type.reference); });\n        var embeddedViewCount =
0;\n        var viewBuilderFactory = function (parent, guards) {\n            var embeddedViewIndex =
embeddedViewCount++;\n            return new ViewBuilder(_this.options, _this.reflector, externalReferenceVars,
parent, component.type.reference, component.isHost, embeddedViewIndex, pipes, guards, ctx,
viewBuilderFactory);\n        };\n        var visitor = viewBuilderFactory(null, []);\n        visitor.visitAll([], template);\n
        return visitor.build(componentId);\n    };\n    return TypeCheckCompiler;\n}());\nvar DYNAMIC_VAR_NAME
= '_any';\nvar TypeCheckLocalResolver = /** @class */ (function () {\n    function TypeCheckLocalResolver() {\n
}\n    TypeCheckLocalResolver.prototype.getLocal = function (name) {\n        if (name ===
EventHandlerVars.event.name) {\n            // References to the event should not be type-checked.\n            //
TODO(chuckj): determine a better type for the event.\n            return variable(DYNAMIC_VAR_NAME);\n
}\n        return null;\n    };\n    return TypeCheckLocalResolver;\n}());\nvar defaultResolver = new
TypeCheckLocalResolver();\nvar ViewBuilder = /** @class */ (function () {\n    function ViewBuilder(options,
reflector, externalReferenceVars, parent, component, isHostComponent, embeddedViewIndex, pipes, guards, ctx,
viewBuilderFactory) {\n        this.options = options;\n        this.reflector = reflector;\n
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this.externalReferenceVars = externalReferenceVars;\n        this.parent = parent;\n        this.component =
component;\n        this.isHostComponent = isHostComponent;\n        this.embeddedViewIndex =
embeddedViewIndex;\n        this.pipes = pipes;\n        this.guards = guards;\n        this.ctx = ctx;\n
this.viewBuilderFactory = viewBuilderFactory;\n        this.refOutputVars = new Map();\n        this.variables = [];\n
   this.children = [];\n        this.updates = [];\n        this.actions = [];\n    }\n    ViewBuilder.prototype.getOutputVar =
function (type) {\n        var varName;\n        if (type === this.component && this.isHostComponent) {\n
varName = DYNAMIC_VAR_NAME;\n        }\n        else if (type instanceof StaticSymbol) {\n            varName =
this.externalReferenceVars.get(type);\n        }\n        else {\n            varName = DYNAMIC_VAR_NAME;\n
}\n        if (!varName) {\n            throw new Error(\"Illegal State: referring to a type without a variable \" +
JSON.stringify(type));\n        }\n        return varName;\n    };\n    ViewBuilder.prototype.getTypeGuardExpressions
= function (ast) {\n        var e_1, _a, e_2, _b;\n        var result = __spread(this.guards);\n        try {\n            for (var
_c = __values(ast.directives), _d = _c.next(); !_d.done; _d = _c.next()) {\n                var directive = _d.value;\n
    try {\n                    for (var _e = __values(directive.inputs), _f = _e.next(); !_f.done; _f = _e.next()) {\n
   var input = _f.value;\n                        var guard = directive.directive.guards[input.directiveName];\n
if (guard) {\n                        var useIf = guard === 'UseIf';\n                        result.push({\n
guard: guard,\n                        useIf: useIf,\n                        expression: { context: this.component, value:
input.value }\n                        });\n                    }\n                }\n            }\n            catch (e_2_1) { e_2 =
{ error: e_2_1 }; }\n            finally {\n                try {\n                    if (_f && !_f.done && (_b = _e.return))
_b.call(_e);\n                }\n                finally { if (e_2) throw e_2.error; }\n            }\n        }\n        }\n
catch (e_1_1) { e_1 = { error: e_1_1 }; }\n        finally {\n            try {\n                if (_d && !_d.done && (_a =
_c.return)) _a.call(_c);\n            }\n            finally { if (e_1) throw e_1.error; }\n        }\n        return result;\n    };\n
ViewBuilder.prototype.visitAll = function (variables, astNodes) {\n        this.variables = variables;\n
templateVisitAll(this, astNodes);\n    };\n    ViewBuilder.prototype.build = function (componentId,
targetStatements) {\n        var _this = this;\n        if (targetStatements === void 0) { targetStatements = []; }\n
var e_3, _a;\n        this.children.forEach(function (child) { return child.build(componentId, targetStatements); });\n
   var viewStmts = [variable(DYNAMIC_VAR_NAME).set(NULL_EXPR).toDeclStmt(DYNAMIC_TYPE)];\n
var bindingCount = 0;\n        this.updates.forEach(function (expression) {\n            var _a =
_this.preprocessUpdateExpression(expression), sourceSpan = _a.sourceSpan, context = _a.context, value =
_a.value;\n            var bindingId = \"\" + bindingCount++;\n            var nameResolver = context ===
_this.component ? _this : defaultResolver;\n            var _b = convertPropertyBinding(nameResolver,
variable(_this.getOutputVar(context)), value, bindingId, BindingForm.General), stmts = _b.stmts, currValExpr =
_b.currValExpr;\n            stmts.push(new ExpressionStatement(currValExpr));\n
viewStmts.push.apply(viewStmts, __spread(stmts.map(function (stmt) { return
applySourceSpanToStatementIfNeeded(stmt, sourceSpan); })));\n        });\n        this.actions.forEach(function (_a)
{\n            var sourceSpan = _a.sourceSpan, context = _a.context, value = _a.value;\n            var bindingId = \"\" +
bindingCount++;\n            var nameResolver = context === _this.component ? _this : defaultResolver;\n            var
stmts = convertActionBinding(nameResolver, variable(_this.getOutputVar(context)), value, bindingId).stmts;\n
  viewStmts.push.apply(viewStmts, __spread(stmts.map(function (stmt) { return
applySourceSpanToStatementIfNeeded(stmt, sourceSpan); })));\n        });\n        if (this.guards.length) {\n            var
guardExpression = undefined;\n            try {\n                for (var _b = __values(this.guards), _c = _b.next();
!_c.done; _c = _b.next()) {\n                    var guard = _c.value;\n                    var _d =
this.preprocessUpdateExpression(guard.expression), context = _d.context, value = _d.value;\n                    var
bindingId = \"\" + bindingCount++;\n                    var nameResolver = context === this.component ? this :
defaultResolver;\n                    // We only support support simple expressions and ignore others as they\n
// are unlikely to affect type narrowing.\n                    var _e = convertPropertyBinding(nameResolver,
variable(this.getOutputVar(context)), value, bindingId, BindingForm.TrySimple), stmts = _e.stmts, currValExpr =
_e.currValExpr;\n                    if (stmts.length == 0) {\n                        var guardClause = guard.useIf ? currValExpr
: this.ctx.importExpr(guard.guard).callFn([currValExpr]);\n                        guardExpression = guardExpression ?
```

```
guardExpression.and(guardClause) : guardClause;\n                }\n            }\n        }\n        catch (e_3_1) {
e_3 = { error: e_3_1 }; }\n        finally {\n            try {\n                if (_c && !_c.done && (_a = _b.return))
_a.call(_b);\n            }\n            finally { if (e_3) throw e_3.error; }\n        }\n        if (guardExpression) {\n
            viewStmts = [new IfStmt(guardExpression, viewStmts)];\n        }\n    }\n    var viewName =
\"_View_\" + componentId + \"_\" + this.embeddedViewIndex;\n    var viewFactory = new
DeclareFunctionStmt(viewName, [], viewStmts);\n    targetStatements.push(viewFactory);\n    return
targetStatements;\n  };\n  ViewBuilder.prototype.visitBoundText = function (ast, context) {\n    var _this =
this;\n    var astWithSource = ast.value;\n    var inter = astWithSource.ast;\n
inter.expressions.forEach(function (expr) {\n        return _this.updates.push({ context: _this.component, value:
expr, sourceSpan: ast.sourceSpan });\n    });\n  };\n  ViewBuilder.prototype.visitEmbeddedTemplate = function
(ast, context) {\n    this.visitElementOrTemplate(ast);\n    // Note: The old view compiler used to use an `any`
type\n    // for the context in any embedded view.\n    // We keep this behaivor behind a flag for now.\n    if
(this.options.fullTemplateTypeCheck) {\n        // Find any applicable type guards. For example, NgIf has a type
guard on ngIf\n        // (see NgIf.ngIfTypeGuard) that can be used to indicate that a template is only\n        //
stamped out if ngIf is truthy so any bindings in the template can assume that,\n        // if a nullable type is used for
ngIf, that expression is not null or undefined.\n        var guards = this.getTypeGuardExpressions(ast);\n        var
childVisitor = this.viewBuilderFactory(this, guards);\n        this.children.push(childVisitor);\n
childVisitor.visitAll(ast.variables, ast.children);\n    }\n  };\n  ViewBuilder.prototype.visitElement = function
(ast, context) {\n    var _this = this;\n    this.visitElementOrTemplate(ast);\n    ast.inputs.forEach(function
(inputAst) {\n        _this.updates.push({ context: _this.component, value: inputAst.value, sourceSpan:
inputAst.sourceSpan });\n    });\n    templateVisitAll(this, ast.children);\n  };\n
ViewBuilder.prototype.visitElementOrTemplate = function (ast) {\n    var _this = this;\n
ast.directives.forEach(function (dirAst) { _this.visitDirective(dirAst); });\n    ast.references.forEach(function (ref)
{\n        var outputVarType = null;\n        // Note: The old view compiler used to use an `any` type\n        //
for directives exposed via `exportAs`.\n        // We keep this behaivor behind a flag for now.\n        if (ref.value
&& ref.value.identifier && _this.options.fullTemplateTypeCheck) {\n            outputVarType =
ref.value.identifier.reference;\n        }\n        else {\n            outputVarType = BuiltinTypeName.Dynamic;\n
    }\n        _this.refOutputVars.set(ref.name, outputVarType);\n    });\n    ast.outputs.forEach(function
(outputAst) {\n        _this.actions.push({ context: _this.component, value: outputAst.handler, sourceSpan:
outputAst.sourceSpan });\n    });\n  };\n  ViewBuilder.prototype.visitDirective = function (dirAst) {\n    var
_this = this;\n    var dirType = dirAst.directive.type.reference;\n    dirAst.inputs.forEach(function (input) {
return _this.updates.push({ context: _this.component, value: input.value, sourceSpan: input.sourceSpan }); });\n
// Note: The old view compiler used to use an `any` type\n    // for expressions in host properties / events.\n    //
We keep this behaivor behind a flag for now.\n    if (this.options.fullTemplateTypeCheck) {\n
dirAst.hostProperties.forEach(function (inputAst) { return _this.updates.push({ context: dirType, value:
inputAst.value, sourceSpan: inputAst.sourceSpan }); });\n        dirAst.hostEvents.forEach(function (hostEventAst)
{ return _this.actions.push({\n            context: dirType,\n            value: hostEventAst.handler,\n
sourceSpan: hostEventAst.sourceSpan\n        }); });\n    }\n  };\n  ViewBuilder.prototype.getLocal = function
(name) {\n    if (name == EventHandlerVars.event.name) {\n        return
variable(this.getOutputVar(BuiltinTypeName.Dynamic));\n    }\n    for (var currBuilder = this; currBuilder;
currBuilder = currBuilder.parent) {\n        var outputVarType = void 0;\n        // check references\n
outputVarType = currBuilder.refOutputVars.get(name);\n        if (outputVarType == null) {\n            // check
variables\n            var varAst = currBuilder.variables.find(function (varAst) { return varAst.name === name; });\n
            if (varAst) {\n                outputVarType = BuiltinTypeName.Dynamic;\n            }\n        }\n        if
(outputVarType != null) {\n            return variable(this.getOutputVar(outputVarType));\n        }\n    }\n
return null;\n  };\n  ViewBuilder.prototype.pipeOutputVar = function (name) {\n    var pipe =
this.pipes.get(name);\n    if (!pipe) {\n        throw new Error(\"Illegal State: Could not find pipe \" + name + \"
in template of \" + this.component);\n    }\n    return this.getOutputVar(pipe);\n  };\n
```

ViewBuilder.prototype.preprocessUpdateExpression = function (expression) {\n var _this = this;\n return {\n sourceSpan: expression.sourceSpan,\n context: expression.context,\n value: convertPropertyBindingBuiltins({\n createLiteralArrayConverter: function (argCount) { return function (args) {\n var arr = literalArr(args);\n // Note: The old view compiler used to use an `any` type\n // for arrays.\n return _this.options.fullTemplateTypeCheck ? arr : arr.cast(DYNAMIC_TYPE);\n }; },\n createLiteralMapConverter: function (keys) { return function (values) {\n var entries = keys.map(function (k, i) { return ({\n key: k.key,\n value: values[i],\n quoted: k.quoted,\n }); });\n var map = literalMap(entries);\n // Note: The old view compiler used to use an `any` type\n // for maps.\n return _this.options.fullTemplateTypeCheck ? map : map.cast(DYNAMIC_TYPE);\n }; },\n createPipeConverter: function (name, argCount) { return function (args) {\n // Note: The old view compiler used to use an `any` type\n // for pipes.\n var pipeExpr = _this.options.fullTemplateTypeCheck ?\n variable(_this.pipeOutputVar(name)) :\n variable(_this.getOutputVar(BuiltinTypeName.Dynamic));\n return pipeExpr.callMethod('transform', args);\n }; },\n }, expression.value)\n };\n };\n ViewBuilder.prototype.visitNgContent = function (ast, context) { };\n ViewBuilder.prototype.visitText = function (ast, context) { };\n ViewBuilder.prototype.visitDirectiveProperty = function (ast, context) { };\n ViewBuilder.prototype.visitReference = function (ast, context) { };\n ViewBuilder.prototype.visitVariable = function (ast, context) { };\n ViewBuilder.prototype.visitEvent = function (ast, context) { };\n ViewBuilder.prototype.visitElementProperty = function (ast, context) { };\n ViewBuilder.prototype.visitAttr = function (ast, context) { };\n return ViewBuilder;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar CLASS_ATTR$1 = 'class';\nvar STYLE_ATTR = 'style';\nvar IMPLICIT_TEMPLATE_VAR = '\\$implicit';\nvar ViewCompileResult = /** @class */ (function () {\n function ViewCompileResult(viewClassVar, rendererTypeVar) {\n this.viewClassVar = viewClassVar;\n this.rendererTypeVar = rendererTypeVar;\n }\n return ViewCompileResult;\n}());\nvar ViewCompiler = /** @class */ (function () {\n function ViewCompiler(_reflector) {\n this._reflector = _reflector;\n }\n ViewCompiler.prototype.compileComponent = function (outputCtx, component, template, styles, usedPipes) {\n var _this = this;\n var _a;\n var embeddedViewCount = 0;\n var staticQueryIds = findStaticQueryIds(template);\n var renderComponentVarName = undefined;\n if (!component.isHost) {\n var template_1 = component.template;\n var customRenderData = [];\n if (template_1.animations && template_1.animations.length) {\n customRenderData.push(new LiteralMapEntry('animation', convertValueToOutputAst(outputCtx, template_1.animations), true));\n }\n var renderComponentVar = variable(rendererTypeName(component.type.reference));\n renderComponentVarName = renderComponentVar.name;\n outputCtx.statements.push(renderComponentVar\n .set(importExpr(Identifiers.createRendererType2).callFn([new LiteralMapExpr([\n new LiteralMapEntry('encapsulation', literal(template_1.encapsulation), false),\n new LiteralMapEntry('styles', styles, false),\n new LiteralMapEntry('data', new LiteralMapExpr(customRenderData), false)\n])]))\n .toDeclStmt(importType(Identifiers.RendererType2), [StmtModifier.Final, StmtModifier.Exported]));\n }\n var viewBuilderFactory = function (parent) {\n var embeddedViewIndex = embeddedViewCount++;\n return new ViewBuilder$1(_this._reflector, outputCtx, parent, component, embeddedViewIndex, usedPipes, staticQueryIds, viewBuilderFactory);\n };\n var visitor = viewBuilderFactory(null);\n visitor.visitAll([], template);\n (_a = outputCtx.statements).push.apply(_a, __spread(visitor.build()));\n return new ViewCompileResult(visitor.viewName, renderComponentVarName);\n };\n return ViewCompiler;\n}());\nvar LOG_VAR$1 = variable('_l');\nvar VIEW_VAR = variable('_v');\nvar CHECK_VAR = variable('_ck');\nvar COMP_VAR = variable('_co');\nvar EVENT_NAME_VAR = variable('en');\nvar ALLOW_DEFAULT_VAR = variable(\"ad\");\nvar ViewBuilder$1 = /** @class */ (function () {\n function ViewBuilder(reflector, outputCtx,

parent, component, embeddedViewIndex, usedPipes, staticQueryIds, viewBuilderFactory) {\n this.reflector = reflector;\n this.outputCtx = outputCtx;\n this.parent = parent;\n this.component = component;\n this.embeddedViewIndex = embeddedViewIndex;\n this.usedPipes = usedPipes;\n this.staticQueryIds = staticQueryIds;\n this.viewBuilderFactory = viewBuilderFactory;\n this.nodes = [];\n this.purePipeNodeIndices = Object.create(null);\n // Need Object.create so that we don't have builtin values...\n this.refNodeIndices = Object.create(null);\n this.variables = [];\n this.children = [];\n // TODO(tbosch): The old view compiler used to use an `any` type\n // for the context in any embedded view. We keep this behaivor for now\n // to be able to introduce the new view compiler without too many errors.\n this.compType = this.embeddedViewIndex > 0 ?\n DYNAMIC_TYPE :\n expressionType(outputCtx.importExpr(this.component.type.reference));\n this.viewName = viewClassName(this.component.type.reference, this.embeddedViewIndex);\n }\n ViewBuilder.prototype.visitAll = function (variables, astNodes) {\n var _this = this;\n this.variables = variables;\n // create the pipes for the pure pipes immediately, so that we know their indices.\n if (!this.parent) {\n this.usedPipes.forEach(function (pipe) {\n if (pipe.pure) {\n _this.purePipeNodeIndices[pipe.name] = _this._createPipe(null, pipe);\n }\n });\n }\n if (!this.parent) {\n var queryIds_1 = staticViewQueryIds(this.staticQueryIds);\n this.component.viewQueries.forEach(function (query, queryIndex) {\n // Note: queries start with id 1 so we can use the number in a Bloom filter!\n var queryId = queryIndex + 1;\n var bindingType = query.first ? 0 /* First */ : 1 /* All */;\n var flags = 134217728 /* TypeViewQuery */ | calcStaticDynamicQueryFlags(queryIds_1, queryId, query.first);\n _this.nodes.push(function () { return ({\n sourceSpan: null,\n nodeFlags: flags,\n nodeDef: importExpr(Identifiers.queryDef).callFn([\n literal(flags), literal(queryId),\n new LiteralMapExpr([new LiteralMapEntry(query.propertyName, literal(bindingType), false)])\n])\n }); });\n });\n }\n templateVisitAll(this, astNodes);\n if (this.parent && (astNodes.length === 0 || needsAdditionalRootNode(astNodes))) {\n // if the view is an embedded view, then we need to add an additional root node in some cases\n this.nodes.push(function () { return ({\n sourceSpan: null,\n nodeFlags: 1 /* TypeElement */,\n nodeDef: importExpr(Identifiers.anchorDef).callFn([\n literal(0 /* None */), NULL_EXPR, NULL_EXPR, literal(0)\n])\n }); });\n }\n };\n ViewBuilder.prototype.build = function (targetStatements) {\n if (targetStatements === void 0) { targetStatements = []; }\n this.children.forEach(function (child) { return child.build(targetStatements); });\n var _a = this._createNodeExpressions(), updateRendererStmts = _a.updateRendererStmts, updateDirectivesStmts = _a.updateDirectivesStmts, nodeDefExprs = _a.nodeDefExprs;\n var updateRendererFn = this._createUpdateFn(updateRendererStmts);\n var updateDirectivesFn = this._createUpdateFn(updateDirectivesStmts);\n var viewFlags = 0 /* None */;\n if (!this.parent && this.component.changeDetection === ChangeDetectionStrategy.OnPush) {\n viewFlags |= 2 /* OnPush */;\n }\n var viewFactory = new DeclareFunctionStmt(this.viewName, [new FnParam(LOG_VAR$1.name)], [new ReturnStatement(importExpr(Identifiers.viewDef).callFn([\n literal(viewFlags),\n literalArr(nodeDefExprs),\n updateDirectivesFn,\n updateRendererFn,\n]))], importType(Identifiers.ViewDefinition), this.embeddedViewIndex === 0 ? [StmtModifier.Exported] : []);\n targetStatements.push(viewFactory);\n return targetStatements;\n };\n ViewBuilder.prototype._createUpdateFn = function (updateStmts) {\n var updateFn;\n if (updateStmts.length > 0) {\n var preStmts = [];\n if (!this.component.isHost && findReadVarNames(updateStmts).has(COMP_VAR.name)) {\n preStmts.push(COMP_VAR.set(VIEW_VAR.prop('component')).toDeclStmt(this.compType));\n }\n updateFn = fn([\n new FnParam(CHECK_VAR.name, INFERRED_TYPE),\n new FnParam(VIEW_VAR.name, INFERRED_TYPE)\n], __spread(preStmts, updateStmts), INFERRED_TYPE);\n }\n else {\n updateFn = NULL_EXPR;\n }\n return updateFn;\n };\n ViewBuilder.prototype.visitNgContent = function (ast, context) {\n // ngContentDef(ngContentIndex:

```
number, index: number): NodeDef;\n        this.nodes.push(function () { return ({\n            sourceSpan:
ast.sourceSpan,\n            nodeFlags: 8 /* TypeNgContent */,\n            nodeDef:
importExpr(Identifiers.ngContentDef).callFn([\n                literal(ast.ngContentIndex), literal(ast.index)\n            ])\n
    }); });\n    };\n    ViewBuilder.prototype.visitText = function (ast, context) {\n        // Static text nodes have no
check function\n        var checkIndex = -1;\n        this.nodes.push(function () { return ({\n            sourceSpan:
ast.sourceSpan,\n            nodeFlags: 2 /* TypeText */,\n            nodeDef: importExpr(Identifiers.textDef).callFn([\n
            literal(checkIndex),\n                literal(ast.ngContentIndex),\n                literalArr([literal(ast.value)]),\n
])\n        }); });\n    };\n    ViewBuilder.prototype.visitBoundText = function (ast, context) {\n        var _this = this;\n
    var nodeIndex = this.nodes.length;\n        // reserve the space in the nodeDefs array\n        this.nodes.push(null);\n
    var astWithSource = ast.value;\n        var inter = astWithSource.ast;\n        var updateRendererExpressions =
inter.expressions.map(function (expr, bindingIndex) { return _this._preprocessUpdateExpression({ nodeIndex:
nodeIndex, bindingIndex: bindingIndex, sourceSpan: ast.sourceSpan, context: COMP_VAR, value: expr }); });\n
 // Check index is the same as the node index during compilation\n        // They might only differ at runtime\n
var checkIndex = nodeIndex;\n        this.nodes[nodeIndex] = function () { return ({\n            sourceSpan:
ast.sourceSpan,\n            nodeFlags: 2 /* TypeText */,\n            nodeDef: importExpr(Identifiers.textDef).callFn([\n
            literal(checkIndex),\n                literal(ast.ngContentIndex),\n                literalArr(inter.strings.map(function
(s) { return literal(s); })),\n            ]),\n            updateRenderer: updateRendererExpressions\n        }); };\n    };\n
ViewBuilder.prototype.visitEmbeddedTemplate = function (ast, context) {\n        var _this = this;\n        var
nodeIndex = this.nodes.length;\n        // reserve the space in the nodeDefs array\n        this.nodes.push(null);\n
var _a = this._visitElementOrTemplate(nodeIndex, ast), flags = _a.flags, queryMatchesExpr =
_a.queryMatchesExpr, hostEvents = _a.hostEvents;\n        var childVisitor = this.viewBuilderFactory(this);\n
this.children.push(childVisitor);\n        childVisitor.visitAll(ast.variables, ast.children);\n        var childCount =
this.nodes.length - nodeIndex - 1;\n        // anchorDef(\n        //   flags: NodeFlags, matchedQueries: [string,
QueryValueType][], ngContentIndex: number,\n        //   childCount: number, handleEventFn?:
ElementHandleEventFn, templateFactory?:\n        //   ViewDefinitionFactory): NodeDef;\n
this.nodes[nodeIndex] = function () { return ({\n            sourceSpan: ast.sourceSpan,\n            nodeFlags: 1 /*
TypeElement */ | flags,\n            nodeDef: importExpr(Identifiers.anchorDef).callFn([\n                literal(flags),\n
        queryMatchesExpr,\n                literal(ast.ngContentIndex),\n                literal(childCount),\n
_this._createElementHandleEventFn(nodeIndex, hostEvents),\n                variable(childVisitor.viewName),\n
])\n        }); };\n    };\n    ViewBuilder.prototype.visitElement = function (ast, context) {\n        var _this = this;\n
var nodeIndex = this.nodes.length;\n        // reserve the space in the nodeDefs array so we can add children\n
this.nodes.push(null);\n        // Using a null element name creates an anchor.\n        var elName =
isNgContainer(ast.name) ? null : ast.name;\n        var _a = this._visitElementOrTemplate(nodeIndex, ast), flags =
_a.flags, usedEvents = _a.usedEvents, queryMatchesExpr = _a.queryMatchesExpr, dirHostBindings =
_a.hostBindings, hostEvents = _a.hostEvents;\n        var inputDefs = [];\n        var updateRendererExpressions = [];\n
    var outputDefs = [];\n        if (elName) {\n            var hostBindings = ast.inputs\n                .map(function
(inputAst) { return ({\n                context: COMP_VAR,\n                inputAst: inputAst,\n                dirAst: null,\n
    }); })\n                .concat(dirHostBindings);\n            if (hostBindings.length) {\n
updateRendererExpressions =\n                hostBindings.map(function (hostBinding, bindingIndex) { return
_this._preprocessUpdateExpression({\n                    context: hostBinding.context,\n                    nodeIndex:
nodeIndex,\n                    bindingIndex: bindingIndex,\n                    sourceSpan:
hostBinding.inputAst.sourceSpan,\n                    value: hostBinding.inputAst.value\n                }); });\n
inputDefs = hostBindings.map(function (hostBinding) { return elementBindingDef(hostBinding.inputAst,
hostBinding.dirAst); });\n            }\n            outputDefs = usedEvents.map(function (_a) {\n                var _b =
__read(_a, 2), target = _b[0], eventName = _b[1];\n                return literalArr([literal(target), literal(eventName)]);\n
            });\n        }\n        templateVisitAll(this, ast.children);\n        var childCount = this.nodes.length - nodeIndex -
1;\n        var compAst = ast.directives.find(function (dirAst) { return dirAst.directive.isComponent; });\n        var
compRendererType = NULL_EXPR;\n        var compView = NULL_EXPR;\n        if (compAst) {\n
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compView = this.outputCtx.importExpr(compAst.directive.componentViewType);\n compRendererType = this.outputCtx.importExpr(compAst.directive.rendererType);\n }\n // Check index is the same as the node index during compilation\n // They might only differ at runtime\n var checkIndex = nodeIndex;\n this.nodes[nodeIndex] = function () { return ({\n sourceSpan: ast.sourceSpan,\n nodeFlags: 1 /* TypeElement */ | flags,\n nodeDef: importExpr(Identifiers.elementDef).callFn([\n literal(checkIndex),\n literal(flags),\n queryMatchesExpr,\n literal(ast.ngContentIndex),\n literal(childCount),\n literal(elName),\n elName ? fixedAttrsDef(ast) : NULL_EXPR,\n inputDefs.length ? literalArr(inputDefs) : NULL_EXPR,\n outputDefs.length ? literalArr(outputDefs) : NULL_EXPR,\n _this._createElementHandleEventFn(nodeIndex, hostEvents),\n compView,\n compRendererType,\n]),\n updateRenderer: updateRendererExpressions\n }); };\n };\n ViewBuilder.prototype._visitElementOrTemplate = function (nodeIndex, ast) {\n var _this = this;\n var flags = 0 /* None */;\n if (ast.hasViewContainer) {\n flags |= 16777216 /* EmbeddedViews */;\n }\n var usedEvents = new Map();\n ast.outputs.forEach(function (event) {\n var _a = elementEventNameAndTarget(event, null), name = _a.name, target = _a.target;\n usedEvents.set(elementEventFullName(target, name), [target, name]);\n });\n ast.directives.forEach(function (dirAst) {\n dirAst.hostEvents.forEach(function (event) {\n var _a = elementEventNameAndTarget(event, dirAst), name = _a.name, target = _a.target;\n usedEvents.set(elementEventFullName(target, name), [target, name]);\n });\n });\n var hostBindings = [];\n var hostEvents = [];\n this._visitComponentFactoryResolverProvider(ast.directives);\n ast.providers.forEach(function (providerAst, providerIndex) {\n var dirAst = undefined;\n var dirIndex = undefined;\n ast.directives.forEach(function (localDirAst, i) {\n if (localDirAst.directive.type.reference === tokenReference(providerAst.token)) {\n dirAst = localDirAst;\n dirIndex = i;\n }\n });\n if (dirAst) {\n var _a = _this._visitDirective(providerAst, dirAst, dirIndex, nodeIndex, ast.references, ast.queryMatches, usedEvents, _this.staticQueryIds.get(ast)), dirHostBindings = _a.hostBindings, dirHostEvents = _a.hostEvents;\n hostBindings.push.apply(hostBindings, __spread(dirHostBindings));\n hostEvents.push.apply(hostEvents, __spread(dirHostEvents));\n }\n else {\n _this._visitProvider(providerAst, ast.queryMatches);\n }\n });\n var queryMatchExprs = [];\n ast.queryMatches.forEach(function (match) {\n var valueType = undefined;\n if (tokenReference(match.value) ===\n _this.reflector.resolveExternalReference(Identifiers.ElementRef)) {\n valueType = 0 /* ElementRef */;\n }\n else if (tokenReference(match.value) ===\n _this.reflector.resolveExternalReference(Identifiers.ViewContainerRef)) {\n valueType = 3 /* ViewContainerRef */;\n }\n else if (tokenReference(match.value) ===\n _this.reflector.resolveExternalReference(Identifiers.TemplateRef)) {\n valueType = 2 /* TemplateRef */;\n }\n if (valueType != null) {\n queryMatchExprs.push(literalArr([literal(match.queryId), literal(valueType)]));\n }\n });\n ast.references.forEach(function (ref) {\n var valueType = undefined;\n if (!ref.value) {\n valueType = 1 /* RenderElement */;\n }\n else if (tokenReference(ref.value) ===\n _this.reflector.resolveExternalReference(Identifiers.TemplateRef)) {\n valueType = 2 /* TemplateRef */;\n }\n if (valueType != null) {\n _this.refNodeIndices[ref.name] = nodeIndex;\n queryMatchExprs.push(literalArr([literal(ref.name), literal(valueType)]));\n }\n });\n ast.outputs.forEach(function (outputAst) {\n hostEvents.push({ context: COMP_VAR, eventAst: outputAst, dirAst: null });\n });\n return {\n flags: flags,\n usedEvents: Array.from(usedEvents.values()),\n queryMatchesExpr: queryMatchExprs.length ? literalArr(queryMatchExprs) : NULL_EXPR,\n hostBindings: hostBindings,\n hostEvents: hostEvents\n };\n };\n ViewBuilder.prototype._visitDirective = function (providerAst, dirAst, directiveIndex, elementNodeIndex, refs, queryMatches, usedEvents, queryIds) {\n var _this = this;\n var nodeIndex = this.nodes.length;\n // reserve the space in the nodeDefs array so we can add children\n

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this.nodes.push(null);\n        dirAst.directive.queries.forEach(function (query, queryIndex) {\n            var queryId =
dirAst.contentQueryStartId + queryIndex;\n            var flags = 67108864 /* TypeContentQuery */ |
calcStaticDynamicQueryFlags(queryIds, queryId, query.first);\n            var bindingType = query.first ? 0 /* First */ :
1 /* All */;\n            _this.nodes.push(function () { return ({\n                sourceSpan: dirAst.sourceSpan,\n
nodeFlags: flags,\n                nodeDef: importExpr(Identifiers.queryDef).callFn([\n                    literal(flags),
literal(queryId),\n                    new LiteralMapExpr([new LiteralMapEntry(query.propertyName,
literal(bindingType), false)])\n                ]),\n            }); });\n        });\n        // Note: the operation below might also
create new nodeDefs,\n        // but we don't want them to be a child of a directive,\n        // as they might be a
provider/pipe on their own.\n        // I.e. we only allow queries as children of directives nodes.\n        var childCount
= this.nodes.length - nodeIndex - 1;\n        var _a = this._visitProviderOrDirective(providerAst, queryMatches), flags
= _a.flags, queryMatchExprs = _a.queryMatchExprs, providerExpr = _a.providerExpr, depsExpr = _a.depsExpr;\n
    refs.forEach(function (ref) {\n            if (ref.value && tokenReference(ref.value) ===
tokenReference(providerAst.token)) {\n                _this.refNodeIndices[ref.name] = nodeIndex;\n
queryMatchExprs.push(literalArr([literal(ref.name), literal(4 /* Provider */)]));\n            }\n        });\n        if
(dirAst.directive.isComponent) {\n            flags |= 32768 /* Component */;\n        }\n        var inputDefs =
dirAst.inputs.map(function (inputAst, inputIndex) {\n            var mapValue = literalArr([literal(inputIndex),
literal(inputAst.directiveName)]);\n            // Note: it's important to not quote the key so that we can capture renames
by minifiers!\n            return new LiteralMapEntry(inputAst.directiveName, mapValue, false);\n        });\n        var
outputDefs = [];\n        var dirMeta = dirAst.directive;\n        Object.keys(dirMeta.outputs).forEach(function
(propName) {\n            var eventName = dirMeta.outputs[propName];\n            if (usedEvents.has(eventName)) {\n
            // Note: it's important to not quote the key so that we can capture renames by minifiers!\n
outputDefs.push(new LiteralMapEntry(propName, literal(eventName), false));\n            }\n        });\n        var
updateDirectiveExpressions = [];\n        if (dirAst.inputs.length || (flags & (262144 /* DoCheck */ | 65536 /* OnInit
*/)) > 0) {\n            updateDirectiveExpressions =\n                dirAst.inputs.map(function (input, bindingIndex) {
return _this._preprocessUpdateExpression({\n                    nodeIndex: nodeIndex,\n                    bindingIndex:
bindingIndex,\n                    sourceSpan: input.sourceSpan,\n                    context: COMP_VAR,\n
value: input.value\n                }); });\n        }\n        var dirContextExpr =
importExpr(Identifiers.nodeValue).callFn([VIEW_VAR, literal(nodeIndex)]);\n        var hostBindings =
dirAst.hostProperties.map(function (inputAst) { return ({\n            context: dirContextExpr,\n            dirAst:
dirAst,\n            inputAst: inputAst,\n        }); });\n        var hostEvents = dirAst.hostEvents.map(function
(hostEventAst) { return ({\n            context: dirContextExpr,\n            eventAst: hostEventAst, dirAst: dirAst,\n
}); });\n        // Check index is the same as the node index during compilation\n        // They might only differ at
runtime\n        var checkIndex = nodeIndex;\n        this.nodes[nodeIndex] = function () { return ({\n
sourceSpan: dirAst.sourceSpan,\n            nodeFlags: 16384 /* TypeDirective */ | flags,\n            nodeDef:
importExpr(Identifiers.directiveDef).callFn([\n                literal(checkIndex),\n                literal(flags),\n
queryMatchExprs.length ? literalArr(queryMatchExprs) : NULL_EXPR,\n                literal(childCount),\n
providerExpr,\n                depsExpr,\n                inputDefs.length ? new LiteralMapExpr(inputDefs) :
NULL_EXPR,\n                outputDefs.length ? new LiteralMapExpr(outputDefs) : NULL_EXPR,\n            ]),\n
  updateDirectives: updateDirectiveExpressions,\n            directive: dirAst.directive.type,\n        }); };\n        return {
hostBindings: hostBindings, hostEvents: hostEvents };\n    };\n    ViewBuilder.prototype._visitProvider = function
(providerAst, queryMatches) {\n        this._addProviderNode(this._visitProviderOrDirective(providerAst,
queryMatches));\n    };\n    ViewBuilder.prototype._visitComponentFactoryResolverProvider = function (directives)
{\n        var componentDirMeta = directives.find(function (dirAst) { return dirAst.directive.isComponent; });\n
if (componentDirMeta && componentDirMeta.directive.entryComponents.length) {\n            var _a =
componentFactoryResolverProviderDef(this.reflector, this.outputCtx, 8192 /* PrivateProvider */,
componentDirMeta.directive.entryComponents), providerExpr = _a.providerExpr, depsExpr = _a.depsExpr, flags =
_a.flags, tokenExpr = _a.tokenExpr;\n            this._addProviderNode({\n                providerExpr: providerExpr,\n
        depsExpr: depsExpr,\n                flags: flags,\n                tokenExpr: tokenExpr,\n                queryMatchExprs:
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[],\n            sourceSpan: componentDirMeta.sourceSpan\n          });\n      }\n    };\n
ViewBuilder.prototype._addProviderNode = function (data) {\n      var nodeIndex = this.nodes.length;\n      //
providerDef(\n      //   flags: NodeFlags, matchedQueries: [string, QueryValueType][], token:any,\n      //   value:
any, deps: ([DepFlags, any] | any)[]): NodeDef;\n      this.nodes.push(function () { return ({\n          sourceSpan:
data.sourceSpan,\n          nodeFlags: data.flags,\n          nodeDef: importExpr(Identifiers.providerDef).callFn([\n
        literal(data.flags),\n              data.queryMatchExprs.length ? literalArr(data.queryMatchExprs) :
NULL_EXPR,\n              data.tokenExpr, data.providerExpr, data.depsExpr\n          ])\n      }); });\n    };\n
ViewBuilder.prototype._visitProviderOrDirective = function (providerAst, queryMatches) {\n      var flags = 0 /*
None */;\n      var queryMatchExprs = [];\n      queryMatches.forEach(function (match) {\n          if
(tokenReference(match.value) === tokenReference(providerAst.token)) {\n
queryMatchExprs.push(literalArr([literal(match.queryId), literal(4 /* Provider */)]));\n          }\n      });\n      var
_a = providerDef(this.outputCtx, providerAst), providerExpr = _a.providerExpr, depsExpr = _a.depsExpr,
providerFlags = _a.flags, tokenExpr = _a.tokenExpr;\n      return {\n          flags: flags | providerFlags,\n
queryMatchExprs: queryMatchExprs,\n          providerExpr: providerExpr,\n          depsExpr: depsExpr,\n
tokenExpr: tokenExpr,\n          sourceSpan: providerAst.sourceSpan\n      };\n    };\n
ViewBuilder.prototype.getLocal = function (name) {\n      if (name == EventHandlerVars.event.name) {\n
return EventHandlerVars.event;\n      }\n      var currViewExpr = VIEW_VAR;\n      for (var currBuilder = this;
currBuilder; currBuilder = currBuilder.parent,\n          currViewExpr =
currViewExpr.prop('parent').cast(DYNAMIC_TYPE)) {\n          // check references\n          var refNodeIndex =
currBuilder.refNodeIndices[name];\n          if (refNodeIndex != null) {\n              return
importExpr(Identifiers.nodeValue).callFn([currViewExpr, literal(refNodeIndex)]);\n          }\n          // check
variables\n          var varAst = currBuilder.variables.find(function (varAst) { return varAst.name === name; });\n
    if (varAst) {\n              var varValue = varAst.value || IMPLICIT_TEMPLATE_VAR;\n              return
currViewExpr.prop('context').prop(varValue);\n          }\n      }\n      return null;\n    };\n
ViewBuilder.prototype._createLiteralArrayConverter = function (sourceSpan, argCount) {\n      if (argCount ===
0) {\n          var valueExpr_1 = importExpr(Identifiers.EMPTY_ARRAY);\n          return function () { return
valueExpr_1; };\n      }\n      var checkIndex = this.nodes.length;\n      this.nodes.push(function () { return ({\n
    sourceSpan: sourceSpan,\n          nodeFlags: 32 /* TypePureArray */,\n          nodeDef:
importExpr(Identifiers.pureArrayDef).callFn([\n              literal(checkIndex),\n              literal(argCount),\n
])\n      }); });\n      return function (args) { return callCheckStmt(checkIndex, args); };\n    };\n
ViewBuilder.prototype._createLiteralMapConverter = function (sourceSpan, keys) {\n      if (keys.length === 0)
{\n          var valueExpr_2 = importExpr(Identifiers.EMPTY_MAP);\n          return function () { return
valueExpr_2; };\n      }\n      var map = literalMap(keys.map(function (e, i) { return (__assign({}, e, { value:
literal(i) })); }));\n      var checkIndex = this.nodes.length;\n      this.nodes.push(function () { return ({\n
sourceSpan: sourceSpan,\n          nodeFlags: 64 /* TypePureObject */,\n          nodeDef:
importExpr(Identifiers.pureObjectDef).callFn([\n              literal(checkIndex),\n              map,\n          ])\n      });
});\n      return function (args) { return callCheckStmt(checkIndex, args); };\n    };\n
ViewBuilder.prototype._createPipeConverter = function (expression, name, argCount) {\n      var pipe =
this.usedPipes.find(function (pipeSummary) { return pipeSummary.name === name; });\n      if (pipe.pure) {\n
  var checkIndex_1 = this.nodes.length;\n          this.nodes.push(function () { return ({\n              sourceSpan:
expression.sourceSpan,\n              nodeFlags: 128 /* TypePurePipe */,\n              nodeDef:
importExpr(Identifiers.purePipeDef).callFn([\n              literal(checkIndex_1),\n              literal(argCount),\n
        ])\n          }); });\n          // find underlying pipe in the component view\n          var compViewExpr =
VIEW_VAR;\n          var compBuilder = this;\n          while (compBuilder.parent) {\n              compBuilder =
compBuilder.parent;\n              compViewExpr = compViewExpr.prop('parent').cast(DYNAMIC_TYPE);\n
}\n          var pipeNodeIndex = compBuilder.purePipeNodeIndices[name];\n          var pipeValueExpr_1 =
importExpr(Identifiers.nodeValue).callFn([compViewExpr, literal(pipeNodeIndex)]);\n          return function (args)
{ return callUnwrapValue(expression.nodeIndex, expression.bindingIndex, callCheckStmt(checkIndex_1,
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[pipeValueExpr_1].concat(args))); };\n        }\n        else {\n            var nodeIndex =
this._createPipe(expression.sourceSpan, pipe);\n            var nodeValueExpr_1 =
importExpr(Identifiers.nodeValue).callFn([VIEW_VAR, literal(nodeIndex)]);\n            return function (args) {
return callUnwrapValue(expression.nodeIndex, expression.bindingIndex, nodeValueExpr_1.callMethod('transform',
args)); };\n        }\n    };\n    ViewBuilder.prototype._createPipe = function (sourceSpan, pipe) {\n        var _this =
this;\n        var nodeIndex = this.nodes.length;\n        var flags = 0 /* None */;\n
pipe.type.lifecycleHooks.forEach(function (lifecycleHook) {\n            // for pipes, we only support ngOnDestroy\n
        if (lifecycleHook === LifecycleHooks.OnDestroy) {\n                flags |=
lifecycleHookToNodeFlag(lifecycleHook);\n            }\n        });\n        var depExprs =
pipe.type.diDeps.map(function (diDep) { return depDef(_this.outputCtx, diDep); });\n        // function pipeDef(\n
//   flags: NodeFlags, ctor: any, deps: ([DepFlags, any] | any)[]): NodeDef\n        this.nodes.push(function () { return
({\n            sourceSpan: sourceSpan,\n            nodeFlags: 16 /* TypePipe */,\n            nodeDef:
importExpr(Identifiers.pipeDef).callFn([\n                literal(flags), _this.outputCtx.importExpr(pipe.type.reference),
literalArr(depExprs)\n            ])\n        }); });\n        return nodeIndex;\n    };\n    /**\n     * For the AST in
`UpdateExpression.value`:\n     * - create nodes for pipes, literal arrays and, literal maps,\n     * - update the AST to
replace pipes, literal arrays and, literal maps with calls to check fn.\n     *\n     * WARNING: This might create new
nodeDefs (for pipes and literal arrays and literal maps)!\n     */\n
ViewBuilder.prototype._preprocessUpdateExpression = function (expression) {\n        var _this = this;\n        return
{\n            nodeIndex: expression.nodeIndex,\n            bindingIndex: expression.bindingIndex,\n            sourceSpan:
expression.sourceSpan,\n            context: expression.context,\n            value: convertPropertyBindingBuiltins({\n
        createLiteralArrayConverter: function (argCount) { return
_this._createLiteralArrayConverter(expression.sourceSpan, argCount); },\n                createLiteralMapConverter:
function (keys) {\n                    return _this._createLiteralMapConverter(expression.sourceSpan, keys);\n
},\n                createPipeConverter: function (name, argCount) {\n                    return
_this._createPipeConverter(expression, name, argCount);\n                }\n            }, expression.value)\n        };\n
};\n    ViewBuilder.prototype._createNodeExpressions = function () {\n        var self = this;\n        var
updateBindingCount = 0;\n        var updateRendererStmts = [];\n        var updateDirectivesStmts = [];\n        var
nodeDefExprs = this.nodes.map(function (factory, nodeIndex) {\n            var _a = factory(), nodeDef = _a.nodeDef,
nodeFlags = _a.nodeFlags, updateDirectives = _a.updateDirectives, updateRenderer = _a.updateRenderer,
sourceSpan = _a.sourceSpan;\n            if (updateRenderer) {\n
updateRendererStmts.push.apply(updateRendererStmts, __spread(createUpdateStatements(nodeIndex, sourceSpan,
updateRenderer, false)));\n            }\n            if (updateDirectives) {\n
updateDirectivesStmts.push.apply(updateDirectivesStmts, __spread(createUpdateStatements(nodeIndex,
sourceSpan, updateDirectives, (nodeFlags & (262144 /* DoCheck */ | 65536 /* OnInit */)) > 0)));\n            }\n
// We use a comma expression to call the log function before\n            // the nodeDef function, but still use the result
of the nodeDef function\n            // as the value.\n            // Note: We only add the logger to elements / text nodes,\n
        // so we don't generate too much code.\n            var logWithNodeDef = nodeFlags & 3 /* CatRenderNode */
?\n                new CommaExpr([LOG_VAR$1.callFn([]).callFn([]), nodeDef]) :\n                nodeDef;\n            return
applySourceSpanToExpressionIfNeeded(logWithNodeDef, sourceSpan);\n        });\n        return {
updateRendererStmts: updateRendererStmts, updateDirectivesStmts: updateDirectivesStmts, nodeDefExprs:
nodeDefExprs };\n        function createUpdateStatements(nodeIndex, sourceSpan, expressions, allowEmptyExprs)
{\n            var updateStmts = [];\n            var exprs = expressions.map(function (_a) {\n                var sourceSpan =
_a.sourceSpan, context = _a.context, value = _a.value;\n                var bindingId = \"\" + updateBindingCount++;\n
            var nameResolver = context === COMP_VAR ? self : null;\n                var _b =
convertPropertyBinding(nameResolver, context, value, bindingId, BindingForm.General), stmts = _b.stmts,
currValExpr = _b.currValExpr;\n                updateStmts.push.apply(updateStmts, __spread(stmts.map(function
(stmt) { return applySourceSpanToStatementIfNeeded(stmt, sourceSpan); })));\n                return
applySourceSpanToExpressionIfNeeded(currValExpr, sourceSpan);\n            });\n            if (expressions.length ||
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allowEmptyExprs) {\n
updateStmts.push(applySourceSpanToStatementIfNeeded(callCheckStmt(nodeIndex, exprs).toStmt(),
sourceSpan));\n            }\n            return updateStmts;\n        }\n    };\n
ViewBuilder.prototype._createElementHandleEventFn = function (nodeIndex, handlers) {\n        var _this = this;\n
   var handleEventStmts = [];\n        var handleEventBindingCount = 0;\n        handlers.forEach(function (_a) {\n
   var context = _a.context, eventAst = _a.eventAst, dirAst = _a.dirAst;\n            var bindingId = \"\" +
handleEventBindingCount++;\n            var nameResolver = context === COMP_VAR ? _this : null;\n            var _b
= convertActionBinding(nameResolver, context, eventAst.handler, bindingId), stmts = _b.stmts, allowDefault =
_b.allowDefault;\n            var trueStmts = stmts;\n            if (allowDefault) {\n
trueStmts.push(ALLOW_DEFAULT_VAR.set(allowDefault.and(ALLOW_DEFAULT_VAR)).toStmt());\n
}\n            var _c = elementEventNameAndTarget(eventAst, dirAst), eventTarget = _c.target, eventName =
_c.name;\n            var fullEventName = elementEventFullName(eventTarget, eventName);\n
handleEventStmts.push(applySourceSpanToStatementIfNeeded(new
IfStmt(literal(fullEventName).identical(EVENT_NAME_VAR), trueStmts), eventAst.sourceSpan));\n        });\n
var handleEventFn;\n        if (handleEventStmts.length > 0) {\n            var preStmts =
[ALLOW_DEFAULT_VAR.set(literal(true)).toDeclStmt(BOOL_TYPE)];\n            if (!this.component.isHost &&
findReadVarNames(handleEventStmts).has(COMP_VAR.name)) {\n
preStmts.push(COMP_VAR.set(VIEW_VAR.prop('component')).toDeclStmt(this.compType));\n            }\n
handleEventFn = fn([\n                new FnParam(VIEW_VAR.name, INFERRED_TYPE),\n                new
FnParam(EVENT_NAME_VAR.name, INFERRED_TYPE),\n                new
FnParam(EventHandlerVars.event.name, INFERRED_TYPE)\n            ], __spread(preStmts, handleEventStmts,
[new ReturnStatement(ALLOW_DEFAULT_VAR)]), INFERRED_TYPE);\n        }\n        else {\n
handleEventFn = NULL_EXPR;\n        }\n        return handleEventFn;\n    };\n
ViewBuilder.prototype.visitDirective = function (ast, context) { };\n    ViewBuilder.prototype.visitDirectiveProperty
= function (ast, context) { };\n    ViewBuilder.prototype.visitReference = function (ast, context) { };\n
ViewBuilder.prototype.visitVariable = function (ast, context) { };\n    ViewBuilder.prototype.visitEvent = function
(ast, context) { };\n    ViewBuilder.prototype.visitElementProperty = function (ast, context) { };\n
ViewBuilder.prototype.visitAttr = function (ast, context) { };\n    return ViewBuilder;\n}());\nfunction
needsAdditionalRootNode(astNodes) {\n    var lastAstNode = astNodes[astNodes.length - 1];\n    if (lastAstNode
instanceof EmbeddedTemplateAst) {\n        return lastAstNode.hasViewContainer;\n    }\n    if (lastAstNode
instanceof ElementAst) {\n        if (isNgContainer(lastAstNode.name) && lastAstNode.children.length) {\n
return needsAdditionalRootNode(lastAstNode.children);\n        }\n        return lastAstNode.hasViewContainer;\n
}\n    return lastAstNode instanceof NgContentAst;\n}\nfunction elementBindingDef(inputAst, dirAst) {\n    var
inputType = inputAst.type;\n    switch (inputType) {\n        case 1 /* Attribute */:\n            return literalArr([\n
   literal(1 /* TypeElementAttribute */), literal(inputAst.name),\n                literal(inputAst.securityContext)\n
]);\n        case 0 /* Property */:\n            return literalArr([\n                literal(8 /* TypeProperty */),
literal(inputAst.name),\n                literal(inputAst.securityContext)\n            ]);\n        case 4 /* Animation */:\n
 var bindingType = 8 /* TypeProperty */ |\n                (dirAst && dirAst.directive.isComponent ? 32 /*
SyntheticHostProperty */ :\n                    16 /* SyntheticProperty */);\n            return literalArr([\n
literal(bindingType), literal('@' + inputAst.name), literal(inputAst.securityContext)\n            ]);\n        case 2 /* Class
*/:\n            return literalArr([literal(2 /* TypeElementClass */), literal(inputAst.name), NULL_EXPR]);\n        case
3 /* Style */:\n            return literalArr([\n                literal(4 /* TypeElementStyle */), literal(inputAst.name),
literal(inputAst.unit)\n            ]);\n        default:\n            // This default case is not needed by TypeScript compiler, as
the switch is exhaustive.\n            // However Closure Compiler does not understand that and reports an error in
typed mode.\n            // The `throw new Error` below works around the problem, and the unexpected: never
variable\n            // makes sure tsc still checks this code is unreachable.\n            var unexpected = inputType;\n
 throw new Error(\"unexpected \" + unexpected);\n    }\n}\nfunction fixedAttrsDef(elementAst) {\n    var mapResult
= Object.create(null);\n    elementAst.attrs.forEach(function (attrAst) { mapResult[attrAst.name] = attrAst.value;
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});\n   elementAst.directives.forEach(function (dirAst) {\n
Object.keys(dirAst.directive.hostAttributes).forEach(function (name) {\n   var value =
dirAst.directive.hostAttributes[name];\n   var prevValue = mapResult[name];\n   mapResult[name] =
prevValue != null ? mergeAttributeValue(name, prevValue, value) : value;\n   });\n   });\n   // Note: We need to
sort to get a defined output order\n   // for tests and for caching generated artifacts...\n   return
literalArr(Object.keys(mapResult).sort().map(function (attrName) { return literalArr([literal(attrName),
literal(mapResult[attrName])]); }));\n}\nfunction mergeAttributeValue(attrName, attrValue1, attrValue2) {\n   if
(attrName == CLASS_ATTR$1 || attrName == STYLE_ATTR) {\n   return attrValue1 + \" \" + attrValue2;\n
}\n   else {\n   return attrValue2;\n   }\n}\nfunction callCheckStmt(nodeIndex, exprs) {\n   if (exprs.length > 10)
{\n   return CHECK_VAR.callFn([VIEW_VAR, literal(nodeIndex), literal(1 /* Dynamic */),
literalArr(exprs)]);\n   }\n   else {\n   return CHECK_VAR.callFn(__spread([VIEW_VAR, literal(nodeIndex),
literal(0 /* Inline */)], exprs));\n   }\n}\nfunction callUnwrapValue(nodeIndex, bindingIdx, expr) {\n   return
importExpr(Identifiers.unwrapValue).callFn([\n   VIEW_VAR, literal(nodeIndex), literal(bindingIdx), expr\n
]);\n}\nfunction findStaticQueryIds(nodes, result) {\n   if (result === void 0) { result = new Map(); }\n
nodes.forEach(function (node) {\n   var staticQueryIds = new Set();\n   var dynamicQueryIds = new Set();\n
  var queryMatches = undefined;\n   if (node instanceof ElementAst) {\n   findStaticQueryIds(node.children,
result);\n   node.children.forEach(function (child) {\n   var childData = result.get(child);\n
childData.staticQueryIds.forEach(function (queryId) { return staticQueryIds.add(queryId); });\n
childData.dynamicQueryIds.forEach(function (queryId) { return dynamicQueryIds.add(queryId); });\n   });\n
      queryMatches = node.queryMatches;\n   }\n   else if (node instanceof EmbeddedTemplateAst) {\n
findStaticQueryIds(node.children, result);\n   node.children.forEach(function (child) {\n   var
childData = result.get(child);\n   childData.staticQueryIds.forEach(function (queryId) { return
dynamicQueryIds.add(queryId); });\n   childData.dynamicQueryIds.forEach(function (queryId) { return
dynamicQueryIds.add(queryId); });\n   });\n   queryMatches = node.queryMatches;\n   }\n   if
(queryMatches) {\n   queryMatches.forEach(function (match) { return staticQueryIds.add(match.queryId);
});\n   }\n   dynamicQueryIds.forEach(function (queryId) { return staticQueryIds.delete(queryId); });\n
result.set(node, { staticQueryIds: staticQueryIds, dynamicQueryIds: dynamicQueryIds });\n   });\n   return
result;\n}\nfunction staticViewQueryIds(nodeStaticQueryIds) {\n   var staticQueryIds = new Set();\n   var
dynamicQueryIds = new Set();\n   Array.from(nodeStaticQueryIds.values()).forEach(function (entry) {\n
entry.staticQueryIds.forEach(function (queryId) { return staticQueryIds.add(queryId); });\n
entry.dynamicQueryIds.forEach(function (queryId) { return dynamicQueryIds.add(queryId); });\n   });\n
dynamicQueryIds.forEach(function (queryId) { return staticQueryIds.delete(queryId); });\n   return {
staticQueryIds: staticQueryIds, dynamicQueryIds: dynamicQueryIds };\n}\nfunction
elementEventNameAndTarget(eventAst, dirAst) {\n   if (eventAst.isAnimation) {\n   return {\n   name:
\"@\" + eventAst.name + \".\" + eventAst.phase,\n   target: dirAst && dirAst.directive.isComponent ?
'component' : null\n   };\n   }\n   else {\n   return eventAst;\n   }\n}\nfunction
calcStaticDynamicQueryFlags(queryIds, queryId, isFirst) {\n   var flags = 0 /* None */;\n   // Note: We only make
queries static that query for a single item.\n   // This is because of backwards compatibility with the old view
compiler...\n   if (isFirst && (queryIds.staticQueryIds.has(queryId) || !queryIds.dynamicQueryIds.has(queryId))) {\n
      flags |= 268435456 /* StaticQuery */;\n   }\n   else {\n   flags |= 536870912 /* DynamicQuery */;\n   }\n
return flags;\n}\nfunction elementEventFullName(target, name) {\n   return target ? target + \":\" + name :
name;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is
governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n
* A container for message extracted from the templates.\n */\nvar MessageBundle = /** @class */ (function () {\n
function MessageBundle(_htmlParser, _implicitTags, _implicitAttrs, _locale) {\n   if (_locale === void 0) {
_locale = null; }\n   this._htmlParser = _htmlParser;\n   this._implicitTags = _implicitTags;\n
this._implicitAttrs = _implicitAttrs;\n   this._locale = _locale;\n   this._messages = [];\n   }\n
MessageBundle.prototype.updateFromTemplate = function (html, url, interpolationConfig) {\n   var _a;\n   var

htmlParserResult = this._htmlParser.parse(html, url, true, interpolationConfig);\n if (htmlParserResult.errors.length) {\n return htmlParserResult.errors;\n }\n var i18nParserResult = extractMessages(htmlParserResult.rootNodes, interpolationConfig, this._implicitTags, this._implicitAttrs);\n if (i18nParserResult.errors.length) {\n return i18nParserResult.errors;\n }\n (_a = this._messages).push.apply(_a, __spread(i18nParserResult.messages));\n return [];\n };\n // Return the message in the internal format\n // The public (serialized) format might be different, see the `write` method.\n MessageBundle.prototype.getMessages = function () { return this._messages; };\n MessageBundle.prototype.write = function (serializer, filterSources) {\n var messages = {};\n var mapperVisitor = new MapPlaceholderNames();\n // Deduplicate messages based on their ID\n this._messages.forEach(function (message) {\n var _a;\n var id = serializer.digest(message);\n if (!messages.hasOwnProperty(id)) {\n messages[id] = message;\n }\n else {\n (_a = messages[id].sources).push.apply(_a, __spread(message.sources));\n }\n });\n // Transform placeholder names using the serializer mapping\n var msgList = Object.keys(messages).map(function (id) {\n var mapper = serializer.createNameMapper(messages[id]);\n var src = messages[id];\n var nodes = mapper ? mapperVisitor.convert(src.nodes, mapper) : src.nodes;\n var transformedMessage = new Message(nodes, {}, {}, src.meaning, src.description, id);\n transformedMessage.sources = src.sources;\n if (filterSources) {\n transformedMessage.sources.forEach(function (source) { return source.filePath = filterSources(source.filePath); });\n }\n return transformedMessage;\n });\n return serializer.write(msgList, this._locale);\n };\n return MessageBundle;\n}());\n// Transform an i18n AST by renaming the placeholder nodes with the given mapper\nvar MapPlaceholderNames = /** @class */ (function (_super) {\n __extends(MapPlaceholderNames, _super);\n function MapPlaceholderNames() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MapPlaceholderNames.prototype.convert = function (nodes, mapper) {\n var _this = this;\n return mapper ? nodes.map(function (n) { return n.visit(_this, mapper); }) : nodes;\n };\n MapPlaceholderNames.prototype.visitTagPlaceholder = function (ph, mapper) {\n var _this = this;\n var startName = mapper.toPublicName(ph.startName);\n var closeName = ph.closeName ? mapper.toPublicName(ph.closeName) : ph.closeName;\n var children = ph.children.map(function (n) { return n.visit(_this, mapper); });\n return new TagPlaceholder(ph.tag, ph.attrs, startName, closeName, children, ph.isVoid, ph.sourceSpan);\n };\n MapPlaceholderNames.prototype.visitPlaceholder = function (ph, mapper) {\n return new Placeholder(ph.value, mapper.toPublicName(ph.name), ph.sourceSpan);\n };\n MapPlaceholderNames.prototype.visitIcuPlaceholder = function (ph, mapper) {\n return new IcuPlaceholder(ph.value, mapper.toPublicName(ph.name), ph.sourceSpan);\n };\n return MapPlaceholderNames;\n}(CloneVisitor));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar GeneratedFile = /** @class */ (function () {\n function GeneratedFile(srcFileUrl, genFileUrl, sourceOrStmts) {\n this.srcFileUrl = srcFileUrl;\n this.genFileUrl = genFileUrl;\n if (typeof sourceOrStmts === 'string') {\n this.source = sourceOrStmts;\n this.stmts = null;\n }\n else {\n this.source = null;\n this.stmts = sourceOrStmts;\n }\n }\n GeneratedFile.prototype.isEquivalent = function (other) {\n if (this.genFileUrl !== other.genFileUrl) {\n return false;\n }\n if (this.source) {\n return this.source === other.source;\n }\n if (other.stmts == null) {\n return false;\n }\n // Note: the constructor guarantees that if this.source is not filled,\n // then this.stmts is.\n return areAllEquivalent(this.stmts, other.stmts);\n };\n return GeneratedFile;\n});\nfunction toTypeScript(file, preamble) {\n if (preamble === void 0) { preamble = ''; }\n if (!file.stmts) {\n throw new Error(\"Illegal state: No stmts present on GeneratedFile \" + file.genFileUrl);\n }\n return new TypeScriptEmitter().emitStatements(file.genFileUrl, file.stmts, preamble);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction listLazyRoutes(moduleMeta, reflector) {\n var e_1, _a, e_2, _b;\n var allLazyRoutes = [];\n try {\n for (var _c = __values(moduleMeta.transitiveModule.providers), _d = _c.next(); !_d.done; _d = _c.next()) {\n var _e =

_d.value, provider = _e.provider, module = _e.module;\n if (tokenReference(provider.token) === reflector.ROUTES) {\n var loadChildren = _collectLoadChildren(provider.useValue);\n try {\n for (var loadChildren_1 = __values(loadChildren), loadChildren_1_1 = loadChildren_1.next(); !loadChildren_1_1.done; loadChildren_1_1 = loadChildren_1.next()) {\n var route = loadChildren_1_1.value;\n allLazyRoutes.push(parseLazyRoute(route, reflector, module.reference));\n }\n }\n catch (e_2_1) { e_2 = { error: e_2_1 }; }\n finally {\n try {\n if (loadChildren_1_1 && !loadChildren_1_1.done && (_b = loadChildren_1.return)) _b.call(loadChildren_1);\n }\n finally { if (e_2) throw e_2.error; }\n }\n }\n }\n }\n catch (e_1_1) { e_1 = { error: e_1_1 }; }\n finally {\n try {\n if (_d && !_d.done && (_a = _c.return)) _a.call(_c);\n }\n finally { if (e_1) throw e_1.error; }\n }\n return allLazyRoutes;\n}\nfunction _collectLoadChildren(routes, target) {\n if (target === void 0) { target = []; }\n var e_3, _a;\n if (typeof routes === 'string') {\n target.push(routes);\n }\n else if (Array.isArray(routes)) {\n try {\n for (var routes_1 = __values(routes), routes_1_1 = routes_1.next(); !routes_1_1.done; routes_1_1 = routes_1.next()) {\n var route = routes_1_1.value;\n _collectLoadChildren(route, target);\n }\n }\n catch (e_3_1) { e_3 = { error: e_3_1 }; }\n finally {\n try {\n if (routes_1_1 && !routes_1_1.done && (_a = routes_1.return)) _a.call(routes_1);\n }\n finally { if (e_3) throw e_3.error; }\n }\n }\n else if (routes.loadChildren) {\n _collectLoadChildren(routes.loadChildren, target);\n }\n else if (routes.children) {\n _collectLoadChildren(routes.children, target);\n }\n return target;\n}\nfunction parseLazyRoute(route, reflector, module) {\n var _a = __read(route.split('#'), 2), routePath = _a[0], routeName = _a[1];\n var referencedModule = reflector.resolveExternalReference({\n moduleName: routePath,\n name: routeName,\n }, module ? module.filePath : undefined);\n return { route: route, module: module || referencedModule, referencedModule: referencedModule };\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar TS = /^(?!.*\\.d\\.ts$).*\\.ts$/;\nvar ResolvedStaticSymbol = /** @class */ (function () {\n function ResolvedStaticSymbol(symbol, metadata) {\n this.symbol = symbol;\n this.metadata = metadata;\n }\n return ResolvedStaticSymbol;\n}());\nvar SUPPORTED_SCHEMA_VERSION = 4;\n/**\n * This class is responsible for loading metadata per symbol,\n * and normalizing references between symbols.\n *\n * Internally, it only uses symbols without members,\n * and deduces the values for symbols with members based\n * on these symbols.\n */\nvar StaticSymbolResolver = /** @class */ (function () {\n function StaticSymbolResolver(host, staticSymbolCache, summaryResolver, errorRecorder) {\n this.host = host;\n this.staticSymbolCache = staticSymbolCache;\n this.summaryResolver = summaryResolver;\n this.errorRecorder = errorRecorder;\n this.metadataCache = new Map();\n // Note: this will only contain StaticSymbols without members!\n this.resolvedSymbols = new Map();\n this.resolvedFilePaths = new Set();\n // Note: this will only contain StaticSymbols without members!\n this.importAs = new Map();\n this.symbolResourcePaths = new Map();\n this.symbolFromFile = new Map();\n this.knownFileNameToModuleNames = new Map();\n }\n StaticSymbolResolver.prototype.resolveSymbol = function (staticSymbol) {\n if (staticSymbol.members.length > 0) {\n return this._resolveSymbolMembers(staticSymbol);\n }\n // Note: always ask for a summary first,\n // as we might have read shallow metadata via a .d.ts file\n // for the symbol.\n var resultFromSummary = this._resolveSymbolFromSummary(staticSymbol);\n if (resultFromSummary) {\n return resultFromSummary;\n }\n var resultFromCache = this.resolvedSymbols.get(staticSymbol);\n if (resultFromCache) {\n return resultFromCache;\n }\n // Note: Some users use libraries that were not compiled with ngc, i.e. they don't\n // have summaries, only .d.ts files. So we always need to check both, the summary\n // and metadata.\n this._createSymbolsOf(staticSymbol.filePath);\n return this.resolvedSymbols.get(staticSymbol);\n };\n /**\n * getImportAs produces a symbol that can be used to import the given symbol.\n * The import might be different than the symbol if the symbol is exported from\n * a library with a summary; in which case we want to import the symbol from the\n * ngfactory re-export instead of

directly to avoid introducing a direct dependency\n * on an otherwise indirect dependency.\n *\n * @param staticSymbol the symbol for which to generate a import symbol\n */\n StaticSymbolResolver.prototype.getImportAs = function (staticSymbol, useSummaries) {\n if (useSummaries === void 0) { useSummaries = true; }\n if (staticSymbol.members.length) {\n var baseSymbol = this.getStaticSymbol(staticSymbol.filePath, staticSymbol.name);\n var baseImportAs = this.getImportAs(baseSymbol, useSummaries);\n return baseImportAs ?\n this.getStaticSymbol(baseImportAs.filePath, baseImportAs.name, staticSymbol.members) :\n null;\n }\n var summarizedFileName = stripSummaryForJitFileSuffix(staticSymbol.filePath);\n if (summarizedFileName !== staticSymbol.filePath) {\n var summarizedName = stripSummaryForJitNameSuffix(staticSymbol.name);\n var baseSymbol = this.getStaticSymbol(summarizedFileName, summarizedName, staticSymbol.members);\n var baseImportAs = this.getImportAs(baseSymbol, useSummaries);\n return baseImportAs ?\n this.getStaticSymbol(summaryForJitFileName(baseImportAs.filePath), summaryForJitName(baseImportAs.name), baseSymbol.members) :\n null;\n }\n var result = (useSummaries && this.summaryResolver.getImportAs(staticSymbol)) || null;\n if (!result) {\n result = this.importAs.get(staticSymbol);\n }\n return result;\n };\n /**\n * getResourcePath produces the path to the original location of the symbol and should\n * be used to determine the relative location of resource references recorded in\n * symbol metadata.\n */\n StaticSymbolResolver.prototype.getResourcePath = function (staticSymbol) {\n return this.symbolResourcePaths.get(staticSymbol) || staticSymbol.filePath;\n };\n /**\n * getTypeArity returns the number of generic type parameters the given symbol\n * has. If the symbol is not a type the result is null.\n */\n StaticSymbolResolver.prototype.getTypeArity = function (staticSymbol) {\n // If the file is a factory/ngsummary file, don't resolve the symbol as doing so would\n // cause the metadata for an factory/ngsummary file to be loaded which doesn't exist.\n // All references to generated classes must include the correct arity whenever\n // generating code.\n if (isGeneratedFile(staticSymbol.filePath)) {\n return null;\n }\n var resolvedSymbol = unwrapResolvedMetadata(this.resolveSymbol(staticSymbol));\n while (resolvedSymbol && resolvedSymbol.metadata instanceof StaticSymbol) {\n resolvedSymbol = unwrapResolvedMetadata(this.resolveSymbol(resolvedSymbol.metadata));\n }\n return (resolvedSymbol && resolvedSymbol.metadata && resolvedSymbol.metadata.arity) || null;\n };\n StaticSymbolResolver.prototype.getKnownModuleName = function (filePath) {\n return this.knownFileNameToModuleNames.get(filePath) || null;\n };\n StaticSymbolResolver.prototype.recordImportAs = function (sourceSymbol, targetSymbol) {\n sourceSymbol.assertNoMembers();\n targetSymbol.assertNoMembers();\n this.importAs.set(sourceSymbol, targetSymbol);\n };\n StaticSymbolResolver.prototype.recordModuleNameForFileName = function (fileName, moduleName) {\n this.knownFileNameToModuleNames.set(fileName, moduleName);\n };\n /**\n * Invalidate all information derived from the given file.\n *\n * @param fileName the file to invalidate\n */\n StaticSymbolResolver.prototype.invalidateFile = function (fileName) {\n var e_1, _a;\n this.metadataCache.delete(fileName);\n this.resolvedFilePaths.delete(fileName);\n var symbols = this.symbolFromFile.get(fileName);\n if (symbols) {\n this.symbolFromFile.delete(fileName);\n try {\n for (var symbols_1 = __values(symbols), symbols_1_1 = symbols_1.next(); !symbols_1_1.done; symbols_1_1 = symbols_1.next()) {\n var symbol = symbols_1_1.value;\n this.resolvedSymbols.delete(symbol);\n this.importAs.delete(symbol);\n this.symbolResourcePaths.delete(symbol);\n }\n }\n catch (e_1_1) { e_1 = { error: e_1_1 }; }\n finally {\n try {\n if (symbols_1_1 && !symbols_1_1.done && (_a = symbols_1.return)) _a.call(symbols_1);\n }\n finally { if (e_1) throw e_1.error; }\n }\n }\n };\n /** @internal */\n StaticSymbolResolver.prototype.ignoreErrorsFor = function (cb) {\n var recorder = this.errorRecorder;\n this.errorRecorder = function () { };\n try {\n return cb();\n }\n finally {\n this.errorRecorder = recorder;\n }\n };\n StaticSymbolResolver.prototype._resolveSymbolMembers = function (staticSymbol) {\n var members =

staticSymbol.members;\n var baseResolvedSymbol = this.resolveSymbol(this.getStaticSymbol(staticSymbol.filePath, staticSymbol.name));\n if (!baseResolvedSymbol) {\n return null;\n }\n var baseMetadata = unwrapResolvedMetadata(baseResolvedSymbol.metadata);\n if (baseMetadata instanceof StaticSymbol) {\n return new ResolvedStaticSymbol(staticSymbol, this.getStaticSymbol(baseMetadata.filePath, baseMetadata.name, members));\n }\n else if (baseMetadata && baseMetadata.__symbolic === 'class') {\n if (baseMetadata.statics && members.length === 1) {\n return new ResolvedStaticSymbol(staticSymbol, baseMetadata.statics[members[0]]);\n }\n }\n else {\n var value = baseMetadata;\n for (var i = 0; i < members.length && value; i++) {\n value = value[members[i]];\n }\n return new ResolvedStaticSymbol(staticSymbol, value);\n }\n return null;\n };\n StaticSymbolResolver.prototype._resolveSymbolFromSummary = function (staticSymbol) {\n var summary = this.summaryResolver.resolveSummary(staticSymbol);\n return summary ? new ResolvedStaticSymbol(staticSymbol, summary.metadata) : null;\n };\n /**\n * getStaticSymbol produces a Type whose metadata is known but whose implementation is not loaded.\n * All types passed to the StaticResolver should be pseudo-types returned by this method.\n *\n * @param declarationFile the absolute path of the file where the symbol is declared\n * @param name the name of the type.\n * @param members a symbol for a static member of the named type\n */\n StaticSymbolResolver.prototype.getStaticSymbol = function (declarationFile, name, members) {\n return this.staticSymbolCache.get(declarationFile, name, members);\n };\n /**\n * hasDecorators checks a file's metadata for the presence of decorators without evaluating the\n * metadata.\n *\n * @param filePath the absolute path to examine for decorators.\n * @returns true if any class in the file has a decorator.\n */\n StaticSymbolResolver.prototype.hasDecorators = function (filePath) {\n var metadata = this.getModuleMetadata(filePath);\n if (metadata['metadata']) {\n return Object.keys(metadata['metadata']).some(function (metadataKey) {\n var entry = metadata['metadata'][metadataKey];\n return entry && entry.__symbolic === 'class' && entry.decorators;\n });\n }\n return false;\n };\n StaticSymbolResolver.prototype.getSymbolsOf = function (filePath) {\n var summarySymbols = this.summaryResolver.getSymbolsOf(filePath);\n if (summarySymbols) {\n return summarySymbols;\n }\n // Note: Some users use libraries that were not compiled with ngc, i.e. they don't\n // have summaries, only .d.ts files, but `summaryResolver.isLibraryFile` returns true.\n this._createSymbolsOf(filePath);\n var metadataSymbols = [];\n this.resolvedSymbols.forEach(function (resolvedSymbol) {\n if (resolvedSymbol.symbol.filePath === filePath) {\n metadataSymbols.push(resolvedSymbol.symbol);\n }\n });\n return metadataSymbols;\n };\n StaticSymbolResolver.prototype._createSymbolsOf = function (filePath) {\n var _this = this;\n var e_2, _a;\n if (this.resolvedFilePaths.has(filePath)) {\n return;\n }\n this.resolvedFilePaths.add(filePath);\n var resolvedSymbols = [];\n var metadata = this.getModuleMetadata(filePath);\n if (metadata['importAs']) {\n // Index bundle indices should use the importAs module name defined\n // in the bundle.\n this.knownFileNameToModuleNames.set(filePath, metadata['importAs']);\n }\n // handle the symbols in one of the re-export location\n if (metadata['exports']) {\n var _loop_1 = function (moduleExport) {\n // handle the symbols in the list of explicitly re-exported symbols.\n if (moduleExport.export) {\n moduleExport.export.forEach(function (exportSymbol) {\n var symbolName;\n if (typeof exportSymbol === 'string') {\n symbolName = exportSymbol;\n }\n else {\n symbolName = exportSymbol.as;\n }\n symbolName = unescapeIdentifier(symbolName);\n var symName = symbolName;\n if (typeof exportSymbol !== 'string') {\n symName = unescapeIdentifier(exportSymbol.name);\n }\n var resolvedModule = _this.resolveModule(moduleExport.from, filePath);\n if (resolvedModule) {\n var targetSymbol = _this.getStaticSymbol(resolvedModule, symName);\n var sourceSymbol = _this.getStaticSymbol(filePath, symbolName);\n resolvedSymbols.push(_this.createExport(sourceSymbol, targetSymbol));\n }\n });\n

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    }\n            else {\n                // handle the symbols via export * directives.\n                var resolvedModule
= this_1.resolveModule(moduleExport.from, filePath);\n                if (resolvedModule) {\n                    var
nestedExports = this_1.getSymbolsOf(resolvedModule);\n                    nestedExports.forEach(function
(targetSymbol) {\n                        var sourceSymbol = _this.getStaticSymbol(filePath, targetSymbol.name);\n
                resolvedSymbols.push(_this.createExport(sourceSymbol, targetSymbol));\n                    });\n
  }\n            }\n        };\n        var this_1 = this;\n        try {\n            for (var _b =
__values(metadata['exports']), _c = _b.next(); !_c.done; _c = _b.next()) {\n                var moduleExport =
_c.value;\n                _loop_1(moduleExport);\n            }\n        }\n        catch (e_2_1) { e_2 = { error:
e_2_1 }; }\n        finally {\n            try {\n                if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n
        }\n            finally { if (e_2) throw e_2.error; }\n        }\n    }\n    // handle the actual metadata. Has to
be after the exports\n    // as there might be collisions in the names, and we want the symbols\n    // of the
current module to win ofter reexports.\n    if (metadata['metadata']) {\n        // handle direct declarations of the
symbol\n        var topLevelSymbolNames_1 = new
Set(Object.keys(metadata['metadata']).map(unescapeIdentifier));\n        var origins_1 = metadata['origins'] || {};\n
    Object.keys(metadata['metadata']).forEach(function (metadataKey) {\n            var symbolMeta =
metadata['metadata'][metadataKey];\n            var name = unescapeIdentifier(metadataKey);\n            var
symbol = _this.getStaticSymbol(filePath, name);\n            var origin = origins_1.hasOwnProperty(metadataKey)
&& origins_1[metadataKey];\n            if (origin) {\n                // If the symbol is from a bundled index, use the
declaration location of the\n                // symbol so relative references (such as './my.html') will be calculated\n
        // correctly.\n                var originFilePath = _this.resolveModule(origin, filePath);\n                if
(!originFilePath) {\n                    _this.reportError(new Error(\"Couldn't resolve original symbol for \" + origin +
\" from \" + _this.host.getOutputName(filePath)));\n                }\n                else {\n
_this.symbolResourcePaths.set(symbol, originFilePath);\n                }\n            }\n
resolvedSymbols.push(_this.createResolvedSymbol(symbol, filePath, topLevelSymbolNames_1, symbolMeta));\n
    });\n    }\n    resolvedSymbols.forEach(function (resolvedSymbol) { return
_this.resolvedSymbols.set(resolvedSymbol.symbol, resolvedSymbol); });\n    this.symbolFromFile.set(filePath,
resolvedSymbols.map(function (resolvedSymbol) { return resolvedSymbol.symbol; }));\n  };\n
StaticSymbolResolver.prototype.createResolvedSymbol = function (sourceSymbol, topLevelPath,
topLevelSymbolNames, metadata) {\n    var _this = this;\n    // For classes that don't have Angular summaries /
metadata,\n    // we only keep their arity, but nothing else\n    // (e.g. their constructor parameters).\n    // We
do this to prevent introducing deep imports\n    // as we didn't generate .ngfactory.ts files with proper reexports.\n
  var isTsFile = TS.test(sourceSymbol.filePath);\n    if
(this.summaryResolver.isLibraryFile(sourceSymbol.filePath) && !isTsFile && metadata &&\n
metadata['__symbolic'] === 'class') {\n        var transformedMeta_1 = { __symbolic: 'class', arity: metadata.arity
};\n        return new ResolvedStaticSymbol(sourceSymbol, transformedMeta_1);\n    }\n    var
_originalFileMemo;\n    var getOriginalName = function () {\n        if (!_originalFileMemo) {\n            //
Guess what the original file name is from the reference. If it has a `.d.ts` extension\n            // replace it with `.ts`.
If it already has `.ts` just leave it in place. If it doesn't have\n            // .ts or .d.ts, append `.ts'. Also, if it is in
`node_modules`, trim the `node_module`\n            // location as it is not important to finding the file.\n
_originalFileMemo =\n                _this.host.getOutputName(topLevelPath.replace(/((\\.ts)|(\\.d\\.ts)|)$/, '.ts')\n
            .replace(/^.*node_modules[/\\\\]/, ''));\n        }\n        return _originalFileMemo;\n    };\n    var self
= this;\n    var ReferenceTransformer = /** @class */ (function (_super) {\n
__extends(ReferenceTransformer, _super);\n        function ReferenceTransformer() {\n            return _super
!== null && _super.apply(this, arguments) || this;\n        }\n
ReferenceTransformer.prototype.visitStringMap = function (map, functionParams) {\n            var symbolic =
map['__symbolic'];\n            if (symbolic === 'function') {\n                var oldLen = functionParams.length;\n
            functionParams.push.apply(functionParams, __spread((map['parameters'] || [])));\n                var result =
_super.prototype.visitStringMap.call(this, map, functionParams);\n                functionParams.length = oldLen;\n
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            return result;\n            }\n            else if (symbolic === 'reference') {\n                var module =
map['module'];\n                var name_1 = map['name'] ? unescapeIdentifier(map['name']) : map['name'];\n
    if (!name_1) {\n                    return null;\n                }\n                var filePath = void 0;\n                if
(module) {\n                    filePath = self.resolveModule(module, sourceSymbol.filePath);\n                    if
(!filePath) {\n                        return {\n                            __symbolic: 'error',\n                            message:
\"Could not resolve \" + module + \" relative to \" + self.host.getMetadataFor(sourceSymbol.filePath) + \".\",\n
                line: map.line,\n                            character: map.character,\n                            fileName:
getOriginalName()\n                        };\n                    }\n                    return {\n                        __symbolic:
'resolved',\n                        symbol: self.getStaticSymbol(filePath, name_1),\n                        line: map.line,\n
                character: map.character,\n                        fileName: getOriginalName()\n                    };\n
    }\n                else if (functionParams.indexOf(name_1) >= 0) {\n                    // reference to a function
parameter\n                    return { __symbolic: 'reference', name: name_1 };\n                }\n                else {\n
                if (topLevelSymbolNames.has(name_1)) {\n                        return self.getStaticSymbol(topLevelPath,
name_1);\n                    }\n                }\n            }\n            else if (symbolic === 'error') {\n
return __assign({}, map, { fileName: getOriginalName() });\n            }\n            else {\n                return
_super.prototype.visitStringMap.call(this, map, functionParams);\n            }\n        };\n        return
ReferenceTransformer;\n    }(ValueTransformer));\n    var transformedMeta = visitValue(metadata, new
ReferenceTransformer(), []);\n    var unwrappedTransformedMeta =
unwrapResolvedMetadata(transformedMeta);\n    if (unwrappedTransformedMeta instanceof StaticSymbol) {\n
    return this.createExport(sourceSymbol, unwrappedTransformedMeta);\n    }\n    return new
ResolvedStaticSymbol(sourceSymbol, transformedMeta);\n    };\n    StaticSymbolResolver.prototype.createExport =
function (sourceSymbol, targetSymbol) {\n    sourceSymbol.assertNoMembers();\n
targetSymbol.assertNoMembers();\n    if (this.summaryResolver.isLibraryFile(sourceSymbol.filePath) &&\n
  this.summaryResolver.isLibraryFile(targetSymbol.filePath)) {\n        // This case is for an ng library importing
symbols from a plain ts library\n        // transitively.\n        // Note: We rely on the fact that we discover symbols
in the direction\n        // from source files to library files\n        this.importAs.set(targetSymbol,
this.getImportAs(sourceSymbol) || sourceSymbol);\n    }\n    return new ResolvedStaticSymbol(sourceSymbol,
targetSymbol);\n    };\n    StaticSymbolResolver.prototype.reportError = function (error$$1, context, path) {\n    if
(this.errorRecorder) {\n        this.errorRecorder(error$$1, (context && context.filePath) || path);\n    }\n
else {\n        throw error$$1;\n    }\n    };\n    /**\n     * @param module an absolute path to a module file.\n
*/\n    StaticSymbolResolver.prototype.getModuleMetadata = function (module) {\n    var moduleMetadata =
this.metadataCache.get(module);\n    if (!moduleMetadata) {\n        var moduleMetadatas =
this.host.getMetadataFor(module);\n        if (moduleMetadatas) {\n            var maxVersion_1 = -1;\n
moduleMetadatas.forEach(function (md) {\n                if (md && md['version'] > maxVersion_1) {\n
 maxVersion_1 = md['version'];\n                    moduleMetadata = md;\n                }\n            });\n        }\n
    if (!moduleMetadata) {\n            moduleMetadata =\n                { __symbolic: 'module', version:
SUPPORTED_SCHEMA_VERSION, module: module, metadata: {} };\n        }\n        if
(moduleMetadata['version'] != SUPPORTED_SCHEMA_VERSION) {\n            var errorMessage =
moduleMetadata['version'] == 2 ?\n                \"Unsupported metadata version \" + moduleMetadata['version'] + \"
for module \" + module + \". This module should be compiled with a newer version of ngc\" :\n
\"Metadata version mismatch for module \" + this.host.getOutputName(module) + \", found version \" +
moduleMetadata['version'] + \", expected \" + SUPPORTED_SCHEMA_VERSION;\n
this.reportError(new Error(errorMessage));\n        }\n        this.metadataCache.set(module, moduleMetadata);\n
    }\n    return moduleMetadata;\n    };\n    StaticSymbolResolver.prototype.getSymbolByModule = function
(module, symbolName, containingFile) {\n    var filePath = this.resolveModule(module, containingFile);\n    if
(!filePath) {\n        this.reportError(new Error(\"Could not resolve module \" + module + (containingFile ? '
relative to ' +\n            this.host.getOutputName(containingFile) : '')));\n        return
this.getStaticSymbol(\"ERROR:\" + module, symbolName);\n    }\n    return this.getStaticSymbol(filePath,
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symbolName);\n    };\n    StaticSymbolResolver.prototype.resolveModule = function (module, containingFile) {\n
  try {\n            return this.host.moduleNameToFileName(module, containingFile);\n        }\n        catch (e) {\n
console.error(\"Could not resolve module '\" + module + \"' relative to file \" + containingFile);\n
this.reportError(e, undefined, containingFile);\n        }\n        return null;\n    };\n    return
StaticSymbolResolver;\n}());\n// Remove extra underscore from escaped identifier.\n// See
https://github.com/Microsoft/TypeScript/blob/master/src/compiler/utilities.ts\nfunction
unescapeIdentifier(identifier) {\n    return identifier.startsWith('___') ? identifier.substr(1) : identifier;\n}\nfunction
unwrapResolvedMetadata(metadata) {\n    if (metadata && metadata.__symbolic === 'resolved') {\n        return
metadata.symbol;\n    }\n    return metadata;\n}\n\nfunction serializeSummaries(srcFileName, forJitCtx,
summaryResolver, symbolResolver, symbols, types) {\n    var toJsonSerializer = new
ToJsonSerializer(symbolResolver, summaryResolver, srcFileName);\n    // for symbols, we use everything except
for the class metadata itself\n    // (we keep the statics though), as the class metadata is contained in the\n    //
CompileTypeSummary.\n    symbols.forEach(function (resolvedSymbol) { return toJsonSerializer.addSummary({
symbol: resolvedSymbol.symbol, metadata: resolvedSymbol.metadata }); });\n    // Add type summaries.\n
types.forEach(function (_a) {\n        var summary = _a.summary, metadata = _a.metadata;\n
toJsonSerializer.addSummary({ symbol: summary.type.reference, metadata: undefined, type: summary });\n    });\n
var _a = toJsonSerializer.serialize(), json = _a.json, exportAs = _a.exportAs;\n    if (forJitCtx) {\n        var
forJitSerializer_1 = new ForJitSerializer(forJitCtx, symbolResolver, summaryResolver);\n
types.forEach(function (_a) {\n            var summary = _a.summary, metadata = _a.metadata;\n
forJitSerializer_1.addSourceType(summary, metadata);\n        });\n
toJsonSerializer.unprocessedSymbolSummariesBySymbol.forEach(function (summary) {\n            if
(summaryResolver.isLibraryFile(summary.symbol.filePath) && summary.type) {\n
forJitSerializer_1.addLibType(summary.type);\n            }\n        });\n        forJitSerializer_1.serialize(exportAs);\n
}\n    return { json: json, exportAs: exportAs };\n}\nfunction deserializeSummaries(symbolCache,
summaryResolver, libraryFileName, json) {\n    var deserializer = new FromJsonDeserializer(symbolCache,
summaryResolver);\n    return deserializer.deserialize(libraryFileName, json);\n}\nfunction
createForJitStub(outputCtx, reference) {\n    return createSummaryForJitFunction(outputCtx, reference,
NULL_EXPR);\n}\nfunction createSummaryForJitFunction(outputCtx, reference, value) {\n    var fnName =
summaryForJitName(reference.name);\n    outputCtx.statements.push(fn([], [new ReturnStatement(value)], new
ArrayType(DYNAMIC_TYPE)).toDeclStmt(fnName, [\n        StmtModifier.Final, StmtModifier.Exported\n
]));\n}\nvar ToJsonSerializer = /** @class */ (function (_super) {\n    __extends(ToJsonSerializer, _super);\n
function ToJsonSerializer(symbolResolver, summaryResolver, srcFileName) {\n        var _this = _super.call(this) ||
this;\n        _this.symbolResolver = symbolResolver;\n        _this.summaryResolver = summaryResolver;\n
_this.srcFileName = srcFileName;\n        // Note: This only contains symbols without members.\n        _this.symbols
= [];\n        _this.indexBySymbol = new Map();\n        _this.reexportedBy = new Map();\n        // This now contains a
`__symbol: number` in the place of\n        // StaticSymbols, but otherwise has the same shape as the original
objects.\n        _this.processedSummaryBySymbol = new Map();\n        _this.processedSummaries = [];\n
_this.unprocessedSymbolSummariesBySymbol = new Map();\n        _this.moduleName =
symbolResolver.getKnownModuleName(srcFileName);\n        return _this;\n    }\n
ToJsonSerializer.prototype.addSummary = function (summary) {\n        var _this = this;\n        var
unprocessedSummary = this.unprocessedSymbolSummariesBySymbol.get(summary.symbol);\n        var
processedSummary = this.processedSummaryBySymbol.get(summary.symbol);\n        if (!unprocessedSummary)
{\n            unprocessedSummary = { symbol: summary.symbol, metadata: undefined };\n
this.unprocessedSymbolSummariesBySymbol.set(summary.symbol, unprocessedSummary);\n
processedSummary = { symbol: this.processValue(summary.symbol, 0 /* None */) };\n
this.processedSummaries.push(processedSummary);\n
this.processedSummaryBySymbol.set(summary.symbol, processedSummary);\n        }\n        if
(!unprocessedSummary.metadata && summary.metadata) {\n            var metadata_1 = summary.metadata || {};\n
```

if (metadata_1.__symbolic === 'class') {\n // For classes, we keep everything except their class decorators.\n // We need to keep e.g. the ctor args, method names, method decorators\n // so that the class can be extended in another compilation unit.\n // We don't keep the class decorators as\n // 1) they refer to data\n // that should not cause a rebuild of downstream compilation units\n // (e.g. inline templates of @Component, or @NgModule.declarations)\n // 2) their data is already captured in TypeSummaries, e.g. DirectiveSummary.\n var clone_1 = {};\n Object.keys(metadata_1).forEach(function (propName) {\n if (propName !== 'decorators') {\n clone_1[propName] = metadata_1[propName];\n }\n });\n metadata_1 = clone_1;\n }\n else if (isCall(metadata_1)) {\n if (!isFunctionCall(metadata_1) && !isMethodCallOnVariable(metadata_1)) {\n // Don't store complex calls as we won't be able to simplify them anyways later on.\n metadata_1 = {\n __symbolic: 'error',\n message: 'Complex function calls are not supported.',\n };\n }\n }\n // Note: We need to keep storing ctor calls for e.g.\n // `export const x = new InjectionToken(...)`\n unprocessedSummary.metadata = metadata_1;\n processedSummary.metadata = this.processValue(metadata_1, 1 /* ResolveValue */);\n if (metadata_1 instanceof StaticSymbol &&\n this.summaryResolver.isLibraryFile(metadata_1.filePath)) {\n var declarationSymbol = this.symbols[this.indexBySymbol.get(metadata_1)];\n if (!isLoweredSymbol(declarationSymbol.name)) {\n // Note: symbols that were introduced during codegen in the user file can have a reexport\n // if a user used `export *`. However, we can't rely on this as tsickle will change\n // `export *` into named exports, using only the information from the typechecker.\n // As we introduce the new symbols after typecheck, Tsickle does not know about them,\n // and omits them when expanding `export *`.\n // So we have to keep reexporting these symbols manually via .ngfactory files.\n this.reexportedBy.set(declarationSymbol, summary.symbol);\n }\n }\n }\n if (!unprocessedSummary.type && summary.type) {\n unprocessedSummary.type = summary.type;\n // Note: We don't add the summaries of all referenced symbols as for the ResolvedSymbols,\n // as the type summaries already contain the transitive data that they require\n // (in a minimal way).\n processedSummary.type = this.processValue(summary.type, 0 /* None */);\n // except for reexported directives / pipes, so we need to store\n // their summaries explicitly.\n if (summary.type.summaryKind === CompileSummaryKind.NgModule) {\n var ngModuleSummary = summary.type;\n ngModuleSummary.exportedDirectives.concat(ngModuleSummary.exportedPipes).forEach(function (id) {\n var symbol = id.reference;\n if (_this.summaryResolver.isLibraryFile(symbol.filePath) &&\n !_this.unprocessedSymbolSummariesBySymbol.has(symbol)) {\n var summary_1 = _this.summaryResolver.resolveSummary(symbol);\n if (summary_1) {\n _this.addSummary(summary_1);\n }\n }\n });\n }\n }\n };\n ToJsonSerializer.prototype.serialize = function () {\n var _this = this;\n var exportAs = [];\n var json = JSON.stringify({\n moduleName: this.moduleName,\n summaries: this.processedSummaries,\n symbols: this.symbols.map(function (symbol, index) {\n symbol.assertNoMembers();\n var importAs = undefined;\n if (_this.summaryResolver.isLibraryFile(symbol.filePath)) {\n var reexportSymbol = _this.reexportedBy.get(symbol);\n if (reexportSymbol) {\n importAs = _this.indexBySymbol.get(reexportSymbol);\n }\n else {\n var summary = _this.unprocessedSymbolSummariesBySymbol.get(symbol);\n if (!summary || !summary.metadata || summary.metadata.__symbolic !== 'interface') {\n importAs = symbol.name + \"_\" + index;\n exportAs.push({ symbol: symbol, exportAs: importAs });\n }\n }\n }\n return {\n __symbol: index,\n name: symbol.name,\n filePath: _this.summaryResolver.toSummaryFileName(symbol.filePath, _this.srcFileName),\n importAs: importAs\n };\n })\n });\n return { json: json, exportAs: exportAs };\n };\n ToJsonSerializer.prototype.processValue = function (value, flags) {\n return visitValue(value, this, flags);\n

};\n ToJsonSerializer.prototype.visitOther = function (value, context) {\n if (value instanceof StaticSymbol) {\n var baseSymbol = this.symbolResolver.getStaticSymbol(value.filePath, value.name);\n var index = this.visitStaticSymbol(baseSymbol, context);\n return { __symbol: index, members: value.members };\n }\n };\n /**\n * Strip line and character numbers from ngsummaries.\n * Emitting them causes white spaces changes to retrigger upstream\n * recompilations in bazel.\n * TODO: find out a way to have line and character numbers in errors without\n * excessive recompilation in bazel.\n */\n ToJsonSerializer.prototype.visitStringMap = function (map, context) {\n if (map['__symbolic'] === 'resolved') {\n return visitValue(map.symbol, this, context);\n }\n if (map['__symbolic'] === 'error') {\n delete map['line'];\n delete map['character'];\n }\n return _super.prototype.visitStringMap.call(this, map, context);\n };\n /**\n * Returns null if the options.resolveValue is true, and the summary for the symbol\n * resolved to a type or could not be resolved.\n */\n ToJsonSerializer.prototype.visitStaticSymbol = function (baseSymbol, flags) {\n var index = this.indexBySymbol.get(baseSymbol);\n var summary = null;\n if (flags & 1 /* ResolveValue */ &&\n this.summaryResolver.isLibraryFile(baseSymbol.filePath)) {\n if (this.unprocessedSymbolSummariesBySymbol.has(baseSymbol)) {\n // the summary for this symbol was already added\n // -> nothing to do.\n return index;\n }\n summary = this.loadSummary(baseSymbol);\n if (summary && summary.metadata instanceof StaticSymbol) {\n // The summary is a reexport\n index = this.visitStaticSymbol(summary.metadata, flags);\n // reset the summary as it is just a reexport, so we don't want to store it.\n summary = null;\n }\n }\n else if (index != null) {\n // Note: == on purpose to compare with undefined!\n // No summary and the symbol is already added -> nothing to do.\n return index;\n }\n // Note: == on purpose to compare with undefined!\n if (index == null) {\n index = this.symbols.length;\n this.symbols.push(baseSymbol);\n }\n this.indexBySymbol.set(baseSymbol, index);\n if (summary) {\n this.addSummary(summary);\n }\n return index;\n };\n ToJsonSerializer.prototype.loadSummary = function (symbol) {\n var summary = this.summaryResolver.resolveSummary(symbol);\n if (!summary) {\n // some symbols might originate from a plain typescript library\n // that just exported .d.ts and .metadata.json files, i.e. where no summary\n // files were created.\n var resolvedSymbol = this.symbolResolver.resolveSymbol(symbol);\n if (resolvedSymbol) {\n summary = { symbol: resolvedSymbol.symbol, metadata: resolvedSymbol.metadata };\n }\n }\n return summary;\n };\n return ToJsonSerializer;\n}(ValueTransformer));\nvar ForJitSerializer = /** @class */ (function () {\n function ForJitSerializer(outputCtx, symbolResolver, summaryResolver) {\n this.outputCtx = outputCtx;\n this.symbolResolver = symbolResolver;\n this.summaryResolver = summaryResolver;\n this.data = [];\n }\n ForJitSerializer.prototype.addSourceType = function (summary, metadata) {\n this.data.push({ summary: summary, metadata: metadata, isLibrary: false });\n };\n ForJitSerializer.prototype.addLibType = function (summary) {\n this.data.push({ summary: summary, metadata: null, isLibrary: true });\n };\n ForJitSerializer.prototype.serialize = function (exportAsArr) {\n var _this = this;\n var e_1, _a, e_2, _b, e_3, _c;\n var exportAsBySymbol = new Map();\n try {\n for (var exportAsArr_1 = __values(exportAsArr), exportAsArr_1_1 = exportAsArr_1.next(); !exportAsArr_1_1.done; exportAsArr_1_1 = exportAsArr_1.next()) {\n var _d = exportAsArr_1_1.value, symbol = _d.symbol, exportAs = _d.exportAs;\n exportAsBySymbol.set(symbol, exportAs);\n }\n }\n catch (e_1_1) { e_1 = { error: e_1_1 }; }\n finally {\n try {\n if (exportAsArr_1_1 && !exportAsArr_1_1.done && (_a = exportAsArr_1.return)) _a.call(exportAsArr_1);\n }\n finally { if (e_1) throw e_1.error; }\n }\n var ngModuleSymbols = new Set();\n try {\n for (var _e = __values(this.data), _f = _e.next(); !_f.done; _f = _e.next()) {\n var _g = _f.value, summary = _g.summary, metadata = _g.metadata, isLibrary = _g.isLibrary;\n if (summary.summaryKind === CompileSummaryKind.NgModule) {\n // collect the symbols that refer to NgModule classes.\n // Note: we can't just rely on `summary.type.summaryKind` to determine this as\n // we don't add the summaries of all referenced symbols when we serialize type summaries.\n // See serializeSummaries for details.\n ngModuleSymbols.add(summary.type.reference);\n var modSummary = summary;\n try {\n

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                for (var _h = __values(modSummary.modules), _j = _h.next(); !_j.done; _j = _h.next()) {\n
    var mod = _j.value;\n                    ngModuleSymbols.add(mod.reference);\n                }\n
}\n                catch (e_3_1) { e_3 = { error: e_3_1 }; }\n                finally {\n                try {\n
  if (_j && !_j.done && (_c = _h.return)) _c.call(_h);\n                }\n                finally { if (e_3) throw
e_3.error; }\n                }\n            }\n            if (!isLibrary) {\n                var fnName =
summaryForJitName(summary.type.reference.name);\n                createSummaryForJitFunction(this.outputCtx,
summary.type.reference, this.serializeSummaryWithDeps(summary, metadata));\n            }\n        }\n    }\n
  catch (e_2_1) { e_2 = { error: e_2_1 }; }\n    finally {\n        try {\n            if (_f && !_f.done && (_b =
_e.return)) _b.call(_e);\n        }\n        finally { if (e_2) throw e_2.error; }\n    }\n
ngModuleSymbols.forEach(function (ngModuleSymbol) {\n        if
(_this.summaryResolver.isLibraryFile(ngModuleSymbol.filePath)) {\n            var exportAs =
exportAsBySymbol.get(ngModuleSymbol) || ngModuleSymbol.name;\n            var jitExportAsName =
summaryForJitName(exportAs);\n            _this.outputCtx.statements.push(variable(jitExportAsName)\n
  .set(_this.serializeSummaryRef(ngModuleSymbol))\n                .toDeclStmt(null, [StmtModifier.Exported]));\n
    }\n    });\n    };\n    ForJitSerializer.prototype.serializeSummaryWithDeps = function (summary, metadata)
{\n    var _this = this;\n    var expressions = [this.serializeSummary(summary)];\n    var providers = [];\n
if (metadata instanceof CompileNgModuleMetadata) {\n        expressions.push.apply(expressions, __spread(\n
    // For directives / pipes, we only add the declared ones,\n        // and rely on transitively importing NgModules
to get the transitive\n        // summaries.\n        metadata.declaredDirectives.concat(metadata.declaredPipes)\n
        .map(function (type) { return type.reference; })\n            // For modules,\n            // we also add the
summaries for modules\n            // from libraries.\n            // This is ok as we produce reexports for all
transitive modules.\n            .concat(metadata.transitiveModule.modules.map(function (type) { return
type.reference; })\n            .filter(function (ref) { return ref !== metadata.type.reference; }))\n
.map(function (ref) { return _this.serializeSummaryRef(ref); })));\n        // Note: We don't use
`NgModuleSummary.providers`, as that one is transitive,\n        // and we already have transitive modules.\n
providers = metadata.providers;\n    }\n    else if (summary.summaryKind ===
CompileSummaryKind.Directive) {\n        var dirSummary = summary;\n        providers =
dirSummary.providers.concat(dirSummary.viewProviders);\n    }\n    // Note: We can't just refer to the
`ngsummary.ts` files for `useClass` providers (as we do for\n    // declaredDirectives / declaredPipes), as we
allow\n    // providers without ctor arguments to skip the `@Injectable` decorator,\n    // i.e. we didn't generate
.ngsummary.ts files for these.\n    expressions.push.apply(expressions, __spread(providers.filter(function
(provider) { return !!provider.useClass; }).map(function (provider) { return _this.serializeSummary({\n
summaryKind: CompileSummaryKind.Injectable, type: provider.useClass\n    }); })));\n    return
literalArr(expressions);\n    };\n    ForJitSerializer.prototype.serializeSummaryRef = function (typeSymbol) {\n
var jitImportedSymbol = this.symbolResolver.getStaticSymbol(summaryForJitFileName(typeSymbol.filePath),
summaryForJitName(typeSymbol.name));\n    return this.outputCtx.importExpr(jitImportedSymbol);\n    };\n
ForJitSerializer.prototype.serializeSummary = function (data) {\n    var outputCtx = this.outputCtx;\n    var
Transformer = /** @class */ (function () {\n        function Transformer() {\n        }\n
Transformer.prototype.visitArray = function (arr, context) {\n            var _this = this;\n            return
literalArr(arr.map(function (entry) { return visitValue(entry, _this, context); }));\n        };\n
Transformer.prototype.visitStringMap = function (map, context) {\n            var _this = this;\n            return new
LiteralMapExpr(Object.keys(map).map(function (key) { return new LiteralMapEntry(key, visitValue(map[key],
_this, context), false); }));\n        };\n        Transformer.prototype.visitPrimitive = function (value, context) {
return literal(value); };\n        Transformer.prototype.visitOther = function (value, context) {\n            if (value
instanceof StaticSymbol) {\n                return outputCtx.importExpr(value);\n            }\n            else {\n
    throw new Error(\"Illegal State: Encountered value \" + value);\n            }\n        };\n        return
Transformer;\n    }());\n    return visitValue(data, new Transformer(), null);\n    };\n    return
ForJitSerializer;\n}());\nvar FromJsonDeserializer = /** @class */ (function (_super) {\n
```

__extends(FromJsonDeserializer, _super);\n   function FromJsonDeserializer(symbolCache, summaryResolver) {\n
    var _this = _super.call(this) || this;\n   _this.symbolCache = symbolCache;\n   _this.summaryResolver =
summaryResolver;\n   return _this;\n   }\n   FromJsonDeserializer.prototype.deserialize = function
(libraryFileName, json) {\n   var _this = this;\n   var data = JSON.parse(json);\n   var allImportAs = [];\n
 this.symbols = data.symbols.map(function (serializedSymbol) { return
_this.symbolCache.get(_this.summaryResolver.fromSummaryFileName(serializedSymbol.filePath,
libraryFileName), serializedSymbol.name); });\n   data.symbols.forEach(function (serializedSymbol, index) {\n
        var symbol = _this.symbols[index];\n   var importAs = serializedSymbol.importAs;\n   if (typeof
importAs === 'number') {\n   allImportAs.push({ symbol: symbol, importAs: _this.symbols[importAs] });\n
            }\n   else if (typeof importAs === 'string') {\n   allImportAs.push({ symbol: symbol, importAs:
_this.symbolCache.get(ngfactoryFilePath(libraryFileName), importAs) });\n   }\n   });\n   var summaries
= visitValue(data.summaries, this, null);\n   return { moduleName: data.moduleName, summaries: summaries,
importAs: allImportAs };\n   };\n   FromJsonDeserializer.prototype.visitStringMap = function (map, context) {\n
  if ('__symbol' in map) {\n   var baseSymbol = this.symbols[map['__symbol']];\n   var members =
map['members'];\n   return members.length ? this.symbolCache.get(baseSymbol.filePath, baseSymbol.name,
members) :\n   baseSymbol;\n   }\n   else {\n   return _super.prototype.visitStringMap.call(this,
map, context);\n   }\n   };\n   return FromJsonDeserializer;\n}(ValueTransformer));\nfunction isCall(metadata)
{\n   return metadata && metadata.__symbolic === 'call';\n}\nfunction isFunctionCall(metadata) {\n   return
isCall(metadata) && unwrapResolvedMetadata(metadata.expression) instanceof StaticSymbol;\n}\nfunction
isMethodCallOnVariable(metadata) {\n   return isCall(metadata) && metadata.expression &&
metadata.expression.__symbolic === 'select' &&\n   unwrapResolvedMetadata(metadata.expression.expression)
instanceof StaticSymbol;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this
source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\nvar AotCompiler = /** @class */ (function () {\n   function AotCompiler(_config,
_options, _host, reflector, _metadataResolver, _templateParser, _styleCompiler, _viewCompiler,
_typeCheckCompiler, _ngModuleCompiler, _injectableCompiler, _outputEmitter, _summaryResolver,
_symbolResolver) {\n   this._config = _config;\n   this._options = _options;\n   this._host = _host;\n
this.reflector = reflector;\n   this._metadataResolver = _metadataResolver;\n   this._templateParser =
_templateParser;\n   this._styleCompiler = _styleCompiler;\n   this._viewCompiler = _viewCompiler;\n
this._typeCheckCompiler = _typeCheckCompiler;\n   this._ngModuleCompiler = _ngModuleCompiler;\n
this._injectableCompiler = _injectableCompiler;\n   this._outputEmitter = _outputEmitter;\n
this._summaryResolver = _summaryResolver;\n   this._symbolResolver = _symbolResolver;\n
this._templateAstCache = new Map();\n   this._analyzedFiles = new Map();\n
this._analyzedFilesForInjectables = new Map();\n   }\n   AotCompiler.prototype.clearCache = function () {
this._metadataResolver.clearCache(); };\n   AotCompiler.prototype.analyzeModulesSync = function (rootFiles) {\n
    var _this = this;\n   var analyzeResult = analyzeAndValidateNgModules(rootFiles, this._host,
this._symbolResolver, this._metadataResolver);\n   analyzeResult.ngModules.forEach(function (ngModule) {
return _this._metadataResolver.loadNgModuleDirectiveAndPipeMetadata(ngModule.type.reference, true); });\n
return analyzeResult;\n   };\n   AotCompiler.prototype.analyzeModulesAsync = function (rootFiles) {\n   var
_this = this;\n   var analyzeResult = analyzeAndValidateNgModules(rootFiles, this._host, this._symbolResolver,
this._metadataResolver);\n   return Promise\n   .all(analyzeResult.ngModules.map(function (ngModule) {
return _this._metadataResolver.loadNgModuleDirectiveAndPipeMetadata(ngModule.type.reference, false); }))\n
    .then(function () { return analyzeResult; });\n   };\n   AotCompiler.prototype._analyzeFile = function (fileName)
{\n   var analyzedFile = this._analyzedFiles.get(fileName);\n   if (!analyzedFile) {\n   analyzedFile =\n
            analyzeFile(this._host, this._symbolResolver, this._metadataResolver, fileName);\n
this._analyzedFiles.set(fileName, analyzedFile);\n   }\n   return analyzedFile;\n   };\n
AotCompiler.prototype._analyzeFileForInjectables = function (fileName) {\n   var analyzedFile =
this._analyzedFilesForInjectables.get(fileName);\n   if (!analyzedFile) {\n   analyzedFile =

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analyzeFileForInjectables(this._host, this._symbolResolver, this._metadataResolver, fileName);\n
this._analyzedFilesForInjectables.set(fileName, analyzedFile);\n        }\n        return analyzedFile;\n    };\n
AotCompiler.prototype.findGeneratedFileNames = function (fileName) {\n        var _this = this;\n        var
genFileNames = [];\n        var file = this._analyzeFile(fileName);\n        // Make sure we create a .ngfactory if we
have a injectable/directive/pipe/NgModule\n        // or a reference to a non source file.\n        // Note: This is
overestimating the required .ngfactory files as the real calculation is harder.\n        // Only do this for
StubEmitFlags.Basic, as adding a type check block\n        // does not change this file (as we generate type check
blocks based on NgModules).\n        if (this._options.allowEmptyCodegenFiles || file.directives.length ||
file.pipes.length ||\n            file.injectables.length || file.ngModules.length || file.exportsNonSourceFiles) {\n
genFileNames.push(ngfactoryFilePath(file.fileName, true));\n            if (this._options.enableSummariesForJit) {\n
            genFileNames.push(summaryForJitFileName(file.fileName, true));\n            }\n        }\n        var fileSuffix =
normalizeGenFileSuffix(splitTypescriptSuffix(file.fileName, true)[1]);\n        file.directives.forEach(function
(dirSymbol) {\n            var compMeta =
_this._metadataResolver.getNonNormalizedDirectiveMetadata(dirSymbol).metadata;\n            if
(!compMeta.isComponent) {\n                return;\n            }\n            // Note: compMeta is a component and therefore
template is non null.\n            compMeta.template.styleUrls.forEach(function (styleUrl) {\n                var
normalizedUrl = _this._host.resourceNameToFileName(styleUrl, file.fileName);\n                if (!normalizedUrl) {\n
                throw syntaxError(\"Couldn't resolve resource \" + styleUrl + \" relative to \" + file.fileName);\n
}\n                var needsShim = (compMeta.template.encapsulation ||\n
_this._config.defaultEncapsulation) === ViewEncapsulation.Emulated;\n
genFileNames.push(_stylesModuleUrl(normalizedUrl, needsShim, fileSuffix));\n                if
(_this._options.allowEmptyCodegenFiles) {\n                    genFileNames.push(_stylesModuleUrl(normalizedUrl,
!needsShim, fileSuffix));\n                }\n            });\n        });\n        return genFileNames;\n    };\n
AotCompiler.prototype.emitBasicStub = function (genFileName, originalFileName) {\n        var outputCtx =
this._createOutputContext(genFileName);\n        if (genFileName.endsWith('.ngfactory.ts')) {\n            if
(!originalFileName) {\n                throw new Error(\"Assertion error: require the original file for .ngfactory.ts stubs.
File: \" + genFileName);\n            }\n            var originalFile = this._analyzeFile(originalFileName);\n
this._createNgFactoryStub(outputCtx, originalFile, 1 /* Basic */);\n        }\n        else if
(genFileName.endsWith('.ngsummary.ts')) {\n            if (this._options.enableSummariesForJit) {\n                if
(!originalFileName) {\n                    throw new Error(\"Assertion error: require the original file for .ngsummary.ts
stubs. File: \" + genFileName);\n                }\n                var originalFile = this._analyzeFile(originalFileName);\n
        _createEmptyStub(outputCtx);\n                originalFile.ngModules.forEach(function (ngModule) {\n
// create exports that user code can reference\n                    createForJitStub(outputCtx, ngModule.type.reference);\n
            });\n            }\n        }\n        else if (genFileName.endsWith('.ngstyle.ts')) {\n
_createEmptyStub(outputCtx);\n        }\n        // Note: for the stubs, we don't need a property srcFileUrl,\n        // as
later on in emitAllImpls we will create the proper GeneratedFiles with the\n        // correct srcFileUrl.\n        // This
is good as e.g. for .ngstyle.ts files we can't derive\n        // the url of components based on the genFileUrl.\n
return this._codegenSourceModule('unknown', outputCtx);\n    };\n    AotCompiler.prototype.emitTypeCheckStub =
function (genFileName, originalFileName) {\n        var originalFile = this._analyzeFile(originalFileName);\n
var outputCtx = this._createOutputContext(genFileName);\n        if (genFileName.endsWith('.ngfactory.ts')) {\n
  this._createNgFactoryStub(outputCtx, originalFile, 2 /* TypeCheck */);\n        }\n        return
outputCtx.statements.length > 0 ?\n            this._codegenSourceModule(originalFile.fileName, outputCtx) :\n
null;\n    };\n    AotCompiler.prototype.loadFilesAsync = function (fileNames, tsFiles) {\n        var _this = this;\n
var files = fileNames.map(function (fileName) { return _this._analyzeFile(fileName); });\n        var loadingPromises
= [];\n        files.forEach(function (file) { return file.ngModules.forEach(function (ngModule) {\n            return
loadingPromises.push(_this._metadataResolver.loadNgModuleDirectiveAndPipeMetadata(ngModule.type.reference
, false));\n        }); });\n        var analyzedInjectables = tsFiles.map(function (tsFile) { return
_this._analyzeFileForInjectables(tsFile); });\n        return Promise.all(loadingPromises).then(function (_) { return
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({\n analyzedModules: mergeAndValidateNgFiles(files),\n analyzedInjectables: analyzedInjectables,\n
}); });\n };\n AotCompiler.prototype.loadFilesSync = function (fileNames, tsFiles) {\n var _this = this;\n
var files = fileNames.map(function (fileName) { return _this._analyzeFile(fileName); });\n
files.forEach(function (file) { return file.ngModules.forEach(function (ngModule) { return
_this._metadataResolver.loadNgModuleDirectiveAndPipeMetadata(ngModule.type.reference, true); }); });\n
var analyzedInjectables = tsFiles.map(function (tsFile) { return _this._analyzeFileForInjectables(tsFile); });\n
return {\n analyzedModules: mergeAndValidateNgFiles(files),\n analyzedInjectables:
analyzedInjectables,\n };\n };\n AotCompiler.prototype._createNgFactoryStub = function (outputCtx, file,
emitFlags) {\n var _this = this;\n var componentId = 0;\n file.ngModules.forEach(function
(ngModuleMeta, ngModuleIndex) {\n // Note: the code below needs to executed for StubEmitFlags.Basic and
StubEmitFlags.TypeCheck,\n // so we don't change the .ngfactory file too much when adding the type-check
block.\n // create exports that user code can reference\n
_this._ngModuleCompiler.createStub(outputCtx, ngModuleMeta.type.reference);\n // add references to the
symbols from the metadata.\n // These can be used by the type check block for components,\n // and
they also cause TypeScript to include these files into the program too,\n // which will make them part of the
analyzedFiles.\n var externalReferences = __spread(ngModuleMeta.transitiveModule.directives.map(function
(d) { return d.reference; }), ngModuleMeta.transitiveModule.pipes.map(function (d) { return d.reference; }),
ngModuleMeta.importedModules.map(function (m) { return m.type.reference; }),
ngModuleMeta.exportedModules.map(function (m) { return m.type.reference; }),
_this._externalIdentifierReferences([Identifiers.TemplateRef, Identifiers.ElementRef]));\n var
externalReferenceVars = new Map();\n externalReferences.forEach(function (ref, typeIndex) {\n
externalReferenceVars.set(ref, \"_decl\" + ngModuleIndex + \"_\" + typeIndex);\n });\n
externalReferenceVars.forEach(function (varName, reference) {\n
outputCtx.statements.push(variable(varName)\n .set(NULL_EXPR.cast(DYNAMIC_TYPE))\n
.toDeclStmt(expressionType(outputCtx.importExpr(reference, /* typeParams */ null, /* useSummaries */
false))));\n });\n if (emitFlags & 2 /* TypeCheck */) {\n // add the type-check block for all
components of the NgModule\n ngModuleMeta.declaredDirectives.forEach(function (dirId) {\n
var compMeta = _this._metadataResolver.getDirectiveMetadata(dirId.reference);\n if
(!compMeta.isComponent) {\n return;\n }\n componentId++;\n
_this._createTypeCheckBlock(outputCtx, compMeta.type.reference.name + \"_Host_\" + componentId,
ngModuleMeta, _this._metadataResolver.getHostComponentMetadata(compMeta), [compMeta.type],
externalReferenceVars);\n _this._createTypeCheckBlock(outputCtx, compMeta.type.reference.name +
\"_\" + componentId, ngModuleMeta, compMeta, ngModuleMeta.transitiveModule.directives,
externalReferenceVars);\n });\n }\n });\n if (outputCtx.statements.length === 0) {\n
_createEmptyStub(outputCtx);\n }\n };\n AotCompiler.prototype._externalIdentifierReferences = function
(references) {\n var e_1, _a;\n var result = [];\n try {\n for (var references_1 =
__values(references), references_1_1 = references_1.next(); !references_1_1.done; references_1_1 =
references_1.next()) {\n var reference = references_1_1.value;\n var token =
createTokenForExternalReference(this.reflector, reference);\n if (token.identifier) {\n
result.push(token.identifier.reference);\n }\n }\n }\n catch (e_1_1) { e_1 = { error: e_1_1 };
}\n finally {\n try {\n if (references_1_1 && !references_1_1.done && (_a =
references_1.return)) _a.call(references_1);\n }\n finally { if (e_1) throw e_1.error; }\n }\n
return result;\n };\n AotCompiler.prototype._createTypeCheckBlock = function (ctx, componentId, moduleMeta,
compMeta, directives, externalReferenceVars) {\n var _a;\n var _b = this._parseTemplate(compMeta,
moduleMeta, directives), parsedTemplate = _b.template, usedPipes = _b.pipes;\n (_a =
ctx.statements).push.apply(_a, __spread(this._typeCheckCompiler.compileComponent(componentId, compMeta,
parsedTemplate, usedPipes, externalReferenceVars, ctx)));\n };\n AotCompiler.prototype.emitMessageBundle =
function (analyzeResult, locale) {\n var _this = this;\n var errors = [];\n var htmlParser = new

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HtmlParser();\n        // TODO(vicb): implicit tags & attributes\n        var messageBundle = new
MessageBundle(htmlParser, [], {}, locale);\n        analyzeResult.files.forEach(function (file) {\n            var
compMetas = [];\n            file.directives.forEach(function (directiveType) {\n                var dirMeta =
_this._metadataResolver.getDirectiveMetadata(directiveType);\n                if (dirMeta && dirMeta.isComponent)
{\n                    compMetas.push(dirMeta);\n                }\n            });\n            compMetas.forEach(function
(compMeta) {\n                var html = compMeta.template.template;\n                // Template URL points to either an
HTML or TS file depending on whether\n                // the file is used with `templateUrl:` or `template:`,
respectively.\n                var templateUrl = compMeta.template.templateUrl;\n                var interpolationConfig =
InterpolationConfig.fromArray(compMeta.template.interpolation);\n                errors.push.apply(errors,
__spread(messageBundle.updateFromTemplate(html, templateUrl, interpolationConfig)));\n            });\n        });\n
  if (errors.length) {\n            throw new Error(errors.map(function (e) { return e.toString(); }).join('\\n'));\n        }\n
   return messageBundle;\n    };\n    AotCompiler.prototype.emitAllPartialModules = function (_a, r3Files) {\n
var _this = this;\n        var ngModuleByPipeOrDirective = _a.ngModuleByPipeOrDirective, files = _a.files;\n
var contextMap = new Map();\n        var getContext = function (fileName) {\n            if
(!contextMap.has(fileName)) {\n                contextMap.set(fileName, _this._createOutputContext(fileName));\n
  }\n            return contextMap.get(fileName);\n        };\n        files.forEach(function (file) { return
_this._compilePartialModule(file.fileName, ngModuleByPipeOrDirective, file.directives, file.pipes, file.ngModules,
file.injectables, getContext(file.fileName)); });\n        r3Files.forEach(function (file) { return
_this._compileShallowModules(file.fileName, file.shallowModules, getContext(file.fileName)); });\n        return
Array.from(contextMap.values())\n            .map(function (context) { return ({\n            fileName:
context.genFilePath,\n            statements: __spread(context.constantPool.statements, context.statements),\n        });
});\n    };\n    AotCompiler.prototype._compileShallowModules = function (fileName, shallowModules, context) {\n
     var _this = this;\n        shallowModules.forEach(function (module) { return
compileNgModuleFromRender2(context, module, _this._injectableCompiler); });\n    };\n
AotCompiler.prototype._compilePartialModule = function (fileName, ngModuleByPipeOrDirective, directives,
pipes, ngModules, injectables, context) {\n        var _this = this;\n        var errors = [];\n        var schemaRegistry =
new DomElementSchemaRegistry();\n        var hostBindingParser = new
BindingParser(this._templateParser.expressionParser, DEFAULT_INTERPOLATION_CONFIG, schemaRegistry,
[], errors);\n        // Process all components and directives\n        directives.forEach(function (directiveType) {\n
  var directiveMetadata = _this._metadataResolver.getDirectiveMetadata(directiveType);\n            if
(directiveMetadata.isComponent) {\n                var module = ngModuleByPipeOrDirective.get(directiveType);\n
        module ||\n                    error(\"Cannot determine the module for component '\" +
identifierName(directiveMetadata.type) + \"'\");\n                var htmlAst = directiveMetadata.template.htmlAst;\n
        var preserveWhitespaces = directiveMetadata.template.preserveWhitespaces;\n                if
(!preserveWhitespaces) {\n                    htmlAst = removeWhitespaces(htmlAst);\n                }\n                var
render3Ast = htmlAstToRender3Ast(htmlAst.rootNodes, hostBindingParser);\n                // Map of StaticType by
directive selectors\n                var directiveTypeBySel_1 = new Map();\n                var directives_1 =
module.transitiveModule.directives.map(function (dir) { return
_this._metadataResolver.getDirectiveSummary(dir.reference); });\n                directives_1.forEach(function
(directive) {\n                    if (directive.selector) {\n                        directiveTypeBySel_1.set(directive.selector,
directive.type.reference);\n                    }\n                });\n                // Map of StaticType by pipe names\n
var pipeTypeByName_1 = new Map();\n                var pipes_1 = module.transitiveModule.pipes.map(function
(pipe) { return _this._metadataResolver.getPipeSummary(pipe.reference); });\n                pipes_1.forEach(function
(pipe) { pipeTypeByName_1.set(pipe.name, pipe.type.reference); });\n
compileComponentFromRender2(context, directiveMetadata, render3Ast, _this.reflector, hostBindingParser,
directiveTypeBySel_1, pipeTypeByName_1);\n            }\n            else {\n
compileDirectiveFromRender2(context, directiveMetadata, _this.reflector, hostBindingParser);\n            }\n
});\n        pipes.forEach(function (pipeType) {\n            var pipeMetadata =
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_this._metadataResolver.getPipeMetadata(pipeType);\n            if (pipeMetadata) {\n
compilePipeFromRender2(context, pipeMetadata, _this.reflector);\n            }\n        });\n
injectables.forEach(function (injectable) { return _this._injectableCompiler.compile(injectable, context); });\n    };\n
 AotCompiler.prototype.emitAllPartialModules2 = function (files) {\n        var _this = this;\n        // Using reduce
like this is a select many pattern (where map is a select pattern)\n        return files.reduce(function (r, file) {\n
r.push.apply(r, __spread(_this._emitPartialModule2(file.fileName, file.injectables)));\n            return r;\n        },
[]);\n    };\n    AotCompiler.prototype._emitPartialModule2 = function (fileName, injectables) {\n        var _this =
this;\n        var context = this._createOutputContext(fileName);\n        injectables.forEach(function (injectable) {
return _this._injectableCompiler.compile(injectable, context); });\n        if (context.statements &&
context.statements.length > 0) {\n            return [{ fileName: fileName, statements:
__spread(context.constantPool.statements, context.statements) }];\n        }\n        return [];\n    };\n
AotCompiler.prototype.emitAllImpls = function (analyzeResult) {\n        var _this = this;\n        var
ngModuleByPipeOrDirective = analyzeResult.ngModuleByPipeOrDirective, files = analyzeResult.files;\n        var
sourceModules = files.map(function (file) { return _this._compileImplFile(file.fileName,
ngModuleByPipeOrDirective, file.directives, file.pipes, file.ngModules, file.injectables); });\n        return
flatten(sourceModules);\n    };\n    AotCompiler.prototype._compileImplFile = function (srcFileUrl,
ngModuleByPipeOrDirective, directives, pipes, ngModules, injectables) {\n        var _this = this;\n        var
fileSuffix = normalizeGenFileSuffix(splitTypescriptSuffix(srcFileUrl, true)[1]);\n        var generatedFiles = [];\n
var outputCtx = this._createOutputContext(ngfactoryFilePath(srcFileUrl, true));\n
generatedFiles.push.apply(generatedFiles, __spread(this._createSummary(srcFileUrl, directives, pipes, ngModules,
injectables, outputCtx)));\n        // compile all ng modules\n        ngModules.forEach(function (ngModuleMeta) {
return _this._compileModule(outputCtx, ngModuleMeta); });\n        // compile components\n
directives.forEach(function (dirType) {\n            var compMeta =
_this._metadataResolver.getDirectiveMetadata(dirType);\n            if (!compMeta.isComponent) {\n
return;\n            }\n            var ngModule = ngModuleByPipeOrDirective.get(dirType);\n            if (!ngModule) {\n
            throw new Error(\"Internal Error: cannot determine the module for component \" +
identifierName(compMeta.type) + \"!\");\n            }\n            // compile styles\n            var componentStylesheet =
_this._styleCompiler.compileComponent(outputCtx, compMeta);\n            // Note: compMeta is a component and
therefore template is non null.\n            compMeta.template.externalStylesheets.forEach(function (stylesheetMeta)
{\n                // Note: fill non shim and shim style files as they might\n                // be shared by component with and
without ViewEncapsulation.\n                var shim = _this._styleCompiler.needsStyleShim(compMeta);\n
generatedFiles.push(_this._codegenStyles(srcFileUrl, compMeta, stylesheetMeta, shim, fileSuffix));\n                if
(_this._options.allowEmptyCodegenFiles) {\n                    generatedFiles.push(_this._codegenStyles(srcFileUrl,
compMeta, stylesheetMeta, !shim, fileSuffix));\n                }\n            });\n            // compile components\n
var compViewVars = _this._compileComponent(outputCtx, compMeta, ngModule,
ngModule.transitiveModule.directives, componentStylesheet, fileSuffix);\n
_this._compileComponentFactory(outputCtx, compMeta, ngModule, fileSuffix);\n        });\n        if
(outputCtx.statements.length > 0 || this._options.allowEmptyCodegenFiles) {\n            var srcModule =
this._codegenSourceModule(srcFileUrl, outputCtx);\n            generatedFiles.unshift(srcModule);\n        }\n
return generatedFiles;\n    };\n    AotCompiler.prototype._createSummary = function (srcFileName, directives, pipes,
ngModules, injectables, ngFactoryCtx) {\n        var _this = this;\n        var symbolSummaries =
this._symbolResolver.getSymbolsOf(srcFileName)\n            .map(function (symbol) { return
_this._symbolResolver.resolveSymbol(symbol); });\n        var typeData = __spread(ngModules.map(function (meta)
{ return ({\n            summary: _this._metadataResolver.getNgModuleSummary(meta.type.reference),\n
metadata: _this._metadataResolver.getNgModuleMetadata(meta.type.reference)\n        }); }),
directives.map(function (ref) { return ({\n            summary: _this._metadataResolver.getDirectiveSummary(ref),\n
      metadata: _this._metadataResolver.getDirectiveMetadata(ref)\n        }); }), pipes.map(function (ref) { return ({\n
          summary: _this._metadataResolver.getPipeSummary(ref),\n            metadata:
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_this._metadataResolver.getPipeMetadata(ref)\n   }); }), injectables.map(function (ref) { return ({\n summary: _this._metadataResolver.getInjectableSummary(ref.symbol),\n   metadata: _this._metadataResolver.getInjectableSummary(ref.symbol).type\n   }); }));\n   var forJitOutputCtx = this._options.enableSummariesForJit ?\n   this._createOutputContext(summaryForJitFileName(srcFileName, true)) :\n   null;\n   var _a = serializeSummaries(srcFileName, forJitOutputCtx, this._summaryResolver, this._symbolResolver, symbolSummaries, typeData), json = _a.json, exportAs = _a.exportAs;\n exportAs.forEach(function (entry) {\n ngFactoryCtx.statements.push(variable(entry.exportAs).set(ngFactoryCtx.importExpr(entry.symbol)).toDeclStmt(null, [\n   StmtModifier.Exported\n   ]));\n   });\n   var summaryJson = new GeneratedFile(srcFileName, summaryFileName(srcFileName), json);\n   var result = [summaryJson];\n   if (forJitOutputCtx) {\n   result.push(this._codegenSourceModule(srcFileName, forJitOutputCtx));\n   }\n return result;\n   };\n   AotCompiler.prototype._compileModule = function (outputCtx, ngModule) {\n   var providers = [];\n   if (this._options.locale) {\n   var normalizedLocale = this._options.locale.replace(/_/g, '-');\n   providers.push({\n   token: createTokenForExternalReference(this.reflector, Identifiers.LOCALE_ID),\n   useValue: normalizedLocale,\n   });\n   }\n   if (this._options.i18nFormat) {\n   providers.push({\n   token: createTokenForExternalReference(this.reflector, Identifiers.TRANSLATIONS_FORMAT),\n   useValue: this._options.i18nFormat\n   });\n   }\n   this._ngModuleCompiler.compile(outputCtx, ngModule, providers);\n   };\n   AotCompiler.prototype._compileComponentFactory = function (outputCtx, compMeta, ngModule, fileSuffix) {\n   var hostMeta = this._metadataResolver.getHostComponentMetadata(compMeta);\n var hostViewFactoryVar = this._compileComponent(outputCtx, hostMeta, ngModule, [compMeta.type], null, fileSuffix)\n   .viewClassVar;\n   var compFactoryVar = componentFactoryName(compMeta.type.reference);\n   var inputsExprs = [];\n   for (var propName in compMeta.inputs) {\n   var templateName = compMeta.inputs[propName];\n   // Don't quote so that the key gets minified...\n   inputsExprs.push(new LiteralMapEntry(propName, literal(templateName), false));\n }\n   var outputsExprs = [];\n   for (var propName in compMeta.outputs) {\n   var templateName = compMeta.outputs[propName];\n   // Don't quote so that the key gets minified...\n outputsExprs.push(new LiteralMapEntry(propName, literal(templateName), false));\n   }\n outputCtx.statements.push(variable(compFactoryVar)\n .set(importExpr(Identifiers.createComponentFactory).callFn([\n   literal(compMeta.selector), outputCtx.importExpr(compMeta.type.reference),\n   variable(hostViewFactoryVar), new LiteralMapExpr(inputsExprs),\n   new LiteralMapExpr(outputsExprs),\n literalArr(compMeta.template.ngContentSelectors.map(function (selector) { return literal(selector); }))\n   ]))\n   .toDeclStmt(importType(Identifiers.ComponentFactory, [expressionType(outputCtx.importExpr(compMeta.type.reference))], [TypeModifier.Const]), [StmtModifier.Final, StmtModifier.Exported]));\n   };\n   AotCompiler.prototype._compileComponent = function (outputCtx, compMeta, ngModule, directiveIdentifiers, componentStyles, fileSuffix) {\n   var _a = this._parseTemplate(compMeta, ngModule, directiveIdentifiers), parsedTemplate = _a.template, usedPipes = _a.pipes;\n   var stylesExpr = componentStyles ? variable(componentStyles.stylesVar) : literalArr([]);\n   var viewResult = this._viewCompiler.compileComponent(outputCtx, compMeta, parsedTemplate, stylesExpr, usedPipes);\n   if (componentStyles) {\n   _resolveStyleStatements(this._symbolResolver, componentStyles, this._styleCompiler.needsStyleShim(compMeta), fileSuffix);\n   }\n   return viewResult;\n   };\n   AotCompiler.prototype._parseTemplate = function (compMeta, ngModule, directiveIdentifiers) {\n   var _this = this;\n   if (this._templateAstCache.has(compMeta.type.reference)) {\n   return this._templateAstCache.get(compMeta.type.reference);\n   }\n   var preserveWhitespaces = compMeta.template.preserveWhitespaces;\n   var directives = directiveIdentifiers.map(function (dir) { return _this._metadataResolver.getDirectiveSummary(dir.reference); });\n   var pipes = ngModule.transitiveModule.pipes.map(function (pipe) { return

_this._metadataResolver.getPipeSummary(pipe.reference); });\n var result = this._templateParser.parse(compMeta, compMeta.template.htmlAst, directives, pipes, ngModule.schemas, templateSourceUrl(ngModule.type, compMeta, compMeta.template), preserveWhitespaces);\n this._templateAstCache.set(compMeta.type.reference, result);\n return result;\n };\n AotCompiler.prototype._createOutputContext = function (genFilePath) {\n var _this = this;\n var importExpr$$1 = function (symbol, typeParams, useSummaries) {\n if (typeParams === void 0) { typeParams = null; }\n if (useSummaries === void 0) { useSummaries = true; }\n if (!(symbol instanceof StaticSymbol)) {\n throw new Error(\"Internal error: unknown identifier \" + JSON.stringify(symbol));\n }\n var arity = _this._symbolResolver.getTypeArity(symbol) || 0;\n var _a = _this._symbolResolver.getImportAs(symbol, useSummaries) || symbol, filePath = _a.filePath, name = _a.name, members = _a.members;\n var importModule = _this._fileNameToModuleName(filePath, genFilePath);\n // It should be good enough to compare filePath to genFilePath and if they are equal\n // there is a self reference. However, ngfactory files generate to .ts but their\n // symbols have .d.ts so a simple compare is insufficient. They should be canonical\n // and is tracked by #17705.\n var selfReference = _this._fileNameToModuleName(genFilePath, genFilePath);\n var moduleName = importModule === selfReference ? null : importModule;\n // If we are in a type expression that refers to a generic type then supply\n // the required type parameters. If there were not enough type parameters\n // supplied, supply any as the type. Outside a type expression the reference\n // should not supply type parameters and be treated as a simple value reference\n // to the constructor function itself.\n var suppliedTypeParams = typeParams || [];\n var missingTypeParamsCount = arity - suppliedTypeParams.length;\n var allTypeParams = suppliedTypeParams.concat(new Array(missingTypeParamsCount).fill(DYNAMIC_TYPE));\n return members.reduce(function (expr, memberName) { return expr.prop(memberName); }, importExpr(new ExternalReference(moduleName, name, null), allTypeParams));\n };\n return { statements: [], genFilePath: genFilePath, importExpr: importExpr$$1, constantPool: new ConstantPool() };\n };\n AotCompiler.prototype._fileNameToModuleName = function (importedFilePath, containingFilePath) {\n return this._summaryResolver.getKnownModuleName(importedFilePath) ||\n this._symbolResolver.getKnownModuleName(importedFilePath) ||\n this._host.fileNameToModuleName(importedFilePath, containingFilePath);\n };\n AotCompiler.prototype._codegenStyles = function (srcFileUrl, compMeta, stylesheetMetadata, isShimmed, fileSuffix) {\n var outputCtx = this._createOutputContext(_stylesModuleUrl(stylesheetMetadata.moduleUrl, isShimmed, fileSuffix));\n var compiledStylesheet = this._styleCompiler.compileStyles(outputCtx, compMeta, stylesheetMetadata, isShimmed);\n _resolveStyleStatements(this._symbolResolver, compiledStylesheet, isShimmed, fileSuffix);\n return this._codegenSourceModule(srcFileUrl, outputCtx);\n };\n AotCompiler.prototype._codegenSourceModule = function (srcFileUrl, ctx) {\n return new GeneratedFile(srcFileUrl, ctx.genFilePath, ctx.statements);\n };\n AotCompiler.prototype.listLazyRoutes = function (entryRoute, analyzedModules) {\n var e_2, _a, e_3, _b;\n var self = this;\n if (entryRoute) {\n var symbol = parseLazyRoute(entryRoute, this.reflector).referencedModule;\n return visitLazyRoute(symbol);\n }\n else if (analyzedModules) {\n var allLazyRoutes = [];\n try {\n for (var _c = __values(analyzedModules.ngModules), _d = _c.next(); !_d.done; _d = _c.next()) {\n var ngModule = _d.value;\n var lazyRoutes = listLazyRoutes(ngModule, this.reflector);\n try {\n for (var lazyRoutes_1 = __values(lazyRoutes), lazyRoutes_1_1 = lazyRoutes_1.next(); !lazyRoutes_1_1.done; lazyRoutes_1_1 = lazyRoutes_1.next()) {\n var lazyRoute = lazyRoutes_1_1.value;\n allLazyRoutes.push(lazyRoute);\n }\n }\n catch (e_3_1) { e_3 = { error: e_3_1 }; }\n finally {\n try {\n if (lazyRoutes_1_1 && !lazyRoutes_1_1.done && (_b = lazyRoutes_1.return)) _b.call(lazyRoutes_1);\n }\n finally { if (e_3) throw e_3.error; }\n }\n }\n }\n catch (e_2_1) { e_2 = { error: e_2_1 }; }\n finally {\n try {\n if (_d && !_d.done && (_a = _c.return)) _a.call(_c);\n }\n finally { if (e_2) throw e_2.error; }\n }\n return allLazyRoutes;\n

}\n else {\n throw new Error(\"Either route or analyzedModules has to be specified!\");\n }\n function visitLazyRoute(symbol, seenRoutes, allLazyRoutes) {\n if (seenRoutes === void 0) { seenRoutes = new Set(); }\n if (allLazyRoutes === void 0) { allLazyRoutes = []; }\n var e_4, _a;\n // Support pointing to default exports, but stop recursing there,\n // as the StaticReflector does not yet support default exports.\n if (seenRoutes.has(symbol) || !symbol.name) {\n return allLazyRoutes;\n }\n seenRoutes.add(symbol);\n var lazyRoutes = listLazyRoutes(self._metadataResolver.getNgModuleMetadata(symbol, true), self.reflector);\n try {\n for (var lazyRoutes_2 = __values(lazyRoutes), lazyRoutes_2_1 = lazyRoutes_2.next(); !lazyRoutes_2_1.done; lazyRoutes_2_1 = lazyRoutes_2.next()) {\n var lazyRoute = lazyRoutes_2_1.value;\n allLazyRoutes.push(lazyRoute);\n visitLazyRoute(lazyRoute.referencedModule, seenRoutes, allLazyRoutes);\n }\n }\n catch (e_4_1) { e_4 = { error: e_4_1 }; }\n finally {\n try {\n if (lazyRoutes_2_1 && !lazyRoutes_2_1.done && (_a = lazyRoutes_2.return)) _a.call(lazyRoutes_2);\n }\n finally { if (e_4) throw e_4.error; }\n }\n return allLazyRoutes;\n }\n };\n return AotCompiler;\n}());\nfunction _createEmptyStub(outputCtx) {\n // Note: We need to produce at least one import statement so that\n // TypeScript knows that the file is an es6 module. Otherwise our generated\n // exports / imports won't be emitted properly by TypeScript.\n outputCtx.statements.push(importExpr(Identifiers.ComponentFactory).toStmt());\n}\nfunction _resolveStyleStatements(symbolResolver, compileResult, needsShim, fileSuffix) {\n compileResult.dependencies.forEach(function (dep) {\n dep.setValue(symbolResolver.getStaticSymbol(_stylesModuleUrl(dep.moduleUrl, needsShim, fileSuffix), dep.name));\n });\n}\nfunction _stylesModuleUrl(stylesheetUrl, shim, suffix) {\n return \"\" + stylesheetUrl + (shim ? '.shim' : '') + \".ngstyle\" + suffix;\n}\nfunction analyzeNgModules(fileNames, host, staticSymbolResolver, metadataResolver) {\n var files = _analyzeFilesIncludingNonProgramFiles(fileNames, host, staticSymbolResolver, metadataResolver);\n return mergeAnalyzedFiles(files);\n}\nfunction analyzeAndValidateNgModules(fileNames, host, staticSymbolResolver, metadataResolver) {\n return validateAnalyzedModules(analyzeNgModules(fileNames, host, staticSymbolResolver, metadataResolver));\n}\nfunction validateAnalyzedModules(analyzedModules) {\n if (analyzedModules.symbolsMissingModule && analyzedModules.symbolsMissingModule.length) {\n var messages = analyzedModules.symbolsMissingModule.map(function (s) {\n return \"Cannot determine the module for class \" + s.name + \" in \" + s.filePath + \"! Add \" + s.name + \" to the NgModule to fix it.\";\n });\n throw syntaxError(messages.join('\\n'));\n }\n return analyzedModules;\n}\n// Analyzes all of the program files,\n// including files that are not part of the program\n// but are referenced by an NgModule.\nfunction _analyzeFilesIncludingNonProgramFiles(fileNames, host, staticSymbolResolver, metadataResolver) {\n var seenFiles = new Set();\n var files = [];\n var visitFile = function (fileName) {\n if (seenFiles.has(fileName) || !host.isSourceFile(fileName)) {\n return false;\n }\n seenFiles.add(fileName);\n var analyzedFile = analyzeFile(host, staticSymbolResolver, metadataResolver, fileName);\n files.push(analyzedFile);\n analyzedFile.ngModules.forEach(function (ngModule) {\n ngModule.transitiveModule.modules.forEach(function (modMeta) { return visitFile(modMeta.reference.filePath); });\n });\n };\n fileNames.forEach(function (fileName) { return visitFile(fileName); });\n return files;\n}\nfunction analyzeFile(host, staticSymbolResolver, metadataResolver, fileName) {\n var directives = [];\n var pipes = [];\n var injectables = [];\n var ngModules = [];\n var hasDecorators = staticSymbolResolver.hasDecorators(fileName);\n var exportsNonSourceFiles = false;\n // Don't analyze .d.ts files that have no decorators as a shortcut\n // to speed up the analysis. This prevents us from\n // resolving the references in these files.\n // Note: exportsNonSourceFiles is only needed when compiling with summaries,\n // which is not the case when .d.ts files are treated as input files.\n if (!fileName.endsWith('.d.ts') || hasDecorators) {\n staticSymbolResolver.getSymbolsOf(fileName).forEach(function (symbol) {\n var resolvedSymbol = staticSymbolResolver.resolveSymbol(symbol);\n var symbolMeta = resolvedSymbol.metadata;\n if (!symbolMeta || symbolMeta.__symbolic === 'error') {\n return;\n }\n var isNgSymbol =

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false;\n            if (symbolMeta.__symbolic === 'class') {\n                if (metadataResolver.isDirective(symbol)) {\n
            isNgSymbol = true;\n                    directives.push(symbol);\n                }\n                else if
(metadataResolver.isPipe(symbol)) {\n                    isNgSymbol = true;\n                    pipes.push(symbol);\n
}\n                else if (metadataResolver.isNgModule(symbol)) {\n                    var ngModule =
metadataResolver.getNgModuleMetadata(symbol, false);\n                    if (ngModule) {\n
isNgSymbol = true;\n                        ngModules.push(ngModule);\n                    }\n                }\n                else if
(metadataResolver.isInjectable(symbol)) {\n                    isNgSymbol = true;\n                    var injectable =
metadataResolver.getInjectableMetadata(symbol, null, false);\n                    if (injectable) {\n
injectables.push(injectable);\n                    }\n                }\n            }\n            if (!isNgSymbol) {\n
exportsNonSourceFiles =\n                    exportsNonSourceFiles || isValueExportingNonSourceFile(host,
symbolMeta);\n            }\n        });\n    }\n    return {\n        fileName: fileName, directives: directives, pipes: pipes,
ngModules: ngModules, injectables: injectables, exportsNonSourceFiles: exportsNonSourceFiles,\n
};\n}\nfunction analyzeFileForInjectables(host, staticSymbolResolver, metadataResolver, fileName) {\n    var
injectables = [];\n    var shallowModules = [];\n    if (staticSymbolResolver.hasDecorators(fileName)) {\n
staticSymbolResolver.getSymbolsOf(fileName).forEach(function (symbol) {\n            var resolvedSymbol =
staticSymbolResolver.resolveSymbol(symbol);\n            var symbolMeta = resolvedSymbol.metadata;\n            if
(!symbolMeta || symbolMeta.__symbolic === 'error') {\n                return;\n            }\n            if
(symbolMeta.__symbolic === 'class') {\n                if (metadataResolver.isInjectable(symbol)) {\n                    var
injectable = metadataResolver.getInjectableMetadata(symbol, null, false);\n                    if (injectable) {\n
    injectables.push(injectable);\n                    }\n                }\n                else if
(metadataResolver.isNgModule(symbol)) {\n                    var module =
metadataResolver.getShallowModuleMetadata(symbol);\n                    if (module) {\n
shallowModules.push(module);\n                    }\n                }\n            }\n        });\n    }\n    return { fileName:
fileName, injectables: injectables, shallowModules: shallowModules };\n}\nfunction
isValueExportingNonSourceFile(host, metadata) {\n    var exportsNonSourceFiles = false;\n    var Visitor = /**
@class */ (function () {\n        function Visitor() {\n        }\n        Visitor.prototype.visitArray = function (arr,
context) {\n            var _this = this;\n            arr.forEach(function (v) { return visitValue(v, _this, context); });\n
};\n        Visitor.prototype.visitStringMap = function (map, context) {\n            var _this = this;\n
Object.keys(map).forEach(function (key) { return visitValue(map[key], _this, context); });\n        };\n
Visitor.prototype.visitPrimitive = function (value, context) { };\n        Visitor.prototype.visitOther = function (value,
context) {\n            if (value instanceof StaticSymbol && !host.isSourceFile(value.filePath)) {\n
exportsNonSourceFiles = true;\n            }\n        };\n        return Visitor;\n    }());\n    visitValue(metadata, new
Visitor(), null);\n    return exportsNonSourceFiles;\n}\nfunction mergeAnalyzedFiles(analyzedFiles) {\n    var
allNgModules = [];\n    var ngModuleByPipeOrDirective = new Map();\n    var allPipesAndDirectives = new
Set();\n    analyzedFiles.forEach(function (af) {\n        af.ngModules.forEach(function (ngModule) {\n
allNgModules.push(ngModule);\n            ngModule.declaredDirectives.forEach(function (d) { return
ngModuleByPipeOrDirective.set(d.reference, ngModule); });\n            ngModule.declaredPipes.forEach(function (p)
{ return ngModuleByPipeOrDirective.set(p.reference, ngModule); });\n        });\n        af.directives.forEach(function
(d) { return allPipesAndDirectives.add(d); });\n        af.pipes.forEach(function (p) { return
allPipesAndDirectives.add(p); });\n    });\n    var symbolsMissingModule = [];\n
allPipesAndDirectives.forEach(function (ref) {\n        if (!ngModuleByPipeOrDirective.has(ref)) {\n
symbolsMissingModule.push(ref);\n        }\n    });\n    return {\n        ngModules: allNgModules,\n
ngModuleByPipeOrDirective: ngModuleByPipeOrDirective,\n        symbolsMissingModule:
symbolsMissingModule,\n        files: analyzedFiles\n    };\n}\nfunction mergeAndValidateNgFiles(files) {\n    return
validateAnalyzedModules(mergeAnalyzedFiles(files));\n}\n\n/**\n * @license\n * Copyright Google Inc. All
Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nvar FORMATTED_MESSAGE = 'ngFormattedMessage';\nfunction
indentStr(level) {\n    if (level <= 0)\n        return '';\n    if (level < 6)\n        return ['', ' ', '  ', '   ', '    ', '     '][level];\n
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var half = indentStr(Math.floor(level / 2));\n    return half + half + (level % 2 === 1 ? ' ' : '');\n}\nfunction
formatChain(chain, indent) {\n    if (indent === void 0) { indent = 0; }\n    if (!chain)\n        return '';\n    var position
= chain.position ?\n        chain.position.fileName + \"(\" + (chain.position.line + 1) + \",\" + (chain.position.column +
1) + \")\" :\n        '';\n    var prefix = position && indent === 0 ? position + \": \" : '';\n    var postfix = position &&
indent !== 0 ? \" at \" + position : '';\n    var message = \"\" + prefix + chain.message + postfix;\n    return \"\" +
indentStr(indent) + message + ((chain.next && ('\\n' + formatChain(chain.next, indent + 2))) || '');\n}\nfunction
formattedError(chain) {\n    var message = formatChain(chain) + '.';\n    var error$$1 = syntaxError(message);\n
error$$1[FORMATTED_MESSAGE] = true;\n    error$$1.chain = chain;\n    error$$1.position = chain.position;\n
return error$$1;\n}\nfunction isFormattedError(error$$1) {\n    return
!!error$$1[FORMATTED_MESSAGE];\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n
*\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\nvar ANGULAR_CORE = '@angular/core';\nvar ANGULAR_ROUTER =
'@angular/router';\nvar HIDDEN_KEY = /^\\$.*\\$$/;\nvar IGNORE = {\n    __symbolic: 'ignore'\n};\nvar
USE_VALUE$1 = 'useValue';\nvar PROVIDE = 'provide';\nvar REFERENCE_SET = new Set([USE_VALUE$1,
'useFactory', 'data', 'id', 'loadChildren']);\nvar TYPEGUARD_POSTFIX = 'TypeGuard';\nvar USE_IF =
'UseIf';\nfunction shouldIgnore(value) {\n    return value && value.__symbolic == 'ignore';\n}\n/**\n * A static
reflector implements enough of the Reflector API that is necessary to compile\n * templates statically.\n */\nvar
StaticReflector = /** @class */ (function () {\n    function StaticReflector(summaryResolver, symbolResolver,
knownMetadataClasses, knownMetadataFunctions, errorRecorder) {\n        if (knownMetadataClasses === void 0) {
knownMetadataClasses = []; }\n        if (knownMetadataFunctions === void 0) { knownMetadataFunctions = []; }\n
    var _this = this;\n        this.summaryResolver = summaryResolver;\n        this.symbolResolver =
symbolResolver;\n        this.errorRecorder = errorRecorder;\n        this.annotationCache = new Map();\n
this.shallowAnnotationCache = new Map();\n        this.propertyCache = new Map();\n        this.parameterCache =
new Map();\n        this.methodCache = new Map();\n        this.staticCache = new Map();\n        this.conversionMap =
new Map();\n        this.resolvedExternalReferences = new Map();\n
this.annotationForParentClassWithSummaryKind = new Map();\n        this.initializeConversionMap();\n
knownMetadataClasses.forEach(function (kc) { return
_this._registerDecoratorOrConstructor(_this.getStaticSymbol(kc.filePath, kc.name), kc.ctor); });\n
knownMetadataFunctions.forEach(function (kf) { return _this._registerFunction(_this.getStaticSymbol(kf.filePath,
kf.name), kf.fn); });\n        this.annotationForParentClassWithSummaryKind.set(CompileSummaryKind.Directive,
[createDirective, createComponent]);\n
this.annotationForParentClassWithSummaryKind.set(CompileSummaryKind.Pipe, [createPipe]);\n
this.annotationForParentClassWithSummaryKind.set(CompileSummaryKind.NgModule, [createNgModule]);\n
this.annotationForParentClassWithSummaryKind.set(CompileSummaryKind.Injectable, [createInjectable,
createPipe, createDirective, createComponent, createNgModule]);\n    }\n
StaticReflector.prototype.componentModuleUrl = function (typeOrFunc) {\n        var staticSymbol =
this.findSymbolDeclaration(typeOrFunc);\n        return this.symbolResolver.getResourcePath(staticSymbol);\n
};\n    StaticReflector.prototype.resolveExternalReference = function (ref, containingFile) {\n        var key =
undefined;\n        if (!containingFile) {\n            key = ref.moduleName + \":\" + ref.name;\n            var
declarationSymbol_1 = this.resolvedExternalReferences.get(key);\n            if (declarationSymbol_1)\n
return declarationSymbol_1;\n        }\n        var refSymbol =
this.symbolResolver.getSymbolByModule(ref.moduleName, ref.name, containingFile);\n        var
declarationSymbol = this.findSymbolDeclaration(refSymbol);\n        if (!containingFile) {\n
this.symbolResolver.recordModuleNameForFileName(refSymbol.filePath, ref.moduleName);\n
this.symbolResolver.recordImportAs(declarationSymbol, refSymbol);\n        }\n        if (key) {\n
this.resolvedExternalReferences.set(key, declarationSymbol);\n        }\n        return declarationSymbol;\n    };\n
StaticReflector.prototype.findDeclaration = function (moduleUrl, name, containingFile) {\n        return
this.findSymbolDeclaration(this.symbolResolver.getSymbolByModule(moduleUrl, name, containingFile));\n    };\n
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StaticReflector.prototype.tryFindDeclaration = function (moduleUrl, name, containingFile) {\n        var _this =
this;\n        return this.symbolResolver.ignoreErrorsFor(function () { return _this.findDeclaration(moduleUrl, name,
containingFile); });\n    };\n    StaticReflector.prototype.findSymbolDeclaration = function (symbol) {\n        var
resolvedSymbol = this.symbolResolver.resolveSymbol(symbol);\n        if (resolvedSymbol) {\n            var
resolvedMetadata = resolvedSymbol.metadata;\n            if (resolvedMetadata && resolvedMetadata.__symbolic
=== 'resolved') {\n                resolvedMetadata = resolvedMetadata.symbol;\n            }\n            if (resolvedMetadata
instanceof StaticSymbol) {\n                return this.findSymbolDeclaration(resolvedSymbol.metadata);\n            }\n
  }\n        return symbol;\n    };\n    StaticReflector.prototype.tryAnnotations = function (type) {\n        var
originalRecorder = this.errorRecorder;\n        this.errorRecorder = function (error$$1, fileName) { };\n        try {\n
      return this.annotations(type);\n        }\n        finally {\n            this.errorRecorder = originalRecorder;\n        }\n
};\n    StaticReflector.prototype.annotations = function (type) {\n        var _this = this;\n        return
this._annotations(type, function (type, decorators) { return _this.simplify(type, decorators); },
this.annotationCache);\n    };\n    StaticReflector.prototype.shallowAnnotations = function (type) {\n        var _this =
this;\n        return this._annotations(type, function (type, decorators) { return _this.simplify(type, decorators, true); },
this.shallowAnnotationCache);\n    };\n    StaticReflector.prototype._annotations = function (type, simplify,
annotationCache) {\n        var annotations = annotationCache.get(type);\n        if (!annotations) {\n
annotations = [];\n            var classMetadata = this.getTypeMetadata(type);\n            var parentType =
this.findParentType(type, classMetadata);\n            if (parentType) {\n                var parentAnnotations =
this.annotations(parentType);\n                annotations.push.apply(annotations, __spread(parentAnnotations));\n
  }\n            var ownAnnotations_1 = [];\n            if (classMetadata['decorators']) {\n                ownAnnotations_1 =
simplify(type, classMetadata['decorators']);\n                if (ownAnnotations_1) {\n
annotations.push.apply(annotations, __spread(ownAnnotations_1));\n                }\n            }\n            if (parentType
&& !this.summaryResolver.isLibraryFile(type.filePath) &&\n
this.summaryResolver.isLibraryFile(parentType.filePath)) {\n                var summary =
this.summaryResolver.resolveSummary(parentType);\n                if (summary && summary.type) {\n
var requiredAnnotationTypes =
this.annotationForParentClassWithSummaryKind.get(summary.type.summaryKind);\n                    var
typeHasRequiredAnnotation = requiredAnnotationTypes.some(function (requiredType) { return
ownAnnotations_1.some(function (ann) { return requiredType.isTypeOf(ann); }); });\n                    if
(!typeHasRequiredAnnotation) {\n                        this.reportError(formatMetadataError(metadataError(\"Class \" +
type.name + \" in \" + type.filePath + \" extends from a \" + CompileSummaryKind[summary.type.summaryKind] +
\" in another compilation unit without duplicating the decorator\", \n                        /* summary */ undefined,
\"Please add a \" + requiredAnnotationTypes.map(function (type) { return type.ngMetadataName; }).join(' or ') + \"
decorator to the class\"), type), type);\n                    }\n                }\n            }\n            annotationCache.set(type,
annotations.filter(function (ann) { return !!ann; }));\n        }\n        return annotations;\n    };\n
StaticReflector.prototype.propMetadata = function (type) {\n        var _this = this;\n        var propMetadata =
this.propertyCache.get(type);\n        if (!propMetadata) {\n            var classMetadata =
this.getTypeMetadata(type);\n            propMetadata = {};\n            var parentType = this.findParentType(type,
classMetadata);\n            if (parentType) {\n                var parentPropMetadata_1 =
this.propMetadata(parentType);\n                Object.keys(parentPropMetadata_1).forEach(function (parentProp) {\n
                propMetadata[parentProp] = parentPropMetadata_1[parentProp];\n                });\n            }\n            var
members_1 = classMetadata['members'] || {};\n            Object.keys(members_1).forEach(function (propName) {\n
            var propData = members_1[propName];\n                var prop = propData\n                    .find(function (a) {
return a['__symbolic'] == 'property' || a['__symbolic'] == 'method'; });\n                var decorators = [];\n                if
(propMetadata[propName]) {\n                    decorators.push.apply(decorators,
__spread(propMetadata[propName]));\n                }\n                propMetadata[propName] = decorators;\n                if
(prop && prop['decorators']) {\n                    decorators.push.apply(decorators, __spread(_this.simplify(type,
prop['decorators'])));\n                }\n            });\n            this.propertyCache.set(type, propMetadata);\n        }\n
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return propMetadata;\n    };\n    StaticReflector.prototype.parameters = function (type) {\n        var _this = this;\n
if (!(type instanceof StaticSymbol)) {\n            this.reportError(new Error(\"parameters received \" +
JSON.stringify(type) + \" which is not a StaticSymbol\"), type);\n            return [];\n        }\n        try {\n            var
parameters_1 = this.parameterCache.get(type);\n            if (!parameters_1) {\n                var classMetadata =
this.getTypeMetadata(type);\n                var parentType = this.findParentType(type, classMetadata);\n                var
members = classMetadata ? classMetadata['members'] : null;\n                var ctorData = members ?
members['__ctor__'] : null;\n                if (ctorData) {\n                    var ctor = ctorData.find(function (a) { return
a['__symbolic'] == 'constructor'; });\n                    var rawParameterTypes = ctor['parameters'] || [];\n                    var
parameterDecorators_1 = this.simplify(type, ctor['parameterDecorators'] || []);\n                    parameters_1 = [];\n
            rawParameterTypes.forEach(function (rawParamType, index) {\n                    var nestedResult = [];\n
            var paramType = _this.trySimplify(type, rawParamType);\n                    if (paramType)\n
 nestedResult.push(paramType);\n                    var decorators = parameterDecorators_1 ?
parameterDecorators_1[index] : null;\n                    if (decorators) {\n
nestedResult.push.apply(nestedResult, __spread(decorators));\n                    }\n
parameters_1.push(nestedResult);\n                    });\n                }\n                else if (parentType) {\n
parameters_1 = this.parameters(parentType);\n                }\n                if (!parameters_1) {\n
parameters_1 = [];\n                }\n                this.parameterCache.set(type, parameters_1);\n            }\n            return
parameters_1;\n        }\n        catch (e) {\n            console.error(\"Failed on type \" + JSON.stringify(type) + \" with
error \" + e);\n            throw e;\n        }\n    };\n    StaticReflector.prototype._methodNames = function (type) {\n
var methodNames = this.methodCache.get(type);\n        if (!methodNames) {\n            var classMetadata =
this.getTypeMetadata(type);\n            methodNames = {};\n            var parentType = this.findParentType(type,
classMetadata);\n            if (parentType) {\n                var parentMethodNames_1 =
this._methodNames(parentType);\n                Object.keys(parentMethodNames_1).forEach(function (parentProp)
{\n                    methodNames[parentProp] = parentMethodNames_1[parentProp];\n                });\n            }\n
var members_2 = classMetadata['members'] || {};\n            Object.keys(members_2).forEach(function (propName)
{\n                var propData = members_2[propName];\n                var isMethod = propData.some(function (a) {
return a['__symbolic'] == 'method'; });\n                methodNames[propName] = methodNames[propName] ||
isMethod;\n            });\n            this.methodCache.set(type, methodNames);\n        }\n        return methodNames;\n
};\n    StaticReflector.prototype._staticMembers = function (type) {\n        var staticMembers =
this.staticCache.get(type);\n        if (!staticMembers) {\n            var classMetadata = this.getTypeMetadata(type);\n
        var staticMemberData = classMetadata['statics'] || {};\n            staticMembers =
Object.keys(staticMemberData);\n            this.staticCache.set(type, staticMembers);\n        }\n        return
staticMembers;\n    };\n    StaticReflector.prototype.findParentType = function (type, classMetadata) {\n        var
parentType = this.trySimplify(type, classMetadata['extends']);\n        if (parentType instanceof StaticSymbol) {\n
    return parentType;\n        }\n    };\n    StaticReflector.prototype.hasLifecycleHook = function (type, lcProperty)
{\n        if (!(type instanceof StaticSymbol)) {\n            this.reportError(new Error(\"hasLifecycleHook received \" +
JSON.stringify(type) + \" which is not a StaticSymbol\"), type);\n        }\n        try {\n            return
!!this._methodNames(type)[lcProperty];\n        }\n        catch (e) {\n            console.error(\"Failed on type \" +
JSON.stringify(type) + \" with error \" + e);\n            throw e;\n        }\n    };\n    StaticReflector.prototype.guards =
function (type) {\n        var e_1, _a;\n        if (!(type instanceof StaticSymbol)) {\n            this.reportError(new
Error(\"guards received \" + JSON.stringify(type) + \" which is not a StaticSymbol\"), type);\n            return {};\n
 }\n        var staticMembers = this._staticMembers(type);\n        var result = {};\n        try {\n            for (var
staticMembers_1 = __values(staticMembers), staticMembers_1_1 = staticMembers_1.next();
!staticMembers_1_1.done; staticMembers_1_1 = staticMembers_1.next()) {\n                var name_1 =
staticMembers_1_1.value;\n                if (name_1.endsWith(TYPEGUARD_POSTFIX)) {\n                    var
property = name_1.substr(0, name_1.length - TYPEGUARD_POSTFIX.length);\n                    var value = void 0;\n
                if (property.endsWith(USE_IF)) {\n                    property = name_1.substr(0, property.length -
USE_IF.length);\n                    value = USE_IF;\n                }\n                else {\n                    value =
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this.getStaticSymbol(type.filePath, type.name, [name_1]);\n                }\n                result[property] = value;\n
        }\n        }\n        }\n        catch (e_1_1) { e_1 = { error: e_1_1 }; }\n        finally {\n            try {\n
if (staticMembers_1_1 && !staticMembers_1_1.done && (_a = staticMembers_1.return))
_a.call(staticMembers_1);\n            }\n            finally { if (e_1) throw e_1.error; }\n        }\n        return result;\n
};\n    StaticReflector.prototype._registerDecoratorOrConstructor = function (type, ctor) {\n
this.conversionMap.set(type, function (context, args) { return new (ctor.bind.apply(ctor, __spread([void 0], args)))();
});\n    };\n    StaticReflector.prototype._registerFunction = function (type, fn) {\n        this.conversionMap.set(type,
function (context, args) { return fn.apply(undefined, args); });\n    };\n
StaticReflector.prototype.initializeConversionMap = function () {\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Injectable'), createInjectable);\n
this.injectionToken = this.findDeclaration(ANGULAR_CORE, 'InjectionToken');\n        this.opaqueToken =
this.findDeclaration(ANGULAR_CORE, 'OpaqueToken');\n        this.ROUTES =
this.tryFindDeclaration(ANGULAR_ROUTER, 'ROUTES');\n
this.ANALYZE_FOR_ENTRY_COMPONENTS =\n            this.findDeclaration(ANGULAR_CORE,
'ANALYZE_FOR_ENTRY_COMPONENTS');\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Host'), createHost);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Self'), createSelf);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'SkipSelf'), createSkipSelf);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Inject'), createInject);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Optional'), createOptional);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Attribute'), createAttribute);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'ContentChild'),
createContentChild);\n        this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE,
'ContentChildren'), createContentChildren);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'ViewChild'), createViewChild);\n
   this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'ViewChildren'),
createViewChildren);\n        this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Input'),
createInput);\n        this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Output'),
createOutput);\n        this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Pipe'),
createPipe);\n        this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'HostBinding'),
createHostBinding);\n        this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE,
'HostListener'), createHostListener);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Directive'), createDirective);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Component'), createComponent);\n
    this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'NgModule'),
createNgModule);\n        // Note: Some metadata classes can be used directly with Provider.deps.\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Host'), createHost);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Self'), createSelf);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'SkipSelf'), createSkipSelf);\n
this._registerDecoratorOrConstructor(this.findDeclaration(ANGULAR_CORE, 'Optional'), createOptional);\n    };\n
  /**\n     * getStaticSymbol produces a Type whose metadata is known but whose implementation is not loaded.\n
* All types passed to the StaticResolver should be pseudo-types returned by this method.\n     *\n     * @param
declarationFile the absolute path of the file where the symbol is declared\n     * @param name the name of the
type.\n     */\n    StaticReflector.prototype.getStaticSymbol = function (declarationFile, name, members) {\n
return this.symbolResolver.getStaticSymbol(declarationFile, name, members);\n    };\n    /**\n     * Simplify but
discard any errors\n     */\n    StaticReflector.prototype.trySimplify = function (context, value) {\n        var
originalRecorder = this.errorRecorder;\n        this.errorRecorder = function (error$$1, fileName) { };\n        var result
= this.simplify(context, value);\n        this.errorRecorder = originalRecorder;\n        return result;\n    };\n    /**
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@internal */\n    StaticReflector.prototype.simplify = function (context, value, lazy) {\n        if (lazy === void 0) {
lazy = false; }\n        var self = this;\n        var scope = BindingScope$1.empty;\n        var calling = new Map();\n
function simplifyInContext(context, value, depth, references) {\n            function
resolveReferenceValue(staticSymbol) {\n                var resolvedSymbol =
self.symbolResolver.resolveSymbol(staticSymbol);\n                return resolvedSymbol ? resolvedSymbol.metadata :
null;\n            }\n            function simplifyEagerly(value) {\n                return simplifyInContext(context, value,
depth, 0);\n            }\n            function simplifyLazily(value) {\n                return simplifyInContext(context, value,
depth, references + 1);\n            }\n            function simplifyNested(nestedContext, value) {\n                if
(nestedContext === context) {\n                    // If the context hasn't changed let the exception propagate
unmodified.\n                    return simplifyInContext(nestedContext, value, depth + 1, references);\n                }\n
        try {\n                    return simplifyInContext(nestedContext, value, depth + 1, references);\n                }\n
    catch (e) {\n                    if (isMetadataError(e)) {\n                        // Propagate the message text up but add a
message to the chain that explains how we got\n                        // here.\n                        // e.chain implies e.symbol\n
                    var summaryMsg = e.chain ? 'references \\'' + e.symbol.name + '\\'' : errorSummary(e);\n
var summary = \'"\' + nestedContext.name + \'" \' + summaryMsg;\n                        var chain = { message:
summary, position: e.position, next: e.chain };\n                        // TODO(chuckj): retrieve the position information
indirectly from the collectors node\n                        // map if the metadata is from a .ts file.\n
self.error({\n                            message: e.message,\n                            advise: e.advise,\n                            context:
e.context, chain: chain,\n                            symbol: nestedContext\n                        }, context);\n                    }\n
            else {\n                        // It is probably an internal error.\n                        throw e;\n                    }\n
}\n            }\n            function simplifyCall(functionSymbol, targetFunction, args, targetExpression) {\n                if
(targetFunction && targetFunction['__symbolic'] == 'function') {\n                    if (calling.get(functionSymbol)) {\n
                    self.error({\n                            message: 'Recursion is not supported',\n                            summary:
\"called '\" + functionSymbol.name + \"' recursively\",\n                            value: targetFunction\n                        },
functionSymbol);\n                    }\n                    try {\n                        var value_1 = targetFunction['value'];\n
            if (value_1 && (depth != 0 || value_1.__symbolic != 'error')) {\n                            var parameters =
targetFunction['parameters'];\n                            var defaults = targetFunction.defaults;\n                            args =
args.map(function (arg) { return simplifyNested(context, arg); })\n                            .map(function (arg) { return
shouldIgnore(arg) ? undefined : arg; });\n                            if (defaults && defaults.length > args.length) {\n
                    args.push.apply(args, __spread(defaults.slice(args.length).map(function (value) { return simplify(value);
})));\n                            }\n                            calling.set(functionSymbol, true);\n                            var functionScope
= BindingScope$1.build();\n                            for (var i = 0; i < parameters.length; i++) {\n
functionScope.define(parameters[i], args[i]);\n                            }\n                            var oldScope = scope;\n
                var result_1;\n                            try {\n                            scope = functionScope.done();\n
    result_1 = simplifyNested(functionSymbol, value_1);\n                            }\n                            finally {\n
                scope = oldScope;\n                            }\n                            return result_1;\n                        }\n
}\n                    finally {\n                        calling.delete(functionSymbol);\n                    }\n                }\n                if
(depth === 0) {\n                    // If depth is 0 we are evaluating the top level expression that is describing element\n
                    // decorator. In this case, it is a decorator we don't understand, such as a custom\n                    // non-
angular decorator, and we should just ignore it.\n                    return IGNORE;\n                }\n                var position
= undefined;\n                if (targetExpression && targetExpression.__symbolic == 'resolved') {\n                    var line
= targetExpression.line;\n                    var character = targetExpression.character;\n                    var fileName =
targetExpression.fileName;\n                    if (fileName != null && line != null && character != null) {\n
    position = { fileName: fileName, line: line, column: character };\n                    }\n                }\n
self.error({\n                    message: FUNCTION_CALL_NOT_SUPPORTED,\n                    context:
functionSymbol,\n                    value: targetFunction, position: position\n                }, context);\n            }\n
function simplify(expression) {\n                var e_2, _a, e_3, _b;\n                if (isPrimitive(expression)) {\n
    return expression;\n                }\n                if (expression instanceof Array) {\n                    var result_2 = [];\n
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try {\n for (var _c = __values(expression), _d = _c.next(); !_d.done; _d = _c.next()) {\n
var item = _d.value;\n // Check for a spread expression\n if (item &&
item.__symbolic === 'spread') {\n // We call with references as 0 because we require the actual
value and cannot\n // tolerate a reference here.\n var spreadArray =
simplifyEagerly(item.expression);\n if (Array.isArray(spreadArray)) {\n
try {\n for (var spreadArray_1 = __values(spreadArray), spreadArray_1_1 =
spreadArray_1.next(); !spreadArray_1_1.done; spreadArray_1_1 = spreadArray_1.next()) {\n
var spreadItem = spreadArray_1_1.value;\n result_2.push(spreadItem);\n
}\n }\n catch (e_3_1) { e_3 = { error: e_3_1 }; }\n
finally {\n try {\n if (spreadArray_1_1 &&
!spreadArray_1_1.done && (_b = spreadArray_1.return)) _b.call(spreadArray_1);\n }\n
finally { if (e_3) throw e_3.error; }\n }\n continue;\n
}\n }\n var value_2 = simplify(item);\n if
(shouldIgnore(value_2)) {\n continue;\n }\n
result_2.push(value_2);\n }\n }\n catch (e_2_1) { e_2 = { error: e_2_1 }; }\n
finally {\n try {\n if (_d && !_d.done && (_a = _c.return)) _a.call(_c);\n
}\n finally { if (e_2) throw e_2.error; }\n }\n return result_2;\n
}\n if (expression instanceof StaticSymbol) {\n // Stop simplification at builtin symbols or if
we are in a reference context and\n // the symbol doesn't have members.\n if (expression ===
self.injectionToken || self.conversionMap.has(expression) ||\n (references > 0 &&
!expression.members.length)) {\n return expression;\n }\n else {\n
var staticSymbol = expression;\n var declarationValue = resolveReferenceValue(staticSymbol);\n
if (declarationValue != null) {\n return simplifyNested(staticSymbol,
declarationValue);\n }\n else {\n return staticSymbol;\n
}\n }\n }\n if (expression) {\n if (expression['__symbolic']) {\n
var staticSymbol = void 0;\n switch (expression['__symbolic']) {\n case 'binop':\n
var left = simplify(expression['left']);\n if (shouldIgnore(left))\n
return left;\n var right = simplify(expression['right']);\n if
(shouldIgnore(right))\n return right;\n switch (expression['operator']) {\n
case '&&':\n return left && right;\n case '||':\n
return left || right;\n case '|':\n return left | right;\n
case '^':\n return left ^ right;\n case '&':\n
return left & right;\n case '==':\n return left == right;\n
case '!=':\n return left != right;\n case '===':\n
return left === right;\n case '!==':\n return left !==
right;\n case '<':\n return left < right;\n case
'>':\n return left > right;\n case '<=':\n return
left <= right;\n case '>=':\n return left >= right;\n
case '<<':\n return left << right;\n case '>>':\n
return left >> right;\n case '+':\n return left + right;\n
case '-':\n return left - right;\n case '*':\n
return left * right;\n case '/':\n return left / right;\n
case '%':\n return left % right;\n }\n return null;\n
case 'if':\n var condition = simplify(expression['condition']);\n
return condition ? simplify(expression['thenExpression']) :\n
simplify(expression['elseExpression']);\n case 'pre':\n var operand =
simplify(expression['operand']);\n if (shouldIgnore(operand))\n return
operand;\n switch (expression['operator']) {\n case '+':\n
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return operand;\n case '-':\n return -operand;\n
case '!':\n return !operand;\n case '~':\n return
~operand;\n }\n return null;\n case 'index':\n
var indexTarget = simplifyEagerly(expression['expression']);\n var index =
simplifyEagerly(expression['index']);\n if (indexTarget && isPrimitive(index))\n
return indexTarget[index];\n return null;\n case 'select':\n
var member = expression['member'];\n var selectContext = context;\n var
selectTarget = simplify(expression['expression']);\n if (selectTarget instanceof StaticSymbol) {\n
var members = selectTarget.members.concat(member);\n selectContext
=\n self.getStaticSymbol(selectTarget.filePath, selectTarget.name, members);\n
var declarationValue = resolveReferenceValue(selectContext);\n if (declarationValue
!= null) {\n return simplifyNested(selectContext, declarationValue);\n
}\n else {\n return selectContext;\n }\n
}\n if (selectTarget && isPrimitive(member))\n return
simplifyNested(selectContext, selectTarget[member]);\n return null;\n case
'reference':\n // Note: This only has to deal with variable references, as symbol references have\n
// been converted into 'resolved'\n // in the StaticSymbolResolver.\n
var name_2 = expression['name'];\n var localValue = scope.resolve(name_2);\n
if (localValue != BindingScope$1.missing) {\n return localValue;\n
}\n break;\n case 'resolved':\n try {\n
return simplify(expression.symbol);\n }\n catch (e) {\n
// If an error is reported evaluating the symbol record the position of the\n // reference in the
error so it can\n // be reported in the error message generated from the exception.\n
if (isMetadataError(e) && expression.fileName != null &&\n expression.line !=
null && expression.character != null) {\n e.position = {\n
fileName: expression.fileName,\n line: expression.line,\n
column: expression.character\n };\n }\n throw
e;\n }\n case 'class':\n return context;\n case
'function':\n return context;\n case 'new':\n case 'call':\n
// Determine if the function is a built-in conversion\n staticSymbol =
simplifyInContext(context, expression['expression'], depth + 1, /* references */ 0);\n if
(staticSymbol instanceof StaticSymbol) {\n if (staticSymbol === self.injectionToken ||
staticSymbol === self.opaqueToken) {\n // if somebody calls new InjectionToken, don't
create an InjectionToken,\n // but rather return the symbol to which the InjectionToken is
assigned to.\n // OpaqueToken is supported too as it is required by the language service to\n
// support v4 and prior versions of Angular.\n return context;\n
}\n var argExpressions = expression['arguments'] || [];\n
var converter = self.conversionMap.get(staticSymbol);\n if (converter) {\n
var args = argExpressions.map(function (arg) { return simplifyNested(context, arg); })\n
.map(function (arg) { return shouldIgnore(arg) ? undefined : arg; });\n return
converter(context, args);\n }\n else {\n //
Determine if the function is one we can simplify.\n var targetFunction =
resolveReferenceValue(staticSymbol);\n return simplifyCall(staticSymbol, targetFunction,
argExpressions, expression['expression']);\n }\n }\n
return IGNORE;\n case 'error':\n var message = expression.message;\n
if (expression['line'] != null) {\n self.error({\n message:
message,\n context: expression.context,\n value: expression,\n
position: {\n fileName: expression['fileName'],\n
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    line: expression['line'],\n                                    column: expression['character']\n
}\n                              }, context);\n                          }\n                          else {\n
self.error({ message: message, context: expression.context }, context);\n                          }\n
return IGNORE;\n                        case 'ignore':\n                          return expression;\n                    }\n
        return null;\n                  }\n                return mapStringMap(expression, function (value, name) {\n
       if (REFERENCE_SET.has(name)) {\n                        if (name === USE_VALUE$1 && PROVIDE in
expression) {\n                          // If this is a provider expression, check for special tokens that need the value\n
                    // during analysis.\n                          var provide = simplify(expression.provide);\n
    if (provide === self.ROUTES || provide == self.ANALYZE_FOR_ENTRY_COMPONENTS) {\n
        return simplify(value);\n                          }\n                        }\n                        return
simplifyLazily(value);\n                    }\n                    return simplify(value);\n                  });\n              }\n
      return IGNORE;\n          }\n          return simplify(value);\n       }\n       var result;\n       try {\n          result
= simplifyInContext(context, value, 0, lazy ? 1 : 0);\n       }\n       catch (e) {\n          if (this.errorRecorder) {\n
      this.reportError(e, context);\n          }\n          else {\n              throw formatMetadataError(e, context);\n
  }\n       }\n       if (shouldIgnore(result)) {\n          return undefined;\n       }\n       return result;\n    };\n
StaticReflector.prototype.getTypeMetadata = function (type) {\n       var resolvedSymbol =
this.symbolResolver.resolveSymbol(type);\n       return resolvedSymbol && resolvedSymbol.metadata ?
resolvedSymbol.metadata :\n          { __symbolic: 'class' };\n    };\n    StaticReflector.prototype.reportError =
function (error$$1, context, path) {\n       if (this.errorRecorder) {\n
this.errorRecorder(formatMetadataError(error$$1, context), (context && context.filePath) || path);\n       }\n
else {\n          throw error$$1;\n       }\n    };\n    StaticReflector.prototype.error = function (_a, reportingContext)
{\n       var message = _a.message, summary = _a.summary, advise = _a.advise, position = _a.position, context =
_a.context, value = _a.value, symbol = _a.symbol, chain = _a.chain;\n       this.reportError(metadataError(message,
summary, advise, position, symbol, context, chain), reportingContext);\n    };\n    return StaticReflector;\n}());\nvar
METADATA_ERROR = 'ngMetadataError';\nfunction metadataError(message, summary, advise, position, symbol,
context, chain) {\n    var error$$1 = syntaxError(message);\n    error$$1[METADATA_ERROR] = true;\n    if
(advise)\n       error$$1.advise = advise;\n    if (position)\n       error$$1.position = position;\n    if (summary)\n
error$$1.summary = summary;\n    if (context)\n       error$$1.context = context;\n    if (chain)\n       error$$1.chain
= chain;\n    if (symbol)\n       error$$1.symbol = symbol;\n    return error$$1;\n}\nfunction
isMetadataError(error$$1) {\n    return !!error$$1[METADATA_ERROR];\n}\nvar
REFERENCE_TO_NONEXPORTED_CLASS = 'Reference to non-exported class';\nvar
VARIABLE_NOT_INITIALIZED = 'Variable not initialized';\nvar DESTRUCTURE_NOT_SUPPORTED =
'Destructuring not supported';\nvar COULD_NOT_RESOLVE_TYPE = 'Could not resolve type';\nvar
FUNCTION_CALL_NOT_SUPPORTED = 'Function call not supported';\nvar
REFERENCE_TO_LOCAL_SYMBOL = 'Reference to a local symbol';\nvar LAMBDA_NOT_SUPPORTED =
'Lambda not supported';\nfunction expandedMessage(message, context) {\n    switch (message) {\n       case
REFERENCE_TO_NONEXPORTED_CLASS:\n          if (context && context.className) {\n              return
\"References to a non-exported class are not supported in decorators but \" + context.className + \" was
referenced.\";\n          }\n          break;\n       case VARIABLE_NOT_INITIALIZED:\n          return 'Only
initialized variables and constants can be referenced in decorators because the value of this variable is needed by the
template compiler';\n       case DESTRUCTURE_NOT_SUPPORTED:\n          return 'Referencing an exported
destructured variable or constant is not supported in decorators and this value is needed by the template compiler';\n
    case COULD_NOT_RESOLVE_TYPE:\n          if (context && context.typeName) {\n              return \"Could
not resolve type \" + context.typeName;\n          }\n          break;\n       case
FUNCTION_CALL_NOT_SUPPORTED:\n          if (context && context.name) {\n              return \"Function
calls are not supported in decorators but '\" + context.name + \"' was called\";\n          }\n          return 'Function
calls are not supported in decorators';\n       case REFERENCE_TO_LOCAL_SYMBOL:\n          if (context &&
context.name) {\n              return \"Reference to a local (non-exported) symbols are not supported in decorators but
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'\" + context.name + \"' was referenced\";\n }\n break;\n case LAMBDA_NOT_SUPPORTED:\n return \"Function expressions are not supported in decorators\";\n }\n return message;\n}\nfunction messageAdvise(message, context) {\n switch (message) {\n case REFERENCE_TO_NONEXPORTED_CLASS:\n if (context && context.className) {\n return \"Consider exporting '\" + context.className + \"'\";\n }\n break;\n case DESTRUCTURE_NOT_SUPPORTED:\n return 'Consider simplifying to avoid destructuring';\n case REFERENCE_TO_LOCAL_SYMBOL:\n if (context && context.name) {\n return \"Consider exporting '\" + context.name + \"'\";\n }\n break;\n case LAMBDA_NOT_SUPPORTED:\n return \"Consider changing the function expression into an exported function\";\n }\n return undefined;\n}\nfunction errorSummary(error$$1) {\n if (error$$1.summary) {\n return error$$1.summary;\n }\n switch (error$$1.message) {\n case REFERENCE_TO_NONEXPORTED_CLASS:\n if (error$$1.context && error$$1.context.className) {\n return \"references non-exported class \" + error$$1.context.className;\n }\n break;\n case VARIABLE_NOT_INITIALIZED:\n return 'is not initialized';\n case DESTRUCTURE_NOT_SUPPORTED:\n return 'is a destructured variable';\n case COULD_NOT_RESOLVE_TYPE:\n return 'could not be resolved';\n case FUNCTION_CALL_NOT_SUPPORTED:\n if (error$$1.context && error$$1.context.name) {\n return \"calls '\" + error$$1.context.name + \"'\";\n }\n return \"calls a function\";\n case REFERENCE_TO_LOCAL_SYMBOL:\n if (error$$1.context && error$$1.context.name) {\n return \"references local variable \" + error$$1.context.name;\n }\n return \"references a local variable\";\n }\n return 'contains the error';\n}\nfunction mapStringMap(input, transform) {\n if (!input)\n return {};\n var result = {};\n Object.keys(input).forEach(function (key) {\n var value = transform(input[key], key);\n if (!shouldIgnore(value)) {\n if (HIDDEN_KEY.test(key)) {\n Object.defineProperty(result, key, { enumerable: false, configurable: true, value: value });\n }\n else {\n result[key] = value;\n }\n }\n });\n return result;\n}\nfunction isPrimitive(o) {\n return o === null || (typeof o !== 'function' && typeof o !== 'object');\n}\nvar BindingScope$1 = /** @class */ (function () {\n function BindingScope() {\n }\n BindingScope.build = function () {\n var current = new Map();\n return {\n define: function (name, value) {\n current.set(name, value);\n return this;\n },\n done: function () {\n return current.size > 0 ? new PopulatedScope(current) : BindingScope.empty;\n }\n };\n };\n BindingScope.missing = {};\n BindingScope.empty = { resolve: function (name) { return BindingScope.missing; } };\n return BindingScope;\n}());\nvar PopulatedScope = /** @class */ (function (_super) {\n __extends(PopulatedScope, _super);\n function PopulatedScope(bindings) {\n var _this = _super.call(this) || this;\n _this.bindings = bindings;\n return _this;\n }\n PopulatedScope.prototype.resolve = function (name) {\n return this.bindings.has(name) ? this.bindings.get(name) : BindingScope$1.missing;\n };\n return PopulatedScope;\n}(BindingScope$1));\nfunction formatMetadataMessageChain(chain, advise) {\n var expanded = expandedMessage(chain.message, chain.context);\n var nesting = chain.symbol ? \" in '\" + chain.symbol.name + \"'\" : ";\n var message = \"\" + expanded + nesting;\n var position = chain.position;\n var next = chain.next ?\n formatMetadataMessageChain(chain.next, advise) :\n advise ? { message: advise } : undefined;\n return { message: message, position: position, next: next };\n}\nfunction formatMetadataError(e, context) {\n if (isMetadataError(e)) {\n // Produce a formatted version of the and leaving enough information in the original error\n // to recover the formatting information to eventually produce a diagnostic error message.\n var position = e.position;\n var chain = {\n message: \"Error during template compile of '\" + context.name + \"'\",\n position: position,\n next: { message: e.message, next: e.chain, context: e.context, symbol: e.symbol }\n };\n var advise = e.advise || messageAdvise(e.message, e.context);\n return formattedError(formatMetadataMessageChain(chain, advise));\n }\n return e;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar AotSummaryResolver = /** @class */ (function () {\n function AotSummaryResolver(host, staticSymbolCache) {\n this.host = host;\n

this.staticSymbolCache = staticSymbolCache;\n // Note: this will only contain StaticSymbols without members!\n this.summaryCache = new Map();\n this.loadedFilePaths = new Map();\n // Note: this will only contain StaticSymbols without members!\n this.importAs = new Map();\n this.knownFileNameToModuleNames = new Map();\n }\n AotSummaryResolver.prototype.isLibraryFile = function (filePath) {\n // Note: We need to strip the .ngfactory. file path,\n // so this method also works for generated files\n // (for which host.isSourceFile will always return false).\n return !this.host.isSourceFile(stripGeneratedFileSuffix(filePath));\n };\n AotSummaryResolver.prototype.toSummaryFileName = function (filePath, referringSrcFileName) {\n return this.host.toSummaryFileName(filePath, referringSrcFileName);\n };\n AotSummaryResolver.prototype.fromSummaryFileName = function (fileName, referringLibFileName) {\n return this.host.fromSummaryFileName(fileName, referringLibFileName);\n };\n AotSummaryResolver.prototype.resolveSummary = function (staticSymbol) {\n var rootSymbol = staticSymbol.members.length ?\n this.staticSymbolCache.get(staticSymbol.filePath, staticSymbol.name) :\n staticSymbol;\n var summary = this.summaryCache.get(rootSymbol);\n if (!summary) {\n this._loadSummaryFile(staticSymbol.filePath);\n summary = this.summaryCache.get(staticSymbol);\n }\n return (rootSymbol === staticSymbol && summary) || null;\n };\n AotSummaryResolver.prototype.getSymbolsOf = function (filePath) {\n if (this._loadSummaryFile(filePath)) {\n return Array.from(this.summaryCache.keys()).filter(function (symbol) { return symbol.filePath === filePath; });\n }\n return null;\n };\n AotSummaryResolver.prototype.getImportAs = function (staticSymbol) {\n staticSymbol.assertNoMembers();\n return this.importAs.get(staticSymbol);\n };\n /**\n * Converts a file path to a module name that can be used as an `import`.\n */\n AotSummaryResolver.prototype.getKnownModuleName = function (importedFilePath) {\n return this.knownFileNameToModuleNames.get(importedFilePath) || null;\n };\n AotSummaryResolver.prototype.addSummary = function (summary) { this.summaryCache.set(summary.symbol, summary); };\n AotSummaryResolver.prototype._loadSummaryFile = function (filePath) {\n var _this = this;\n var hasSummary = this.loadedFilePaths.get(filePath);\n if (hasSummary != null) {\n return hasSummary;\n }\n var json = null;\n if (this.isLibraryFile(filePath)) {\n var summaryFilePath = summaryFileName(filePath);\n try {\n json = this.host.loadSummary(summaryFilePath);\n }\n catch (e) {\n console.error(\"Error loading summary file \" + summaryFilePath);\n throw e;\n }\n }\n hasSummary = json != null;\n this.loadedFilePaths.set(filePath, hasSummary);\n if (json) {\n var _a = deserializeSummaries(this.staticSymbolCache, this, filePath, json), moduleName = _a.moduleName, summaries = _a.summaries, importAs = _a.importAs;\n summaries.forEach(function (summary) { return _this.summaryCache.set(summary.symbol, summary); });\n if (moduleName) {\n this.knownFileNameToModuleNames.set(filePath, moduleName);\n }\n importAs.forEach(function (importAs) { _this.importAs.set(importAs.symbol, importAs.importAs); });\n }\n return hasSummary;\n };\n return AotSummaryResolver;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction createAotUrlResolver(host) {\n return {\n resolve: function (basePath, url) {\n var filePath = host.resourceNameToFileName(url, basePath);\n if (!filePath) {\n throw syntaxError(\"Couldn't resolve resource \" + url + \" from \" + basePath);\n }\n return filePath;\n }\n };\n}\n/**\n * Creates a new AotCompiler based on options and a host.\n */\nfunction createAotCompiler(compilerHost, options, errorCollector) {\n var translations = options.translations || \"";\n var urlResolver = createAotUrlResolver(compilerHost);\n var symbolCache = new StaticSymbolCache();\n var summaryResolver = new AotSummaryResolver(compilerHost, symbolCache);\n var symbolResolver = new StaticSymbolResolver(compilerHost, symbolCache, summaryResolver);\n var staticReflector = new StaticReflector(summaryResolver, symbolResolver, [], [], errorCollector);\n var htmlParser;\n if (!!options.enableIvy) {\n // Ivy handles i18n at the compiler level so we must use a regular parser\n htmlParser = new HtmlParser();\n }\n else {\n htmlParser = new I18NHtmlParser(new HtmlParser(),

translations, options.i18nFormat, options.missingTranslation, console);\n   }\n   var config = new CompilerConfig({\n   defaultEncapsulation: ViewEncapsulation.Emulated,\n   useJit: false,\n missingTranslation: options.missingTranslation,\n   preserveWhitespaces: options.preserveWhitespaces,\n strictInjectionParameters: options.strictInjectionParameters,\n   });\n   var normalizer = new DirectiveNormalizer({ get: function (url) { return compilerHost.loadResource(url); } }, urlResolver, htmlParser, config);\n   var expressionParser = new Parser(new Lexer());\n   var elementSchemaRegistry = new DomElementSchemaRegistry();\n   var tmplParser = new TemplateParser(config, staticReflector, expressionParser, elementSchemaRegistry, htmlParser, console, []);\n   var resolver = new CompileMetadataResolver(config, htmlParser, new NgModuleResolver(staticReflector), new DirectiveResolver(staticReflector), new PipeResolver(staticReflector), summaryResolver, elementSchemaRegistry, normalizer, console, symbolCache, staticReflector, errorCollector);\n   // TODO(vicb): do not pass options.i18nFormat here\n   var viewCompiler = new ViewCompiler(staticReflector);\n   var typeCheckCompiler = new TypeCheckCompiler(options, staticReflector);\n   var compiler = new AotCompiler(config, options, compilerHost, staticReflector, resolver, tmplParser, new StyleCompiler(urlResolver), viewCompiler, typeCheckCompiler, new NgModuleCompiler(staticReflector), new InjectableCompiler(staticReflector, !!options.enableIvy), new TypeScriptEmitter(), summaryResolver, symbolResolver);\n   return { compiler: compiler, reflector: staticReflector };\n}\n\nvar SummaryResolver = /** @class */ (function () {\n   function SummaryResolver() {\n   }\n   return SummaryResolver;\n}());\nvar JitSummaryResolver = /** @class */ (function () {\n   function JitSummaryResolver() {\n   this._summaries = new Map();\n   }\n JitSummaryResolver.prototype.isLibraryFile = function () { return false; };\n JitSummaryResolver.prototype.toSummaryFileName = function (fileName) { return fileName; };\n JitSummaryResolver.prototype.fromSummaryFileName = function (fileName) { return fileName; };\n JitSummaryResolver.prototype.resolveSummary = function (reference) {\n   return this._summaries.get(reference) || null;\n   };\n   JitSummaryResolver.prototype.getSymbolsOf = function () { return []; };\n   JitSummaryResolver.prototype.getImportAs = function (reference) { return reference; };\n JitSummaryResolver.prototype.getKnownModuleName = function (fileName) { return null; };\n JitSummaryResolver.prototype.addSummary = function (summary) { this._summaries.set(summary.symbol, summary); };\n   return JitSummaryResolver;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction interpretStatements(statements, reflector) {\n   var ctx = new _ExecutionContext(null, null, null, new Map());\n   var visitor = new StatementInterpreter(reflector);\n visitor.visitAllStatements(statements, ctx);\n   var result = {};\n   ctx.exports.forEach(function (exportName) { result[exportName] = ctx.vars.get(exportName); });\n   return result;\n}\nfunction _executeFunctionStatements(varNames, varValues, statements, ctx, visitor) {\n   var childCtx = ctx.createChildWihtLocalVars();\n   for (var i = 0; i < varNames.length; i++) {\n childCtx.vars.set(varNames[i], varValues[i]);\n   }\n   var result = visitor.visitAllStatements(statements, childCtx);\n   return result ? result.value : null;\n}\nvar _ExecutionContext = /** @class */ (function () {\n function _ExecutionContext(parent, instance, className, vars) {\n   this.parent = parent;\n   this.instance = instance;\n   this.className = className;\n   this.vars = vars;\n   this.exports = [];\n   }\n _ExecutionContext.prototype.createChildWihtLocalVars = function () {\n   return new _ExecutionContext(this, this.instance, this.className, new Map());\n   };\n   return _ExecutionContext;\n}());\nvar ReturnValue = /** @class */ (function () {\n   function ReturnValue(value) {\n   this.value = value;\n   }\n   return ReturnValue;\n}());\nfunction createDynamicClass(_classStmt, _ctx, _visitor) {\n   var propertyDescriptors = {};\n _classStmt.getters.forEach(function (getter) {\n   // Note: use `function` instead of arrow function to capture `this`\n   propertyDescriptors[getter.name] = {\n   configurable: false,\n   get: function () {\n var instanceCtx = new _ExecutionContext(_ctx, this, _classStmt.name, _ctx.vars);\n   return _executeFunctionStatements([], [], getter.body, instanceCtx, _visitor);\n   }\n   };\n   });\n _classStmt.methods.forEach(function (method) {\n   var paramNames = method.params.map(function (param) {

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return param.name; });\n        // Note: use `function` instead of arrow function to capture `this`\n
propertyDescriptors[method.name] = {\n            writable: false,\n            configurable: false,\n            value: function
() {\n                var args = [];\n                for (var _i = 0; _i < arguments.length; _i++) {\n                    args[_i] =
arguments[_i];\n                }\n                var instanceCtx = new _ExecutionContext(_ctx, this, _classStmt.name,
_ctx.vars);\n                return _executeFunctionStatements(paramNames, args, method.body, instanceCtx,
_visitor);\n            }\n        };\n    });\n    var ctorParamNames = _classStmt.constructorMethod.params.map(function
(param) { return param.name; });\n    // Note: use `function` instead of arrow function to capture `this`\n    var ctor =
function () {\n        var _this = this;\n        var args = [];\n        for (var _i = 0; _i < arguments.length; _i++) {\n
args[_i] = arguments[_i];\n        }\n        var instanceCtx = new _ExecutionContext(_ctx, this, _classStmt.name,
_ctx.vars);\n        _classStmt.fields.forEach(function (field) { _this[field.name] = undefined; });\n
_executeFunctionStatements(ctorParamNames, args, _classStmt.constructorMethod.body, instanceCtx, _visitor);\n
};\n    var superClass = _classStmt.parent ? _classStmt.parent.visitExpression(_visitor, _ctx) : Object;\n
ctor.prototype = Object.create(superClass.prototype, propertyDescriptors);\n    return ctor;\n}\nvar
StatementInterpreter = /** @class */ (function () {\n    function StatementInterpreter(reflector) {\n        this.reflector
= reflector;\n    }\n    StatementInterpreter.prototype.debugAst = function (ast) { return
debugOutputAstAsTypeScript(ast); };\n    StatementInterpreter.prototype.visitDeclareVarStmt = function (stmt, ctx)
{\n        var initialValue = stmt.value ? stmt.value.visitExpression(this, ctx) : undefined;\n
ctx.vars.set(stmt.name, initialValue);\n        if (stmt.hasModifier(StmtModifier.Exported)) {\n
ctx.exports.push(stmt.name);\n        }\n        return null;\n    };\n    StatementInterpreter.prototype.visitWriteVarExpr
= function (expr, ctx) {\n        var value = expr.value.visitExpression(this, ctx);\n        var currCtx = ctx;\n        while
(currCtx != null) {\n            if (currCtx.vars.has(expr.name)) {\n                currCtx.vars.set(expr.name, value);\n
    return value;\n            }\n            currCtx = currCtx.parent;\n        }\n        throw new Error(\"Not declared
variable \" + expr.name);\n    };\n    StatementInterpreter.prototype.visitWrappedNodeExpr = function (ast, ctx) {\n
   throw new Error('Cannot interpret a WrappedNodeExpr.');\n    };\n
StatementInterpreter.prototype.visitTypeofExpr = function (ast, ctx) {\n        throw new Error('Cannot interpret a
TypeofExpr');\n    };\n    StatementInterpreter.prototype.visitReadVarExpr = function (ast, ctx) {\n        var varName
= ast.name;\n        if (ast.builtin != null) {\n            switch (ast.builtin) {\n                case BuiltinVar.Super:\n
    return ctx.instance.__proto__;\n                case BuiltinVar.This:\n                    return ctx.instance;\n                case
BuiltinVar.CatchError:\n                    varName = CATCH_ERROR_VAR$2;\n                    break;\n                case
BuiltinVar.CatchStack:\n                    varName = CATCH_STACK_VAR$2;\n                    break;\n
default:\n                    throw new Error(\"Unknown builtin variable \" + ast.builtin);\n            }\n        }\n        var
currCtx = ctx;\n        while (currCtx != null) {\n            if (currCtx.vars.has(varName)) {\n                return
currCtx.vars.get(varName);\n            }\n            currCtx = currCtx.parent;\n        }\n        throw new Error(\"Not
declared variable \" + varName);\n    };\n    StatementInterpreter.prototype.visitWriteKeyExpr = function (expr, ctx)
{\n        var receiver = expr.receiver.visitExpression(this, ctx);\n        var index = expr.index.visitExpression(this,
ctx);\n        var value = expr.value.visitExpression(this, ctx);\n        receiver[index] = value;\n        return value;\n
};\n    StatementInterpreter.prototype.visitWritePropExpr = function (expr, ctx) {\n        var receiver =
expr.receiver.visitExpression(this, ctx);\n        var value = expr.value.visitExpression(this, ctx);\n
receiver[expr.name] = value;\n        return value;\n    };\n    StatementInterpreter.prototype.visitInvokeMethodExpr =
function (expr, ctx) {\n        var receiver = expr.receiver.visitExpression(this, ctx);\n        var args =
this.visitAllExpressions(expr.args, ctx);\n        var result;\n        if (expr.builtin != null) {\n            switch
(expr.builtin) {\n                case BuiltinMethod.ConcatArray:\n                    result = receiver.concat.apply(receiver,
__spread(args));\n                    break;\n                case BuiltinMethod.SubscribeObservable:\n                    result =
receiver.subscribe({ next: args[0] });\n                    break;\n                case BuiltinMethod.Bind:\n                    result
= receiver.bind.apply(receiver, __spread(args));\n                    break;\n                default:\n                    throw new
Error(\"Unknown builtin method \" + expr.builtin);\n            }\n        }\n        else {\n            result =
receiver[expr.name].apply(receiver, args);\n        }\n        return result;\n    };\n
StatementInterpreter.prototype.visitInvokeFunctionExpr = function (stmt, ctx) {\n        var args =
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this.visitAllExpressions(stmt.args, ctx);\n        var fnExpr = stmt.fn;\n        if (fnExpr instanceof ReadVarExpr &&
fnExpr.builtin === BuiltinVar.Super) {\n            ctx.instance.constructor.prototype.constructor.apply(ctx.instance,
args);\n            return null;\n        }\n        else {\n            var fn$$1 = stmt.fn.visitExpression(this, ctx);\n
return fn$$1.apply(null, args);\n        }\n    };\n    StatementInterpreter.prototype.visitReturnStmt = function (stmt,
ctx) {\n        return new ReturnValue(stmt.value.visitExpression(this, ctx));\n    };\n
StatementInterpreter.prototype.visitDeclareClassStmt = function (stmt, ctx) {\n        var clazz =
createDynamicClass(stmt, ctx, this);\n        ctx.vars.set(stmt.name, clazz);\n        if
(stmt.hasModifier(StmtModifier.Exported)) {\n            ctx.exports.push(stmt.name);\n        }\n        return null;\n
};\n    StatementInterpreter.prototype.visitExpressionStmt = function (stmt, ctx) {\n        return
stmt.expr.visitExpression(this, ctx);\n    };\n    StatementInterpreter.prototype.visitIfStmt = function (stmt, ctx) {\n
  var condition = stmt.condition.visitExpression(this, ctx);\n        if (condition) {\n            return
this.visitAllStatements(stmt.trueCase, ctx);\n        }\n        else if (stmt.falseCase != null) {\n            return
this.visitAllStatements(stmt.falseCase, ctx);\n        }\n        return null;\n    };\n
StatementInterpreter.prototype.visitTryCatchStmt = function (stmt, ctx) {\n        try {\n            return
this.visitAllStatements(stmt.bodyStmts, ctx);\n        }\n        catch (e) {\n            var childCtx =
ctx.createChildWihtLocalVars();\n            childCtx.vars.set(CATCH_ERROR_VAR$2, e);\n
childCtx.vars.set(CATCH_STACK_VAR$2, e.stack);\n            return this.visitAllStatements(stmt.catchStmts,
childCtx);\n        }\n    };\n    StatementInterpreter.prototype.visitThrowStmt = function (stmt, ctx) {\n        throw
stmt.error.visitExpression(this, ctx);\n    };\n    StatementInterpreter.prototype.visitCommentStmt = function (stmt,
context) { return null; };\n    StatementInterpreter.prototype.visitJSDocCommentStmt = function (stmt, context) {
return null; };\n    StatementInterpreter.prototype.visitInstantiateExpr = function (ast, ctx) {\n        var args =
this.visitAllExpressions(ast.args, ctx);\n        var clazz = ast.classExpr.visitExpression(this, ctx);\n        return new
(clazz.bind.apply(clazz, __spread([void 0], args)))();\n    };\n    StatementInterpreter.prototype.visitLiteralExpr =
function (ast, ctx) { return ast.value; };\n    StatementInterpreter.prototype.visitExternalExpr = function (ast, ctx) {\n
      return this.reflector.resolveExternalReference(ast.value);\n    };\n
StatementInterpreter.prototype.visitConditionalExpr = function (ast, ctx) {\n        if
(ast.condition.visitExpression(this, ctx)) {\n            return ast.trueCase.visitExpression(this, ctx);\n        }\n        else
if (ast.falseCase != null) {\n            return ast.falseCase.visitExpression(this, ctx);\n        }\n        return null;\n    };\n
 StatementInterpreter.prototype.visitNotExpr = function (ast, ctx) {\n        return !ast.condition.visitExpression(this,
ctx);\n    };\n    StatementInterpreter.prototype.visitAssertNotNullExpr = function (ast, ctx) {\n        return
ast.condition.visitExpression(this, ctx);\n    };\n    StatementInterpreter.prototype.visitCastExpr = function (ast, ctx)
{\n        return ast.value.visitExpression(this, ctx);\n    };\n    StatementInterpreter.prototype.visitFunctionExpr =
function (ast, ctx) {\n        var paramNames = ast.params.map(function (param) { return param.name; });\n
return _declareFn(paramNames, ast.statements, ctx, this);\n    };\n
StatementInterpreter.prototype.visitDeclareFunctionStmt = function (stmt, ctx) {\n        var paramNames =
stmt.params.map(function (param) { return param.name; });\n        ctx.vars.set(stmt.name, _declareFn(paramNames,
stmt.statements, ctx, this));\n        if (stmt.hasModifier(StmtModifier.Exported)) {\n
ctx.exports.push(stmt.name);\n        }\n        return null;\n    };\n
StatementInterpreter.prototype.visitBinaryOperatorExpr = function (ast, ctx) {\n        var _this = this;\n        var lhs =
function () { return ast.lhs.visitExpression(_this, ctx); };\n        var rhs = function () { return
ast.rhs.visitExpression(_this, ctx); };\n        switch (ast.operator) {\n            case BinaryOperator.Equals:\n
return lhs() == rhs();\n            case BinaryOperator.Identical:\n                return lhs() === rhs();\n            case
BinaryOperator.NotEquals:\n                return lhs() != rhs();\n            case BinaryOperator.NotIdentical:\n
return lhs() !== rhs();\n            case BinaryOperator.And:\n                return lhs() && rhs();\n            case
BinaryOperator.Or:\n                return lhs() || rhs();\n            case BinaryOperator.Plus:\n                return lhs() +
rhs();\n            case BinaryOperator.Minus:\n                return lhs() - rhs();\n            case BinaryOperator.Divide:\n
            return lhs() / rhs();\n            case BinaryOperator.Multiply:\n                return lhs() * rhs();\n            case
BinaryOperator.Modulo:\n                return lhs() % rhs();\n            case BinaryOperator.Lower:\n                return
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lhs() < rhs();\n case BinaryOperator.LowerEquals:\n return lhs() <= rhs();\n case BinaryOperator.Bigger:\n return lhs() > rhs();\n case BinaryOperator.BiggerEquals:\n return lhs() >= rhs();\n default:\n throw new Error(\"Unknown operator \" + ast.operator);\n }\n };\n StatementInterpreter.prototype.visitReadPropExpr = function (ast, ctx) {\n var result;\n var receiver = ast.receiver.visitExpression(this, ctx);\n result = receiver[ast.name];\n return result;\n };\n StatementInterpreter.prototype.visitReadKeyExpr = function (ast, ctx) {\n var receiver = ast.receiver.visitExpression(this, ctx);\n var prop = ast.index.visitExpression(this, ctx);\n return receiver[prop];\n };\n StatementInterpreter.prototype.visitLiteralArrayExpr = function (ast, ctx) {\n return this.visitAllExpressions(ast.entries, ctx);\n };\n StatementInterpreter.prototype.visitLiteralMapExpr = function (ast, ctx) {\n var _this = this;\n var result = {};\n ast.entries.forEach(function (entry) { return result[entry.key] = entry.value.visitExpression(_this, ctx); });\n return result;\n };\n StatementInterpreter.prototype.visitCommaExpr = function (ast, context) {\n var values = this.visitAllExpressions(ast.parts, context);\n return values[values.length - 1];\n };\n StatementInterpreter.prototype.visitAllExpressions = function (expressions, ctx) {\n var _this = this;\n return expressions.map(function (expr) { return expr.visitExpression(_this, ctx); });\n };\n StatementInterpreter.prototype.visitAllStatements = function (statements, ctx) {\n for (var i = 0; i < statements.length; i++) {\n var stmt = statements[i];\n var val = stmt.visitStatement(this, ctx);\n if (val instanceof ReturnValue) {\n return val;\n }\n }\n return null;\n };\n return StatementInterpreter;\n}());\nfunction _declareFn(varNames, statements, ctx, visitor) {\n return function () {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n return _executeFunctionStatements(varNames, args, statements, ctx, visitor);\n };\n}\nvar CATCH_ERROR_VAR$2 = 'error';\nvar CATCH_STACK_VAR$2 = 'stack';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An internal module of the Angular compiler that begins with component types,\n * extracts templates, and eventually produces a compiled version of the component\n * ready for linking into an application.\n *\n * @security When compiling templates at runtime, you must ensure that the entire template comes\n * from a trusted source. Attacker-controlled data introduced by a template could expose your\n * application to XSS risks. For more detail, see the [Security Guide](http://g.co/ng/security).\n */\nvar JitCompiler = /** @class */ (function () {\n function JitCompiler(_metadataResolver, _templateParser, _styleCompiler, _viewCompiler, _ngModuleCompiler, _summaryResolver, _reflector, _compilerConfig, _console, getExtraNgModuleProviders) {\n this._metadataResolver = _metadataResolver;\n this._templateParser = _templateParser;\n this._styleCompiler = _styleCompiler;\n this._viewCompiler = _viewCompiler;\n this._ngModuleCompiler = _ngModuleCompiler;\n this._summaryResolver = _summaryResolver;\n this._reflector = _reflector;\n this._compilerConfig = _compilerConfig;\n this._console = _console;\n this.getExtraNgModuleProviders = getExtraNgModuleProviders;\n this._compiledTemplateCache = new Map();\n this._compiledHostTemplateCache = new Map();\n this._compiledDirectiveWrapperCache = new Map();\n this._compiledNgModuleCache = new Map();\n this._sharedStylesheetCount = 0;\n this._addedAotSummaries = new Set();\n }\n JitCompiler.prototype.compileModuleSync = function (moduleType) {\n return SyncAsync.assertSync(this._compileModuleAndComponents(moduleType, true));\n };\n JitCompiler.prototype.compileModuleAsync = function (moduleType) {\n return Promise.resolve(this._compileModuleAndComponents(moduleType, false));\n };\n JitCompiler.prototype.compileModuleAndAllComponentsSync = function (moduleType) {\n return SyncAsync.assertSync(this._compileModuleAndAllComponents(moduleType, true));\n };\n JitCompiler.prototype.compileModuleAndAllComponentsAsync = function (moduleType) {\n return Promise.resolve(this._compileModuleAndAllComponents(moduleType, false));\n };\n JitCompiler.prototype.getComponentFactory = function (component) {\n var summary = this._metadataResolver.getDirectiveSummary(component);\n return summary.componentFactory;\n };\n

```
JitCompiler.prototype.loadAotSummaries = function (summaries) {\n        this.clearCache();\n
this._addAotSummaries(summaries);\n    };\n    JitCompiler.prototype._addAotSummaries = function (fn$$1) {\n
 if (this._addedAotSummaries.has(fn$$1)) {\n            return;\n        }\n        this._addedAotSummaries.add(fn$$1);\n
     var summaries = fn$$1();\n        for (var i = 0; i < summaries.length; i++) {\n            var entry = summaries[i];\n
        if (typeof entry === 'function') {\n                this._addAotSummaries(entry);\n            }\n            else {\n
 var summary = entry;\n                this._summaryResolver.addSummary({ symbol: summary.type.reference,
metadata: null, type: summary });\n            }\n        }\n    };\n    JitCompiler.prototype.hasAotSummary = function
(ref) { return !!this._summaryResolver.resolveSummary(ref); };\n    JitCompiler.prototype._filterJitIdentifiers =
function (ids) {\n        var _this = this;\n        return ids.map(function (mod) { return mod.reference; }).filter(function
(ref) { return !_this.hasAotSummary(ref); });\n    };\n    JitCompiler.prototype._compileModuleAndComponents =
function (moduleType, isSync) {\n        var _this = this;\n        return
SyncAsync.then(this._loadModules(moduleType, isSync), function () {\n
_this._compileComponents(moduleType, null);\n            return _this._compileModule(moduleType);\n        });\n
};\n    JitCompiler.prototype._compileModuleAndAllComponents = function (moduleType, isSync) {\n        var
_this = this;\n        return SyncAsync.then(this._loadModules(moduleType, isSync), function () {\n            var
componentFactories = [];\n            _this._compileComponents(moduleType, componentFactories);\n            return
{\n                ngModuleFactory: _this._compileModule(moduleType),\n                componentFactories:
componentFactories\n            };\n        });\n    };\n    JitCompiler.prototype._loadModules = function (mainModule,
isSync) {\n        var _this = this;\n        var loading = [];\n        var mainNgModule =
this._metadataResolver.getNgModuleMetadata(mainModule);\n        // Note: for runtime compilation, we want to
transitively compile all modules,\n        // so we also need to load the declared directives / pipes for all nested
modules.\n        this._filterJitIdentifiers(mainNgModule.transitiveModule.modules).forEach(function
(nestedNgModule) {\n            // getNgModuleMetadata only returns null if the value passed in is not an NgModule\n
            var moduleMeta = _this._metadataResolver.getNgModuleMetadata(nestedNgModule);\n
_this._filterJitIdentifiers(moduleMeta.declaredDirectives).forEach(function (ref) {\n                var promise =
_this._metadataResolver.loadDirectiveMetadata(moduleMeta.type.reference, ref, isSync);\n                if (promise)
{\n                    loading.push(promise);\n                }\n            });\n
_this._filterJitIdentifiers(moduleMeta.declaredPipes)\n                .forEach(function (ref) { return
_this._metadataResolver.getOrLoadPipeMetadata(ref); });\n        });\n        return SyncAsync.all(loading);\n    };\n
JitCompiler.prototype._compileModule = function (moduleType) {\n        var ngModuleFactory =
this._compiledNgModuleCache.get(moduleType);\n        if (!ngModuleFactory) {\n            var moduleMeta =
this._metadataResolver.getNgModuleMetadata(moduleType);\n            // Always provide a bound Compiler\n
var extraProviders = this.getExtraNgModuleProviders(moduleMeta.type.reference);\n            var outputCtx =
createOutputContext();\n            var compileResult = this._ngModuleCompiler.compile(outputCtx, moduleMeta,
extraProviders);\n            ngModuleFactory = this._interpretOrJit(ngModuleJitUrl(moduleMeta),
outputCtx.statements)[compileResult.ngModuleFactoryVar];\n
this._compiledNgModuleCache.set(moduleMeta.type.reference, ngModuleFactory);\n        }\n        return
ngModuleFactory;\n    };\n    /**\n     * @internal\n     */\n    JitCompiler.prototype._compileComponents = function
(mainModule, allComponentFactories) {\n        var _this = this;\n        var ngModule =
this._metadataResolver.getNgModuleMetadata(mainModule);\n        var moduleByJitDirective = new Map();\n
var templates = new Set();\n        var transJitModules =
this._filterJitIdentifiers(ngModule.transitiveModule.modules);\n        transJitModules.forEach(function (localMod)
{\n            var localModuleMeta = _this._metadataResolver.getNgModuleMetadata(localMod);\n
_this._filterJitIdentifiers(localModuleMeta.declaredDirectives).forEach(function (dirRef) {\n
moduleByJitDirective.set(dirRef, localModuleMeta);\n                var dirMeta =
_this._metadataResolver.getDirectiveMetadata(dirRef);\n                if (dirMeta.isComponent) {\n
templates.add(_this._createCompiledTemplate(dirMeta, localModuleMeta));\n                    if
(allComponentFactories) {\n                        var template =
```

_this._createCompiledHostTemplate(dirMeta.type.reference, localModuleMeta);\n
templates.add(template);\n allComponentFactories.push(dirMeta.componentFactory);\n
}\n }\n });\n });\n transJitModules.forEach(function (localMod) {\n var
localModuleMeta = _this._metadataResolver.getNgModuleMetadata(localMod);\n
_this._filterJitIdentifiers(localModuleMeta.declaredDirectives).forEach(function (dirRef) {\n var dirMeta =
_this._metadataResolver.getDirectiveMetadata(dirRef);\n if (dirMeta.isComponent) {\n
dirMeta.entryComponents.forEach(function (entryComponentType) {\n var moduleMeta =
moduleByJitDirective.get(entryComponentType.componentType);\n
templates.add(_this._createCompiledHostTemplate(entryComponentType.componentType, moduleMeta));\n
});\n }\n });\n localModuleMeta.entryComponents.forEach(function
(entryComponentType) {\n if (!_this.hasAotSummary(entryComponentType.componentType)) {\n
var moduleMeta = moduleByJitDirective.get(entryComponentType.componentType);\n
templates.add(_this._createCompiledHostTemplate(entryComponentType.componentType, moduleMeta));\n
}\n });\n });\n templates.forEach(function (template) { return _this._compileTemplate(template);
});\n };\n JitCompiler.prototype.clearCacheFor = function (type) {\n
this._compiledNgModuleCache.delete(type);\n this._metadataResolver.clearCacheFor(type);\n
this._compiledHostTemplateCache.delete(type);\n var compiledTemplate =
this._compiledTemplateCache.get(type);\n if (compiledTemplate) {\n
this._compiledTemplateCache.delete(type);\n }\n };\n JitCompiler.prototype.clearCache = function () {\n
// Note: don't clear the _addedAotSummaries, as they don't change!\n this._metadataResolver.clearCache();\n
this._compiledTemplateCache.clear();\n this._compiledHostTemplateCache.clear();\n
this._compiledNgModuleCache.clear();\n };\n JitCompiler.prototype._createCompiledHostTemplate = function
(compType, ngModule) {\n if (!ngModule) {\n throw new Error(\"Component \" + stringify(compType)
+ \" is not part of any NgModule or the module has not been imported into your module.\");\n }\n var
compiledTemplate = this._compiledHostTemplateCache.get(compType);\n if (!compiledTemplate) {\n
var compMeta = this._metadataResolver.getDirectiveMetadata(compType);\n
assertComponent(compMeta);\n var hostMeta =
this._metadataResolver.getHostComponentMetadata(compMeta, compMeta.componentFactory.viewDefFactory);\n
compiledTemplate =\n new CompiledTemplate(true, compMeta.type, hostMeta, ngModule,
[compMeta.type]);\n this._compiledHostTemplateCache.set(compType, compiledTemplate);\n }\n
return compiledTemplate;\n };\n JitCompiler.prototype._createCompiledTemplate = function (compMeta,
ngModule) {\n var compiledTemplate = this._compiledTemplateCache.get(compMeta.type.reference);\n if
(!compiledTemplate) {\n assertComponent(compMeta);\n compiledTemplate = new
CompiledTemplate(false, compMeta.type, compMeta, ngModule, ngModule.transitiveModule.directives);\n
this._compiledTemplateCache.set(compMeta.type.reference, compiledTemplate);\n }\n return
compiledTemplate;\n };\n JitCompiler.prototype._compileTemplate = function (template) {\n var _this =
this;\n if (template.isCompiled) {\n return;\n }\n var compMeta = template.compMeta;\n var
externalStylesheetsByModuleUrl = new Map();\n var outputContext = createOutputContext();\n var
componentStylesheet = this._styleCompiler.compileComponent(outputContext, compMeta);\n
compMeta.template.externalStylesheets.forEach(function (stylesheetMeta) {\n var compiledStylesheet =
_this._styleCompiler.compileStyles(createOutputContext(), compMeta, stylesheetMeta);\n
externalStylesheetsByModuleUrl.set(stylesheetMeta.moduleUrl, compiledStylesheet);\n });\n
this._resolveStylesCompileResult(componentStylesheet, externalStylesheetsByModuleUrl);\n var pipes =
template.ngModule.transitiveModule.pipes.map(function (pipe) { return
_this._metadataResolver.getPipeSummary(pipe.reference); });\n var _a = this._parseTemplate(compMeta,
template.ngModule, template.directives), parsedTemplate = _a.template, usedPipes = _a.pipes;\n var
compileResult = this._viewCompiler.compileComponent(outputContext, compMeta, parsedTemplate,
variable(componentStylesheet.stylesVar), usedPipes);\n var evalResult =

this._interpretOrJit(templateJitUrl(template.ngModule.type, template.compMeta), outputContext.statements);\n var viewClass = evalResult[compileResult.viewClassVar];\n var rendererType = evalResult[compileResult.rendererTypeVar];\n template.compiled(viewClass, rendererType);\n };\n JitCompiler.prototype._parseTemplate = function (compMeta, ngModule, directiveIdentifiers) {\n var _this = this;\n // Note: ! is ok here as components always have a template.\n var preserveWhitespaces = compMeta.template.preserveWhitespaces;\n var directives = directiveIdentifiers.map(function (dir) { return _this._metadataResolver.getDirectiveSummary(dir.reference); });\n var pipes = ngModule.transitiveModule.pipes.map(function (pipe) { return _this._metadataResolver.getPipeSummary(pipe.reference); });\n return this._templateParser.parse(compMeta, compMeta.template.htmlAst, directives, pipes, ngModule.schemas, templateSourceUrl(ngModule.type, compMeta, compMeta.template), preserveWhitespaces);\n };\n JitCompiler.prototype._resolveStylesCompileResult = function (result, externalStylesheetsByModuleUrl) {\n var _this = this;\n result.dependencies.forEach(function (dep, i) {\n var nestedCompileResult = externalStylesheetsByModuleUrl.get(dep.moduleUrl);\n var nestedStylesArr = _this._resolveAndEvalStylesCompileResult(nestedCompileResult, externalStylesheetsByModuleUrl);\n dep.setValue(nestedStylesArr);\n });\n };\n JitCompiler.prototype._resolveAndEvalStylesCompileResult = function (result, externalStylesheetsByModuleUrl) {\n this._resolveStylesCompileResult(result, externalStylesheetsByModuleUrl);\n return this._interpretOrJit(sharedStylesheetJitUrl(result.meta, this._sharedStylesheetCount++), result.outputCtx.statements)[result.stylesVar];\n };\n JitCompiler.prototype._interpretOrJit = function (sourceUrl, statements) {\n if (!this._compilerConfig.useJit) {\n return interpretStatements(statements, this._reflector);\n }\n else {\n return jitStatements(sourceUrl, statements, this._reflector, this._compilerConfig.jitDevMode);\n }\n };\n return JitCompiler;\n}());\nvar CompiledTemplate = /** @class */ (function () {\n function CompiledTemplate(isHost, compType, compMeta, ngModule, directives) {\n this.isHost = isHost;\n this.compType = compType;\n this.compMeta = compMeta;\n this.ngModule = ngModule;\n this.directives = directives;\n this._viewClass = null;\n this.isCompiled = false;\n }\n CompiledTemplate.prototype.compiled = function (viewClass, rendererType) {\n this._viewClass = viewClass;\n this.compMeta.componentViewType.setDelegate(viewClass);\n for (var prop in rendererType) {\n this.compMeta.rendererType[prop] = rendererType[prop];\n }\n this.isCompiled = true;\n };\n return CompiledTemplate;\n}());\nfunction assertComponent(meta) {\n if (!meta.isComponent) {\n throw new Error(\"Could not compile '\" + identifierName(meta.type) + \"' because it is not a component.\");\n }\n}\nfunction createOutputContext() {\n var importExpr$$1 = function (symbol) {\n return importExpr({ name: identifierName(symbol), moduleName: null, runtime: symbol });\n };\n return { statements: [], genFilePath: '', importExpr: importExpr$$1, constantPool: new ConstantPool() };\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Provides access to reflection data about symbols that the compiler needs.\n */\nvar CompileReflector = /** @class */ (function () {\n function CompileReflector() {\n }\n return CompileReflector;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Create a {@link UrlResolver} with no package prefix.\n */\nfunction createUrlResolverWithoutPackagePrefix() {\n return new UrlResolver();\n}\nfunction createOfflineCompileUrlResolver() {\n return new UrlResolver('.');\n}\nvar UrlResolver = /** @class */ (function () {\n function UrlResolverImpl(_packagePrefix) {\n if (_packagePrefix === void 0) { _packagePrefix = null; }\n this._packagePrefix = _packagePrefix;\n }\n /**\n * Resolves the `url` given the `baseUrl`:\n * - when the `url` is null, the `baseUrl` is returned,\n * - if `url` is relative ('path/to/here', './path/to/here'), the resolved url is a combination of\n * `baseUrl` and `url`,\n * - if `url` is absolute (it has a scheme: 'http://', 'https://' or start with '/'), the `url` is\n * returned as is (ignoring the `baseUrl`)\n */\n UrlResolverImpl.prototype.resolve = function (baseUrl, url) {\n var resolvedUrl = url;\n if (baseUrl != null && baseUrl.length > 0) {\n

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resolvedUrl = _resolveUrl(baseUrl, resolvedUrl);\n        }\n        var resolvedParts = _split(resolvedUrl);\n        var
prefix = this._packagePrefix;\n        if (prefix != null && resolvedParts != null &&\n
resolvedParts[_ComponentIndex.Scheme] == 'package') {\n            var path =
resolvedParts[_ComponentIndex.Path];\n            prefix = prefix.replace(/\\/+$/, '');\n            path =
path.replace(/^\\/+/, '');\n            return prefix + \"/\" + path;\n        }\n        return resolvedUrl;\n    };\n    return
UrlResolverImpl;\n}());\n/**\n * Extract the scheme of a URL.\n */\nfunction getUrlScheme(url) {\n    var match =
_split(url);\n    return (match && match[_ComponentIndex.Scheme]) || '';\n}\n// The code below is adapted from
Traceur:\n// https://github.com/google/traceur-
compiler/blob/9511c1dafa972bf0de1202a8a863bad02f0f95a8/src/runtime/url.js\n/**\n * Builds a URI string from
already-encoded parts.\n *\n * No encoding is performed.  Any component may be omitted as either null or\n *
undefined.\n *\n * @param opt_scheme The scheme such as 'http'.\n * @param opt_userInfo The user name before
the '@'.\n * @param opt_domain The domain such as 'www.google.com', already\n *     URI-encoded.\n * @param
opt_port The port number.\n * @param opt_path The path, already URI-encoded.  If it is not\n *     empty, it must
begin with a slash.\n * @param opt_queryData The URI-encoded query data.\n * @param opt_fragment The URI-
encoded fragment identifier.\n * @return The fully combined URI.\n */\nfunction
_buildFromEncodedParts(opt_scheme, opt_userInfo, opt_domain, opt_port, opt_path, opt_queryData, opt_fragment)
{\n    var out = [];\n    if (opt_scheme != null) {\n        out.push(opt_scheme + ':');\n    }\n    if (opt_domain != null)
{\n        out.push('//');\n        if (opt_userInfo != null) {\n            out.push(opt_userInfo + '@');\n        }\n
out.push(opt_domain);\n        if (opt_port != null) {\n            out.push(':' + opt_port);\n        }\n    }\n    if (opt_path
!= null) {\n        out.push(opt_path);\n    }\n    if (opt_queryData != null) {\n        out.push('?' + opt_queryData);\n
}\n    if (opt_fragment != null) {\n        out.push('#' + opt_fragment);\n    }\n    return out.join('');\n}\n/**\n * A
regular expression for breaking a URI into its component parts.\n *\n * {@link
http://www.gbiv.com/protocols/uri/rfc/rfc3986.html#RFC2234} says\n * As the \"first-match-wins\" algorithm is
identical to the \"greedy\"\n * disambiguation method used by POSIX regular expressions, it is natural and\n *
commonplace to use a regular expression for parsing the potential five\n * components of a URI reference.\n *\n *
The following line is the regular expression for breaking-down a\n * well-formed URI reference into its
components.\n *\n * <pre>\n * ^(([^:/?#]+):)?(//([^/?#]*))?([^?#]*)(\\?([^#]*))?(#(.*))?\n *  12            3  4          5
6  7        8 9\n * </pre>\n *\n * The numbers in the second line above are only to assist readability; they\n * indicate
the reference points for each subexpression (i.e., each paired\n * parenthesis). We refer to the value matched for
subexpression <n> as $<n>.\n * For example, matching the above expression to\n * <pre>\n *
http://www.ics.uci.edu/pub/ietf/uri/#Related\n * </pre>\n * results in the following subexpression matches:\n *
<pre>\n *    $1 = http:\n *    $2 = http\n *    $3 = //www.ics.uci.edu\n *    $4 = www.ics.uci.edu\n *    $5 =
/pub/ietf/uri/\n *    $6 = <undefined>\n *    $7 = <undefined>\n *    $8 = #Related\n *    $9 = Related\n * </pre>\n *
where <undefined> indicates that the component is not present, as is the\n * case for the query component in the
above example. Therefore, we can\n * determine the value of the five components as\n * <pre>\n *    scheme    =
$2\n *    authority = $4\n *    path      = $5\n *    query     = $7\n *    fragment  = $9\n * </pre>\n *\n * The regular
expression has been modified slightly to expose the\n * userInfo, domain, and port separately from the authority.\n *
The modified version yields\n * <pre>\n *    $1 = http              scheme\n *    $2 = <undefined>       userInfo -\\\n *
$3 = www.ics.uci.edu   domain     | authority\n *    $4 = <undefined>       port     -/\n *    $5 = /pub/ietf/uri/    path\n *
  $6 = <undefined>       query without ?\n *    $7 = Related           fragment without #\n * </pre>\n * @internal\n
*/\nvar _splitRe = new RegExp('^' +\n    '(?:' +\n    '([^:/?#.]+)' + // scheme - ignore special characters\n    // used by
other URL parts such as :,\n    // ?, /, #, and .\n    ':)?' +\n    '(?://' +\n    '(?:([^/?#]*)@)?' + // userInfo\n
'([\\\\w\\\\d\\\\-\\\\u0100-\\\\uffff.%]*)' + // domain - restrict to letters,\n    // digits, dashes, dots, percent\n    //
escapes, and unicode characters.\n    '(?::([0-9]+))?' + // port\n    ')?' +\n    '([^?#]+)?' + // path\n    '(?:\\\\?([^#]*))?' +
// query\n    '(?:#(.*))?' + // fragment\n    '$');\n/**\n * The index of each URI component in the return value of
goog.uri.utils.split.\n * @enum {number}\n */\nvar _ComponentIndex;\n(function (_ComponentIndex) {\n
_ComponentIndex[_ComponentIndex[\"Scheme\"] = 1] = \"Scheme\";\n
_ComponentIndex[_ComponentIndex[\"UserInfo\"] = 2] = \"UserInfo\";\n
```

_ComponentIndex[_ComponentIndex[\"Domain\"] = 3] = \"Domain\";\n _ComponentIndex[_ComponentIndex[\"Port\"] = 4] = \"Port\";\n _ComponentIndex[_ComponentIndex[\"Path\"] = 5] = \"Path\";\n _ComponentIndex[_ComponentIndex[\"QueryData\"] = 6] = \"QueryData\";\n _ComponentIndex[_ComponentIndex[\"Fragment\"] = 7] = \"Fragment\";\n})(_ComponentIndex || (_ComponentIndex = {}));\n/**\n * Splits a URI into its component parts.\n *\n * Each component can be accessed via the component indices; for example:\n * <pre>\n * goog.uri.utils.split(someStr)[goog.uri.utils.CompontentIndex.QUERY_DATA];\n * </pre>\n *\n * @param uri The URI string to examine.\n * @return Each component still URI-encoded.\n * Each component that is present will contain the encoded value, whereas\n * components that are not present will be undefined or empty, depending\n * on the browser's regular expression implementation. Never null, since\n * arbitrary strings may still look like path names.\n */\nfunction _split(uri) {\n return uri.match(_splitRe);\n}\n/**\n * Removes dot segments in given path component, as described in\n * RFC 3986, section 5.2.4.\n *\n * @param path A non-empty path component.\n * @return Path component with removed dot segments.\n */\nfunction _removeDotSegments(path) {\n if (path == '/')\n return '/';\n var leadingSlash = path[0] == '/' ? '/' : '';\n var trailingSlash = path[path.length - 1] === '/' ? '/' : '';\n var segments = path.split('/');\n var out = [];\n var up = 0;\n for (var pos = 0; pos < segments.length; pos++) {\n var segment = segments[pos];\n switch (segment) {\n case '':\n case '.':\n break;\n case '..':\n if (out.length > 0) {\n out.pop();\n }\n else {\n up++;\n }\n break;\n default:\n out.push(segment);\n }\n }\n if (leadingSlash == '') {\n while (up-- > 0) {\n out.unshift('..');\n }\n if (out.length === 0)\n out.push('.');\n }\n return leadingSlash + out.join('/') + trailingSlash;\n}\n/**\n * Takes an array of the parts from split and canonicalizes the path part\n * and then joins all the parts.\n */\nfunction _joinAndCanonicalizePath(parts) {\n var path = parts[_ComponentIndex.Path];\n path = path == null ? '' : _removeDotSegments(path);\n parts[_ComponentIndex.Path] = path;\n return _buildFromEncodedParts(parts[_ComponentIndex.Scheme], parts[_ComponentIndex.UserInfo], parts[_ComponentIndex.Domain], parts[_ComponentIndex.Port], path, parts[_ComponentIndex.QueryData], parts[_ComponentIndex.Fragment]);\n}\n/**\n * Resolves a URL.\n * @param base The URL acting as the base URL.\n * @param to The URL to resolve.\n */\nfunction _resolveUrl(base, url) {\n var parts = _split(encodeURI(url));\n var baseParts = _split(base);\n if (parts[_ComponentIndex.Scheme] != null) {\n return _joinAndCanonicalizePath(parts);\n }\n else {\n parts[_ComponentIndex.Scheme] = baseParts[_ComponentIndex.Scheme];\n }\n for (var i = _ComponentIndex.Scheme; i <= _ComponentIndex.Port; i++) {\n if (parts[i] == null) {\n parts[i] = baseParts[i];\n }\n }\n if (parts[_ComponentIndex.Path][0] == '/') {\n return _joinAndCanonicalizePath(parts);\n }\n var path = baseParts[_ComponentIndex.Path];\n if (path == null)\n path = '/';\n var index = path.lastIndexOf('/');\n path = path.substring(0, index + 1) + parts[_ComponentIndex.Path];\n parts[_ComponentIndex.Path] = path;\n return _joinAndCanonicalizePath(parts);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An interface for retrieving documents by URL that the compiler uses\n * to load templates.\n */\nvar ResourceLoader = /** @class */ (function () {\n function ResourceLoader() {\n }\n ResourceLoader.prototype.get = function (url) { return ''; };\n return ResourceLoader;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar Extractor = /** @class */ (function () {\n function Extractor(host, staticSymbolResolver, messageBundle, metadataResolver) {\n this.host = host;\n this.staticSymbolResolver = staticSymbolResolver;\n this.messageBundle = messageBundle;\n this.metadataResolver = metadataResolver;\n }\n Extractor.prototype.extract = function (rootFiles) {\n var _this = this;\n var _a = analyzeAndValidateNgModules(rootFiles, this.host, this.staticSymbolResolver, this.metadataResolver), files = _a.files, ngModules = _a.ngModules;\n return Promise\n .all(ngModules.map(function (ngModule) { return _this.metadataResolver.loadNgModuleDirectiveAndPipeMetadata(ngModule.type.reference, false); }))\n

.then(function () {\n var errors = [];\n files.forEach(function (file) {\n var compMetas = [];\n file.directives.forEach(function (directiveType) {\n var dirMeta = _this.metadataResolver.getDirectiveMetadata(directiveType);\n if (dirMeta && dirMeta.isComponent) {\n compMetas.push(dirMeta);\n }\n });\n compMetas.forEach(function (compMeta) {\n var html = compMeta.template.template;\n // Template URL points to either an HTML or TS file depending on\n // whether the file is used with `templateUrl:` or `template:`,\n // respectively.\n var templateUrl = compMeta.template.templateUrl;\n var interpolationConfig = InterpolationConfig.fromArray(compMeta.template.interpolation);\n errors.push.apply(errors, __spread(_this.messageBundle.updateFromTemplate(html, templateUrl, interpolationConfig)));\n });\n });\n if (errors.length) {\n throw new Error(errors.map(function (e) { return e.toString(); }).join('\\n'));\n }\n return _this.messageBundle;\n });\n };\n Extractor.create = function (host, locale) {\n var htmlParser = new HtmlParser();\n var urlResolver = createAotUrlResolver(host);\n var symbolCache = new StaticSymbolCache();\n var summaryResolver = new AotSummaryResolver(host, symbolCache);\n var staticSymbolResolver = new StaticSymbolResolver(host, symbolCache, summaryResolver);\n var staticReflector = new StaticReflector(summaryResolver, staticSymbolResolver);\n var config = new CompilerConfig({ defaultEncapsulation: ViewEncapsulation.Emulated, useJit: false });\n var normalizer = new DirectiveNormalizer({ get: function (url) { return host.loadResource(url); } }, urlResolver, htmlParser, config);\n var elementSchemaRegistry = new DomElementSchemaRegistry();\n var resolver = new CompileMetadataResolver(config, htmlParser, new NgModuleResolver(staticReflector), new DirectiveResolver(staticReflector), new PipeResolver(staticReflector), summaryResolver, elementSchemaRegistry, normalizer, console, symbolCache, staticReflector);\n // TODO(vicb): implicit tags & attributes\n var messageBundle = new MessageBundle(htmlParser, [], {}, locale);\n var extractor = new Extractor(host, staticSymbolResolver, messageBundle, resolver);\n return { extractor: extractor, staticReflector: staticReflector };\n };\n return Extractor;\n}));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Processes `Target`s with a given set of directives and performs a binding operation, which\n * returns an object similar to TypeScript's `ts.TypeChecker` that contains knowledge about the\n * target.\n */\nvar R3TargetBinder = /** @class */ (function () {\n function R3TargetBinder(directiveMatcher) {\n this.directiveMatcher = directiveMatcher;\n }\n /**\n * Perform a binding operation on the given `Target` and return a `BoundTarget` which contains\n * metadata about the types referenced in the template.\n */\n R3TargetBinder.prototype.bind = function (target) {\n if (!target.template) {\n // TODO(alxhub): handle targets which contain things like HostBindings, etc.\n throw new Error('Binding without a template not yet supported');\n }\n // First, parse the template into a `Scope` structure. This operation captures the syntactic\n // scopes in the template and makes them available for later use.\n var scope = Scope.apply(target.template);\n // Next, perform directive matching on the template using the `DirectiveBinder`. This returns:\n // - directives: Map of nodes (elements & ng-templates) to the directives on them.\n // - bindings: Map of inputs, outputs, and attributes to the directive/element that claims\n // them. TODO(alxhub): handle multiple directives claiming an input/output/etc.\n // - references: Map of #references to their targets.\n var _a = DirectiveBinder.apply(target.template, this.directiveMatcher), directives = _a.directives, bindings = _a.bindings, references = _a.references;\n // Finally, run the TemplateBinder to bind references, variables, and other entities within the\n // template. This extracts all the metadata that doesn't depend on directive matching.\n var _b = TemplateBinder.apply(target.template, scope), expressions = _b.expressions, symbols = _b.symbols, nestingLevel = _b.nestingLevel;\n return new R3BoundTarget(target, directives, bindings, references, expressions, symbols, nestingLevel);\n };\n return R3TargetBinder;\n}));\n/**\n * Represents a binding scope within a template.\n *\n * Any variables, references, or other named entities declared within the template will\n * be

captured and available by name in `namedEntities`. Additionally, child templates will\n * be analyzed and have their child `Scope`s available in `childScopes`.\n */\nvar Scope = /** @class */ (function () {\n function Scope(parentScope) {\n this.parentScope = parentScope;\n /**\n * Named members of the `Scope`, such as `Reference`s or `Variable`s.\n */\n this.namedEntities = new Map();\n /**\n * Child `Scope`s for immediately nested `Template`s.\n */\n this.childScopes = new Map();\n }\n /**\n * Process a template (either as a `Template` sub-template with variables, or a plain array of\n * template `Node`s) and construct its `Scope`.\n */\n Scope.apply = function (template) {\n var scope = new Scope();\n scope.ingest(template);\n return scope;\n };\n /**\n * Internal method to process the template and populate the `Scope`.\n */\n Scope.prototype.ingest = function (template) {\n var _this = this;\n if (template instanceof Template) {\n // Variables on an <ng-template> are defined in the inner scope.\n template.variables.forEach(function (node) { return _this.visitVariable(node); });\n // Process the nodes of the template.\n template.children.forEach(function (node) { return node.visit(_this); });\n }\n else {\n // No overarching `Template` instance, so process the nodes directly.\n template.forEach(function (node) { return node.visit(_this); });\n }\n };\n Scope.prototype.visitElement = function (element) {\n var _this = this;\n // `Element`s in the template may have `Reference`s which are captured in the scope.\n element.references.forEach(function (node) { return _this.visitReference(node); });\n // Recurse into the `Element`'s children.\n element.children.forEach(function (node) { return node.visit(_this); });\n };\n Scope.prototype.visitTemplate = function (template) {\n var _this = this;\n // References on a <ng-template> are defined in the outer scope, so capture them before\n // processing the template's child scope.\n template.references.forEach(function (node) { return _this.visitReference(node); });\n // Next, create an inner scope and process the template within it.\n var scope = new Scope(this);\n scope.ingest(template);\n this.childScopes.set(template, scope);\n };\n Scope.prototype.visitVariable = function (variable) {\n // Declare the variable if it's not already.\n this.maybeDeclare(variable);\n };\n Scope.prototype.visitReference = function (reference) {\n // Declare the variable if it's not already.\n this.maybeDeclare(reference);\n };\n // Unused visitors.\n Scope.prototype.visitContent = function (content) { };\n Scope.prototype.visitBoundAttribute = function (attr) { };\n Scope.prototype.visitBoundEvent = function (event) { };\n Scope.prototype.visitBoundText = function (text) { };\n Scope.prototype.visitText = function (text) { };\n Scope.prototype.visitTextAttribute = function (attr) { };\n Scope.prototype.maybeDeclare = function (thing) {\n // Declare something with a name, as long as that name isn't taken.\n if (!this.namedEntities.has(thing.name)) {\n this.namedEntities.set(thing.name, thing);\n }\n };\n /**\n * Look up a variable within this `Scope`.\n *\n * This can recurse into a parent `Scope` if it's available.\n */\n Scope.prototype.lookup = function (name) {\n if (this.namedEntities.has(name)) {\n // Found in the local scope.\n return this.namedEntities.get(name);\n }\n else if (this.parentScope !== undefined) {\n // Not in the local scope, but there's a parent scope so check there.\n return this.parentScope.lookup(name);\n }\n else {\n // At the top level and it wasn't found.\n return null;\n }\n };\n /**\n * Get the child scope for a `Template`.\n *\n * This should always be defined.\n */\n Scope.prototype.getChildScope = function (template) {\n var res = this.childScopes.get(template);\n if (res === undefined) {\n throw new Error(\"Assertion error: child scope for \" + template + \" not found\");\n }\n return res;\n };\n return Scope;\n}());\n/**\n * Processes a template and matches directives on nodes (elements and templates).\n *\n * Usually used via the static `apply()` method.\n */\nvar DirectiveBinder = /** @class */ (function () {\n function DirectiveBinder(matcher, directives, bindings, references) {\n this.matcher = matcher;\n this.directives = directives;\n this.bindings = bindings;\n this.references = references;\n }\n /**\n * Process a template (list of `Node`s) and perform directive matching against each node.\n *\n * @param template the list of template `Node`s to match (recursively).\n * @param selectorMatcher a `SelectorMatcher` containing the directives that are in scope for\n * this template.\n * @returns three maps which contain information about directives in the template: the\n * `directives` map which lists directives matched on each node, the `bindings` map which\n * indicates which directives claimed which bindings (inputs, outputs, etc), and the `references`\n * map which resolves #references (`Reference`s) within the template to the named directive or\n * template

node.\n */\n DirectiveBinder.apply = function (template, selectorMatcher) {\n var directives = new Map();\n var bindings = new Map();\n var references = new Map();\n var matcher = new DirectiveBinder(selectorMatcher, directives, bindings, references);\n matcher.ingest(template);\n return { directives: directives, bindings: bindings, references: references };\n };\n DirectiveBinder.prototype.ingest = function (template) {\n var _this = this;\n template.forEach(function (node) { return node.visit(_this); });\n };\n DirectiveBinder.prototype.visitElement = function (element) { this.visitElementOrTemplate(element.name, element); };\n DirectiveBinder.prototype.visitTemplate = function (template) { this.visitElementOrTemplate('ng-template', template); };\n DirectiveBinder.prototype.visitElementOrTemplate = function (tag, node) {\n var _this = this;\n // First, determine the HTML shape of the node for the purpose of directive matching.\n // Do this by building up a `CssSelector` for the node.\n var cssSelector = new CssSelector();\n cssSelector.setElement(tag);\n // Add attributes to the CSS selector.\n var attrs = getAttrsForDirectiveMatching(node);\n Object.getOwnPropertyNames(attrs).forEach(function (name) {\n var value = attrs[name];\n cssSelector.addAttribute(name, value);\n // Treat the 'class' attribute specially.\n if (name.toLowerCase() === 'class') {\n var classes = value.trim().split(/\\s+/g);\n classes.forEach(function (className) { return cssSelector.addClassName(className); });\n }\n });\n // Next, use the `SelectorMatcher` to get the list of directives on the node.\n var directives = [];\n this.matcher.match(cssSelector, function (_, directive) { return directives.push(directive); });\n if (directives.length > 0) {\n this.directives.set(node, directives);\n }\n // Resolve any references that are created on this node.\n node.references.forEach(function (ref) {\n var dirTarget = null;\n // If the reference expression is empty, then it matches the \"primary\" directive on the node\n // (if there is one). Otherwise it matches the host node itself (either an element or\n // <ng-template> node).\n if (ref.value.trim() === '') {\n // This could be a reference to a component if there is one.\n dirTarget = directives.find(function (dir) { return dir.isComponent; }) || null;\n }\n else {\n // This is a reference to a directive exported via exportAs. One should exist.\n dirTarget = directives.find(function (dir) { return dir.exportAs === ref.value; }) || null;\n // Check if a matching directive was found, and error if it wasn't.\n if (dirTarget === null) {\n // TODO(alxhub): Return an error value here that can be used for template validation.\n throw new Error(\"Assertion error: failed to find directive with exportAs: \" + ref.value);\n }\n }\n if (dirTarget !== null) {\n // This reference points to a directive.\n _this.references.set(ref, { directive: dirTarget, node: node });\n }\n else {\n // This reference points to the node itself.\n _this.references.set(ref, node);\n }\n });\n // Associate bindings on the node with directives or with the node itself.\n // Inputs:\n __spread(node.attributes, node.inputs).forEach(function (binding) {\n var dir = directives.find(function (dir) { return dir.inputs.hasOwnProperty(binding.name); });\n if (dir !== undefined) {\n _this.bindings.set(binding, dir);\n }\n else {\n _this.bindings.set(binding, node);\n }\n });\n // Outputs:\n node.outputs.forEach(function (binding) {\n var dir = directives.find(function (dir) { return dir.outputs.hasOwnProperty(binding.name); });\n if (dir !== undefined) {\n _this.bindings.set(binding, dir);\n }\n else {\n _this.bindings.set(binding, node);\n }\n });\n // Recurse into the node's children.\n node.children.forEach(function (child) { return child.visit(_this); });\n };\n // Unused visitors.\n DirectiveBinder.prototype.visitContent = function (content) { };\n DirectiveBinder.prototype.visitVariable = function (variable) { };\n DirectiveBinder.prototype.visitReference = function (reference) { };\n DirectiveBinder.prototype.visitTextAttribute = function (attribute) { };\n DirectiveBinder.prototype.visitBoundAttribute = function (attribute) { };\n DirectiveBinder.prototype.visitBoundEvent = function (attribute) { };\n DirectiveBinder.prototype.visitBoundAttributeOrEvent = function (node) { };\n DirectiveBinder.prototype.visitText = function (text) { };\n DirectiveBinder.prototype.visitBoundText = function (text) { };\n return DirectiveBinder;\n}());\n/**\n * Processes a template and extract metadata about expressions and symbols within.\n *\n * This is a companion to the `DirectiveBinder` that doesn't require knowledge of

directives matched\n * within the template in order to operate.\n *\n * Expressions are visited by the superclass `RecursiveAstVisitor`, with custom logic provided\n * by overridden methods from that visitor.\n */\nvar TemplateBinder = /** @class */ (function (_super) {\n __extends(TemplateBinder, _super);\n function TemplateBinder(bindings, symbols, nestingLevel, scope, template, level) {\n var _this = _super.call(this) || this;\n _this.bindings = bindings;\n _this.symbols = symbols;\n _this.nestingLevel = nestingLevel;\n _this.scope = scope;\n _this.template = template;\n _this.level = level;\n // Save a bit of processing time by constructing this closure in advance.\n _this.visitNode = function (node) { return node.visit(_this); };\n return _this;\n }\n /**\n * Process a template and extract metadata about expressions and symbols within.\n *\n * @param template the nodes of the template to process\n * @param scope the `Scope` of the template being processed.\n * @returns three maps which contain metadata about the template: `expressions` which interprets\n * special `AST` nodes in expressions as pointing to references or variables declared within the\n * template, `symbols` which maps those variables and references to the nested `Template` which\n * declares them, if any, and `nestingLevel` which associates each `Template` with a integer\n * nesting level (how many levels deep within the template structure the `Template` is), starting\n * at 1.\n */\n TemplateBinder.apply = function (template, scope) {\n var expressions = new Map();\n var symbols = new Map();\n var nestingLevel = new Map();\n // The top-level template has nesting level 0.\n var binder = new TemplateBinder(expressions, symbols, nestingLevel, scope, template instanceof Template ? template : null, 0);\n binder.ingest(template);\n return { expressions: expressions, symbols: symbols, nestingLevel: nestingLevel };\n };\n TemplateBinder.prototype.ingest = function (template) {\n if (template instanceof Template) {\n // For <ng-template>s, process inputs, outputs, variables, and child nodes. References were\n // processed in the scope of the containing template.\n template.inputs.forEach(this.visitNode);\n template.outputs.forEach(this.visitNode);\n template.variables.forEach(this.visitNode);\n template.children.forEach(this.visitNode);\n // Set the nesting level.\n this.nestingLevel.set(template, this.level);\n }\n else {\n // Visit each node from the top-level template.\n template.forEach(this.visitNode);\n }\n };\n TemplateBinder.prototype.visitElement = function (element) {\n // Vist the inputs, outputs, and children of the element.\n element.inputs.forEach(this.visitNode);\n element.outputs.forEach(this.visitNode);\n element.children.forEach(this.visitNode);\n };\n TemplateBinder.prototype.visitTemplate = function (template) {\n // First, visit the inputs, outputs of the template node.\n template.inputs.forEach(this.visitNode);\n template.outputs.forEach(this.visitNode);\n // References are also evaluated in the outer context.\n template.references.forEach(this.visitNode);\n // Next, recurse into the template using its scope, and bumping the nesting level up by one.\n var childScope = this.scope.getChildScope(template);\n var binder = new TemplateBinder(this.bindings, this.symbols, this.nestingLevel, childScope, template, this.level + 1);\n binder.ingest(template);\n };\n TemplateBinder.prototype.visitVariable = function (variable) {\n // Register the `Variable` as a symbol in the current `Template`.\n if (this.template !== null) {\n this.symbols.set(variable, this.template);\n }\n };\n TemplateBinder.prototype.visitReference = function (reference) {\n // Register the `Reference` as a symbol in the current `Template`.\n if (this.template !== null) {\n this.symbols.set(reference, this.template);\n }\n };\n // Unused template visitors\n TemplateBinder.prototype.visitText = function (text) { };\n TemplateBinder.prototype.visitContent = function (content) { };\n TemplateBinder.prototype.visitTextAttribute = function (attribute) { };\n // The remaining visitors are concerned with processing AST expressions within template bindings\n TemplateBinder.prototype.visitBoundAttribute = function (attribute) { attribute.value.visit(this); };\n TemplateBinder.prototype.visitBoundEvent = function (event) { event.handler.visit(this); };\n TemplateBinder.prototype.visitBoundText = function (text) { text.value.visit(this); };\n // These five types of AST expressions can refer to expression roots, which could be variables\n // or references in the current scope.\n TemplateBinder.prototype.visitPropertyRead = function (ast, context) {\n this.maybeMap(context, ast, ast.name);\n return _super.prototype.visitPropertyRead.call(this, ast, context);\n };\n TemplateBinder.prototype.visitSafePropertyRead = function (ast, context) {\n this.maybeMap(context, ast, ast.name);\n return _super.prototype.visitSafePropertyRead.call(this, ast, context);\n };\n

TemplateBinder.prototype.visitPropertyWrite = function (ast, context) {\n this.maybeMap(context, ast, ast.name);\n return _super.prototype.visitPropertyWrite.call(this, ast, context);\n };\n TemplateBinder.prototype.visitMethodCall = function (ast, context) {\n this.maybeMap(context, ast, ast.name);\n return _super.prototype.visitMethodCall.call(this, ast, context);\n };\n TemplateBinder.prototype.visitSafeMethodCall = function (ast, context) {\n this.maybeMap(context, ast, ast.name);\n return _super.prototype.visitSafeMethodCall.call(this, ast, context);\n };\n TemplateBinder.prototype.maybeMap = function (scope, ast, name) {\n // If the receiver of the expression isn't the `ImplicitReceiver`, this isn't the root of an\n // `AST` expression that maps to a `Variable` or `Reference`.\n if (!(ast.receiver instanceof ImplicitReceiver)) {\n return;\n }\n // Check whether the name exists in the current scope. If so, map it. Otherwise, the name is\n // probably a property on the top-level component context.\n var target = this.scope.lookup(name);\n if (target !== null) {\n this.bindings.set(ast, target);\n }\n };\n return TemplateBinder;\n}(RecursiveAstVisitor$1));\n/**\n * Metadata container for a `Target` that allows queries for specific bits of metadata.\n *\n * See `BoundTarget` for documentation on the individual methods.\n */\nvar R3BoundTarget = /** @class */ (function () {\n function R3BoundTarget(target, directives, bindings, references, exprTargets, symbols, nestingLevel) {\n this.target = target;\n this.directives = directives;\n this.bindings = bindings;\n this.references = references;\n this.exprTargets = exprTargets;\n this.symbols = symbols;\n this.nestingLevel = nestingLevel;\n }\n R3BoundTarget.prototype.getDirectivesOfNode = function (node) {\n return this.directives.get(node) || null;\n };\n R3BoundTarget.prototype.getReferenceTarget = function (ref) {\n return this.references.get(ref) || null;\n };\n R3BoundTarget.prototype.getConsumerOfBinding = function (binding) {\n return this.bindings.get(binding) || null;\n };\n R3BoundTarget.prototype.getExpressionTarget = function (expr) {\n return this.exprTargets.get(expr) || null;\n };\n R3BoundTarget.prototype.getTemplateOfSymbol = function (symbol) {\n return this.symbols.get(symbol) || null;\n };\n R3BoundTarget.prototype.getNestingLevel = function (template) { return this.nestingLevel.get(template) || 0; };\n R3BoundTarget.prototype.getUsedDirectives = function () {\n var set = new Set();\n this.directives.forEach(function (dirs) { return dirs.forEach(function (dir) { return set.add(dir); }); });\n return Array.from(set.values());\n };\n return R3BoundTarget;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// This file only reexports content of the `src` folder. Keep it that way.\n// This function call has a global side effects and publishes the compiler into global namespace for\n// the late binding of the Compiler to the @angular/core for jit compilation.\npublishFacade(_global);\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// This file only reexports content of the `src` folder. Keep it that way.\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nexport { core, CompilerConfig, preserveWhitespacesDefault, isLoweredSymbol, createLoweredSymbol, Identifiers, JitCompiler, ConstantPool, DirectiveResolver, PipeResolver, NgModuleResolver, DEFAULT_INTERPOLATION_CONFIG, InterpolationConfig, NgModuleCompiler, ArrayType, AssertNotNull, BinaryOperator, BinaryOperatorExpr, BuiltinMethod, BuiltinType, BuiltinTypeName, BuiltinVar, CastExpr, ClassField, ClassMethod, ClassStmt, CommaExpr, CommentStmt, ConditionalExpr, DeclareFunctionStmt, DeclareVarStmt, Expression, ExpressionStatement, ExpressionType, ExternalExpr, ExternalReference, FunctionExpr, IfStmt, InstantiateExpr, InvokeFunctionExpr, InvokeMethodExpr, JSDocCommentStmt, LiteralArrayExpr, LiteralExpr, LiteralMapExpr, MapType, NotExpr, ReadKeyExpr, ReadPropExpr, ReadVarExpr, ReturnStatement, ThrowStmt, TryCatchStmt, Type$1 as Type, WrappedNodeExpr, WriteKeyExpr, WritePropExpr, WriteVarExpr, StmtModifier, Statement, TypeofExpr, collectExternalReferences, EmitterVisitorContext, ViewCompiler, getParseErrors, isSyntaxError, syntaxError, Version, BoundAttribute as TmplAstBoundAttribute, BoundEvent as TmplAstBoundEvent, BoundText

as TmplAstBoundText, Content as TmplAstContent, Element$1 as TmplAstElement, Reference as TmplAstReference, Template as TmplAstTemplate, Text$1 as TmplAstText, TextAttribute as TmplAstTextAttribute, Variable as TmplAstVariable, jitExpression, R3ResolvedDependencyType, compileInjector, compileNgModule, compilePipeFromMetadata, makeBindingParser, parseTemplate, compileBaseDefFromMetadata, compileComponentFromMetadata, compileDirectiveFromMetadata, parseHostBindings, publishFacade, VERSION$1 as VERSION, TextAst, BoundTextAst, AttrAst, BoundElementPropertyAst, BoundEventAst, ReferenceAst, VariableAst, ElementAst, EmbeddedTemplateAst, BoundDirectivePropertyAst, DirectiveAst, ProviderAst, ProviderAstType, NgContentAst, NullTemplateVisitor, RecursiveTemplateAstVisitor, templateVisitAll, sanitizeIdentifier, identifierName, identifierModuleUrl, viewClassName, rendererTypeName, hostViewClassName, componentFactoryName, CompileSummaryKind, tokenName, tokenReference, CompileStylesheetMetadata, CompileTemplateMetadata, CompileDirectiveMetadata, CompilePipeMetadata, CompileShallowModuleMetadata, CompileNgModuleMetadata, TransitiveCompileNgModuleMetadata, ProviderMeta, flatten, templateSourceUrl, sharedStylesheetJitUrl, ngModuleJitUrl, templateJitUrl, createAotUrlResolver, createAotCompiler, AotCompiler, analyzeNgModules, analyzeAndValidateNgModules, analyzeFile, analyzeFileForInjectables, mergeAnalyzedFiles, GeneratedFile, toTypeScript, formattedError, isFormattedError, StaticReflector, StaticSymbol, StaticSymbolCache, ResolvedStaticSymbol, StaticSymbolResolver, unescapeIdentifier, unwrapResolvedMetadata, AotSummaryResolver, AstPath, SummaryResolver, JitSummaryResolver, CompileReflector, createUrlResolverWithoutPackagePrefix, createOfflineCompileUrlResolver, UrlResolver, getUrlScheme, ResourceLoader, ElementSchemaRegistry, Extractor, I18NHtmlParser, MessageBundle, Serializer, Xliff, Xliff2, Xmb, Xtb, DirectiveNormalizer, ParserError, ParseSpan, AST, Quote, EmptyExpr, ImplicitReceiver, Chain, Conditional, PropertyRead, PropertyWrite, SafePropertyRead, KeyedRead, KeyedWrite, BindingPipe, LiteralPrimitive, LiteralArray, LiteralMap, Interpolation, Binary, PrefixNot, NonNullAssert, MethodCall, SafeMethodCall, FunctionCall, ASTWithSource, TemplateBinding, NullAstVisitor, RecursiveAstVisitor$1 as RecursiveAstVisitor, AstTransformer$1 as AstTransformer, AstMemoryEfficientTransformer, visitAstChildren, ParsedProperty, ParsedPropertyType, ParsedEvent, ParsedVariable, BoundElementProperty, TokenType, Lexer, Token, EOF, isIdentifier, isQuote, SplitInterpolation, TemplateBindingParseResult, Parser, _ParseAST, ERROR_COMPONENT_TYPE, CompileMetadataResolver, Text, Expansion, ExpansionCase, Attribute, Element, Comment, visitAll, RecursiveVisitor, findNode, HtmlParser, ParseTreeResult, TreeError, HtmlTagDefinition, getHtmlTagDefinition, TagContentType, splitNsName, isNgContainer, isNgContent, isNgTemplate, getNsPrefix, mergeNsAndName, NAMED_ENTITIES, NGSP_UNICODE, debugOutputAstAsTypeScript, TypeScriptEmitter, ParseLocation, ParseSourceFile, ParseSourceSpan, ParseErrorLevel, ParseError, typeSourceSpan, DomElementSchemaRegistry, CssSelector, SelectorMatcher, SelectorListContext, SelectorContext, HOST_ATTR, CONTENT_ATTR, StylesCompileDependency, CompiledStylesheet, StyleCompiler, TemplateParseError, TemplateParseResult, TemplateParser, splitClasses, createElementCssSelector, removeSummaryDuplicates, compileInjectable, R3TargetBinder, R3BoundTarget };\n//# sourceMappingURL=compiler.js.map\n","/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\nimport { __decorate, __metadata, __spread, __extends, __param, __read, __assign, __values } from 'tslib';\nimport { Subject, Subscription, Observable, merge } from 'rxjs';\nimport { share } from 'rxjs/operators';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction getClosureSafeProperty(objWithPropertyToExtract) {\n for (var key in objWithPropertyToExtract) {\n   if (objWithPropertyToExtract[key] === getClosureSafeProperty) {\n   return key;\n   }\n }\n throw Error('Could not find renamed property on target object.');\n}\n/**\n * Sets properties on a target object from a source object, but only if\n * the property doesn't already exist on the target object.\n * @param target The target to set properties on\n * @param source The source of the property keys and values to set\n */\nfunction fillProperties(target, source) {\n for (var key in source) {\n   if (source.hasOwnProperty(key) && !target.hasOwnProperty(key)) {\n   target[key] = source[key];\n   }\n }\n}\n\n/**\n * @license\n *

Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar NG_COMPONENT_DEF = getClosureSafeProperty({ ngComponentDef: getClosureSafeProperty });\nvar NG_DIRECTIVE_DEF = getClosureSafeProperty({ ngDirectiveDef: getClosureSafeProperty });\nvar NG_INJECTABLE_DEF = getClosureSafeProperty({ ngInjectableDef: getClosureSafeProperty });\nvar NG_INJECTOR_DEF = getClosureSafeProperty({ ngInjectorDef: getClosureSafeProperty });\nvar NG_PIPE_DEF = getClosureSafeProperty({ ngPipeDef: getClosureSafeProperty });\nvar NG_MODULE_DEF = getClosureSafeProperty({ ngModuleDef: getClosureSafeProperty });\nvar NG_BASE_DEF = getClosureSafeProperty({ ngBaseDef: getClosureSafeProperty });\n/**\n * If a directive is diPublic, bloomAdd sets a property on the type with this constant as\n * the key and the directive's unique ID as the value. This allows us to map directives to their\n * bloom filter bit for DI.\n */\nvar NG_ELEMENT_ID = getClosureSafeProperty({ __NG_ELEMENT_ID__: getClosureSafeProperty });\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Construct an `InjectableDef` which defines how a token will be constructed by the DI system, and\n * in which injectors (if any) it will be available.\n *\n * This should be assigned to a static `ngInjectableDef` field on a type, which will then be an\n * `InjectableType`.\n *\n * Options:\n * * `providedIn` determines which injectors will include the injectable, by either associating it\n * with an `@NgModule` or other `InjectorType`, or by specifying that this injectable should be\n * provided in the `'root'` injector, which will be the application-level injector in most apps.\n * * `factory` gives the zero argument function which will create an instance of the injectable.\n * The factory can call `inject` to access the `Injector` and request injection of dependencies.\n *\n * @publicApi\n */\nfunction defineInjectable(opts) {\n return {\n   providedIn: opts.providedIn || null, factory: opts.factory, value: undefined,\n };\n}\n/**\n * Construct an `InjectorDef` which configures an injector.\n *\n * This should be assigned to a static `ngInjectorDef` field on a type, which will then be an\n * `InjectorType`.\n *\n * Options:\n *\n * * `factory`: an `InjectorType` is an instantiable type, so a zero argument `factory` function to\n * create the type must be provided. If that factory function needs to inject arguments, it can\n * use the `inject` function.\n * * `providers`: an optional array of providers to add to the injector. Each provider must\n * either have a factory or point to a type which has an `ngInjectableDef` static property (the\n * type must be an `InjectableType`).\n * * `imports`: an optional array of imports of other `InjectorType`s or `InjectorTypeWithModule`s\n * whose providers will also be added to the injector. Locally provided types will override\n * providers from imports.\n *\n * @publicApi\n */\nfunction defineInjector(options) {\n return {\n   factory: options.factory, providers: options.providers || [], imports: options.imports || [],\n };\n}\n/**\n * Read the `ngInjectableDef` type in a way which is immune to accidentally reading inherited value.\n *\n * @param type type which may have `ngInjectableDef`\n */\nfunction getInjectableDef(type) {\n return type.hasOwnProperty(NG_INJECTABLE_DEF) ? type[NG_INJECTABLE_DEF] : null;\n}\n/**\n * Read the `ngInjectorDef` type in a way which is immune to accidentally reading inherited value.\n *\n * @param type type which may have `ngInjectorDef`\n */\nfunction getInjectorDef(type) {\n return type.hasOwnProperty(NG_INJECTOR_DEF) ? type[NG_INJECTOR_DEF] : null;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Creates a token that can be used in a DI Provider.\n *\n * Use an `InjectionToken` whenever the type you are injecting is not reified (does not have a\n * runtime representation) such as when injecting an interface, callable type, array or\n * parametrized type.\n *\n * `InjectionToken` is parameterized on `T` which is the type of object which will be returned by\n * the `Injector`. This provides additional level of type safety.\n *\n * ```\n * interface MyInterface {...}\n * var myInterface = injector.get(new InjectionToken<MyInterface>('SomeToken'));\n * // myInterface is inferred to be MyInterface.\n * ```\n *\n * When creating an `InjectionToken`, you can optionally specify a factory function which returns\n * (possibly by creating) a default value of the parameterized type `T`. This sets up the\n * `InjectionToken` using this factory as a provider as if it was defined explicitly in the\n * application's root injector. If the factory function, which takes zero arguments, needs to inject\n * dependencies, it can do so using the `inject` function. See below for an

example.\n *\n * Additionally, if a `factory` is specified you can also specify the `providedIn` option, which\n * overrides the above behavior and marks the token as belonging to a particular `@NgModule`. As\n * mentioned above, `'root'` is the default value for `providedIn`.\n *\n * @usageNotes\n * ### Basic Example\n *\n * ### Plain InjectionToken\n *\n * {@example core/di/ts/injector_spec.ts region='InjectionToken'}\n *\n * ### Tree-shakable InjectionToken\n *\n * {@example core/di/ts/injector_spec.ts region='ShakableInjectionToken'}\n *\n *\n * @publicApi\n */\nvar InjectionToken = /** @class */ (function () {\n function InjectionToken(_desc, options) {\n this._desc = _desc;\n /** @internal */\n this.ngMetadataName = 'InjectionToken';\n if (options !== undefined) {\n this.ngInjectableDef = defineInjectable({\n providedIn: options.providedIn || 'root',\n factory: options.factory,\n });\n }\n else {\n this.ngInjectableDef = undefined;\n }\n }\n InjectionToken.prototype.toString = function () { return \"InjectionToken \" + this._desc; };\n return InjectionToken;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ANNOTATIONS = '__annotations__';\nvar PARAMETERS = '__parameters__';\nvar PROP_METADATA = '__prop__metadata__';\n/**\n * @suppress {globalThis}\n */\nfunction makeDecorator(name, props, parentClass, additionalProcessing, typeFn) {\n var metaCtor = makeMetadataCtor(props);\n function DecoratorFactory() {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n var _a;\n if (this instanceof DecoratorFactory) {\n metaCtor.call.apply(metaCtor, __spread([this], args));\n return this;\n }\n var annotationInstance = new ((_a = DecoratorFactory).bind.apply(_a, __spread([void 0], args)))();\n return function TypeDecorator(cls) {\n if (typeFn)\n typeFn.apply(void 0, __spread([cls], args));\n // Use of Object.defineProperty is important since it creates non-enumerable property which\n // prevents the property is copied during subclassing.\n var annotations = cls.hasOwnProperty(ANNOTATIONS) ?\n cls[ANNOTATIONS] :\n Object.defineProperty(cls, ANNOTATIONS, { value: [] })[ANNOTATIONS];\n annotations.push(annotationInstance);\n if (additionalProcessing)\n additionalProcessing(cls);\n return cls;\n };\n }\n if (parentClass) {\n DecoratorFactory.prototype = Object.create(parentClass.prototype);\n }\n DecoratorFactory.prototype.ngMetadataName = name;\n DecoratorFactory.annotationCls = DecoratorFactory;\n return DecoratorFactory;\n}\nfunction makeMetadataCtor(props) {\n return function ctor() {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n if (props) {\n var values = props.apply(void 0, __spread(args));\n for (var propName in values) {\n this[propName] = values[propName];\n }\n }\n };\n}\nfunction makeParamDecorator(name, props, parentClass) {\n var metaCtor = makeMetadataCtor(props);\n function ParamDecoratorFactory() {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n var _a;\n if (this instanceof ParamDecoratorFactory) {\n metaCtor.apply(this, args);\n return this;\n }\n var annotationInstance = new ((_a = ParamDecoratorFactory).bind.apply(_a, __spread([void 0], args)))();\n ParamDecorator.annotation = annotationInstance;\n return ParamDecorator;\n function ParamDecorator(cls, unusedKey, index) {\n // Use of Object.defineProperty is important since it creates non-enumerable property which\n // prevents the property is copied during subclassing.\n var parameters = cls.hasOwnProperty(PARAMETERS) ?\n cls[PARAMETERS] :\n Object.defineProperty(cls, PARAMETERS, { value: [] })[PARAMETERS];\n // there might be gaps if some in between parameters do not have annotations.\n // we pad with nulls.\n while (parameters.length <= index) {\n parameters.push(null);\n }\n (parameters[index] = parameters[index] || []).push(annotationInstance);\n return cls;\n }\n }\n if (parentClass) {\n ParamDecoratorFactory.prototype = Object.create(parentClass.prototype);\n }\n ParamDecoratorFactory.prototype.ngMetadataName = name;\n ParamDecoratorFactory.annotationCls = ParamDecoratorFactory;\n return ParamDecoratorFactory;\n}\nfunction makePropDecorator(name, props, parentClass, additionalProcessing) {\n var metaCtor = makeMetadataCtor(props);\n function PropDecoratorFactory() {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n var _a;\n if (this instanceof

PropDecoratorFactory) {\n metaCtor.apply(this, args);\n return this;\n }\n var decoratorInstance = new ((_a = PropDecoratorFactory).bind.apply(_a, __spread([void 0], args)))();\n function PropDecorator(target, name) {\n var constructor = target.constructor;\n // Use of Object.defineProperty is important since it creates non-enumerable property which\n // prevents the property is copied during subclassing.\n var meta = constructor.hasOwnProperty(PROP_METADATA) ?\n constructor[PROP_METADATA] :\n Object.defineProperty(constructor, PROP_METADATA, { value: {} })[PROP_METADATA];\n meta[name] = meta.hasOwnProperty(name) && meta[name] || [];\n meta[name].unshift(decoratorInstance);\n if (additionalProcessing)\n additionalProcessing.apply(void 0, __spread([target, name], args));\n }\n return PropDecorator;\n }\n if (parentClass) {\n PropDecoratorFactory.prototype = Object.create(parentClass.prototype);\n }\n PropDecoratorFactory.prototype.ngMetadataName = name;\n PropDecoratorFactory.annotationCls = PropDecoratorFactory;\n return PropDecoratorFactory;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * This token can be used to create a virtual provider that will populate the\n * `entryComponents` fields of components and ng modules based on its `useValue`.\n * All components that are referenced in the `useValue` value (either directly\n * or in a nested array or map) will be added to the `entryComponents` property.\n *\n * @usageNotes\n * ### Example\n * The following example shows how the router can populate the `entryComponents`\n * field of an NgModule based on the router configuration which refers\n * to components.\n *\n * ```typescript\n * // helper function inside the router\n * function provideRoutes(routes) {\n * return [\n * {provide: ROUTES, useValue: routes},\n * {provide: ANALYZE_FOR_ENTRY_COMPONENTS, useValue: routes, multi: true}\n *];\n * }\n *\n * // user code\n * let routes = [\n * {path: '/root', component: RootComp},\n * {path: '/teams', component: TeamsComp}\n *];\n *\n * @NgModule({\n * providers: [provideRoutes(routes)]\n * })\n * class ModuleWithRoutes {}\n * ```\n *\n * @publicApi\n */\nvar ANALYZE_FOR_ENTRY_COMPONENTS = new InjectionToken('AnalyzeForEntryComponents');\n/**\n * Attribute decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar Attribute = makeParamDecorator('Attribute', function (attributeName) { return ({ attributeName: attributeName }); });\n/**\n * Base class for query metadata.\n *\n * @see `ContentChildren`.\n * @see `ContentChild`.\n * @see `ViewChildren`.\n * @see `ViewChild`.\n *\n * @publicApi\n */\nvar Query = /** @class */ (function () {\n function Query() {\n }\n return Query;\n}());\n/**\n * ContentChildren decorator and metadata.\n *\n *\n * @Annotation\n * @publicApi\n */\nvar ContentChildren = makePropDecorator('ContentChildren', function (selector, data) {\n if (data === void 0) { data = {}; }\n return (__assign({ selector: selector, first: false, isViewQuery: false, descendants: false }, data));\n}, Query);\n/**\n * ContentChild decorator and metadata.\n *\n *\n * @Annotation\n * @publicApi\n */\nvar ContentChild = makePropDecorator('ContentChild', function (selector, data) {\n if (data === void 0) { data = {}; }\n return (__assign({ selector: selector, first: true, isViewQuery: false, descendants: true }, data));\n}, Query);\n/**\n * ViewChildren decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar ViewChildren = makePropDecorator('ViewChildren', function (selector, data) {\n if (data === void 0) { data = {}; }\n return (__assign({ selector: selector, first: false, isViewQuery: true, descendants: true }, data));\n}, Query);\n/**\n * ViewChild decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar ViewChild = makePropDecorator('ViewChild', function (selector, data) {\n return (__assign({ selector: selector, first: true, isViewQuery: true, descendants: true }, data));\n}, Query);\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * The strategy that the default change detector uses to detect changes.\n * When set, takes effect the next time change detection is triggered.\n *\n * @publicApi\n */\nvar ChangeDetectionStrategy;\n(function (ChangeDetectionStrategy) {\n /**\n * Use the `CheckOnce` strategy, meaning that automatic change detection is deactivated\n * until reactivated by setting the strategy to `Default` (`CheckAlways`).\n * Change detection can still be explictly invoked.\n */\n ChangeDetectionStrategy[ChangeDetectionStrategy[\"OnPush\"] = 0] = \"OnPush\";\n /**\n * Use the default

`CheckAlways` strategy, in which change detection is automatic until\n * explicitly deactivated.\n */\n ChangeDetectionStrategy[ChangeDetectionStrategy[\"Default\"] = 1] = \"Default\";\n})(ChangeDetectionStrategy || (ChangeDetectionStrategy = {}));\n/**\n * Defines the possible states of the default change detector.\n * @see `ChangeDetectorRef`\n */\nvar ChangeDetectorStatus;\n(function (ChangeDetectorStatus) {\n /**\n * A state in which, after calling `detectChanges()`, the change detector\n * state becomes `Checked`, and must be explicitly invoked or reactivated.\n */\n ChangeDetectorStatus[ChangeDetectorStatus[\"CheckOnce\"] = 0] = \"CheckOnce\";\n /**\n * A state in which change detection is skipped until the change detector mode\n * becomes `CheckOnce`.\n */\n ChangeDetectorStatus[ChangeDetectorStatus[\"Checked\"] = 1] = \"Checked\";\n /**\n * A state in which change detection continues automatically until explictly\n * deactivated.\n */\n ChangeDetectorStatus[ChangeDetectorStatus[\"CheckAlways\"] = 2] = \"CheckAlways\";\n /**\n * A state in which a change detector sub tree is not a part of the main tree and\n * should be skipped.\n */\n ChangeDetectorStatus[ChangeDetectorStatus[\"Detached\"] = 3] = \"Detached\";\n /**\n * Indicates that the change detector encountered an error checking a binding\n * or calling a directive lifecycle method and is now in an inconsistent state. Change\n * detectors in this state do not detect changes.\n */\n ChangeDetectorStatus[ChangeDetectorStatus[\"Errored\"] = 4] = \"Errored\";\n /**\n * Indicates that the change detector has been destroyed.\n */\n ChangeDetectorStatus[ChangeDetectorStatus[\"Destroyed\"] = 5] = \"Destroyed\";\n})(ChangeDetectorStatus || (ChangeDetectorStatus = {}));\n/**\n * Reports whether a given strategy is currently the default for change detection.\n * @param changeDetectionStrategy The strategy to check.\n * @returns True if the given strategy is the current default, false otherwise.\n * @see `ChangeDetectorStatus`\n * @see `ChangeDetectorRef`\n */\nfunction isDefaultChangeDetectionStrategy(changeDetectionStrategy) {\n return changeDetectionStrategy == null ||\n changeDetectionStrategy === ChangeDetectionStrategy.Default;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar __window = typeof window !== 'undefined' && window;\nvar __self = typeof self !== 'undefined' && typeof WorkerGlobalScope !== 'undefined' &&\n self instanceof WorkerGlobalScope && self;\nvar __global = typeof global !== 'undefined' && global;\n// Check __global first, because in Node tests both __global and __window may be defined and _global\n// should be __global in that case.\nvar _global = __global || __window || __self;\nvar promise = Promise.resolve(0);\nvar _symbolIterator = null;\nfunction getSymbolIterator() {\n if (!_symbolIterator) {\n var Symbol_1 = _global['Symbol'];\n if (Symbol_1 && Symbol_1.iterator) {\n _symbolIterator = Symbol_1.iterator;\n }\n else {\n // es6-shim specific logic\n var keys = Object.getOwnPropertyNames(Map.prototype);\n for (var i = 0; i < keys.length; ++i) {\n var key = keys[i];\n if (key !== 'entries' && key !== 'size' &&\n Map.prototype[key] === Map.prototype['entries']) {\n _symbolIterator = key;\n }\n }\n }\n }\n return _symbolIterator;\n}\nfunction scheduleMicroTask(fn) {\n if (typeof Zone === 'undefined') {\n // use promise to schedule microTask instead of use Zone\n promise.then(function () { fn && fn.apply(null, null); });\n }\n else {\n Zone.current.scheduleMicroTask('scheduleMicrotask', fn);\n }\n}\n// JS has NaN !== NaN\nfunction looseIdentical(a, b) {\n return a === b || typeof a === 'number' && typeof b === 'number' && isNaN(a) && isNaN(b);\n}\nfunction stringify(token) {\n if (typeof token === 'string') {\n return token;\n }\n if (token instanceof Array) {\n return '[' + token.map(stringify).join(', ') + ']';\n }\n if (token == null) {\n return '' + token;\n }\n if (token.overriddenName) {\n return \"\" + token.overriddenName;\n }\n if (token.name) {\n return \"\" + token.name;\n }\n var res = token.toString();\n if (res == null) {\n return '' + res;\n }\n var newLineIndex = res.indexOf('\\n');\n return newLineIndex === -1 ? res : res.substring(0, newLineIndex);\n}\n/**\n * Convince closure compiler that the wrapped function has no side-effects.\n *\n * Closure compiler always assumes that `toString` has no side-effects. We use this quirk to\n * allow us to execute a function but have closure compiler mark the call as no-side-effects.\n * It is important that the return value for the `noSideEffects` function be assigned\n * to something which is retained otherwise the call to `noSideEffects` will be removed by closure\n * compiler.\n */\nfunction noSideEffects(fn) {\n return '' + { toString: fn };\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source

code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Allows to refer to references which are not yet defined.\n *\n * For instance, `forwardRef` is used when the `token` which we need to refer to for the purposes of\n * DI is declared, but not yet defined. It is also used when the `token` which we use when creating\n * a query is not yet defined.\n *\n * @usageNotes\n * ### Example\n * {@example core/di/ts/forward_ref/forward_ref_spec.ts region='forward_ref'}\n * @publicApi\n */\nfunction forwardRef(forwardRefFn) {\n forwardRefFn.__forward_ref__ = forwardRef;\n forwardRefFn.toString = function () { return stringify(this()); };\n return forwardRefFn;\n}\n/**\n * Lazily retrieves the reference value from a forwardRef.\n *\n * Acts as the identity function when given a non-forward-ref value.\n *\n * @usageNotes\n * ### Example\n *\n * {@example core/di/ts/forward_ref/forward_ref_spec.ts region='resolve_forward_ref'}\n *\n * @see `forwardRef`\n * @publicApi\n */\nfunction resolveForwardRef(type) {\n if (typeof type === 'function' && type.hasOwnProperty('__forward_ref__') &&\n   type.__forward_ref__ === forwardRef) {\n   return type();\n }\n else {\n   return type;\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Inject decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar Inject = makeParamDecorator('Inject', function (token) { return ({ token: token }); });\n/**\n * Optional decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar Optional = makeParamDecorator('Optional');\n/**\n * Self decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar Self = makeParamDecorator('Self');\n/**\n * SkipSelf decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar SkipSelf = makeParamDecorator('SkipSelf');\n/**\n * Host decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar Host = makeParamDecorator('Host');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar SOURCE = '__source';\nvar _THROW_IF_NOT_FOUND = new Object();\nvar THROW_IF_NOT_FOUND = _THROW_IF_NOT_FOUND;\n/**\n * An InjectionToken that gets the current `Injector` for `createInjector()`-style injectors.\n *\n * Requesting this token instead of `Injector` allows `StaticInjector` to be tree-shaken from a\n * project.\n *\n * @publicApi\n */\nvar INJECTOR = new InjectionToken('INJECTOR');\nvar NullInjector = /** @class */ (function () {\n function NullInjector() {\n }\n NullInjector.prototype.get = function (token, notFoundValue) {\n   if (notFoundValue === void 0) { notFoundValue = _THROW_IF_NOT_FOUND; }\n if (notFoundValue === _THROW_IF_NOT_FOUND) {\n   // Intentionally left behind: With dev tools open the debugger will stop here. There is no\n   // reason why correctly written application should cause this exception.\n   // TODO(misko): uncomment the next line once `ngDevMode` works with closure.\n   // if(ngDevMode) debugger;\n   throw new Error(\"NullInjectorError: No provider for \" + stringify(token) + \"!\");\n   }\n   return notFoundValue;\n };\n return NullInjector;\n}());\n/**\n * Concrete injectors implement this interface.\n *\n * For more details, see the [\"Dependency Injection Guide\"](guide/dependency-injection).\n *\n * @usageNotes\n * ### Example\n *\n * {@example core/di/ts/injector_spec.ts region='Injector'}\n *\n * `Injector` returns itself when given `Injector` as a token:\n *\n * {@example core/di/ts/injector_spec.ts region='injectInjector'}\n *\n * @publicApi\n */\nvar Injector = /** @class */ (function () {\n function Injector() {\n }\n /**\n   * Create a new Injector which is configure using `StaticProvider`s.\n   *\n   * @usageNotes\n   * ### Example\n   *\n   * {@example core/di/ts/provider_spec.ts region='ConstructorProvider'}\n   */\n Injector.create = function (options, parent) {\n   if (Array.isArray(options)) {\n   return new StaticInjector(options, parent);\n   }\n   else {\n   return new StaticInjector(options.providers, options.parent, options.name || null);\n   }\n };\n Injector.THROW_IF_NOT_FOUND = _THROW_IF_NOT_FOUND;\n Injector.NULL = new NullInjector();\n Injector.ngInjectableDef = defineInjectable({\n   providedIn: 'any',\n   factory: function () { return inject(INJECTOR); },\n });\n return Injector;\n}());\nvar IDENT = function (value) {\n return value;\n};\nvar EMPTY = [];\nvar CIRCULAR = IDENT;\nvar MULTI_PROVIDER_FN = function () {\n return Array.prototype.slice.call(arguments);\n};\nvar USE_VALUE = getClosureSafeProperty({ provide: String, useValue: getClosureSafeProperty });\nvar NG_TOKEN_PATH = 'ngTokenPath';\nvar NG_TEMP_TOKEN_PATH = 'ngTempTokenPath';\nvar

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NULL_INJECTOR = Injector.NULL;\nvar NEW_LINE = /\\n/gm;\nvar NO_NEW_LINE = '';\nvar StaticInjector =
/** @class */ (function () {\n    function StaticInjector(providers, parent, source) {\n        if (parent === void 0) {
parent = NULL_INJECTOR; }\n        if (source === void 0) { source = null; }\n        this.parent = parent;\n
this.source = source;\n        var records = this._records = new Map();\n        records.set(Injector, { token: Injector, fn:
IDENT, deps: EMPTY, value: this, useNew: false });\n        records.set(INJECTOR, { token: INJECTOR, fn:
IDENT, deps: EMPTY, value: this, useNew: false });\n        recursivelyProcessProviders(records, providers);\n    }\n
  StaticInjector.prototype.get = function (token, notFoundValue, flags) {\n        if (flags === void 0) { flags = 0 /*
Default */; }\n        var record = this._records.get(token);\n        try {\n            return tryResolveToken(token, record,
this._records, this.parent, notFoundValue, flags);\n        }\n        catch (e) {\n            var tokenPath =
e[NG_TEMP_TOKEN_PATH];\n            if (token[SOURCE]) {\n                tokenPath.unshift(token[SOURCE]);\n
        }\n            e.message = formatError('\\n' + e.message, tokenPath, this.source);\n            e[NG_TOKEN_PATH]
= tokenPath;\n            e[NG_TEMP_TOKEN_PATH] = null;\n            throw e;\n        }\n    };\n
StaticInjector.prototype.toString = function () {\n        var tokens = [], records = this._records;\n
records.forEach(function (v, token) { return tokens.push(stringify(token)); });\n        return \"StaticInjector[\" +
tokens.join(', ') + \"]\";\n    };\n    return StaticInjector;\n}());\nfunction resolveProvider(provider) {\n    var deps =
computeDeps(provider);\n    var fn = IDENT;\n    var value = EMPTY;\n    var useNew = false;\n    var provide =
resolveForwardRef(provider.provide);\n    if (USE_VALUE in provider) {\n        // We need to use USE_VALUE in
provider since provider.useValue could be defined as undefined.\n        value = provider.useValue;\n    }\n    else if
(provider.useFactory) {\n        fn = provider.useFactory;\n    }\n    else if (provider.useExisting) ;\n    else if
(provider.useClass) {\n        useNew = true;\n        fn = resolveForwardRef(provider.useClass);\n    }\n    else if
(typeof provide == 'function') {\n        useNew = true;\n        fn = provide;\n    }\n    else {\n        throw
staticError('StaticProvider does not have [useValue|useFactory|useExisting|useClass] or [provide] is not newable',
provider);\n    }\n    return { deps: deps, fn: fn, useNew: useNew, value: value };\n}\nfunction
multiProviderMixError(token) {\n    return staticError('Cannot mix multi providers and regular providers',
token);\n}\nfunction recursivelyProcessProviders(records, provider) {\n    if (provider) {\n        provider =
resolveForwardRef(provider);\n        if (provider instanceof Array) {\n            // if we have an array recurse into the
array\n            for (var i = 0; i < provider.length; i++) {\n                recursivelyProcessProviders(records,
provider[i]);\n            }\n        }\n        else if (typeof provider === 'function') {\n            // Functions were supported
in ReflectiveInjector, but are not here. For safety give useful\n            // error messages\n            throw
staticError('Function/Class not supported', provider);\n        }\n        else if (provider && typeof provider ===
'object' && provider.provide) {\n            // At this point we have what looks like a provider: {provide: ?, ....}\n
var token = resolveForwardRef(provider.provide);\n            var resolvedProvider = resolveProvider(provider);\n
   if (provider.multi === true) {\n                // This is a multi provider.\n                var multiProvider =
records.get(token);\n                if (multiProvider) {\n                    if (multiProvider.fn !== MULTI_PROVIDER_FN)
{\n                        throw multiProviderMixError(token);\n                    }\n                }\n                else {\n
// Create a placeholder factory which will look up the constituents of the multi provider.\n
records.set(token, multiProvider = {\n                        token: provider.provide,\n                        deps: [],\n
  useNew: false,\n                        fn: MULTI_PROVIDER_FN,\n                        value: EMPTY\n                    });\n
        }\n                // Treat the provider as the token.\n                token = provider;\n
multiProvider.deps.push({ token: token, options: 6 /* Default */ });\n            }\n            var record =
records.get(token);\n            if (record && record.fn == MULTI_PROVIDER_FN) {\n                throw
multiProviderMixError(token);\n            }\n            records.set(token, resolvedProvider);\n        }\n        else {\n
 throw staticError('Unexpected provider', provider);\n        }\n    }\n}\nfunction tryResolveToken(token, record,
records, parent, notFoundValue, flags) {\n    try {\n        return resolveToken(token, record, records, parent,
notFoundValue, flags);\n    }\n    catch (e) {\n        // ensure that 'e' is of type Error.\n        if (!(e instanceof Error))
{\n            e = new Error(e);\n        }\n        var path = e[NG_TEMP_TOKEN_PATH] =
e[NG_TEMP_TOKEN_PATH] || [];\n        path.unshift(token);\n        if (record && record.value == CIRCULAR)
{\n            // Reset the Circular flag.\n            record.value = EMPTY;\n        }\n        throw e;\n    }\n}\nfunction
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resolveToken(token, record, records, parent, notFoundValue, flags) {\n    var _a;\n    var value;\n    if (record &&
!(flags & 4 /* SkipSelf */)) {\n        // If we don't have a record, this implies that we don't own the provider hence
don't know how\n        // to resolve it.\n        value = record.value;\n        if (value == CIRCULAR) {\n            throw
Error(NO_NEW_LINE + 'Circular dependency');\n        }\n        else if (value === EMPTY) {\n            record.value
= CIRCULAR;\n            var obj = undefined;\n            var useNew = record.useNew;\n            var fn = record.fn;\n
        var depRecords = record.deps;\n            var deps = EMPTY;\n            if (depRecords.length) {\n                deps =
[];\n                for (var i = 0; i < depRecords.length; i++) {\n                    var depRecord = depRecords[i];\n
  var options = depRecord.options;\n                    var childRecord = options & 2 /* CheckSelf */ ?
records.get(depRecord.token) : undefined;\n                    deps.push(tryResolveToken(\n                    // Current Token
to resolve\n                    depRecord.token, \n                    // A record which describes how to resolve the token.\n
            // If undefined, this means we don't have such a record\n                    childRecord, \n                    // Other
records we know about.\n                    records, \n                    // If we don't know how to resolve dependency and we
should not check parent for it,\n                    // than pass in Null injector.\n                    !childRecord && !(options &
4 /* CheckParent */) ? NULL_INJECTOR : parent, options & 1 /* Optional */ ? null :
Injector.THROW_IF_NOT_FOUND, 0 /* Default */));\n                }\n            }\n            record.value = value =
useNew ? new ((_a = fn).bind.apply(_a, __spread([void 0], deps)))() : fn.apply(obj, deps);\n        }\n    }\n    else if
(!(flags & 2 /* Self */)) {\n        value = parent.get(token, notFoundValue, 0 /* Default */);\n    }\n    return
value;\n}\nfunction computeDeps(provider) {\n    var deps = EMPTY;\n    var providerDeps = provider.deps;\n    if
(providerDeps && providerDeps.length) {\n        deps = [];\n        for (var i = 0; i < providerDeps.length; i++) {\n
    var options = 6 /* Default */;\n            var token = resolveForwardRef(providerDeps[i]);\n            if (token
instanceof Array) {\n                for (var j = 0, annotations = token; j < annotations.length; j++) {\n                    var
annotation = annotations[j];\n                    if (annotation instanceof Optional || annotation == Optional) {\n
    options = options | 1 /* Optional */;\n                    }\n                    else if (annotation instanceof SkipSelf ||
annotation == SkipSelf) {\n                        options = options & ~2 /* CheckSelf */;\n                    }\n                    else
if (annotation instanceof Self || annotation == Self) {\n                        options = options & ~4 /* CheckParent */;\n
            }\n                    else if (annotation instanceof Inject) {\n                        token = annotation.token;\n
  }\n                    else {\n                        token = resolveForwardRef(annotation);\n                    }\n                }\n
}\n            deps.push({ token: token, options: options });\n        }\n    }\n    else if (provider.useExisting) {\n        var
token = resolveForwardRef(provider.useExisting);\n        deps = [{ token: token, options: 6 /* Default */ }];\n    }\n
else if (!providerDeps && !(USE_VALUE in provider)) {\n        // useValue & useExisting are the only ones which
are exempt from deps all others need it.\n        throw staticError('\\'deps\\' required', provider);\n    }\n    return
deps;\n}\nfunction formatError(text, obj, source) {\n    if (source === void 0) { source = null; }\n    text = text &&
text.charAt(0) === '\\n' && text.charAt(1) == NO_NEW_LINE ? text.substr(2) : text;\n    var context =
stringify(obj);\n    if (obj instanceof Array) {\n        context = obj.map(stringify).join(' -> ');\n    }\n    else if (typeof
obj === 'object') {\n        var parts = [];\n        for (var key in obj) {\n            if (obj.hasOwnProperty(key)) {\n
   var value = obj[key];\n                parts.push(key + ':' + (typeof value === 'string' ? JSON.stringify(value) :
stringify(value)));\n            }\n        }\n        context = \"{\" + parts.join(', ') + \"}\";\n    }\n    return
\"StaticInjectorError\" + (source ? '(' + source + ')' : '') + \"[\" + context + \"]: \" + text.replace(NEW_LINE, '\\n
');\n}\nfunction staticError(text, obj) {\n    return new Error(formatError(text, obj));\n}\n/**\n * Current injector
value used by `inject`.\n * - `undefined`: it is an error to call `inject`\n * - `null`: `inject` can be called but there is no
injector (limp-mode).\n * - Injector instance: Use the injector for resolution.\n */\nvar _currentInjector =
undefined;\nfunction setCurrentInjector(injector) {\n    var former = _currentInjector;\n    _currentInjector =
injector;\n    return former;\n}\nfunction inject(token, flags) {\n    if (flags === void 0) { flags = 0 /* Default */; }\n
if (_currentInjector === undefined) {\n        throw new Error(\"inject() must be called from an injection context\");\n
  }\n    else if (_currentInjector === null) {\n        var injectableDef = getInjectableDef(token);\n        if
(injectableDef && injectableDef.providedIn == 'root') {\n            return injectableDef.value === undefined ?
injectableDef.value = injectableDef.factory() :\n                injectableDef.value;\n        }\n        if (flags & 8 /*
Optional */)\n            return null;\n        throw new Error(\"Injector: NOT_FOUND [\" + stringify(token) + \"]\");\n
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}\n else {\n return _currentInjector.get(token, flags & 8 /* Optional */ ? null : undefined, flags);\n }\n}\nfunction injectArgs(types) {\n var args = [];\n for (var i = 0; i < types.length; i++) {\n var arg = types[i];\n if (Array.isArray(arg)) {\n if (arg.length === 0) {\n throw new Error('Arguments array must have arguments.');\n }\n var type = undefined;\n var flags = 0 /* Default */;\n for (var j = 0; j < arg.length; j++) {\n var meta = arg[j];\n if (meta instanceof Optional || meta.ngMetadataName === 'Optional') {\n flags |= 8 /* Optional */;\n }\n else if (meta instanceof SkipSelf || meta.ngMetadataName === 'SkipSelf') {\n flags |= 4 /* SkipSelf */;\n }\n else if (meta instanceof Self || meta.ngMetadataName === 'Self') {\n flags |= 2 /* Self */;\n }\n else if (meta instanceof Inject) {\n type = meta.token;\n }\n else {\n type = meta;\n }\n }\n args.push(inject(type, flags));\n }\n else {\n args.push(inject(arg));\n }\n }\n return args;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description\n *\n * Represents a type that a Component or other object is instances of.\n *\n * An example of a `Type` is `MyCustomComponent` class, which in JavaScript is be represented by\n * the `MyCustomComponent` constructor function.\n *\n * @publicApi\n */\nvar Type = Function;\nfunction isType(v) {\n return typeof v === 'function';\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Attention: These regex has to hold even if the code is minified!\n */\nvar DELEGATE_CTOR = /^function\\s+\\S+\\(\\)\\s*{[\\s\\S]+\\.apply\\(this,\\s*arguments\\)/;\nvar INHERITED_CLASS = /^class\\s+[A-Za-z\\d$_]*\\s*extends\\s+[^{]+{/;\nvar INHERITED_CLASS_WITH_CTOR = /^class\\s+[A-Za-z\\d$_]*\\s*extends\\s+[^{]+{[\\s\\S]*constructor\\s*\\(/;\nvar ReflectionCapabilities = /** @class */ (function () {\n function ReflectionCapabilities(reflect) {\n this._reflect = reflect || _global['Reflect'];\n }\n ReflectionCapabilities.prototype.isReflectionEnabled = function () { return true; };\n ReflectionCapabilities.prototype.factory = function (t) { return function () {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n return new (t.bind.apply(t, __spread([void 0], args)))();\n }; };\n /** @internal */\n ReflectionCapabilities.prototype._zipTypesAndAnnotations = function (paramTypes, paramAnnotations) {\n var result;\n if (typeof paramTypes === 'undefined') {\n result = new Array(paramAnnotations.length);\n }\n else {\n result = new Array(paramTypes.length);\n }\n for (var i = 0; i < result.length; i++) {\n // TS outputs Object for parameters without types, while Traceur omits\n // the annotations. For now we preserve the Traceur behavior to aid\n // migration, but this can be revisited.\n if (typeof paramTypes === 'undefined') {\n result[i] = [];\n }\n else if (paramTypes[i] != Object) {\n result[i] = [paramTypes[i]];\n }\n else {\n result[i] = [];\n }\n if (paramAnnotations && paramAnnotations[i] != null) {\n result[i] = result[i].concat(paramAnnotations[i]);\n }\n }\n return result;\n };\n ReflectionCapabilities.prototype._ownParameters = function (type, parentCtor) {\n var typeStr = type.toString();\n // If we have no decorators, we only have function.length as metadata.\n // In that case, to detect whether a child class declared an own constructor or not,\n // we need to look inside of that constructor to check whether it is\n // just calling the parent.\n // This also helps to work around for https://github.com/Microsoft/TypeScript/issues/12439\n // that sets 'design:paramtypes' to []\n // if a class inherits from another class but has no ctor declared itself.\n if (DELEGATE_CTOR.exec(typeStr) ||\n (INHERITED_CLASS.exec(typeStr) && !INHERITED_CLASS_WITH_CTOR.exec(typeStr))) {\n return null;\n }\n // Prefer the direct API.\n if (type.parameters && type.parameters !== parentCtor.parameters) {\n return type.parameters;\n }\n // API of tsickle for lowering decorators to properties on the class.\n var tsickleCtorParams = type.ctorParameters;\n if (tsickleCtorParams && tsickleCtorParams !== parentCtor.ctorParameters) {\n // Newer tsickle uses a function closure\n // Retain the non-function case for compatibility with older tsickle\n var ctorParameters = typeof

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tsickleCtorParams === 'function' ? tsickleCtorParams() : tsickleCtorParams;\n            var paramTypes_1 =
ctorParameters.map(function (ctorParam) { return ctorParam && ctorParam.type; });\n            var
paramAnnotations_1 = ctorParameters.map(function (ctorParam) {\n                return ctorParam &&
convertTsickleDecoratorIntoMetadata(ctorParam.decorators);\n            });\n            return
this._zipTypesAndAnnotations(paramTypes_1, paramAnnotations_1);\n        }\n        // API for metadata created by
invoking the decorators.\n        var paramAnnotations = type.hasOwnProperty(PARAMETERS) &&
type[PARAMETERS];\n        var paramTypes = this._reflect && this._reflect.getOwnMetadata &&\n
this._reflect.getOwnMetadata('design:paramtypes', type);\n        if (paramTypes || paramAnnotations) {\n
return this._zipTypesAndAnnotations(paramTypes, paramAnnotations);\n        }\n        // If a class has no decorators,
at least create metadata\n        // based on function.length.\n        // Note: We know that this is a real constructor as
we checked\n        // the content of the constructor above.\n        return new Array(type.length).fill(undefined);\n
};\n    ReflectionCapabilities.prototype.parameters = function (type) {\n        // Note: only report metadata if we have
at least one class decorator\n        // to stay in sync with the static reflector.\n        if (!isType(type)) {\n            return
[];\n        }\n        var parentCtor = getParentCtor(type);\n        var parameters = this._ownParameters(type,
parentCtor);\n        if (!parameters && parentCtor !== Object) {\n            parameters =
this.parameters(parentCtor);\n        }\n        return parameters || [];\n    };\n
ReflectionCapabilities.prototype._ownAnnotations = function (typeOrFunc, parentCtor) {\n        // Prefer the direct
API.\n        if (typeOrFunc.annotations && typeOrFunc.annotations !== parentCtor.annotations) {\n            var
annotations = typeOrFunc.annotations;\n            if (typeof annotations === 'function' && annotations.annotations)
{\n                annotations = annotations.annotations;\n            }\n            return annotations;\n        }\n        // API of
tsickle for lowering decorators to properties on the class.\n        if (typeOrFunc.decorators &&
typeOrFunc.decorators !== parentCtor.decorators) {\n            return
convertTsickleDecoratorIntoMetadata(typeOrFunc.decorators);\n        }\n        // API for metadata created by
invoking the decorators.\n        if (typeOrFunc.hasOwnProperty(ANNOTATIONS)) {\n            return
typeOrFunc[ANNOTATIONS];\n        }\n        return null;\n    };\n    ReflectionCapabilities.prototype.annotations =
function (typeOrFunc) {\n        if (!isType(typeOrFunc)) {\n            return [];\n        }\n        var parentCtor =
getParentCtor(typeOrFunc);\n        var ownAnnotations = this._ownAnnotations(typeOrFunc, parentCtor) || [];\n
var parentAnnotations = parentCtor !== Object ? this.annotations(parentCtor) : [];\n        return
parentAnnotations.concat(ownAnnotations);\n    };\n    ReflectionCapabilities.prototype._ownPropMetadata =
function (typeOrFunc, parentCtor) {\n        // Prefer the direct API.\n        if (typeOrFunc.propMetadata &&\n
typeOrFunc.propMetadata !== parentCtor.propMetadata) {\n            var propMetadata =
typeOrFunc.propMetadata;\n            if (typeof propMetadata === 'function' && propMetadata.propMetadata) {\n
        propMetadata = propMetadata.propMetadata;\n            }\n            return propMetadata;\n        }\n        // API of
tsickle for lowering decorators to properties on the class.\n        if (typeOrFunc.propDecorators &&\n
typeOrFunc.propDecorators !== parentCtor.propDecorators) {\n            var propDecorators_1 =
typeOrFunc.propDecorators;\n            var propMetadata_1 = {};\n
Object.keys(propDecorators_1).forEach(function (prop) {\n                propMetadata_1[prop] =
convertTsickleDecoratorIntoMetadata(propDecorators_1[prop]);\n            });\n            return propMetadata_1;\n
}\n        // API for metadata created by invoking the decorators.\n        if
(typeOrFunc.hasOwnProperty(PROP_METADATA)) {\n            return typeOrFunc[PROP_METADATA];\n
}\n        return null;\n    };\n    ReflectionCapabilities.prototype.propMetadata = function (typeOrFunc) {\n        if
(!isType(typeOrFunc)) {\n            return {};\n        }\n        var parentCtor = getParentCtor(typeOrFunc);\n        var
propMetadata = {};\n        if (parentCtor !== Object) {\n            var parentPropMetadata_1 =
this.propMetadata(parentCtor);\n            Object.keys(parentPropMetadata_1).forEach(function (propName) {\n
    propMetadata[propName] = parentPropMetadata_1[propName];\n            });\n        }\n        var ownPropMetadata
= this._ownPropMetadata(typeOrFunc, parentCtor);\n        if (ownPropMetadata) {\n
Object.keys(ownPropMetadata).forEach(function (propName) {\n                var decorators = [];\n                if
(propMetadata.hasOwnProperty(propName)) {\n                    decorators.push.apply(decorators,
```

__spread(propMetadata[propName]));\n }\n decorators.push.apply(decorators, __spread(ownPropMetadata[propName]));\n propMetadata[propName] = decorators;\n });\n }\n return propMetadata;\n };\n ReflectionCapabilities.prototype.hasLifecycleHook = function (type, lcProperty) {\n return type instanceof Type && lcProperty in type.prototype;\n };\n ReflectionCapabilities.prototype.guards = function (type) { return {}; };\n ReflectionCapabilities.prototype.getter = function (name) { return new Function('o', 'return o.' + name + ';'); };\n ReflectionCapabilities.prototype.setter = function (name) {\n return new Function('o', 'v', 'return o.' + name + ' = v;');\n };\n ReflectionCapabilities.prototype.method = function (name) {\n var functionBody = \"if (!o.\" + name + \") throw new Error('\\\"\" + name + \"\\\" is undefined');\\n return o.\" + name + \".apply(o, args);\";\n return new Function('o', 'args', functionBody);\n };\n // There is not a concept of import uri in Js, but this is useful in developing Dart applications.\n ReflectionCapabilities.prototype.importUri = function (type) {\n // StaticSymbol\n if (typeof type === 'object' && type['filePath']) {\n return type['filePath'];\n }\n // Runtime type\n return \"./\" + stringify(type);\n };\n ReflectionCapabilities.prototype.resourceUri = function (type) { return \"./\" + stringify(type); };\n ReflectionCapabilities.prototype.resolveIdentifier = function (name, moduleUrl, members, runtime) {\n return runtime;\n };\n ReflectionCapabilities.prototype.resolveEnum = function (enumIdentifier, name) { return enumIdentifier[name]; };\n return ReflectionCapabilities;\n}());\nfunction convertTsickleDecoratorIntoMetadata(decoratorInvocations) {\n if (!decoratorInvocations) {\n return [];\n }\n return decoratorInvocations.map(function (decoratorInvocation) {\n var decoratorType = decoratorInvocation.type;\n var annotationCls = decoratorType.annotationCls;\n var annotationArgs = decoratorInvocation.args ? decoratorInvocation.args : [];\n return new (annotationCls.bind.apply(annotationCls, __spread([void 0], annotationArgs)))();\n });\n}\nfunction getParentCtor(ctor) {\n var parentProto = ctor.prototype ? Object.getPrototypeOf(ctor.prototype) : null;\n var parentCtor = parentProto ? parentProto.constructor : null;\n // Note: We always use `Object` as the null value\n // to simplify checking later on.\n return parentCtor || Object;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Used to resolve resource URLs on `@Component` when used with JIT compilation.\n *\n * Example:\n * ```\n * @Component({\n * selector: 'my-comp',\n * templateUrl: 'my-comp.html', // This requires asynchronous resolution\n * })\n * class MyComponnent{\n * }\n *\n * // Calling `renderComponent` will fail because `MyComponent`'s `@Compenent.templateUrl`\n * // needs to be resolved because `renderComponent` is synchronous process.\n * // renderComponent(MyComponent);\n *\n * // Calling `resolveComponentResources` will resolve `@Compenent.templateUrl` into\n * // `@Compenent.template`, which would allow `renderComponent` to proceed in synchronous manner.\n * // Use browser's `fetch` function as the default resource resolution strategy.\n * resolveComponentResources(fetch).then(() => {\n * // After resolution all URLs have been converted into strings.\n * renderComponent(MyComponent);\n * });\n *\n * ```\n *\n * NOTE: In AOT the resolution happens during compilation, and so there should be no need\n * to call this method outside JIT mode.\n *\n * @param resourceResolver a function which is responsible to returning a `Promise` of the resolved\n * URL. Browser's `fetch` method is a good default implementation.\n */\nfunction resolveComponentResources(resourceResolver) {\n // Store all promises which are fetching the resources.\n var urlFetches = [];\n // Cache so that we don't fetch the same resource more than once.\n var urlMap = new Map();\n function cachedResourceResolve(url) {\n var promise = urlMap.get(url);\n if (!promise) {\n var resp = resourceResolver(url);\n urlMap.set(url, promise = resp.then(unwrapResponse));\n urlFetches.push(promise);\n }\n return promise;\n }\n componentResourceResolutionQueue.forEach(function (component) {\n if (component.templateUrl) {\n cachedResourceResolve(component.templateUrl).then(function (template) {\n component.template = template;\n component.templateUrl = undefined;\n });\n }\n var styleUrls = component.styleUrls;\n var styles = component.styles || (component.styles = []);\n var styleOffset = component.styles.length;\n styleUrls && styleUrls.forEach(function (styleUrl, index) {\n styles.push(''); // pre-allocate array.\n cachedResourceResolve(styleUrl).then(function (style) {\n styles[styleOffset

+ index] = style;\n styleUrls.splice(styleUrls.indexOf(styleUrl), 1);\n if (styleUrls.length == 0) {\n component.styleUrls = undefined;\n }\n });\n });\n });\n componentResourceResolutionQueue.clear();\n return Promise.all(urlFetches).then(function () { return null; });\n}\nvar componentResourceResolutionQueue = new Set();\nfunction maybeQueueResolutionOfComponentResources(metadata) {\n if (componentNeedsResolution(metadata)) {\n componentResourceResolutionQueue.add(metadata);\n }\n}\nfunction componentNeedsResolution(component) {\n return component.templateUrl || component.styleUrls && component.styleUrls.length;\n}\nfunction unwrapResponse(response) {\n return typeof response == 'string' ? response : response.text();\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Defines template and style encapsulation options available for Component's {@link Component}.\n *\n * See {@link Component#encapsulation encapsulation}.\n *\n * @usageNotes\n * ### Example\n *\n * {@example core/ts/metadata/encapsulation.ts region='longform'}\n *\n * @publicApi\n */\nvar ViewEncapsulation;\n(function (ViewEncapsulation) {\n /**\n * Emulate `Native` scoping of styles by adding an attribute containing surrogate id to the Host\n * Element and pre-processing the style rules provided via {@link Component#styles styles} or\n * {@link Component#styleUrls styleUrls}, and adding the new Host Element attribute to all\n * selectors.\n *\n * This is the default option.\n */\n ViewEncapsulation[ViewEncapsulation[\"Emulated\"] = 0] = \"Emulated\";\n /**\n * @deprecated v6.1.0 - use {ViewEncapsulation.ShadowDom} instead.\n * Use the native encapsulation mechanism of the renderer.\n *\n * For the DOM this means using the deprecated [Shadow DOM\n * v0](https://w3c.github.io/webcomponents/spec/shadow/) and\n * creating a ShadowRoot for Component's Host Element.\n */\n ViewEncapsulation[ViewEncapsulation[\"Native\"] = 1] = \"Native\";\n /**\n * Don't provide any template or style encapsulation.\n */\n ViewEncapsulation[ViewEncapsulation[\"None\"] = 2] = \"None\";\n /**\n * Use Shadow DOM to encapsulate styles.\n *\n * For the DOM this means using modern [Shadow\n * DOM](https://w3c.github.io/webcomponents/spec/shadow/) and\n * creating a ShadowRoot for Component's Host Element.\n */\n ViewEncapsulation[ViewEncapsulation[\"ShadowDom\"] = 3] = \"ShadowDom\";\n})(ViewEncapsulation || (ViewEncapsulation = {}));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction ngDevModeResetPerfCounters() {\n var newCounters = {\n firstTemplatePass: 0,\n tNode: 0,\n tView: 0,\n rendererCreateTextNode: 0,\n rendererSetText: 0,\n rendererCreateElement: 0,\n rendererAddEventListener: 0,\n rendererSetAttribute: 0,\n rendererRemoveAttribute: 0,\n rendererSetProperty: 0,\n rendererSetClassName: 0,\n rendererAddClass: 0,\n rendererRemoveClass: 0,\n rendererSetStyle: 0,\n rendererRemoveStyle: 0,\n rendererDestroy: 0,\n rendererDestroyNode: 0,\n rendererMoveNode: 0,\n rendererRemoveNode: 0,\n rendererCreateComment: 0,\n };\n // NOTE: Under Ivy we may have both window & global defined in the Node\n // environment since ensureDocument() in render3.ts sets global.window.\n if (typeof window != 'undefined') {\n // Make sure to refer to ngDevMode as ['ngDevMode'] for closure.\n window['ngDevMode'] = newCounters;\n }\n if (typeof global != 'undefined') {\n // Make sure to refer to ngDevMode as ['ngDevMode'] for closure.\n global['ngDevMode'] = newCounters;\n }\n if (typeof self != 'undefined') {\n // Make sure to refer to ngDevMode as ['ngDevMode'] for closure.\n self['ngDevMode'] = newCounters;\n }\n return newCounters;\n}\n/**\n * This checks to see if the `ngDevMode` has been set. If yes,\n * than we honor it, otherwise we default to dev mode with additional checks.\n *\n * The idea is that unless we are doing production build where we explicitly\n * set `ngDevMode == false` we should be helping the developer by providing\n * as much early warning and errors as possible.\n */\nif (typeof ngDevMode === 'undefined' || ngDevMode) {\n ngDevModeResetPerfCounters();\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar EMPTY$1 = {};\nvar EMPTY_ARRAY = [];\nif (typeof ngDevMode !== 'undefined' && ngDevMode) {\n Object.freeze(EMPTY$1);\n

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Object.freeze(EMPTY_ARRAY);\n}\nvar _renderCompCount = 0;\n/**\n * Create a component definition object.\n
*\n *\n * # Example\n * ```\n * class MyDirective {\n *   // Generated by Angular Template Compiler\n *   //
[Symbol] syntax will not be supported by TypeScript until v2.7\n *   static ngComponentDef =
defineComponent({\n *     ...\n *   });\n * }\n * ```\n */\nfunction defineComponent(componentDefinition) {\n    var
type = componentDefinition.type;\n    var typePrototype = type.prototype;\n    var declaredInputs = {};\n    var def =
{\n        type: type,\n        diPublic: null,\n        consts: componentDefinition.consts,\n        vars:
componentDefinition.vars,\n        hostVars: componentDefinition.hostVars || 0,\n        factory:
componentDefinition.factory,\n        template: componentDefinition.template || null,\n        hostBindings:
componentDefinition.hostBindings || null,\n        contentQueries: componentDefinition.contentQueries || null,\n
contentQueriesRefresh: componentDefinition.contentQueriesRefresh || null,\n        attributes:
componentDefinition.attributes || null,\n        declaredInputs: declaredInputs,\n        inputs: null,\n        outputs:
null,\n        exportAs: componentDefinition.exportAs || null,\n        onInit: typePrototype.ngOnInit || null,\n
doCheck: typePrototype.ngDoCheck || null,\n        afterContentInit: typePrototype.ngAfterContentInit || null,\n
afterContentChecked: typePrototype.ngAfterContentChecked || null,\n        afterViewInit:
typePrototype.ngAfterViewInit || null,\n        afterViewChecked: typePrototype.ngAfterViewChecked || null,\n
onDestroy: typePrototype.ngOnDestroy || null,\n        onPush: componentDefinition.changeDetection ===
ChangeDetectionStrategy.OnPush,\n        directiveDefs: null,\n        pipeDefs: null,\n        selectors:
componentDefinition.selectors,\n        viewQuery: componentDefinition.viewQuery || null,\n        features:
componentDefinition.features || null,\n        data: componentDefinition.data || {},\n        // TODO(misko): convert
ViewEncapsulation into const enum so that it can be used directly in the\n        // next line. Also `None` should be 0
not 2.\n        encapsulation: componentDefinition.encapsulation || ViewEncapsulation.Emulated,\n        providers:
EMPTY_ARRAY,\n        viewProviders: EMPTY_ARRAY,\n        id: 'c',\n        styles: componentDefinition.styles
|| EMPTY_ARRAY,\n        _: null,\n    };\n    def._ = noSideEffects(function () {\n        var directiveTypes =
componentDefinition.directives;\n        var feature = componentDefinition.features;\n        var pipeTypes =
componentDefinition.pipes;\n        def.id += _renderCompCount++;\n        def.inputs =
invertObject(componentDefinition.inputs, declaredInputs),\n            def.outputs =
invertObject(componentDefinition.outputs),\n            feature && feature.forEach(function (fn) { return fn(def); });\n
    def.directiveDefs = directiveTypes ?\n            function () { return (typeof directiveTypes === 'function' ?
directiveTypes() : directiveTypes)\n                .map(extractDirectiveDef); } :\n            null;\n        def.pipeDefs =
pipeTypes ?\n            function () { return (typeof pipeTypes === 'function' ? pipeTypes() :
pipeTypes).map(extractPipeDef); } :\n            null;\n    });\n    return def;\n}\nfunction extractDirectiveDef(type) {\n
  var def = getComponentDef(type) || getDirectiveDef(type);\n    if (ngDevMode && !def) {\n        throw new
Error(\"'\" + type.name + \"' is neither 'ComponentType' or 'DirectiveType'.\");\n    }\n    return def;\n}\nfunction
extractPipeDef(type) {\n    var def = getPipeDef(type);\n    if (ngDevMode && !def) {\n        throw new Error(\"'\" +
type.name + \"' is not a 'PipeType'.\");\n    }\n    return def;\n}\nfunction defineNgModule(def) {\n    var res = {\n
  type: def.type,\n        bootstrap: def.bootstrap || EMPTY_ARRAY,\n        declarations: def.declarations ||
EMPTY_ARRAY,\n        imports: def.imports || EMPTY_ARRAY,\n        exports: def.exports ||
EMPTY_ARRAY,\n        transitiveCompileScopes: null,\n    };\n    return res;\n}\n/**\n * Inverts an inputs or
outputs lookup such that the keys, which were the\n * minified keys, are part of the values, and the values are parsed
so that\n * the publicName of the property is the new key\n *\n * e.g. for\n *\n * ```\n * class Comp {\n *
@Input()\n *   propName1: string;\n *\n *   @Input('publicName')\n *   propName2: number;\n * }\n * ```\n *\n *
will be serialized as\n *\n * ```\n * {\n *   a0: 'propName1',\n *   b1: ['publicName', 'propName2'],\n * }\n * ```\n *\n
* becomes\n *\n * ```\n * {\n *  'propName1': 'a0',\n *  'publicName': 'b1'\n * }\n * ```\n *\n * Optionally the
function can take `secondary` which will result in:\n *\n * ```\n * {\n *  'propName1': 'a0',\n *  'propName2': 'b1'\n *
}\n * ```\n *\n\n */\nfunction invertObject(obj, secondary) {\n    if (obj == null)\n        return EMPTY$1;\n    var
newLookup = {};\n    for (var minifiedKey in obj) {\n        if (obj.hasOwnProperty(minifiedKey)) {\n            var
publicName = obj[minifiedKey];\n            var declaredName = publicName;\n            if
(Array.isArray(publicName)) {\n                declaredName = publicName[1];\n                publicName =
```

publicName[0];\n }\n newLookup[publicName] = minifiedKey;\n if (secondary) {\n (secondary[declaredName] = minifiedKey);\n }\n }\n }\n return newLookup;\n}\n/**\n * Create a base definition\n *\n * # Example\n * ```\n * class ShouldBeInherited {\n * static ngBaseDef = defineBase({\n * ...\n * })\n * }\n * @param baseDefinition The base definition parameters\n */\nfunction defineBase(baseDefinition) {\n var declaredInputs = {};\n return {\n inputs: invertObject(baseDefinition.inputs, declaredInputs),\n declaredInputs: declaredInputs,\n outputs: invertObject(baseDefinition.outputs),\n };\n}\n/**\n * Create a directive definition object.\n *\n * # Example\n * ```\n * class MyDirective {\n * // Generated by Angular Template Compiler\n * // [Symbol] syntax will not be supported by TypeScript until v2.7\n * static ngDirectiveDef = defineDirective({\n * ...\n * });\n * }\n * ```\n */\nvar defineDirective = defineComponent;\n/**\n * Create a pipe definition object.\n *\n * # Example\n * ```\n * class MyPipe implements PipeTransform {\n * // Generated by Angular Template Compiler\n * static ngPipeDef = definePipe({\n * ...\n * });\n * }\n * ```\n * @param pipeDef Pipe definition generated by the compiler\n */\nfunction definePipe(pipeDef) {\n return {\n name: pipeDef.name,\n factory: pipeDef.factory,\n pure: pipeDef.pure !== false,\n onDestroy: pipeDef.type.prototype.ngOnDestroy || null\n };\n}\n/**\n * The following getter methods retrieve the definition form the type. Currently the retrieval\n * honors inheritance, but in the future we may change the rule to require that definitions are\n * explicit. This would require some sort of migration strategy.\n */\nfunction getComponentDef(type) {\n return type[NG_COMPONENT_DEF] || null;\n}\nfunction getDirectiveDef(type) {\n return type[NG_DIRECTIVE_DEF] || null;\n}\nfunction getPipeDef(type) {\n return type[NG_PIPE_DEF] || null;\n}\nfunction getNgModuleDef(type) {\n return type[NG_MODULE_DEF] || null;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar R3ResolvedDependencyType;\n(function (R3ResolvedDependencyType) {\n R3ResolvedDependencyType[R3ResolvedDependencyType[\"Token\"] = 0] = \"Token\";\n R3ResolvedDependencyType[R3ResolvedDependencyType[\"Attribute\"] = 1] = \"Attribute\";\n R3ResolvedDependencyType[R3ResolvedDependencyType[\"Injector\"] = 2] = \"Injector\";\n})(R3ResolvedDependencyType || (R3ResolvedDependencyType = {}));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction getCompilerFacade() {\n var globalNg = _global.ng;\n if (!globalNg || !globalNg.compilerFacade) {\n throw new Error(\"Angular JIT compilation failed: '@angular/compiler' not loaded!\\n\" +\n \" - JIT compilation is discouraged for production use-cases! Consider AOT mode instead.\\n\" +\n \" - Did you bootstrap using '@angular/platform-browser-dynamic' or '@angular/platform-server'?\\n\" +\n \" - Alternatively provide the compiler with 'import \\\"@angular/compiler\\\";' before bootstrapping.\");\n }\n return globalNg.compilerFacade;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction assertEqual(actual, expected, msg) {\n if (actual != expected) {\n throwError(msg);\n }\n}\nfunction assertNotEqual(actual, expected, msg) {\n if (actual == expected) {\n throwError(msg);\n }\n}\nfunction assertLessThan(actual, expected, msg) {\n if (actual >= expected) {\n throwError(msg);\n }\n}\nfunction assertGreaterThan(actual, expected, msg) {\n if (actual <= expected) {\n throwError(msg);\n }\n}\nfunction assertDefined(actual, msg) {\n if (actual == null) {\n throwError(msg);\n }\n}\nfunction assertComponentType(actual, msg) {\n if (msg === void 0) { msg = 'Type passed in is not ComponentType, it does not have \\'ngComponentDef\\' property.'; }\n if (!getComponentDef(actual)) {\n throwError(msg);\n }\n}\nfunction assertNgModuleType(actual, msg) {\n if (msg === void 0) { msg = 'Type passed in is not NgModuleType, it does not have \\'ngModuleDef\\' property.'; }\n if (!getNgModuleDef(actual)) {\n throwError(msg);\n }\n}\nfunction throwError(msg) {\n // tslint:disable-next-line\n debugger; // Left intentionally for better debugger experience.\n throw new Error(\"ASSERTION ERROR: \" + msg);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * This property will

be monkey-patched on elements, components and directives\n */\nvar MONKEY_PATCH_KEY_NAME = '__ngContext__';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/** Size of LViewData's header. Necessary to adjust for it when setting slots. */\nvar HEADER_OFFSET = 17;\n// Below are constants for LViewData indices to help us look up LViewData members\n// without having to remember the specific indices.\n// Uglify will inline these when minifying so there shouldn't be a cost.\nvar TVIEW = 0;\nvar FLAGS = 1;\nvar PARENT = 2;\nvar NEXT = 3;\nvar QUERIES = 4;\nvar HOST = 5;\nvar HOST_NODE = 6;\nvar BINDING_INDEX = 7;\nvar CLEANUP = 8;\nvar CONTEXT = 9;\nvar INJECTOR$1 = 10;\nvar RENDERER = 11;\nvar SANITIZER = 12;\nvar TAIL = 13;\nvar CONTAINER_INDEX = 14;\nvar CONTENT_QUERIES = 15;\nvar DECLARATION_VIEW = 16;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction devModeEqual(a, b) {\n   var isListLikeIterableA = isListLikeIterable(a);\n   var isListLikeIterableB = isListLikeIterable(b);\n   if (isListLikeIterableA && isListLikeIterableB) {\n   return areIterablesEqual(a, b, devModeEqual);\n   }\n   else {\n   var isAObject = a && (typeof a === 'object' || typeof a === 'function');\n   var isBObject = b && (typeof b === 'object' || typeof b === 'function');\n   if (!isListLikeIterableA && isAObject && !isListLikeIterableB && isBObject) {\n   return true;\n   }\n   else {\n   return looseIdentical(a, b);\n   }\n   }\n}\n/**\n * Indicates that the result of a {@link Pipe} transformation has changed even though the\n * reference has not changed.\n *\n * Wrapped values are unwrapped automatically during the change detection, and the unwrapped value\n * is stored.\n *\n * Example:\n *\n * ```\n * if (this._latestValue === this._latestReturnedValue) {\n *   return this._latestReturnedValue;\n * } else {\n *   this._latestReturnedValue = this._latestValue;\n *   return WrappedValue.wrap(this._latestValue); // this will force update\n * }\n * ```\n *\n * @publicApi\n */\nvar WrappedValue = /** @class */ (function () {\n   function WrappedValue(value) {\n   this.wrapped = value;\n   }\n   /** Creates a wrapped value. */\n   WrappedValue.wrap = function (value) { return new WrappedValue(value); };\n   /**\n   * Returns the underlying value of a wrapped value.\n   * Returns the given `value` when it is not wrapped.\n   **/\n   WrappedValue.unwrap = function (value) { return WrappedValue.isWrapped(value) ? value.wrapped : value; };\n   /** Returns true if `value` is a wrapped value. */\n   WrappedValue.isWrapped = function (value) { return value instanceof WrappedValue; };\n   return WrappedValue;\n}());\n/**\n * Represents a basic change from a previous to a new value.\n *\n * @publicApi\n */\nvar SimpleChange = /** @class */ (function () {\n   function SimpleChange(previousValue, currentValue, firstChange) {\n   this.previousValue = previousValue;\n   this.currentValue = currentValue;\n   this.firstChange = firstChange;\n   }\n   /**\n   * Check whether the new value is the first value assigned.\n   */\n   SimpleChange.prototype.isFirstChange = function () { return this.firstChange; };\n   return SimpleChange;\n}());\nfunction isListLikeIterable(obj) {\n   if (!isJsObject(obj))\n   return false;\n   return Array.isArray(obj) ||\n   (!(obj instanceof Map) && // JS Map are iterables but return entries as [k, v]\n getSymbolIterator() in obj); // JS Iterable have a Symbol.iterator prop\n}\nfunction areIterablesEqual(a, b, comparator) {\n   var iterator1 = a[getSymbolIterator()]();\n   var iterator2 = b[getSymbolIterator()]();\n   while (true) {\n   var item1 = iterator1.next();\n   var item2 = iterator2.next();\n   if (item1.done && item2.done)\n   return true;\n   if (item1.done || item2.done)\n   return false;\n   if (!comparator(item1.value, item2.value))\n   return false;\n   }\n}\nfunction iterateListLike(obj, fn) {\n   if (Array.isArray(obj)) {\n   for (var i = 0; i < obj.length; i++) {\n   fn(obj[i]);\n   }\n   }\n   else {\n   var iterator = obj[getSymbolIterator()]();\n   var item = void 0;\n   while (!((item = iterator.next()).done)) {\n   fn(item.value);\n   }\n   }\n}\nfunction isJsObject(o) {\n   return o !== null && (typeof o === 'function' || typeof o === 'object');\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Below are constants for LContainer indices to help us look up LContainer members\n * without having to remember the specific indices.\n * Uglify will inline these when minifying so there shouldn't be a cost.\n */\nvar ACTIVE_INDEX = 0;\nvar VIEWS = 1;\n// PARENT, NEXT, QUERIES, and HOST

are indices 2, 3, 4, and 5.\n// As we already have these constants in LViewData, we don't need to re-create them.\nvar NATIVE = 6;\nvar RENDER_PARENT = 7;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Returns whether the values are different from a change detection stand point.\n *\n * Constraints are relaxed in checkNoChanges mode. See `devModeEqual` for details.\n */\nfunction isDifferent(a, b, checkNoChangesMode) {\n if (ngDevMode && checkNoChangesMode) {\n return !devModeEqual(a, b);\n }\n // NaN is the only value that is not equal to itself so the first\n // test checks if both a and b are not NaN\n return !(a !== a && b !== b) && a !== b;\n}\nfunction stringify$1(value) {\n if (typeof value == 'function')\n   return value.name || value;\n if (typeof value == 'string')\n   return value;\n if (value == null)\n   return '';\n return '' + value;\n}\n/**\n * Flattens an array in non-recursive way. Input arrays are not modified.\n */\nfunction flatten(list) {\n var result = [];\n var i = 0;\n while (i < list.length) {\n var item = list[i];\n   if (Array.isArray(item)) {\n   if (item.length > 0) {\n   list = item.concat(list.slice(i + 1));\n   i = 0;\n   }\n   else {\n   i++;\n   }\n   }\n   else {\n   result.push(item);\n   i++;\n   }\n }\n return result;\n}\n/** Retrieves a value from any `LViewData` or `TData`. */\nfunction loadInternal(index, arr) {\n ngDevMode && assertDataInRangeInternal(index + HEADER_OFFSET, arr);\n return arr[index + HEADER_OFFSET];\n}\nfunction assertDataInRangeInternal(index, arr) {\n assertLessThan(index, arr ? arr.length : 0, 'index expected to be a valid data index');\n}\n/**\n * Takes the value of a slot in `LViewData` and returns the element node.\n *\n * Normally, element nodes are stored flat, but if the node has styles/classes on it,\n * it might be wrapped in a styling context. Or if that node has a directive that injects\n * ViewContainerRef, it may be wrapped in an LContainer. Or if that node is a component,\n * it will be wrapped in LViewData. It could even have all three, so we keep looping\n * until we find something that isn't an array.\n *\n * @param value The initial value in `LViewData`\n */\nfunction readElementValue(value) {\n while (Array.isArray(value)) {\n   value = value[HOST];\n }\n return value;\n}\n/**\n * Retrieves an element value from the provided `viewData`, by unwrapping\n * from any containers, component views, or style contexts.\n */\nfunction getNativeByIndex(index, arr) {\n return readElementValue(arr[index + HEADER_OFFSET]);\n}\nfunction getNativeByTNode(tNode, hostView) {\n return readElementValue(hostView[tNode.index]);\n}\nfunction getTNode(index, view) {\n return view[TVIEW].data[index + HEADER_OFFSET];\n}\nfunction getComponentViewByIndex(nodeIndex, hostView) {\n // Could be an LViewData or an LContainer. If LContainer, unwrap to find LViewData.\n var slotValue = hostView[nodeIndex];\n return slotValue.length >= HEADER_OFFSET ? slotValue : slotValue[HOST];\n}\nfunction isContentQueryHost(tNode) {\n return (tNode.flags & 16384 /* hasContentQuery */) !== 0;\n}\nfunction isComponent(tNode) {\n return (tNode.flags & 4096 /* isComponent */) === 4096 /* isComponent */;\n}\nfunction isLContainer(value) {\n // Styling contexts are also arrays, but their first index contains an element node\n return Array.isArray(value) && typeof value[ACTIVE_INDEX] === 'number';\n}\n/**\n * Retrieve the root view from any component by walking the parent `LViewData` until\n * reaching the root `LViewData`.\n *\n * @param component any component\n */\nfunction getRootView(target) {\n ngDevMode && assertDefined(target, 'component');\n var lViewData = Array.isArray(target) ? target : readPatchedLViewData(target);\n while (lViewData && !(lViewData[FLAGS] & 64 /* IsRoot */)) {\n lViewData = lViewData[PARENT];\n }\n return lViewData;\n}\nfunction getRootContext(viewOrComponent) {\n return getRootView(viewOrComponent)[CONTEXT];\n}\n/**\n * Returns the monkey-patch value data present on the target (which could be\n * a component, directive or a DOM node).\n */\nfunction readPatchedData(target) {\n return target[MONKEY_PATCH_KEY_NAME];\n}\nfunction readPatchedLViewData(target) {\n var value = readPatchedData(target);\n if (value) {\n   return Array.isArray(value) ? value : value.lViewData;\n }\n return null;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/** Returns the matching `LContext` data for a given DOM node, directive or component instance.\n *\n * This function will examine the provided DOM element, component, or directive instance\\'s\n * monkey-patched property to derive the `LContext` data. Once called then the monkey-

patched\n * value will be that of the newly created `LContext`.\n *\n * If the monkey-patched value is the `LViewData` instance then the context value for that\n * target will be created and the monkey-patch reference will be updated. Therefore when this\n * function is called it may mutate the provided element\\'s, component\\'s or any of the associated\n * directive\\'s monkey-patch values.\n *\n * If the monkey-patch value is not detected then the code will walk up the DOM until an element\n * is found which contains a monkey-patch reference. When that occurs then the provided element\n * will be updated with a new context (which is then returned). If the monkey-patch value is not\n * detected for a component/directive instance then it will throw an error (all components and\n * directives should be automatically monkey-patched by ivy).\n */\nfunction getContext(target) {\n var mpValue = readPatchedData(target);\n if (mpValue) {\n // only when it's an array is it considered an LViewData instance\n // ... otherwise it's an already constructed LContext instance\n if (Array.isArray(mpValue)) {\n var lViewData = mpValue;\n var nodeIndex = void 0;\n var component = undefined;\n var directives = undefined;\n if (isComponentInstance(target)) {\n nodeIndex = findViaComponent(lViewData, target);\n if (nodeIndex == -1) {\n throw new Error('The provided component was not found in the application');\n }\n component = target;\n }\n else if (isDirectiveInstance(target)) {\n nodeIndex = findViaDirective(lViewData, target);\n if (nodeIndex == -1) {\n throw new Error('The provided directive was not found in the application');\n }\n directives = discoverDirectives(nodeIndex, lViewData, false);\n }\n else {\n nodeIndex = findViaNativeElement(lViewData, target);\n if (nodeIndex == -1) {\n return null;\n }\n }\n // the goal is not to fill the entire context full of data because the lookups\n // are expensive. Instead, only the target data (the element, compontent or\n // directive details) are filled into the context. If called multiple times\n // with different target values then the missing target data will be filled in.\n var native = readElementValue(lViewData[nodeIndex]);\n var existingCtx = readPatchedData(native);\n var context = (existingCtx && !Array.isArray(existingCtx)) ?\n existingCtx :\n createLContext(lViewData, nodeIndex, native);\n // only when the component has been discovered then update the monkey-patch\n if (component && context.component === undefined) {\n context.component = component;\n attachPatchData(context.component, context);\n }\n // only when the directives have been discovered then update the monkey-patch\n if (directives && context.directives === undefined) {\n context.directives = directives;\n for (var i = 0; i < directives.length; i++) {\n attachPatchData(directives[i], context);\n }\n }\n attachPatchData(context.native, context);\n mpValue = context;\n }\n }\n else {\n var rElement = target;\n ngDevMode && assertDomElement(rElement);\n // if the context is not found then we need to traverse upwards up the DOM\n // to find the nearest element that has already been monkey patched with data\n var parent_1 = rElement;\n while (parent_1 = parent_1.parentNode) {\n var parentContext = readPatchedData(parent_1);\n if (parentContext) {\n var lViewData = void 0;\n if (Array.isArray(parentContext)) {\n lViewData = parentContext;\n }\n else {\n lViewData = parentContext.lViewData;\n }\n // the edge of the app was also reached here through another means\n // (maybe because the DOM was changed manually).\n if (!lViewData) {\n return null;\n }\n var index = findViaNativeElement(lViewData, rElement);\n if (index >= 0) {\n var native = readElementValue(lViewData[index]);\n var context = createLContext(lViewData, index, native);\n attachPatchData(native, context);\n mpValue = context;\n break;\n }\n }\n }\n }\n return mpValue || null;\n}\n/**\n * Creates an empty instance of a `LContext` context\n */\nfunction createLContext(lViewData, nodeIndex, native) {\n return {\n lViewData: lViewData,\n nodeIndex: nodeIndex, native: native,\n component: undefined,\n directives: undefined,\n localRefs: undefined,\n };\n}\n/**\n * Takes a component instance and returns the view for that component.\n *\n * @param componentInstance\n * @returns The component's view\n */\nfunction getComponentViewByInstance(componentInstance) {\n var lViewData = readPatchedData(componentInstance);\n var view;\n if (Array.isArray(lViewData)) {\n var nodeIndex = findViaComponent(lViewData, componentInstance);\n view = getComponentViewByIndex(nodeIndex, lViewData);\n var context =

createLContext(lViewData, nodeIndex, view[HOST]);\n context.component = componentInstance;\n attachPatchData(componentInstance, context);\n attachPatchData(context.native, context);\n }\n else {\n var context = lViewData;\n view = getComponentViewByIndex(context.nodeIndex, context.lViewData);\n }\n return view;\n}\n/**\n * Assigns the given data to the given target (which could be a component,\n * directive or DOM node instance) using monkey-patching.\n */\nfunction attachPatchData(target, data) {\n target[MONKEY_PATCH_KEY_NAME] = data;\n}\nfunction isComponentInstance(instance) {\n return instance && instance.constructor && instance.constructor.ngComponentDef;\n}\nfunction isDirectiveInstance(instance) {\n return instance && instance.constructor && instance.constructor.ngDirectiveDef;\n}\n/**\n * Locates the element within the given LViewData and returns the matching index\n */\nfunction findViaNativeElement(lViewData, target) {\n var tNode = lViewData[TVIEW].firstChild;\n while (tNode) {\n var native = getNativeByTNode(tNode, lViewData);\n if (native === target) {\n return tNode.index;\n }\n tNode = traverseNextElement(tNode);\n }\n return -1;\n}\n/**\n * Locates the next tNode (child, sibling or parent).\n */\nfunction traverseNextElement(tNode) {\n if (tNode.child) {\n return tNode.child;\n }\n else if (tNode.next) {\n return tNode.next;\n }\n else if (tNode.parent) {\n return tNode.parent.next || null;\n }\n return null;\n}\n/**\n * Locates the component within the given LViewData and returns the matching index\n */\nfunction findViaComponent(lViewData, componentInstance) {\n var componentIndices = lViewData[TVIEW].components;\n if (componentIndices) {\n for (var i = 0; i < componentIndices.length; i++) {\n var elementComponentIndex = componentIndices[i];\n var componentView = getComponentViewByIndex(elementComponentIndex, lViewData);\n if (componentView[CONTEXT] === componentInstance) {\n return elementComponentIndex;\n }\n }\n }\n else {\n var rootComponentView = getComponentViewByIndex(HEADER_OFFSET, lViewData);\n var rootComponent = rootComponentView[CONTEXT];\n if (rootComponent === componentInstance) {\n // we are dealing with the root element here therefore we know that the\n // element is the very first element after the HEADER data in the lView\n return HEADER_OFFSET;\n }\n }\n return -1;\n}\n/**\n * Locates the directive within the given LViewData and returns the matching index\n */\nfunction findViaDirective(lViewData, directiveInstance) {\n // if a directive is monkey patched then it will (by default)\n // have a reference to the LViewData of the current view. The\n // element bound to the directive being search lives somewhere\n // in the view data. We loop through the nodes and check their\n // list of directives for the instance.\n var tNode = lViewData[TVIEW].firstChild;\n while (tNode) {\n var directiveIndexStart = getDirectiveStartIndex(tNode);\n var directiveIndexEnd = getDirectiveEndIndex(tNode, directiveIndexStart);\n for (var i = directiveIndexStart; i < directiveIndexEnd; i++) {\n if (lViewData[i] === directiveInstance) {\n return tNode.index;\n }\n }\n tNode = traverseNextElement(tNode);\n }\n return -1;\n}\nfunction assertDomElement(element) {\n assertEqual(element.nodeType, 1, 'The provided value must be an instance of an HTMLElement');\n}\n/**\n * Returns a list of directives extracted from the given view based on the\n * provided list of directive index values.\n *\n * @param nodeIndex The node index\n * @param lViewData The target view data\n * @param includeComponents Whether or not to include components in returned directives\n */\nfunction discoverDirectives(nodeIndex, lViewData, includeComponents) {\n var tNode = lViewData[TVIEW].data[nodeIndex];\n var directiveStartIndex = getDirectiveStartIndex(tNode);\n var directiveEndIndex = getDirectiveEndIndex(tNode, directiveStartIndex);\n if (!includeComponents && tNode.flags & 4096 /* isComponent */)\n directiveStartIndex++;\n return lViewData.slice(directiveStartIndex, directiveEndIndex);\n}\n/**\n * Returns a map of local references (local reference name => element or directive instance) that\n * exist on a given element.\n */\nfunction discoverLocalRefs(lViewData, nodeIndex) {\n var tNode = lViewData[TVIEW].data[nodeIndex];\n if (tNode && tNode.localNames) {\n var result = {};\n for (var i = 0; i < tNode.localNames.length; i += 2) {\n var localRefName = tNode.localNames[i];\n var directiveIndex = tNode.localNames[i + 1];\n result[localRefName] =\n directiveIndex === -1 ? getNativeByTNode(tNode, lViewData) : lViewData[directiveIndex];\n }\n return result;\n }\n return null;\n}\nfunction getDirectiveStartIndex(tNode) {\n // the tNode instances store a flag value which then has a\n // pointer which

tells the starting index of where all the\n // active directives are in the master directive array\n return tNode.flags >> 15 /* DirectiveStartingIndexShift */;\n}\nfunction getDirectiveEndIndex(tNode, startIndex) {\n // The end value is also a part of the same flag\n // (see `TNodeFlags` to see how the flag bit shifting\n // values are used).\n var count = tNode.flags & 4095 /* DirectiveCountMask */;\n return count ? (startIndex + count) : -1;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * If this is the first template pass, any ngOnInit or ngDoCheck hooks will be queued into\n * TView.initHooks during directiveCreate.\n *\n * The directive index and hook type are encoded into one number (1st bit: type, remaining bits:\n * directive index), then saved in the even indices of the initHooks array. The odd indices\n * hold the hook functions themselves.\n *\n * @param index The index of the directive in LViewData\n * @param hooks The static hooks map on the directive def\n * @param tView The current TView\n */\nfunction queueInitHooks(index, onInit, doCheck, tView) {\n ngDevMode &&\n assertEqual(tView.firstTemplatePass, true, 'Should only be called on first template pass');\n if (onInit) {\n (tView.initHooks || (tView.initHooks = [])).push(index, onInit);\n }\n if (doCheck) {\n (tView.initHooks || (tView.initHooks = [])).push(index, doCheck);\n (tView.checkHooks || (tView.checkHooks = [])).push(index, doCheck);\n }\n}\n/**\n * Loops through the directives on a node and queues all their hooks except ngOnInit\n * and ngDoCheck, which are queued separately in directiveCreate.\n */\nfunction queueLifecycleHooks(flags, tView) {\n if (tView.firstTemplatePass) {\n var start = flags >> 15 /* DirectiveStartingIndexShift */;\n var count = flags & 4095 /* DirectiveCountMask */;\n var end = start + count;\n // It's necessary to loop through the directives at elementEnd() (rather than processing in\n // directiveCreate) so we can preserve the current hook order. Content, view, and destroy\n // hooks for projected components and directives must be called *before* their hosts.\n for (var i = start; i < end; i++) {\n var def = tView.data[i];\n queueContentHooks(def, tView, i);\n queueViewHooks(def, tView, i);\n queueDestroyHooks(def, tView, i);\n }\n }\n}\n/** Queues afterContentInit and afterContentChecked hooks on TView */\nfunction queueContentHooks(def, tView, i) {\n if (def.afterContentInit) {\n (tView.contentHooks || (tView.contentHooks = [])).push(i, def.afterContentInit);\n }\n if (def.afterContentChecked) {\n (tView.contentHooks || (tView.contentHooks = [])).push(i, def.afterContentChecked);\n (tView.contentCheckHooks || (tView.contentCheckHooks = [])).push(i, def.afterContentChecked);\n }\n}\n/** Queues afterViewInit and afterViewChecked hooks on TView */\nfunction queueViewHooks(def, tView, i) {\n if (def.afterViewInit) {\n (tView.viewHooks || (tView.viewHooks = [])).push(i, def.afterViewInit);\n }\n if (def.afterViewChecked) {\n (tView.viewHooks || (tView.viewHooks = [])).push(i, def.afterViewChecked);\n (tView.viewCheckHooks || (tView.viewCheckHooks = [])).push(i, def.afterViewChecked);\n }\n}\n/** Queues onDestroy hooks on TView */\nfunction queueDestroyHooks(def, tView, i) {\n if (def.onDestroy != null) {\n (tView.destroyHooks || (tView.destroyHooks = [])).push(i, def.onDestroy);\n }\n}\n/**\n * Calls onInit and doCheck calls if they haven't already been called.\n *\n * @param currentView The current view\n */\nfunction executeInitHooks(currentView, tView, creationMode) {\n if (currentView[FLAGS] & 16 /* RunInit */) {\n executeHooks(currentView, tView.initHooks, tView.checkHooks, creationMode);\n currentView[FLAGS] &= ~16 /* RunInit */;\n }\n}\n/**\n * Iterates over afterViewInit and afterViewChecked functions and calls them.\n *\n * @param currentView The current view\n */\nfunction executeHooks(data, allHooks, checkHooks, creationMode) {\n var hooksToCall = creationMode ? allHooks : checkHooks;\n if (hooksToCall) {\n callHooks(data, hooksToCall);\n }\n}\n/**\n * Calls lifecycle hooks with their contexts, skipping init hooks if it's not\n * creation mode.\n *\n * @param currentView The current view\n * @param arr The array in which the hooks are found\n */\nfunction callHooks(currentView, arr) {\n for (var i = 0; i < arr.length; i += 2) {\n arr[i + 1].call(currentView[arr[i]]);\n }\n}\n\n/** Called when directives inject each other (creating a circular dependency) */\nfunction throwCyclicDependencyError(token) {\n throw new Error(\"Cannot instantiate cyclic dependency! \" + token);\n}\n/** Called when there are multiple component selectors that match a given node */\nfunction throwMultipleComponentError(tNode) {\n throw new Error(\"Multiple components match node with tagname \" + tNode.tagName);\n}\n/** Throws an ExpressionChangedAfterChecked error if checkNoChanges mode is on.

*/\nfunction throwErrorIfNoChangesMode(creationMode, checkNoChangesMode, oldValue, currValue) {\n if (checkNoChangesMode) {\n   var msg = \"ExpressionChangedAfterItHasBeenCheckedError: Expression has changed after it was checked. Previous value: '\" + oldValue + \"'. Current value: '\" + currValue + \"'.\";\n   if (creationMode) {\n   msg +=\n   \" It seems like the view has been created after its parent and its children have been dirty checked.\" +\n   \" Has it been created in a change detection hook ?\";\n   }\n   // TODO: include debug context\n   throw new Error(msg);\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar TNODE = 8;\nvar PARENT_INJECTOR = 8;\nvar INJECTOR_SIZE = 9;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar NG_PROJECT_AS_ATTR_NAME = 'ngProjectAs';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// TODO: cleanup once the code is merged in angular/angular\nvar RendererStyleFlags3;\n(function (RendererStyleFlags3) {\n RendererStyleFlags3[RendererStyleFlags3[\"Important\"] = 1] = \"Important\";\n RendererStyleFlags3[RendererStyleFlags3[\"DashCase\"] = 2] = \"DashCase\";\n})(RendererStyleFlags3 || (RendererStyleFlags3 = {}));\n/** Returns whether the `renderer` is a `ProceduralRenderer3` */\nfunction isProceduralRenderer(renderer) {\n return !!(renderer.listen);\n}\nvar domRendererFactory3 = {\n createRenderer: function (hostElement, rendererType) { return document; }\n};\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction assertNodeType(tNode, type) {\n assertDefined(tNode, 'should be called with a TNode');\n assertEqual(tNode.type, type, \"should be a \" + typeName(type));\n}\nfunction assertNodeOfPossibleTypes(tNode) {\n var types = [];\n for (var _i = 1; _i < arguments.length; _i++) {\n   types[_i - 1] = arguments[_i];\n }\n assertDefined(tNode, 'should be called with a TNode');\n var found = types.some(function (type) { return tNode.type === type; });\n assertEqual(found, true, \"Should be one of \" + types.map(typeName).join(', ') + \" but got \" + typeName(tNode.type));\n}\nfunction typeName(type) {\n if (type == 1 /* Projection */)\n   return 'Projection';\n if (type == 0 /* Container */)\n return 'Container';\n if (type == 2 /* View */)\n   return 'View';\n if (type == 3 /* Element */)\n   return 'Element';\n if (type == 4 /* ElementContainer */)\n   return 'ElementContainer';\n return '<unknown>';\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/** Retrieves the parent element of a given node. */\nfunction getParentNative(tNode, currentView) {\n return tNode.parent == null ? getHostNative(currentView) :\n   getNativeByTNode(tNode.parent, currentView);\n}\n/**\n * Gets the host element given a view. Will return null if the current view is an embedded view,\n * which does not have a host element.\n */\nfunction getHostNative(currentView) {\n var hostTNode = currentView[HOST_NODE];\n return hostTNode && hostTNode.type !== 2 /* View */ ?\n   getNativeByTNode(hostTNode, currentView[PARENT]) :\n   null;\n}\nfunction getLContainer(tNode, embeddedView) {\n if (tNode.index === -1) {\n   // This is a dynamically created view inside a dynamic container.\n   // If the host index is -1, the view has not yet been inserted, so it has no parent.\n   var containerHostIndex = embeddedView[CONTAINER_INDEX];\n   return containerHostIndex > -1 ? embeddedView[PARENT][containerHostIndex] : null;\n }\n else {\n   // This is a inline view node (e.g. embeddedViewStart)\n   return embeddedView[PARENT][tNode.parent.index];\n }\n}\n/**\n * Retrieves render parent for a given view.\n * Might be null if a view is not yet attached to any container.\n */\nfunction getContainerRenderParent(tViewNode, view) {\n var container = getLContainer(tViewNode, view);\n return container ? container[RENDER_PARENT] : null;\n}\n/**\n * Stack used to keep track of projection nodes in walkTNodeTree.\n *\n * This is deliberately created outside of walkTNodeTree to avoid allocating\n * a new array each time the function is called. Instead the array will be\n * re-

used by each invocation. This works because the function is not reentrant.\n */\nvar projectionNodeStack = [];\n/**\n * Walks a tree of TNodes, applying a transformation on the element nodes, either only on the first\n * one found, or on all of them.\n *\n * @param viewToWalk the view to walk\n * @param action identifies the action to be performed on the elements\n * @param renderer the current renderer.\n * @param renderParent Optional the render parent node to be set in all LContainers found,\n * required for action modes Insert and Destroy.\n * @param beforeNode Optional the node before which elements should be added, required for action\n * Insert.\n */\nfunction walkTNodeTree(viewToWalk, action, renderer, renderParent, beforeNode) {\n var rootTNode = viewToWalk[TVIEW].node;\n var projectionNodeIndex = -1;\n var currentView = viewToWalk;\n var tNode = rootTNode.child;\n while (tNode) {\n var nextTNode = null;\n if (tNode.type === 3 /* Element */) {\n executeNodeAction(action, renderer, renderParent, getNativeByTNode(tNode, currentView), beforeNode);\n var nodeOrContainer = currentView[tNode.index];\n if (isLContainer(nodeOrContainer)) {\n // This element has an LContainer, and its comment needs to be handled\n executeNodeAction(action, renderer, renderParent, nodeOrContainer[NATIVE], beforeNode);\n }\n }\n else if (tNode.type === 0 /* Container */) {\n var lContainer = currentView[tNode.index];\n executeNodeAction(action, renderer, renderParent, lContainer[NATIVE], beforeNode);\n if (renderParent)\n lContainer[RENDER_PARENT] = renderParent;\n if (lContainer[VIEWS].length) {\n currentView = lContainer[VIEWS][0];\n nextTNode = currentView[TVIEW].node;\n // When the walker enters a container, then the beforeNode has to become the local native\n // comment node.\n beforeNode = lContainer[NATIVE];\n }\n }\n else if (tNode.type === 1 /* Projection */) {\n var componentView = findComponentView(currentView);\n var componentHost = componentView[HOST_NODE];\n var head = componentHost.projection[tNode.projection];\n // Must store both the TNode and the view because this projection node could be nested\n // deeply inside embedded views, and we need to get back down to this particular nested view.\n projectionNodeStack[++projectionNodeIndex] = tNode;\n projectionNodeStack[++projectionNodeIndex] = currentView;\n if (head) {\n currentView = componentView[PARENT];\n nextTNode = currentView[TVIEW].data[head.index];\n }\n }\n else {\n // Otherwise, this is a View or an ElementContainer\n nextTNode = tNode.child;\n }\n if (nextTNode === null) {\n // this last node was projected, we need to get back down to its projection node\n if (tNode.next === null && (tNode.flags & 8192 /* isProjected */)) {\n currentView = projectionNodeStack[projectionNodeIndex--];\n tNode = projectionNodeStack[projectionNodeIndex--];\n }\n nextTNode = tNode.next;\n /**\n * Find the next node in the TNode tree, taking into account the place where a node is\n * projected (in the shadow DOM) rather than where it comes from (in the light DOM).\n *\n * If there is no sibling node, then it goes to the next sibling of the parent node...\n * until it reaches rootNode (at which point null is returned).\n */\n while (!nextTNode) {\n // If parent is null, we're crossing the view boundary, so we should get the host TNode.\n tNode = tNode.parent || currentView[TVIEW].node;\n if (tNode === null || tNode === rootTNode)\n return null;\n // When exiting a container, the beforeNode must be restored to the previous value\n if (tNode.type === 0 /* Container */) {\n currentView = currentView[PARENT];\n beforeNode = currentView[tNode.index][NATIVE];\n }\n if (tNode.type === 2 /* View */ && currentView[NEXT]) {\n currentView = currentView[NEXT];\n nextTNode = currentView[TVIEW].node;\n }\n else {\n nextTNode = tNode.next;\n }\n }\n }\n tNode = nextTNode;\n }\n}\n/**\n * Given a current view, finds the nearest component's host (LElement).\n *\n * @param lViewData LViewData for which we want a host element node\n * @returns The host node\n */\nfunction findComponentView(lViewData) {\n var rootTNode = lViewData[HOST_NODE];\n while (rootTNode && rootTNode.type === 2 /* View */) {\n ngDevMode && assertDefined(lViewData[PARENT], 'viewData.parent');\n lViewData = lViewData[PARENT];\n rootTNode = lViewData[HOST_NODE];\n }\n return lViewData;\n}\n/**\n * NOTE: for performance reasons, the possible actions are inlined within the function instead of\n * being passed as an argument.\n */\nfunction executeNodeAction(action, renderer, parent,

node, beforeNode) {\n if (action === 0 /* Insert */) {\n isProceduralRenderer(renderer) ?\n renderer.insertBefore(parent, node, beforeNode) :\n parent.insertBefore(node, beforeNode, true);\n }\n else if (action === 1 /* Detach */) {\n isProceduralRenderer(renderer) ?\n renderer.removeChild(parent, node) :\n parent.removeChild(node);\n }\n else if (action === 2 /* Destroy */) {\n ngDevMode && ngDevMode.rendererDestroyNode++;\n renderer.destroyNode(node);\n }\n}\nfunction createTextNode(value, renderer) {\n return isProceduralRenderer(renderer) ? renderer.createText(stringify$1(value)) :\n renderer.createTextNode(stringify$1(value));\n}\nfunction addRemoveViewFromContainer(viewToWalk, insertMode, beforeNode) {\n var renderParent = getContainerRenderParent(viewToWalk[TVIEW].node, viewToWalk);\n ngDevMode && assertNodeType(viewToWalk[TVIEW].node, 2 /* View */);\n if (renderParent) {\n var renderer = viewToWalk[RENDERER];\n walkTNodeTree(viewToWalk, insertMode ? 0 /* Insert */ : 1 /* Detach */, renderer, renderParent, beforeNode);\n }\n}\n/**\n * Traverses down and up the tree of views and containers to remove listeners and\n * call onDestroy callbacks.\n *\n * Notes:\n * - Because it's used for onDestroy calls, it needs to be bottom-up.\n * - Must process containers instead of their views to avoid splicing\n * when views are destroyed and re-added.\n * - Using a while loop because it's faster than recursion\n * - Destroy only called on movement to sibling or movement to parent (laterally or up)\n *\n * @param rootView The view to destroy\n */\nfunction destroyViewTree(rootView) {\n // If the view has no children, we can clean it up and return early.\n if (rootView[TVIEW].childIndex === -1) {\n return cleanUpView(rootView);\n }\n var viewOrContainer = getLViewChild(rootView);\n while (viewOrContainer) {\n var next = null;\n if (viewOrContainer.length >= HEADER_OFFSET) {\n // If LViewData, traverse down to child.\n var view = viewOrContainer;\n if (view[TVIEW].childIndex > -1)\n next = getLViewChild(view);\n }\n else {\n // If container, traverse down to its first LViewData.\n var container = viewOrContainer;\n if (container[VIEWS].length)\n next = container[VIEWS][0];\n }\n if (next == null) {\n // Only clean up view when moving to the side or up, as destroy hooks\n // should be called in order from the bottom up.\n while (viewOrContainer && !viewOrContainer[NEXT] && viewOrContainer !== rootView) {\n cleanUpView(viewOrContainer);\n viewOrContainer = getParentState(viewOrContainer, rootView);\n }\n cleanUpView(viewOrContainer || rootView);\n next = viewOrContainer && viewOrContainer[NEXT];\n }\n viewOrContainer = next;\n }\n}\n/**\n * Inserts a view into a container.\n *\n * This adds the view to the container's array of active views in the correct\n * position. It also adds the view's elements to the DOM if the container isn't a\n * root node of another view (in that case, the view's elements will be added when\n * the container's parent view is added later).\n *\n * @param lView The view to insert\n * @param lContainer The container into which the view should be inserted\n * @param parentView The new parent of the inserted view\n * @param index The index at which to insert the view\n * @param containerIndex The index of the container node, if dynamic\n */\nfunction insertView(lView, lContainer, parentView, index, containerIndex) {\n var views = lContainer[VIEWS];\n if (index > 0) {\n // This is a new view, we need to add it to the children.\n views[index - 1][NEXT] = lView;\n }\n if (index < views.length) {\n lView[NEXT] = views[index];\n views.splice(index, 0, lView);\n }\n else {\n views.push(lView);\n lView[NEXT] = null;\n }\n // Dynamically inserted views need a reference to their parent container's host so it's\n // possible to jump from a view to its container's next when walking the node tree.\n if (containerIndex > -1) {\n lView[CONTAINER_INDEX] = containerIndex;\n lView[PARENT] = parentView;\n }\n // Notify query that a new view has been added\n if (lView[QUERIES]) {\n lView[QUERIES].insertView(index);\n }\n // Sets the attached flag\n lView[FLAGS] |= 8 /* Attached */;\n}\n/**\n * Detaches a view from a container.\n *\n * This method splices the view from the container's array of active views. It also\n * removes the view's elements from the DOM.\n *\n * @param lContainer The container from which to detach a view\n * @param removeIndex The index of the view to detach\n * @param detached Whether or not this view is already detached.\n */\nfunction detachView(lContainer, removeIndex, detached) {\n var views = lContainer[VIEWS];\n var viewToDetach = views[removeIndex];\n if (removeIndex > 0) {\n views[removeIndex - 1][NEXT] = viewToDetach[NEXT];\n }\n views.splice(removeIndex, 1);\n if (!detached) {\n addRemoveViewFromContainer(viewToDetach, false);\n }\n if (viewToDetach[QUERIES])

{\n viewToDetach[QUERIES].removeView();\n }\n viewToDetach[CONTAINER_INDEX] = -1;\n viewToDetach[PARENT] = null;\n // Unsets the attached flag\n viewToDetach[FLAGS] &= ~8 /* Attached */;\n}\n/**\n * Removes a view from a container, i.e. detaches it and then destroys the underlying LView.\n *\n * @param lContainer The container from which to remove a view\n * @param tContainer The TContainer node associated with the LContainer\n * @param removeIndex The index of the view to remove\n */\nfunction removeView(lContainer, containerHost, removeIndex) {\n var view = lContainer[VIEWS][removeIndex];\n detachView(lContainer, removeIndex, !!containerHost.detached);\n destroyLView(view);\n}\n/** Gets the child of the given LViewData */\nfunction getLViewChild(viewData) {\n var childIndex = viewData[TVIEW].childIndex;\n return childIndex === -1 ? null : viewData[childIndex];\n}\n/**\n * A standalone function which destroys an LView,\n * conducting cleanup (e.g. removing listeners, calling onDestroys).\n *\n * @param view The view to be destroyed.\n */\nfunction destroyLView(view) {\n var renderer = view[RENDERER];\n if (isProceduralRenderer(renderer) && renderer.destroyNode) {\n walkTNodeTree(view, 2 /* Destroy */, renderer, null);\n }\n destroyViewTree(view);\n // Sets the destroyed flag\n view[FLAGS] |= 32 /* Destroyed */;\n}\n/**\n * Determines which LViewOrLContainer to jump to when traversing back up the\n * tree in destroyViewTree.\n *\n * Normally, the view's parent LView should be checked, but in the case of\n * embedded views, the container (which is the view node's parent, but not the\n * LView's parent) needs to be checked for a possible next property.\n *\n * @param state The LViewOrLContainer for which we need a parent state\n * @param rootView The rootView, so we don't propagate too far up the view tree\n * @returns The correct parent LViewOrLContainer\n */\nfunction getParentState(state, rootView) {\n var tNode;\n if (state.length >= HEADER_OFFSET && (tNode = state[HOST_NODE]) &&\n tNode.type === 2 /* View */) {\n // if it's an embedded view, the state needs to go up to the container, in case the\n // container has a next\n return getLContainer(tNode, state);\n }\n else {\n // otherwise, use parent view for containers or component views\n return state[PARENT] === rootView ? null : state[PARENT];\n }\n}\n/**\n * Removes all listeners and call all onDestroys in a given view.\n *\n * @param view The LViewData to clean up\n */\nfunction cleanUpView(viewOrContainer) {\n if (viewOrContainer.length >= HEADER_OFFSET) {\n var view = viewOrContainer;\n removeListeners(view);\n executeOnDestroys(view);\n executePipeOnDestroys(view);\n // For component views only, the local renderer is destroyed as clean up time.\n if (view[TVIEW].id === -1 && isProceduralRenderer(view[RENDERER])) {\n ngDevMode && ngDevMode.rendererDestroy++;\n view[RENDERER].destroy();\n }\n }\n}\n/** Removes listeners and unsubscribes from output subscriptions */\nfunction removeListeners(viewData) {\n var cleanup = viewData[TVIEW].cleanup;\n if (cleanup != null) {\n for (var i = 0; i < cleanup.length - 1; i += 2) {\n if (typeof cleanup[i] === 'string') {\n // This is a listener with the native renderer\n var native = readElementValue(viewData[cleanup[i + 1]]);\n var listener = viewData[CLEANUP][cleanup[i + 2]];\n native.removeEventListener(cleanup[i], listener, cleanup[i + 3]);\n i += 2;\n }\n else if (typeof cleanup[i] === 'number') {\n // This is a listener with renderer2 (cleanup fn can be found by index)\n var cleanupFn = viewData[CLEANUP][cleanup[i]];\n cleanupFn();\n }\n else {\n // This is a cleanup function that is grouped with the index of its context\n var context = viewData[CLEANUP][cleanup[i + 1]];\n cleanup[i].call(context);\n }\n }\n viewData[CLEANUP] = null;\n }\n}\n/** Calls onDestroy hooks for this view */\nfunction executeOnDestroys(view) {\n var tView = view[TVIEW];\n var destroyHooks;\n if (tView != null && (destroyHooks = tView.destroyHooks) != null) {\n callHooks(view, destroyHooks);\n }\n}\n/** Calls pipe destroy hooks for this view */\nfunction executePipeOnDestroys(viewData) {\n var pipeDestroyHooks = viewData[TVIEW] && viewData[TVIEW].pipeDestroyHooks;\n if (pipeDestroyHooks) {\n callHooks(viewData, pipeDestroyHooks);\n }\n}\nfunction getRenderParent(tNode, currentView) {\n if (canInsertNativeNode(tNode, currentView)) {\n var hostTNode = currentView[HOST_NODE];\n return tNode.parent == null && hostTNode.type === 2 /* View */ ?\n getContainerRenderParent(hostTNode, currentView) :\n getParentNative(tNode, currentView);\n }\n return null;\n}\nfunction canInsertNativeChildOfElement(tNode) {\n // If the parent is null, then we are inserting across views. This

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happens when we\n    // insert a root element of the component view into the component host element and it\n    // should always be eager.\n    if (tNode.parent == null ||\n        // We should also eagerly insert if the parent is a regular, non-component element\n        // since we know that this relationship will never be broken.\n tNode.parent.type === 3 /* Element */ && !(tNode.parent.flags & 4096 /* isComponent */)) {\n        return true;\n }\n    // Parent is a Component. Component's content nodes are not inserted immediately\n    // because they will be projected, and so doing insert at this point would be wasteful.\n    // Since the projection would than move it to its final destination.\n    return false;\n}\n/**\n * We might delay insertion of children for a given view if it is disconnected.\n * This might happen for 2 main reasons:\n * - view is not inserted into any container (view was created but not inserted yet)\n * - view is inserted into a container but the container itself is not inserted into the DOM\n * (container might be part of projection or child of a view that is not inserted yet).\n *\n * In other words we can insert children of a given view if this view was inserted into a container\n * and\n * the container itself has its render parent determined.\n */\nfunction canInsertNativeChildOfView(viewTNode, view) {\n    // Because we are inserting into a `View` the `View` may be disconnected.\n    var container = getLContainer(viewTNode, view);\n if (container == null || container[RENDER_PARENT] == null) {\n        // The `View` is not inserted into a `Container` or the parent `Container`\n        // itself is disconnected. So we have to delay.\n        return false;\n    }\n // The parent `Container` is in inserted state, so we can eagerly insert into\n    // this location.\n    return true;\n}\n/**\n * Returns whether a native element can be inserted into the given parent.\n *\n * There are two reasons why we may not be able to insert a element immediately.\n * - Projection: When creating a child content element of a component, we have to skip the\n *   insertion because the content of a component will be projected.\n *   `<component><content>delayed due to projection</content></component>`\n * - Parent container is disconnected: This can happen when we are inserting a view into\n *   parent container, which itself is disconnected. For example the parent container is part\n *   of a View which has not be inserted or is mare for projection but has not been inserted\n *   into destination.\n *\n\n *\n * @param parent The parent where the child will be inserted into.\n * @param currentView Current LView being processed.\n * @return boolean Whether the child should be inserted now (or delayed until later).\n */\nfunction canInsertNativeNode(tNode, currentView) {\n    var currentNode = tNode;\n    var parent = tNode.parent;\n    if (tNode.parent && tNode.parent.type === 4 /* ElementContainer */) {\n        currentNode = getHighestElementContainer(tNode);\n        parent = currentNode.parent;\n    }\n    if (parent === null)\n        parent = currentView[HOST_NODE];\n    if (parent && parent.type === 2 /* View */) {\n        return canInsertNativeChildOfView(parent, currentView);\n    }\n    else {\n   // Parent is a regular element or a component\n        return canInsertNativeChildOfElement(currentNode);\n }\n}\n/**\n * Inserts a native node before another native node for a given parent using {@link Renderer3}.\n * This is a utility function that can be used when native nodes were determined - it abstracts an\n * actual renderer being used.\n */\nfunction nativeInsertBefore(renderer, parent, child, beforeNode) {\n    if (isProceduralRenderer(renderer)) {\n        renderer.insertBefore(parent, child, beforeNode);\n    }\n    else {\n parent.insertBefore(child, beforeNode, true);\n    }\n}\n/**\n * Appends the `child` element to the `parent`.\n *\n * The element insertion might be delayed {@link canInsertNativeNode}.\n *\n * @param childEl The child that should be appended\n * @param childTNode The TNode of the child element\n * @param currentView The current LView\n * @returns Whether or not the child was appended\n */\nfunction appendChild(childEl, childTNode, currentView) {\n    if (childEl !== null && canInsertNativeNode(childTNode, currentView)) {\n        var renderer = currentView[RENDERER];\n        var parentEl = getParentNative(childTNode, currentView);\n        var parentTNode = childTNode.parent || currentView[HOST_NODE];\n        if (parentTNode.type === 2 /* View */) {\n            var lContainer = getLContainer(parentTNode, currentView);\n            var views = lContainer[VIEWS];\n            var index = views.indexOf(currentView);\n            nativeInsertBefore(renderer, lContainer[RENDER_PARENT], childEl, getBeforeNodeForView(index, views, lContainer[NATIVE]));\n        }\n    else if (parentTNode.type === 4 /* ElementContainer */) {\n            var elementContainer = getHighestElementContainer(childTNode);\n            var renderParent = getRenderParent(elementContainer, currentView);\n            nativeInsertBefore(renderer, renderParent, childEl, parentEl);\n        }\n        else {\n isProceduralRenderer(renderer) ? renderer.appendChild(parentEl, childEl) :\n
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parentEl.appendChild(childEl);\n        }\n        return true;\n    }\n    return false;\n}\n/**\n * Gets the top-level ng-
container if ng-containers are nested.\n *\n * @param ngContainer The TNode of the starting ng-container\n *
@returns tNode The TNode of the highest level ng-container\n */\nfunction
getHighestElementContainer(ngContainer) {\n    while (ngContainer.parent != null && ngContainer.parent.type
=== 4 /* ElementContainer */) {\n        ngContainer = ngContainer.parent;\n    }\n    return
ngContainer;\n}\nfunction getBeforeNodeForView(index, views, containerNative) {\n    if (index + 1 <
views.length) {\n        var view = views[index + 1];\n        var viewTNode = view[HOST_NODE];\n        return
viewTNode.child ? getNativeByTNode(viewTNode.child, view) : containerNative;\n    }\n    else {\n        return
containerNative;\n    }\n}\n/**\n * Removes the `child` element from the DOM if not in view and not projected.\n
*\n * @param childTNode The TNode of the child to remove\n * @param childEl The child that should be
removed\n * @param currentView The current LView\n * @returns Whether or not the child was removed\n
*/\nfunction removeChild(childTNode, childEl, currentView) {\n    // We only remove the element if not in View or
not projected.\n    if (childEl !== null && canInsertNativeNode(childTNode, currentView)) {\n        var
parentNative = getParentNative(childTNode, currentView);\n        var renderer = currentView[RENDERER];\n
isProceduralRenderer(renderer) ? renderer.removeChild(parentNative, childEl) :\n
parentNative.removeChild(childEl);\n        return true;\n    }\n    return false;\n}\n/**\n * Appends a projected node
to the DOM, or in the case of a projected container,\n * appends the nodes from all of the container's active views to
the DOM.\n *\n * @param projectedTNode The TNode to be projected\n * @param tProjectionNode The projection
(ng-content) TNode\n * @param currentView Current LView\n * @param projectionView Projection view (view
above current)\n */\nfunction appendProjectedNode(projectedTNode, tProjectionNode, currentView,
projectionView) {\n    var native = getNativeByTNode(projectedTNode, projectionView);\n    appendChild(native,
tProjectionNode, currentView);\n    // the projected contents are processed while in the shadow view (which is the
currentView)\n    // therefore we need to extract the view where the host element lives since it's the\n    // logical
container of the content projected views\n    attachPatchData(native, projectionView);\n    var renderParent =
getRenderParent(tProjectionNode, currentView);\n    var nodeOrContainer =
projectionView[projectedTNode.index];\n    if (projectedTNode.type === 0 /* Container */) {\n        // The node we
are adding is a container and we are adding it to an element which\n        // is not a component (no more re-
projection).\n        // Alternatively a container is projected at the root of a component's template\n        // and can't be
re-projected (as not content of any component).\n        // Assign the final projection location in those cases.\n
nodeOrContainer[RENDER_PARENT] = renderParent;\n        var views = nodeOrContainer[VIEWS];\n        for
(var i = 0; i < views.length; i++) {\n            addRemoveViewFromContainer(views[i], true,
nodeOrContainer[NATIVE]);\n        }\n    }\n    else {\n        if (projectedTNode.type === 4 /* ElementContainer */)
{\n            var ngContainerChildTNode = projectedTNode.child;\n            while (ngContainerChildTNode) {\n
    appendProjectedNode(ngContainerChildTNode, tProjectionNode, currentView, projectionView);\n
ngContainerChildTNode = ngContainerChildTNode.next;\n            }\n        }\n        if
(isLContainer(nodeOrContainer)) {\n            nodeOrContainer[RENDER_PARENT] = renderParent;\n
appendChild(nodeOrContainer[NATIVE], tProjectionNode, currentView);\n        }\n    }\n}\n\n/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction
isCssClassMatching(nodeClassAttrVal, cssClassToMatch) {\n    var nodeClassesLen = nodeClassAttrVal.length;\n
var matchIndex = nodeClassAttrVal.indexOf(cssClassToMatch);\n    var matchEndIdx = matchIndex +
cssClassToMatch.length;\n    if (matchIndex === -1 // no match\n        || (matchIndex > 0 &&
nodeClassAttrVal[matchIndex - 1] !== ' ') // no space before\n        ||\n            (matchEndIdx < nodeClassesLen &&
nodeClassAttrVal[matchEndIdx] !== ' ')) // no space after\n     {\n        return false;\n    }\n    return true;\n}\n/**\n *
A utility function to match an Ivy node static data against a simple CSS selector\n *\n * @param node static data to
match\n * @param selector\n * @returns true if node matches the selector.\n */\nfunction
isNodeMatchingSelector(tNode, selector) {\n    ngDevMode && assertDefined(selector[0], 'Selector should have a
tag name');\n    var mode = 4 /* ELEMENT */;\n    var nodeAttrs = tNode.attrs;\n    var selectOnlyMarkerIdx =
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nodeAttrs ? nodeAttrs.indexOf(1 /* SelectOnly */) : -1;\n    // When processing \":not\" selectors, we skip to the next
\":not\" if the\n    // current one doesn't match\n    var skipToNextSelector = false;\n    for (var i = 0; i <
selector.length; i++) {\n        var current = selector[i];\n        if (typeof current === 'number') {\n            // If we
finish processing a :not selector and it hasn't failed, return false\n            if (!skipToNextSelector &&
!isPositive(mode) && !isPositive(current)) {\n                return false;\n            }\n            // If we are skipping to the
next :not() and this mode flag is positive,\n            // it's a part of the current :not() selector, and we should keep
skipping\n            if (skipToNextSelector && isPositive(current))\n                continue;\n            skipToNextSelector
= false;\n            mode = current | (mode & 1 /* NOT */);\n            continue;\n        }\n        if (skipToNextSelector)\n
            continue;\n        if (mode & 4 /* ELEMENT */) {\n            mode = 2 /* ATTRIBUTE */ | mode & 1 /* NOT
*/;\n            if (current !== '' && current !== tNode.tagName) {\n                if (isPositive(mode))\n                    return
false;\n                skipToNextSelector = true;\n            }\n        }\n        else {\n            var attrName = mode & 8 /*
CLASS */ ? 'class' : current;\n            var attrIndexInNode = findAttrIndexInNode(attrName, nodeAttrs);\n            if
(attrIndexInNode === -1) {\n                if (isPositive(mode))\n                    return false;\n
skipToNextSelector = true;\n                continue;\n            }\n            var selectorAttrValue = mode & 8 /* CLASS */
? current : selector[++i];\n            if (selectorAttrValue !== '') {\n                var nodeAttrValue = void 0;\n
var maybeAttrName = nodeAttrs[attrIndexInNode];\n                if (selectOnlyMarkerIdx > -1 && attrIndexInNode >
selectOnlyMarkerIdx) {\n                    nodeAttrValue = '';\n                }\n                else {\n                    ngDevMode
&& assertNotEqual(maybeAttrName, 0 /* NamespaceURI */, 'We do not match directives on namespaced
attributes');\n                    nodeAttrValue = nodeAttrs[attrIndexInNode + 1];\n                }\n                if (mode & 8 /*
CLASS */ &&\n                    !isCssClassMatching(nodeAttrValue, selectorAttrValue) ||\n                    mode & 2 /*
ATTRIBUTE */ && selectorAttrValue !== nodeAttrValue) {\n                    if (isPositive(mode))\n
return false;\n                    skipToNextSelector = true;\n                }\n            }\n        }\n    }\n    return
isPositive(mode) || skipToNextSelector;\n}\nfunction isPositive(mode) {\n    return (mode & 1 /* NOT */) ===
0;\n}\n/**\n * Examines an attributes definition array from a node to find the index of the\n * attribute with the
specified name.\n *\n * NOTE: Will not find namespaced attributes.\n *\n * @param name the name of the attribute
to find\n * @param attrs the attribute array to examine\n */\nfunction findAttrIndexInNode(name, attrs) {\n    if
(attrs === null)\n        return -1;\n    var selectOnlyMode = false;\n    var i = 0;\n    while (i < attrs.length) {\n        var
maybeAttrName = attrs[i];\n        if (maybeAttrName === name) {\n            return i;\n        }\n        else if
(maybeAttrName === 0 /* NamespaceURI */) {\n            // NOTE(benlesh): will not find namespaced attributes.
This is by design.\n            i += 4;\n        }\n        else {\n            if (maybeAttrName === 1 /* SelectOnly */) {\n
    selectOnlyMode = true;\n            }\n            i += selectOnlyMode ? 1 : 2;\n        }\n    }\n    return -
1;\n}\nfunction isNodeMatchingSelectorList(tNode, selector) {\n    for (var i = 0; i < selector.length; i++) {\n        if
(isNodeMatchingSelector(tNode, selector[i])) {\n            return true;\n        }\n    }\n    return false;\n}\nfunction
getProjectAsAttrValue(tNode) {\n    var nodeAttrs = tNode.attrs;\n    if (nodeAttrs != null) {\n        var
ngProjectAsAttrIdx = nodeAttrs.indexOf(NG_PROJECT_AS_ATTR_NAME);\n        // only check for ngProjectAs
in attribute names, don't accidentally match attribute's value\n        // (attribute names are stored at even indexes)\n
  if ((ngProjectAsAttrIdx & 1) === 0) {\n            return nodeAttrs[ngProjectAsAttrIdx + 1];\n        }\n    }\n    return
null;\n}\n/**\n * Checks a given node against matching selectors and returns\n * selector index (or 0 if none
matched).\n *\n * This function takes into account the ngProjectAs attribute: if present its value will be compared\n
* to the raw (un-parsed) CSS selector instead of using standard selector matching logic.\n */\nfunction
matchingSelectorIndex(tNode, selectors, textSelectors) {\n    var ngProjectAsAttrVal =
getProjectAsAttrValue(tNode);\n    for (var i = 0; i < selectors.length; i++) {\n        // if a node has the ngProjectAs
attribute match it against unparsed selector\n        // match a node against a parsed selector only if ngProjectAs
attribute is not present\n        if (ngProjectAsAttrVal === textSelectors[i] ||\n            ngProjectAsAttrVal === null
&& isNodeMatchingSelectorList(tNode, selectors[i])) {\n            return i + 1; // first matching selector \"captures\" a
given node\n        }\n    }\n    return 0;\n}\n\n/**\n * Combines the binding value and a factory for an animation
player.\n *\n * Used to bind a player to an element template binding (currently only\n * `[style]`, `[style.prop]`,
`[class]` and `[class.name]` bindings\n * supported). The provided `factoryFn` function will be run once all\n * the
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associated bindings have been evaluated on the element and is\n * designed to return a player which will then be placed on the element.\n *\n * @param factoryFn The function that is used to create a player\n * once all the rendering-related (styling values) have been\n * processed for the element binding.\n * @param value The raw value that will be exposed to the binding\n * so that the binding can update its internal values when\n * any changes are evaluated.\n */\nfunction bindPlayerFactory(factoryFn, value) {\n return new BoundPlayerFactory(factoryFn, value);\n}\nvar BoundPlayerFactory = /** @class */ (function () {\n function BoundPlayerFactory(fn, value) {\n this.fn = fn;\n this.value = value;\n }\n return BoundPlayerFactory;\n}());\n\nvar CorePlayerHandler = /** @class */ (function () {\n function CorePlayerHandler() {\n this._players = [];\n }\n CorePlayerHandler.prototype.flushPlayers = function () {\n for (var i = 0; i < this._players.length; i++) {\n var player = this._players[i];\n if (!player.parent && player.state === 0 /* Pending */) {\n player.play();\n }\n }\n this._players.length = 0;\n };\n CorePlayerHandler.prototype.queuePlayer = function (player) { this._players.push(player); };\n return CorePlayerHandler;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction createEmptyStylingContext(element, sanitizer, initialStylingValues) {\n return [\n null,\n sanitizer || null,\n initialStylingValues || [null],\n 0,\n 0,\n element || null,\n null,\n null // PreviousMultiStyleValue\n];\n}\n/**\n * Used clone a copy of a pre-computed template of a styling context.\n *\n * A pre-computed template is designed to be computed once for a given element\n * (instructions.ts has logic for caching this).\n */\nfunction allocStylingContext(element, templateStyleContext) {\n // each instance gets a copy\n var context = templateStyleContext.slice();\n context[5 /* ElementPosition */] = element;\n return context;\n}\n/**\n * Retrieve the `StylingContext` at a given index.\n *\n * This method lazily creates the `StylingContext`. This is because in most cases\n * we have styling without any bindings. Creating `StylingContext` eagerly would mean that\n * every style declaration such as `<div style=\"color: red\">` would result `StyleContext`\n * which would create unnecessary memory pressure.\n *\n * @param index Index of the style allocation. See: `elementStyling`.\n * @param viewData The view to search for the styling context\n */\nfunction getStylingContext(index, viewData) {\n var storageIndex = index + HEADER_OFFSET;\n var slotValue = viewData[storageIndex];\n var wrapper = viewData;\n while (Array.isArray(slotValue)) {\n wrapper = slotValue;\n slotValue = slotValue[HOST];\n }\n if (isStylingContext(wrapper)) {\n return wrapper;\n }\n else {\n // This is an LViewData or an LContainer\n var stylingTemplate = getTNode(index, viewData).stylingTemplate;\n if (wrapper !== viewData) {\n storageIndex = HOST;\n }\n return wrapper[storageIndex] = stylingTemplate ?\n allocStylingContext(slotValue, stylingTemplate) :\n createEmptyStylingContext(slotValue);\n }\n}\nfunction isStylingContext(value) {\n // Not an LViewData or an LContainer\n return typeof value[FLAGS] !== 'number' && typeof value[ACTIVE_INDEX] !== 'number';\n}\nfunction addPlayerInternal(playerContext, rootContext, element, player, playerContextIndex, ref) {\n ref = ref || element;\n if (playerContextIndex) {\n playerContext[playerContextIndex] = player;\n }\n else {\n playerContext.push(player);\n }\n if (player) {\n player.addEventListener(200 /* Destroyed */, function () {\n var index = playerContext.indexOf(player);\n var nonFactoryPlayerIndex = playerContext[0 /* NonBuilderPlayersStart */];\n // if the player is being removed from the factory side of the context\n // (which is where the [style] and [class] bindings do their thing) then\n // that side of the array cannot be resized since the respective bindings\n // have pointer index values that point to the associated factory instance\n if (index) {\n if (index < nonFactoryPlayerIndex) {\n playerContext[index] = null;\n }\n else {\n playerContext.splice(index, 1);\n }\n }\n player.destroy();\n });\n var playerHandler = rootContext.playerHandler || (rootContext.playerHandler = new CorePlayerHandler());\n playerHandler.queuePlayer(player, ref);\n return true;\n }\n return false;\n}\nfunction getPlayersInternal(playerContext) {\n var players = [];\n var nonFactoryPlayersStart = playerContext[0 /* NonBuilderPlayersStart */];\n // add all factory-based players (which are apart of [style] and [class] bindings)\n for (var i = 1 /* PlayerBuildersStartPosition */ + 1 /* PlayerOffsetPosition */; i <

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nonFactoryPlayersStart; i += 2 /* PlayerAndPlayerBuildersTupleSize */) {\n        var player = playerContext[i];\n
 if (player) {\n            players.push(player);\n        }\n    }\n    // add all custom players (not apart of [style] and
[class] bindings)\n    for (var i = nonFactoryPlayersStart; i < playerContext.length; i++) {\n
players.push(playerContext[i]);\n    }\n    return players;\n}\nfunction getOrCreatePlayerContext(target, context) {\n
 context = context || getContext(target);\n    if (!context) {\n        ngDevMode && throwInvalidRefError();\n
return null;\n    }\n    var lViewData = context.lViewData, nodeIndex = context.nodeIndex;\n    var stylingContext =
getStylingContext(nodeIndex - HEADER_OFFSET, lViewData);\n    return getPlayerContext(stylingContext) ||
allocPlayerContext(stylingContext);\n}\nfunction getPlayerContext(stylingContext) {\n    return stylingContext[0 /*
PlayerContext */];\n}\nfunction allocPlayerContext(data) {\n    return data[0 /* PlayerContext */] =\n        [5 /*
SinglePlayerBuildersStartPosition */, null, null, null, null];\n}\nfunction throwInvalidRefError() {\n    throw new
Error('Only elements that exist in an Angular application can be used for animations');\n}\n\nvar EMPTY_ARR =
[];\nvar EMPTY_OBJ = {};\n/**\n * Creates a styling context template where styling information is stored.\n * Any
styles that are later referenced using `updateStyleProp` must be\n * passed in within this function. Initial values for
those styles are to\n * be declared after all initial style properties are declared (this change in\n * mode between
declarations and initial styles is made possible using a special\n * enum value found in `definition.ts`).\n *\n *
@param initialStyleDeclarations a list of style declarations and initial style values\n *    that are used later within the
styling context.\n *\n *    -> ['width', 'height', SPECIAL_ENUM_VAL, 'width', '100px']\n *        This implies that
`width` and `height` will be later styled and that the `width`\n *        property has an initial value of `100px`.\n *\n *
@param initialClassDeclarations a list of class declarations and initial class values\n *    that are used later within
the styling context.\n *\n *    -> ['foo', 'bar', SPECIAL_ENUM_VAL, 'foo', true]\n *        This implies that `foo` and
`bar` will be later styled and that the `foo`\n *        class will be applied to the element as an initial class since it's
true\n */\nfunction createStylingContextTemplate(initialClassDeclarations, initialStyleDeclarations, styleSanitizer)
{\n    var initialStylingValues = [null];\n    var context = createEmptyStylingContext(null, styleSanitizer,
initialStylingValues);\n    // we use two maps since a class name might collide with a CSS style prop\n    var
stylesLookup = {};\n    var classesLookup = {};\n    var totalStyleDeclarations = 0;\n    if (initialStyleDeclarations)
{\n        var hasPassedDeclarations = false;\n        for (var i = 0; i < initialStyleDeclarations.length; i++) {\n
var v = initialStyleDeclarations[i];\n            // this flag value marks where the declarations end the initial values
begin\n            if (v === 1 /* VALUES_MODE */) {\n                hasPassedDeclarations = true;\n            }\n
else {\n                var prop = v;\n                if (hasPassedDeclarations) {\n                    var value =
initialStyleDeclarations[++i];\n                    initialStylingValues.push(value);\n                    stylesLookup[prop] =
initialStylingValues.length - 1;\n                }\n                else {\n                    totalStyleDeclarations++;\n
stylesLookup[prop] = 0;\n                }\n            }\n        }\n    }\n    // make where the class offsets begin\n
context[4 /* ClassOffsetPosition */] = totalStyleDeclarations;\n    if (initialClassDeclarations) {\n        var
hasPassedDeclarations = false;\n        for (var i = 0; i < initialClassDeclarations.length; i++) {\n            var v =
initialClassDeclarations[i];\n            // this flag value marks where the declarations end the initial values begin\n
  if (v === 1 /* VALUES_MODE */) {\n                hasPassedDeclarations = true;\n            }\n            else {\n
 var className = v;\n                if (hasPassedDeclarations) {\n                    var value =
initialClassDeclarations[++i];\n                    initialStylingValues.push(value);\n
classesLookup[className] = initialStylingValues.length - 1;\n                }\n                else {\n
classesLookup[className] = 0;\n                }\n            }\n        }\n    }\n    var styleProps =
Object.keys(stylesLookup);\n    var classNames = Object.keys(classesLookup);\n    var classNamesIndexStart =
styleProps.length;\n    var totalProps = styleProps.length + classNames.length;\n    // *2 because we are filling for
both single and multi style spaces\n    var maxLength = totalProps * 4 /* Size */ * 2 + 8 /* SingleStylesStartPosition
*/;\n    // we need to fill the array from the start so that we can access\n    // both the multi and the single array
positions in the same loop block\n    for (var i = 8 /* SingleStylesStartPosition */; i < maxLength; i++) {\n
context.push(null);\n    }\n    var singleStart = 8 /* SingleStylesStartPosition */;\n    var multiStart = totalProps * 4 /*
Size */ + 8 /* SingleStylesStartPosition */;\n    // fill single and multi-level styles\n    for (var i = 0; i < totalProps;
i++) {\n        var isClassBased_1 = i >= classNamesIndexStart;\n        var prop = isClassBased_1 ? classNames[i -
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classNamesIndexStart] : styleProps[i];\n        var indexForInitial = isClassBased_1 ? classesLookup[prop] :
stylesLookup[prop];\n        var initialValue = initialStylingValues[indexForInitial];\n        var indexForMulti = i * 4
/* Size */ + multiStart;\n        var indexForSingle = i * 4 /* Size */ + singleStart;\n        var initialFlag =
prepareInitialFlag(prop, isClassBased_1, styleSanitizer || null);\n        setFlag(context, indexForSingle,
pointers(initialFlag, indexForInitial, indexForMulti));\n        setProp(context, indexForSingle, prop);\n
setValue(context, indexForSingle, null);\n        setPlayerBuilderIndex(context, indexForSingle, 0);\n        var
flagForMulti = initialFlag | (initialValue !== null ? 1 /* Dirty */ : 0 /* None */);\n        setFlag(context,
indexForMulti, pointers(flagForMulti, indexForInitial, indexForSingle));\n        setProp(context, indexForMulti,
prop);\n        setValue(context, indexForMulti, null);\n        setPlayerBuilderIndex(context, indexForMulti, 0);\n
}\n    // there is no initial value flag for the master index since it doesn't\n    // reference an initial style value\n
setFlag(context, 3 /* MasterFlagPosition */, pointers(0, 0, multiStart));\n    setContextDirty(context,
initialStylingValues.length > 1);\n    return context;\n}\n/**\n * Sets and resolves all `multi` styling on an
`StylingContext` so that they can be\n * applied to the element once `renderStyleAndClassBindings` is called.\n *\n
* All missing styles/class (any values that are not provided in the new `styles`\n * or `classes` params) will resolve
to `null` within their respective positions\n * in the context.\n *\n * @param context The styling context that will be
updated with the\n *    newly provided style values.\n * @param classesInput The key/value map of CSS class
names that will be used for the update.\n * @param stylesInput The key/value map of CSS styles that will be used
for the update.\n */\nfunction updateStylingMap(context, classesInput, stylesInput) {\n    stylesInput = stylesInput ||
null;\n    var element = context[5 /* ElementPosition */];\n    var classesPlayerBuilder = classesInput instanceof
BoundPlayerFactory ?\n        new ClassAndStylePlayerBuilder(classesInput, element, 2 /* Class */) :\n        null;\n
var stylesPlayerBuilder = stylesInput instanceof BoundPlayerFactory ?\n        new
ClassAndStylePlayerBuilder(stylesInput, element, 3 /* Style */) :\n        null;\n    var classesValue =
classesPlayerBuilder ?\n        classesInput.value :\n        classesInput;\n    var stylesValue = stylesPlayerBuilder ?
stylesInput.value : stylesInput;\n    // early exit (this is what's done to avoid using ctx.bind() to cache the value)\n
var ignoreAllClassUpdates = classesValue === context[6 /* PreviousMultiClassValue */];\n    var
ignoreAllStyleUpdates = stylesValue === context[7 /* PreviousMultiStyleValue */];\n    if (ignoreAllClassUpdates
&& ignoreAllStyleUpdates)\n        return;\n    context[6 /* PreviousMultiClassValue */] = classesValue;\n
context[7 /* PreviousMultiStyleValue */] = stylesValue;\n    var classNames = EMPTY_ARR;\n    var
applyAllClasses = false;\n    var playerBuildersAreDirty = false;\n    var classesPlayerBuilderIndex =
classesPlayerBuilder ? 1 /* ClassMapPlayerBuilderPosition */ : 0;\n    if (hasPlayerBuilderChanged(context,
classesPlayerBuilder, 1 /* ClassMapPlayerBuilderPosition */)) {\n        setPlayerBuilder(context,
classesPlayerBuilder, 1 /* ClassMapPlayerBuilderPosition */);\n        playerBuildersAreDirty = true;\n    }\n    var
stylesPlayerBuilderIndex = stylesPlayerBuilder ? 3 /* StyleMapPlayerBuilderPosition */ : 0;\n    if
(hasPlayerBuilderChanged(context, stylesPlayerBuilder, 3 /* StyleMapPlayerBuilderPosition */)) {\n
setPlayerBuilder(context, stylesPlayerBuilder, 3 /* StyleMapPlayerBuilderPosition */);\n
playerBuildersAreDirty = true;\n    }\n    // each time a string-based value pops up then it shouldn't require a deep\n
// check of what's changed.\n    if (!ignoreAllClassUpdates) {\n        if (typeof classesValue == 'string') {\n
classNames = classesValue.split(/\\s+/);\n            // this boolean is used to avoid having to create a key/value map of
`true` values\n            // since a classname string implies that all those classes are added\n            applyAllClasses =
true;\n        }\n        else {\n            classNames = classesValue ? Object.keys(classesValue) : EMPTY_ARR;\n
}\n    }\n    var classes = (classesValue || EMPTY_OBJ);\n    var styleProps = stylesValue ? Object.keys(stylesValue)
: EMPTY_ARR;\n    var styles = stylesValue || EMPTY_OBJ;\n    var classesStartIndex = styleProps.length;\n    var
multiStartIndex = getMultiStartIndex(context);\n    var dirty = false;\n    var ctxIndex = multiStartIndex;\n    var
propIndex = 0;\n    var propLimit = styleProps.length + classNames.length;\n    // the main loop here will try and
figure out how the shape of the provided\n    // styles differ with respect to the context. Later if the
context/styles/classes\n    // are off-balance then they will be dealt in another loop after this one\n    while (ctxIndex
< context.length && propIndex < propLimit) {\n        var isClassBased_2 = propIndex >= classesStartIndex;\n
var processValue = (!isClassBased_2 && !ignoreAllStyleUpdates) || (isClassBased_2 &&
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!ignoreAllClassUpdates);\n        // when there is a cache-hit for a string-based class then we should\n        // avoid
doing any work diffing any of the changes\n        if (processValue) {\n            var adjustedPropIndex =
isClassBased_2 ? propIndex - classesStartIndex : propIndex;\n            var newProp = isClassBased_2 ?
classNames[adjustedPropIndex] : styleProps[adjustedPropIndex];\n            var newValue = isClassBased_2 ?
(applyAllClasses ? true : classes[newProp]) : styles[newProp];\n            var playerBuilderIndex = isClassBased_2 ?
classesPlayerBuilderIndex : stylesPlayerBuilderIndex;\n            var prop = getProp(context, ctxIndex);\n            if
(prop === newProp) {\n                var value = getValue(context, ctxIndex);\n                var flag =
getPointers(context, ctxIndex);\n                setPlayerBuilderIndex(context, ctxIndex, playerBuilderIndex);\n
if (hasValueChanged(flag, value, newValue)) {\n                    setValue(context, ctxIndex, newValue);\n
playerBuildersAreDirty = playerBuildersAreDirty || !!playerBuilderIndex;\n                    var initialValue =
getInitialValue(context, flag);\n                    // there is no point in setting this to dirty if the previously\n
// rendered value was being referenced by the initial style (or null)\n                    if (hasValueChanged(flag,
initialValue, newValue)) {\n                        setDirty(context, ctxIndex, true);\n                        dirty = true;\n
    }\n                }\n            }\n            else {\n                var indexOfEntry = findEntryPositionByProp(context,
newProp, ctxIndex);\n                if (indexOfEntry > 0) {\n                    // it was found at a later point ... just swap the
values\n                    var valueToCompare = getValue(context, indexOfEntry);\n                    var flagToCompare =
getPointers(context, indexOfEntry);\n                    swapMultiContextEntries(context, ctxIndex, indexOfEntry);\n
            if (hasValueChanged(flagToCompare, valueToCompare, newValue)) {\n                        var initialValue =
getInitialValue(context, flagToCompare);\n                        setValue(context, ctxIndex, newValue);\n
if (hasValueChanged(flagToCompare, initialValue, newValue)) {\n                            setDirty(context, ctxIndex,
true);\n                            playerBuildersAreDirty = playerBuildersAreDirty || !!playerBuilderIndex;\n
 dirty = true;\n                        }\n                    }\n                }\n                else {\n                    // we only care to do this
if the insertion is in the middle\n                    var newFlag = prepareInitialFlag(newProp, isClassBased_2,
getStyleSanitizer(context));\n                    playerBuildersAreDirty = playerBuildersAreDirty ||
!!playerBuilderIndex;\n                    insertNewMultiProperty(context, ctxIndex, isClassBased_2, newProp, newFlag,
newValue, playerBuilderIndex);\n                    dirty = true;\n                }\n            }\n        }\n        ctxIndex += 4 /*
Size */;\n        propIndex++;\n    }\n    // this means that there are left-over values in the context that\n    // were not
included in the provided styles/classes and in this\n    // case the  goal is to \"remove\" them from the context (by
nullifying)\n    while (ctxIndex < context.length) {\n        var flag = getPointers(context, ctxIndex);\n        var
isClassBased_3 = (flag & 2 /* Class */) === 2 /* Class */;\n        var processValue = (!isClassBased_3 &&
!ignoreAllStyleUpdates) || (isClassBased_3 && !ignoreAllClassUpdates);\n        if (processValue) {\n            var
value = getValue(context, ctxIndex);\n            var doRemoveValue = valueExists(value, isClassBased_3);\n            if
(doRemoveValue) {\n                setDirty(context, ctxIndex, true);\n                setValue(context, ctxIndex, null);\n
        // we keep the player factory the same so that the `nulled` value can\n                // be instructed into the player
because removing a style and/or a class\n                // is a valid animation player instruction.\n                var
playerBuilderIndex = isClassBased_3 ? classesPlayerBuilderIndex : stylesPlayerBuilderIndex;\n
setPlayerBuilderIndex(context, ctxIndex, playerBuilderIndex);\n                dirty = true;\n            }\n        }\n
ctxIndex += 4 /* Size */;\n    }\n    // this means that there are left-over properties in the context that\n    // were not
detected in the context during the loop above. In that\n    // case we want to add the new entries into the list\n    var
sanitizer = getStyleSanitizer(context);\n    while (propIndex < propLimit) {\n        var isClassBased_4 = propIndex
>= classesStartIndex;\n        var processValue = (!isClassBased_4 && !ignoreAllStyleUpdates) || (isClassBased_4
&& !ignoreAllClassUpdates);\n        if (processValue) {\n            var adjustedPropIndex = isClassBased_4 ?
propIndex - classesStartIndex : propIndex;\n            var prop = isClassBased_4 ? classNames[adjustedPropIndex] :
styleProps[adjustedPropIndex];\n            var value = isClassBased_4 ? (applyAllClasses ? true : classes[prop]) :
styles[prop];\n            var flag = prepareInitialFlag(prop, isClassBased_4, sanitizer) | 1 /* Dirty */;\n            var
playerBuilderIndex = isClassBased_4 ? classesPlayerBuilderIndex : stylesPlayerBuilderIndex;\n
context.push(flag, prop, value, playerBuilderIndex);\n            dirty = true;\n        }\n        propIndex++;\n    }\n    if
(dirty) {\n        setContextDirty(context, true);\n    }\n    if (playerBuildersAreDirty) {\n
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setContextPlayersDirty(context, true);\n   }\n}\n/**\n * Sets and resolves a single styling property/value on the provided `StylingContext` so\n * that they can be applied to the element once `renderStyleAndClassBindings` is called.\n *\n * Note that prop-level styling values are considered higher priority than any styling that\n * has been applied using `updateStylingMap`, therefore, when styling values are rendered\n * then any styles/classes that have been applied using this function will be considered first\n * (then multi values second and then initial values as a backup).\n *\n * @param context The styling context that will be updated with the\n *   newly provided style value.\n * @param index The index of the property which is being updated.\n * @param value The CSS style value that will be assigned\n */\nfunction updateStyleProp(context, index, input) {\n   var singleIndex = 8 /* SingleStylesStartPosition */ + index * 4 /* Size */;\n   var currValue = getValue(context, singleIndex);\n   var currFlag = getPointers(context, singleIndex);\n   var value = (input instanceof BoundPlayerFactory) ? input.value : input;\n   // didn't change ... nothing to make a note of\n   if (hasValueChanged(currFlag, currValue, value)) {\n   var isClassBased_5 = (currFlag & 2 /* Class */) === 2 /* Class */;\n   var element = context[5 /* ElementPosition */];\n   var playerBuilder = input instanceof BoundPlayerFactory ?\n   new ClassAndStylePlayerBuilder(input, element, isClassBased_5 ? 2 /* Class */ : 3 /* Style */) :\n   null;\n   var value_1 = (playerBuilder ? input.value : input);\n   var currPlayerIndex = getPlayerBuilderIndex(context, singleIndex);\n   var playerBuildersAreDirty = false;\n   var playerBuilderIndex = playerBuilder ? currPlayerIndex : 0;\n   if (hasPlayerBuilderChanged(context, playerBuilder, currPlayerIndex)) {\n   var newIndex = setPlayerBuilder(context, playerBuilder, currPlayerIndex);\n   playerBuilderIndex = playerBuilder ? newIndex : 0;\n   setPlayerBuilderIndex(context, singleIndex, playerBuilderIndex);\n   playerBuildersAreDirty = true;\n   }\n   // the value will always get updated (even if the dirty flag is skipped)\n   setValue(context, singleIndex, value_1);\n   var indexForMulti = getMultiOrSingleIndex(currFlag);\n   // if the value is the same in the multi-area then there's no point in re-assembling\n   var valueForMulti = getValue(context, indexForMulti);\n   if (!valueForMulti || hasValueChanged(currFlag, valueForMulti, value_1)) {\n   var multiDirty = false;\n   var singleDirty = true;\n   // only when the value is set to `null` should the multi-value get flagged\n   if (!valueExists(value_1, isClassBased_5) && valueExists(valueForMulti, isClassBased_5)) {\n   multiDirty = true;\n   singleDirty = false;\n   }\n   setDirty(context, indexForMulti, multiDirty);\n   setDirty(context, singleIndex, singleDirty);\n   setContextDirty(context, true);\n   }\n   if (playerBuildersAreDirty) {\n   setContextPlayersDirty(context, true);\n   }\n   }\n}\n/**\n * This method will toggle the referenced CSS class (by the provided index)\n * within the given context.\n *\n * @param context The styling context that will be updated with the\n *   newly provided class value.\n * @param index The index of the CSS class which is being updated.\n * @param addOrRemove Whether or not to add or remove the CSS class\n */\nfunction updateClassProp(context, index, addOrRemove) {\n   var adjustedIndex = index + context[4 /* ClassOffsetPosition */];\n   updateStyleProp(context, adjustedIndex, addOrRemove);\n}\n/**\n * Renders all queued styling using a renderer onto the given element.\n *\n * This function works by rendering any styles (that have been applied\n * using `updateStylingMap`) and any classes (that have been applied using\n * `updateStyleProp`) onto the provided element using the provided renderer.\n * Just before the styles/classes are rendered a final key/value style map\n * will be assembled (if `styleStore` or `classStore` are provided).\n *\n * @param lElement the element that the styles will be rendered on\n * @param context The styling context that will be used to determine\n *   what styles will be rendered\n * @param renderer the renderer that will be used to apply the styling\n * @param classesStore if provided, the updated class values will be applied\n *   to this key/value map instead of being renderered via the renderer.\n * @param stylesStore if provided, the updated style values will be applied\n *   to this key/value map instead of being renderered via the renderer.\n * @returns number the total amount of players that got queued for animation (if any)\n */\nfunction renderStyleAndClassBindings(context, renderer, rootOrView, classesStore, stylesStore) {\n   var totalPlayersQueued = 0;\n   if (isContextDirty(context)) {\n   var flushPlayerBuilders = context[3 /* MasterFlagPosition */] & 8 /* PlayerBuildersDirty */;\n   var native = context[5 /* ElementPosition */];\n   var multiStartIndex = getMultiStartIndex(context);\n   var styleSanitizer = getStyleSanitizer(context);\n   for (var i = 8 /* SingleStylesStartPosition */; i < context.length; i += 4 /* Size */) {\n   // there is no point in rendering

styles that have not changed on screen\n if (isDirty(context, i)) {\n var prop = getProp(context, i);\n var value = getValue(context, i);\n var flag = getPointers(context, i);\n var playerBuilder = getPlayerBuilder(context, i);\n var isClassBased_6 = flag & 2 /* Class */ ? true : false;\n var isInSingleRegion = i < multiStartIndex;\n var valueToApply = value;\n // VALUE DEFER CASE 1: Use a multi value instead of a null single value\n // this check implies that a single value was removed and we\n // should now defer to a multi value and use that (if set).\n if (isInSingleRegion && !valueExists(valueToApply, isClassBased_6)) {\n // single values ALWAYS have a reference to a multi index\n var multiIndex = getMultiOrSingleIndex(flag);\n valueToApply = getValue(context, multiIndex);\n }\n // VALUE DEFER CASE 2: Use the initial value if all else fails (is falsy)\n // the initial value will always be a string or null,\n // therefore we can safely adopt it incase there's nothing else\n // note that this should always be a falsy check since `false` is used\n // for both class and style comparisons (styles can't be false and false\n // classes are turned off and should therefore defer to their initial values)\n if (!valueExists(valueToApply, isClassBased_6)) {\n valueToApply = getInitialValue(context, flag);\n }\n if (isClassBased_6) {\n setClass(native, prop, valueToApply ? true : false, renderer, classesStore, playerBuilder);\n }\n else {\n var sanitizer = (flag & 4 /* Sanitize */) ? styleSanitizer : null;\n setStyle(native, prop, valueToApply, renderer, sanitizer, stylesStore, playerBuilder);\n }\n setDirty(context, i, false);\n }\n }\n if (flushPlayerBuilders) {\n var rootContext = Array.isArray(rootOrView) ? getRootContext(rootOrView) : rootOrView;\n var playerContext = getPlayerContext(context);\n var playersStartIndex = playerContext[0 /* NonBuilderPlayersStart */];\n for (var i = 1 /* PlayerBuildersStartPosition */; i < playersStartIndex; i += 2 /* PlayerAndPlayerBuildersTupleSize */) {\n var builder = playerContext[i];\n var playerInsertionIndex = i + 1 /* PlayerOffsetPosition */;\n var oldPlayer = playerContext[playerInsertionIndex];\n if (builder) {\n var player = builder.buildPlayer(oldPlayer);\n if (player !== undefined) {\n if (player != null) {\n var wasQueued = addPlayerInternal(playerContext, rootContext, native, player, playerInsertionIndex);\n wasQueued && totalPlayersQueued++;\n }\n if (oldPlayer) {\n oldPlayer.destroy();\n }\n }\n }\n else if (oldPlayer) {\n // the player builder has been removed ... therefore we should delete the associated\n // player\n oldPlayer.destroy();\n }\n }\n setContextPlayersDirty(context, false);\n }\n setContextDirty(context, false);\n }\n return totalPlayersQueued;\n}\n/**\n * This function renders a given CSS prop/value entry using the\n * provided renderer. If a `store` value is provided then\n * that will be used a render context instead of the provided\n * renderer.\n *\n * @param native the DOM Element\n * @param prop the CSS style property that will be rendered\n * @param value the CSS style value that will be rendered\n * @param renderer\n * @param store an optional key/value map that will be used as a context to render styles on\n */\nfunction setStyle(native, prop, value, renderer, sanitizer, store, playerBuilder) {\n value = sanitizer && value ? sanitizer(prop, value) : value;\n if (store || playerBuilder) {\n if (store) {\n store.setValue(prop, value);\n }\n if (playerBuilder) {\n playerBuilder.setValue(prop, value);\n }\n }\n else if (value) {\n ngDevMode && ngDevMode.rendererSetStyle++;\n isProceduralRenderer(renderer) ?\n renderer.setStyle(native, prop, value, RendererStyleFlags3.DashCase) :\n native['style'].setProperty(prop, value);\n }\n else {\n ngDevMode && ngDevMode.rendererRemoveStyle++;\n isProceduralRenderer(renderer) ?\n renderer.removeStyle(native, prop, RendererStyleFlags3.DashCase) :\n native['style'].removeProperty(prop);\n }\n}\n/**\n * This function renders a given CSS class value using the provided\n * renderer (by adding or removing it from the provided element).\n * If a `store` value is provided then that will be used a render\n * context instead of the provided renderer.\n *\n * @param native the DOM Element\n * @param prop the CSS style property that will be rendered\n * @param value the CSS style value that will be rendered\n * @param renderer\n * @param store an optional key/value map that will be used as a context to render styles on\n */\nfunction setClass(native, className, add, renderer, store, playerBuilder) {\n if (store || playerBuilder) {\n if (store) {\n store.setValue(className, add);\n }\n if (playerBuilder) {\n

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  playerBuilder.setValue(className, add);\n        }\n    }\n    else if (add) {\n        ngDevMode &&
ngDevMode.rendererAddClass++;\n        isProceduralRenderer(renderer) ? renderer.addClass(native, className) :\n
            native['classList'].add(className);\n    }\n    else {\n        ngDevMode &&
ngDevMode.rendererRemoveClass++;\n        isProceduralRenderer(renderer) ? renderer.removeClass(native,
className) :\n            native['classList'].remove(className);\n    }\n}\nfunction setDirty(context, index, isDirtyYes)
{\n    var adjustedIndex = index >= 8 /* SingleStylesStartPosition */ ? (index + 0 /* FlagsOffset */) : index;\n    if
(isDirtyYes) {\n        context[adjustedIndex] |= 1 /* Dirty */;\n    }\n    else {\n        context[adjustedIndex] &= ~1 /*
Dirty */;\n    }\n}\nfunction isDirty(context, index) {\n    var adjustedIndex = index >= 8 /*
SingleStylesStartPosition */ ? (index + 0 /* FlagsOffset */) : index;\n    return (context[adjustedIndex] & 1 /* Dirty
*/) == 1 /* Dirty */;\n}\nfunction isClassBased(context, index) {\n    var adjustedIndex = index >= 8 /*
SingleStylesStartPosition */ ? (index + 0 /* FlagsOffset */) : index;\n    return (context[adjustedIndex] & 2 /* Class
*/) == 2 /* Class */;\n}\nfunction isSanitizable(context, index) {\n    var adjustedIndex = index >= 8 /*
SingleStylesStartPosition */ ? (index + 0 /* FlagsOffset */) : index;\n    return (context[adjustedIndex] & 4 /*
Sanitize */) == 4 /* Sanitize */;\n}\nfunction pointers(configFlag, staticIndex, dynamicIndex) {\n    return
(configFlag & 15 /* BitMask */) | (staticIndex << 4 /* BitCountSize */) |\n        (dynamicIndex << (14 /*
BitCountSize */ + 4 /* BitCountSize */));\n}\nfunction getInitialValue(context, flag) {\n    var index =
getInitialIndex(flag);\n    return context[2 /* InitialStylesPosition */][index];\n}\nfunction getInitialIndex(flag) {\n
return (flag >> 4 /* BitCountSize */) & 16383 /* BitMask */;\n}\nfunction getMultiOrSingleIndex(flag) {\n    var
index = (flag >> (14 /* BitCountSize */ + 4 /* BitCountSize */)) & 16383 /* BitMask */;\n    return index >= 8 /*
SingleStylesStartPosition */ ? index : -1;\n}\nfunction getMultiStartIndex(context) {\n    return
getMultiOrSingleIndex(context[3 /* MasterFlagPosition */]);\n}\nfunction getStyleSanitizer(context) {\n    return
context[1 /* StyleSanitizerPosition */];\n}\nfunction setProp(context, index, prop) {\n    context[index + 1 /*
PropertyOffset */] = prop;\n}\nfunction setValue(context, index, value) {\n    context[index + 2 /* ValueOffset */] =
value;\n}\nfunction hasPlayerBuilderChanged(context, builder, index) {\n    var playerContext = context[0 /*
PlayerContext */];\n    if (builder) {\n        if (!playerContext || index === 0) {\n            return true;\n        }\n    }\n
else if (!playerContext) {\n        return false;\n    }\n    return playerContext[index] !== builder;\n}\nfunction
setPlayerBuilder(context, builder, insertionIndex) {\n    var playerContext = context[0 /* PlayerContext */] ||
allocPlayerContext(context);\n    if (insertionIndex > 0) {\n        playerContext[insertionIndex] = builder;\n    }\n
else {\n        insertionIndex = playerContext[0 /* NonBuilderPlayersStart */];\n
playerContext.splice(insertionIndex, 0, builder, null);\n        playerContext[0 /* NonBuilderPlayersStart */] +=\n
  2 /* PlayerAndPlayerBuildersTupleSize */;\n    }\n    return insertionIndex;\n}\nfunction
setPlayerBuilderIndex(context, index, playerBuilderIndex) {\n    context[index + 3 /* PlayerBuilderIndexOffset */]
= playerBuilderIndex;\n}\nfunction getPlayerBuilderIndex(context, index) {\n    return context[index + 3 /*
PlayerBuilderIndexOffset */] || 0;\n}\nfunction getPlayerBuilder(context, index) {\n    var playerBuilderIndex =
getPlayerBuilderIndex(context, index);\n    if (playerBuilderIndex) {\n        var playerContext = context[0 /*
PlayerContext */];\n        if (playerContext) {\n            return playerContext[playerBuilderIndex];\n        }\n    }\n
return null;\n}\nfunction setFlag(context, index, flag) {\n    var adjustedIndex = index === 3 /* MasterFlagPosition
*/ ? index : (index + 0 /* FlagsOffset */);\n    context[adjustedIndex] = flag;\n}\nfunction getPointers(context, index)
{\n    var adjustedIndex = index === 3 /* MasterFlagPosition */ ? index : (index + 0 /* FlagsOffset */);\n    return
context[adjustedIndex];\n}\nfunction getValue(context, index) {\n    return context[index + 2 /* ValueOffset
*/];\n}\nfunction getProp(context, index) {\n    return context[index + 1 /* PropertyOffset */];\n}\nfunction
isContextDirty(context) {\n    return isDirty(context, 3 /* MasterFlagPosition */);\n}\nfunction
setContextDirty(context, isDirtyYes) {\n    setDirty(context, 3 /* MasterFlagPosition */, isDirtyYes);\n}\nfunction
setContextPlayersDirty(context, isDirtyYes) {\n    if (isDirtyYes) {\n        context[3 /* MasterFlagPosition */] |= 8 /*
PlayerBuildersDirty */;\n    }\n    else {\n        context[3 /* MasterFlagPosition */] &= ~8 /* PlayerBuildersDirty
*/;\n    }\n}\nfunction findEntryPositionByProp(context, prop, startIndex) {\n    for (var i = (startIndex || 0) + 1 /*
PropertyOffset */; i < context.length; i += 4 /* Size */) {\n        var thisProp = context[i];\n        if (thisProp == prop)
{\n            return i - 1 /* PropertyOffset */;\n        }\n    }\n    return -1;\n}\nfunction
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swapMultiContextEntries(context, indexA, indexB) {\n var tmpValue = getValue(context, indexA);\n var tmpProp = getProp(context, indexA);\n var tmpFlag = getPointers(context, indexA);\n var tmpPlayerBuilderIndex = getPlayerBuilderIndex(context, indexA);\n var flagA = tmpFlag;\n var flagB = getPointers(context, indexB);\n var singleIndexA = getMultiOrSingleIndex(flagA);\n if (singleIndexA >= 0) {\n var _flag = getPointers(context, singleIndexA);\n var _initial = getInitialIndex(_flag);\n setFlag(context, singleIndexA, pointers(_flag, _initial, indexB));\n }\n var singleIndexB = getMultiOrSingleIndex(flagB);\n if (singleIndexB >= 0) {\n var _flag = getPointers(context, singleIndexB);\n var _initial = getInitialIndex(_flag);\n setFlag(context, singleIndexB, pointers(_flag, _initial, indexA));\n }\n setValue(context, indexA, getValue(context, indexB));\n setProp(context, indexA, getProp(context, indexB));\n setFlag(context, indexA, getPointers(context, indexB));\n setPlayerBuilderIndex(context, indexA, getPlayerBuilderIndex(context, indexB));\n setValue(context, indexB, tmpValue);\n setProp(context, indexB, tmpProp);\n setFlag(context, indexB, tmpFlag);\n setPlayerBuilderIndex(context, indexB, tmpPlayerBuilderIndex);\n}\nfunction updateSinglePointerValues(context, indexStartPosition) {\n for (var i = indexStartPosition; i < context.length; i += 4 /* Size */) {\n var multiFlag = getPointers(context, i);\n var singleIndex = getMultiOrSingleIndex(multiFlag);\n if (singleIndex > 0) {\n var singleFlag = getPointers(context, singleIndex);\n var initialIndexForSingle = getInitialIndex(singleFlag);\n var flagValue = (isDirty(context, singleIndex) ? 1 /* Dirty */ : 0 /* None */) |\n (isClassBased(context, singleIndex) ? 2 /* Class */ : 0 /* None */) |\n (isSanitizable(context, singleIndex) ? 4 /* Sanitize */ : 0 /* None */);\n var updatedFlag = pointers(flagValue, initialIndexForSingle, i);\n setFlag(context, singleIndex, updatedFlag);\n }\n }\n}\nfunction insertNewMultiProperty(context, index, classBased, name, flag, value, playerIndex) {\n var doShift = index < context.length;\n // prop does not exist in the list, add it in\n context.splice(index, 0, flag | 1 /* Dirty */ | (classBased ? 2 /* Class */ : 0 /* None */), name, value, playerIndex);\n if (doShift) {\n // because the value was inserted midway into the array then we\n // need to update all the shifted multi values' single value\n // pointers to point to the newly shifted location\n updateSinglePointerValues(context, index + 4 /* Size */);\n }\n}\nfunction valueExists(value, isClassBased) {\n if (isClassBased) {\n return value ? true : false;\n }\n return value !== null;\n}\nfunction prepareInitialFlag(name, isClassBased, sanitizer) {\n if (isClassBased) {\n return 2 /* Class */;\n }\n else if (sanitizer && sanitizer(name)) {\n return 4 /* Sanitize */;\n }\n return 0 /* None */;\n}\nfunction hasValueChanged(flag, a, b) {\n var isClassBased = flag & 2 /* Class */;\n var hasValues = a && b;\n var usesSanitizer = flag & 4 /* Sanitize */;\n // the toString() comparison ensures that a value is checked\n // ... otherwise (during sanitization bypassing) the === comparsion\n // would fail since a new String() instance is created\n if (!isClassBased && hasValues && usesSanitizer) {\n // we know for sure we're dealing with strings at this point\n return a.toString() !== b.toString();\n }\n // everything else is safe to check with a normal equality check\n return a !== b;\n}\nvar ClassAndStylePlayerBuilder = /** @class */ (function () {\n function ClassAndStylePlayerBuilder(factory, _element, _type) {\n this._element = _element;\n this._type = _type;\n this._values = {};\n this._dirty = false;\n this._factory = factory;\n }\n ClassAndStylePlayerBuilder.prototype.setValue = function (prop, value) {\n if (this._values[prop] !== value) {\n this._values[prop] = value;\n this._dirty = true;\n }\n };\n ClassAndStylePlayerBuilder.prototype.buildPlayer = function (currentPlayer) {\n // if no values have been set here then this means the binding didn't\n // change and therefore the binding values were not updated through\n // `setValue` which means no new player will be provided.\n if (this._dirty) {\n var player = this._factory.fn(this._element, this._type, this._values, currentPlayer || null);\n this._values = {};\n this._dirty = false;\n return player;\n }\n return undefined;\n };\n return ClassAndStylePlayerBuilder;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A permanent marker promise which signifies that the current CD tree is\n * clean.\n */\nvar _CLEAN_PROMISE = Promise.resolve(null);\n/**\n * Token set in currentMatches while dependencies are being resolved.\n *\n * If we visit a directive that has a value set to CIRCULAR, we know we've\n

* already seen it, and thus have a circular dependency.\n */\nvar CIRCULAR$1 = '__CIRCULAR__';\n/**\n * This property gets set before entering a template.\n *\n * This renderer can be one of two varieties of Renderer3:\n *\n * - ObjectedOrientedRenderer3\n *\n * This is the native browser API style, e.g. operations are methods on individual objects\n * like HTMLElement. With this style, no additional code is needed as a facade (reducing payload\n * size).\n *\n * - ProceduralRenderer3\n *\n * In non-native browser environments (e.g. platforms such as web-workers), this is the facade\n * that enables element manipulation. This also facilitates backwards compatibility with\n * Renderer2.\n */\nvar renderer;\nfunction getRenderer() {\n // top level variables should not be exported for performance reasons (PERF_NOTES.md)\n return renderer;\n}\nvar rendererFactory;\nfunction getRendererFactory() {\n // top level variables should not be exported for performance reasons (PERF_NOTES.md)\n return rendererFactory;\n}\nfunction getCurrentSanitizer() {\n return viewData && viewData[SANITIZER];\n}\n/**\n * Store the element depth count. This is used to identify the root elements of the template\n * so that we can than attach `LViewData` to only those elements.\n */\nvar elementDepthCount;\n/**\n * Stores whether directives should be matched to elements.\n *\n * When template contains `ngNonBindable` than we need to prevent the runtime form matching\n * directives on children of that element.\n *\n * Example:\n * ```\n * <my-comp my-directive>\n * Should match component / directive.\n * </my-comp>\n * <div ngNonBindable>\n * <my-comp my-directive>\n * Should not match component / directive because we are in ngNonBindable.\n * </my-comp>\n * </div>\n * ```\n */\nvar bindingsEnabled;\n/**\n * Returns the current OpaqueViewState instance.\n *\n * Used in conjunction with the restoreView() instruction to save a snapshot\n * of the current view and restore it when listeners are invoked. This allows\n * walking the declaration view tree in listeners to get vars from parent views.\n */\nfunction getCurrentView() {\n return viewData;\n}\n/**\n * Restores `contextViewData` to the given OpaqueViewState instance.\n *\n * Used in conjunction with the getCurrentView() instruction to save a snapshot\n * of the current view and restore it when listeners are invoked. This allows\n * walking the declaration view tree in listeners to get vars from parent views.\n *\n * @param viewToRestore The OpaqueViewState instance to restore.\n */\nfunction restoreView(viewToRestore) {\n contextViewData = viewToRestore;\n}\n/** Used to set the parent property when nodes are created and track query results. */\nvar previousOrParentTNode;\nfunction getPreviousOrParentTNode() {\n // top level variables should not be exported for performance reasons (PERF_NOTES.md)\n return previousOrParentTNode;\n}\nfunction setEnvironment(tNode, view) {\n previousOrParentTNode = tNode;\n viewData = view;\n}\n/**\n * If `isParent` is:\n * - `true`: then `previousOrParentTNode` points to a parent node.\n * - `false`: then `previousOrParentTNode` points to previous node (sibling).\n */\nvar isParent;\nvar tView;\nvar currentQueries;\n/**\n * Query instructions can ask for \"current queries\" in 2 different cases:\n * - when creating view queries (at the root of a component view, before any node is created - in\n * this case currentQueries points to view queries)\n * - when creating content queries (i.e. this previousOrParentTNode points to a node on which we\n * create content queries).\n */\nfunction getOrCreateCurrentQueries(QueryType) {\n // if this is the first content query on a node, any existing LQueries needs to be cloned\n // in subsequent template passes, the cloning occurs before directive instantiation.\n if (previousOrParentTNode && previousOrParentTNode !== viewData[HOST_NODE] &&\n !isContentQueryHost(previousOrParentTNode)) {\n   currentQueries && (currentQueries = currentQueries.clone());\n   previousOrParentTNode.flags |= 16384 /* hasContentQuery */;\n }\n return currentQueries || (currentQueries = new QueryType(null, null, null));\n}\n/**\n * This property gets set before entering a template.\n */\nvar creationMode;\nfunction getCreationMode() {\n // top level variables should not be exported for performance reasons (PERF_NOTES.md)\n return creationMode;\n}\n/**\n * State of the current view being processed.\n *\n * An array of nodes (text, element, container, etc), pipes, their bindings, and\n * any local variables that need to be stored between invocations.\n */\nvar viewData;\n/**\n * Internal function that returns the current LViewData instance.\n *\n * The getCurrentView() instruction should be used for anything public.\n */\nfunction _getViewData() {\n // top level variables should not be exported for performance reasons (PERF_NOTES.md)\n return viewData;\n}\n/**\n * The last viewData retrieved by nextContext().\n * Allows building nextContext() and reference() calls.\n *\n * e.g. const inner = x().$implicit; const outer = x().$implicit;\n */\nvar contextViewData = null;\nfunction getCleanup(view) {\n // top level variables should not be exported for

performance reasons (PERF_NOTES.md)\n return view[CLEANUP] || (view[CLEANUP] = []);\n}\nfunction getTViewCleanup(view) {\n return view[TVIEW].cleanup || (view[TVIEW].cleanup = []);\n}\n/**\n * In this mode, any changes in bindings will throw an ExpressionChangedAfterChecked error.\n *\n * Necessary to support ChangeDetectorRef.checkNoChanges().\n */\nvar checkNoChangesMode = false;\n/** Whether or not this is the first time the current view has been processed. */\nvar firstTemplatePass = true;\n/**\n * The root index from which pure function instructions should calculate their binding\n * indices. In component views, this is TView.bindingStartIndex. In a host binding\n * context, this is the TView.expandoStartIndex + any dirs/hostVars before the given dir.\n */\nvar bindingRootIndex = -1;\n// top level variables should not be exported for performance reasons (PERF_NOTES.md)\nfunction getBindingRoot() {\n return bindingRootIndex;\n}\n/**\n * Swap the current state with a new state.\n *\n * For performance reasons we store the state in the top level of the module.\n * This way we minimize the number of properties to read. Whenever a new view\n * is entered we have to store the state for later, and when the view is\n * exited the state has to be restored\n *\n * @param newView New state to become active\n * @param host Element to which the View is a child of\n * @returns the previous state;\n */\nfunction enterView(newView, hostTNode) {\n var oldView = viewData;\n tView = newView && newView[TVIEW];\n creationMode = newView && (newView[FLAGS] & 1 /* CreationMode */) === 1 /* CreationMode */;\n firstTemplatePass = newView && tView.firstTemplatePass;\n bindingRootIndex = newView && tView.bindingStartIndex;\n renderer = newView && newView[RENDERER];\n previousOrParentTNode = hostTNode;\n isParent = true;\n viewData = contextViewData = newView;\n oldView && (oldView[QUERIES] = currentQueries);\n currentQueries = newView && newView[QUERIES];\n return oldView;\n}\n/**\n * Used in lieu of enterView to make it clear when we are exiting a child view. This makes\n * the direction of traversal (up or down the view tree) a bit clearer.\n *\n * @param newView New state to become active\n * @param creationOnly An optional boolean to indicate that the view was processed in creation mode\n * only, i.e. the first update will be done later. Only possible for dynamically created views.\n */\nfunction leaveView(newView, creationOnly) {\n if (!creationOnly) {\n   if (!checkNoChangesMode) {\n   executeHooks(viewData, tView.viewHooks, tView.viewCheckHooks, creationMode);\n   }\n   // Views are clean and in update mode after being checked, so these bits are cleared\n   viewData[FLAGS] &= ~(1 /* CreationMode */ | 4 /* Dirty */);\n }\n viewData[FLAGS] |= 16 /* RunInit */;\n viewData[BINDING_INDEX] = tView.bindingStartIndex;\n enterView(newView, null);\n}\n/**\n * Refreshes the view, executing the following steps in that order:\n * triggers init hooks, refreshes dynamic embedded views, triggers content hooks, sets host\n * bindings, refreshes child components.\n * Note: view hooks are triggered later when leaving the view.\n */\nfunction refreshDescendantViews() {\n setHostBindings();\n var parentFirstTemplatePass = firstTemplatePass;\n // This needs to be set before children are processed to support recursive components\n tView.firstTemplatePass = firstTemplatePass = false;\n if (!checkNoChangesMode) {\n   executeInitHooks(viewData, tView, creationMode);\n }\n refreshDynamicEmbeddedViews(viewData);\n // Content query results must be refreshed before content hooks are called.\n refreshContentQueries(tView);\n if (!checkNoChangesMode) {\n   executeHooks(viewData, tView.contentHooks, tView.contentCheckHooks, creationMode);\n }\n refreshChildComponents(tView.components, parentFirstTemplatePass);\n}\n/** Sets the host bindings for the current view. */\nfunction setHostBindings() {\n if (tView.expandoInstructions) {\n   bindingRootIndex = viewData[BINDING_INDEX] = tView.expandoStartIndex;\n   var currentDirectiveIndex = -1;\n   var currentElementIndex = -1;\n   for (var i = 0; i < tView.expandoInstructions.length; i++) {\n   var instruction = tView.expandoInstructions[i];\n   if (typeof instruction === 'number') {\n   if (instruction <= 0) {\n   // Negative numbers mean that we are starting new EXPANDO block and need to update\n   // the current element and directive index.\n   currentElementIndex = -instruction;\n   if (typeof viewData[bindingRootIndex] === 'number') {\n   // We've hit an injector. It may or may not exist depending on whether\n   // there is a public directive on this node.\n   bindingRootIndex += INJECTOR_SIZE;\n   }\n   currentDirectiveIndex = bindingRootIndex;\n   }\n   else {\n   // This is either the injector size (so the binding root can skip over directives\n   // and get to the first set of host bindings on this node) or the host var count\n   // (to get to the next set of

host bindings on this node).\n bindingRootIndex += instruction;\n }\n }\n else {\n // If it's not a number, it's a host binding function that needs to be executed.\n viewData[BINDING_INDEX] = bindingRootIndex;\n // We must subtract the header offset because the load() instruction\n // expects a raw, unadjusted index.\n instruction(currentDirectiveIndex - HEADER_OFFSET, currentElementIndex);\n currentDirectiveIndex++;\n }\n }\n }\n}\n/** Refreshes content queries for all directives in the given view. */\nfunction refreshContentQueries(tView) {\n if (tView.contentQueries != null) {\n for (var i = 0; i < tView.contentQueries.length; i += 2) {\n var directiveDefIdx = tView.contentQueries[i];\n var directiveDef = tView.data[directiveDefIdx];\n directiveDef.contentQueriesRefresh(directiveDefIdx - HEADER_OFFSET, tView.contentQueries[i + 1]);\n }\n }\n}\n/** Refreshes child components in the current view. */\nfunction refreshChildComponents(components, parentFirstTemplatePass) {\n if (components != null) {\n for (var i = 0; i < components.length; i++) {\n componentRefresh(components[i], parentFirstTemplatePass);\n }\n }\n}\nfunction executeInitAndContentHooks() {\n if (!checkNoChangesMode) {\n executeInitHooks(viewData, tView, creationMode);\n executeHooks(viewData, tView.contentHooks, tView.contentCheckHooks, creationMode);\n }\n}\nfunction createLViewData(renderer, tView, context, flags, sanitizer) {\n var instance = tView.blueprint.slice();\n instance[FLAGS] = flags | 1 /* CreationMode */ | 8 /* Attached */ | 16 /* RunInit */;\n instance[PARENT] = instance[DECLARATION_VIEW] = viewData;\n instance[CONTEXT] = context;\n instance[INJECTOR$1] = viewData ? viewData[INJECTOR$1] : null;\n instance[RENDERER] = renderer;\n instance[SANITIZER] = sanitizer || null;\n return instance;\n}\nfunction createNodeAtIndex(index, type, native, name, attrs) {\n var adjustedIndex = index + HEADER_OFFSET;\n ngDevMode &&\n assertLessThan(adjustedIndex, viewData.length, \"Slot should have been initialized with null\");\n viewData[adjustedIndex] = native;\n var tNode = tView.data[adjustedIndex];\n if (tNode == null) {\n tNode = tView.data[adjustedIndex] = createTNode(type, adjustedIndex, name, attrs, null);\n // Now link ourselves into the tree.\n if (previousOrParentTNode) {\n if (isParent && previousOrParentTNode.child == null &&\n (tNode.parent !== null || previousOrParentTNode.type === 2 /* View */)) {\n // We are in the same view, which means we are adding content node to the parent view.\n previousOrParentTNode.child = tNode;\n }\n else if (!isParent) {\n previousOrParentTNode.next = tNode;\n }\n }\n }\n if (tView.firstChild == null && type === 3 /* Element */) {\n tView.firstChild = tNode;\n }\n previousOrParentTNode = tNode;\n isParent = true;\n return tNode;\n}\nfunction createViewNode(index, view) {\n // View nodes are not stored in data because they can be added / removed at runtime (which\n // would cause indices to change). Their TNodes are instead stored in tView.node.\n if (view[TVIEW].node == null) {\n view[TVIEW].node = createTNode(2 /* View */, index, null, null, null);\n }\n isParent = true;\n return previousOrParentTNode = view[HOST_NODE] = view[TVIEW].node;\n}\n/**\n * When elements are created dynamically after a view blueprint is created (e.g. through\n * i18nApply() or ComponentFactory.create), we need to adjust the blueprint for future\n * template passes.\n */\nfunction adjustBlueprintForNewNode(view) {\n var tView = view[TVIEW];\n if (tView.firstTemplatePass) {\n tView.expandoStartIndex++;\n tView.blueprint.push(null);\n view.push(null);\n }\n}\n//////////////////////////\n//// Render\n//////////////////////////\n/**\n * Resets the application state.\n */\nfunction resetComponentState() {\n isParent = false;\n previousOrParentTNode = null;\n elementDepthCount = 0;\n bindingsEnabled = true;\n}\n/**\n * Used for creating the LViewNode of a dynamic embedded view,\n * either through ViewContainerRef.createEmbeddedView() or TemplateRef.createEmbeddedView().\n * Such lViewNode will then be renderer with renderEmbeddedTemplate() (see below).\n */\nfunction createEmbeddedViewAndNode(tView, context, declarationView, renderer, queries, injectorIndex) {\n var _isParent = isParent;\n var _previousOrParentTNode = previousOrParentTNode;\n isParent = true;\n previousOrParentTNode = null;\n var lView = createLViewData(renderer, tView, context, 2 /* CheckAlways */, getCurrentSanitizer());\n lView[DECLARATION_VIEW] = declarationView;\n if (queries) {\n lView[QUERIES] = queries.createView();\n }\n createViewNode(-1, lView);\n if (tView.firstTemplatePass) {\n tView.node.injectorIndex = injectorIndex;\n }\n isParent = _isParent;\n previousOrParentTNode =

_previousOrParentTNode;\n   return lView;\n}\n/**\n * Used for rendering embedded views (e.g. dynamically created views)\n *\n * Dynamically created views must store/retrieve their TViews differently from component views\n * because their template functions are nested in the template functions of their hosts, creating\n * closures. If their host template happens to be an embedded template in a loop (e.g. ngFor inside\n * an ngFor), the nesting would mean we'd have multiple instances of the template function, so we\n * can't store TViews in the template function itself (as we do for comps). Instead, we store the\n * TView for dynamically created views on their host TNode, which only has one instance.\n */\nfunction renderEmbeddedTemplate(viewToRender, tView, context, rf) {\n   var _isParent = isParent;\n   var _previousOrParentTNode = previousOrParentTNode;\n   var oldView;\n   if (viewToRender[FLAGS] & 64 /* IsRoot */) {\n   // This is a root view inside the view tree\n tickRootContext(viewToRender[CONTEXT]);\n   }\n   else {\n   try {\n   isParent = true;\n previousOrParentTNode = null;\n   oldView = enterView(viewToRender, viewToRender[HOST_NODE]);\n   namespaceHTML();\n   tView.template(rf, context);\n   if (rf & 2 /* Update */) {\n refreshDescendantViews();\n   }\n   else {\n   // This must be set to false immediately after the first creation run because in an\n   // ngFor loop, all the views will be created together before update mode runs and turns\n   // off firstTemplatePass. If we don't set it here, instances will perform directive\n // matching, etc again and again.\n   viewToRender[TVIEW].firstTemplatePass = firstTemplatePass = false;\n   }\n   }\n   finally {\n   // renderEmbeddedTemplate() is called twice, once for creation only and then once for\n   // update. When for creation only, leaveView() must not trigger view hooks, nor clean flags.\n   var isCreationOnly = (rf & 1 /* Create */) === 1 /* Create */;\n   leaveView(oldView, isCreationOnly);\n   isParent = _isParent;\n   previousOrParentTNode = _previousOrParentTNode;\n }\n   }\n}\n/**\n * Retrieves a context at the level specified and saves it as the global, contextViewData.\n * Will get the next level up if level is not specified.\n *\n * This is used to save contexts of parent views so they can be bound in embedded views, or\n * in conjunction with reference() to bind a ref from a parent view.\n *\n * @param level The relative level of the view from which to grab context compared to contextVewData\n * @returns context\n */\nfunction nextContext(level) {\n   if (level === void 0) { level = 1; }\n   contextViewData = walkUpViews(level, contextViewData);\n   return contextViewData[CONTEXT];\n}\nfunction renderComponentOrTemplate(hostView, componentOrContext, templateFn) {\n   var oldView = enterView(hostView, hostView[HOST_NODE]);\n   try {\n   if (rendererFactory.begin) {\n rendererFactory.begin();\n   }\n   if (templateFn) {\n   namespaceHTML();\n templateFn(getRenderFlags(hostView), componentOrContext);\n   refreshDescendantViews();\n   }\n else {\n   executeInitAndContentHooks();\n   // Element was stored at 0 in data and directive was stored at 0 in directives\n   // in renderComponent()\n   setHostBindings();\n componentRefresh(HEADER_OFFSET, false);\n   }\n   }\n   finally {\n   if (rendererFactory.end) {\n rendererFactory.end();\n   }\n   leaveView(oldView);\n   }\n}\n/**\n * This function returns the default configuration of rendering flags depending on when the\n * template is in creation mode or update mode. By default, the update block is run with the\n * creation block when the view is in creation mode. Otherwise, the update block is run\n * alone.\n *\n * Dynamically created views do NOT use this configuration (update block and create block are\n * always run separately).\n */\nfunction getRenderFlags(view) {\n   return view[FLAGS] & 1 /* CreationMode */ ? 1 /* Create */ | 2 /* Update */ :\n   2 /* Update */;\n}\n//////////////////////////\n//// Namespace\n//////////////////////////\nvar _currentNamespace = null;\nfunction namespaceSVG() {\n _currentNamespace = 'http://www.w3.org/2000/svg/';\n}\nfunction namespaceMathML() {\n   _currentNamespace = 'http://www.w3.org/1998/MathML/';\n}\nfunction namespaceHTML() {\n   _currentNamespace = null;\n}\n//////////////////////////\n//// Element\n//////////////////////////\n/**\n * Creates an empty element using {@link elementStart} and {@link elementEnd}\n *\n * @param index Index of the element in the data array\n * @param name Name of the DOM Node\n * @param attrs Statically bound set of attributes to be written into the DOM element on creation.\n * @param localRefs A set of local reference bindings on the element.\n */\nfunction element(index, name, attrs, localRefs) {\n   elementStart(index, name, attrs, localRefs);\n   elementEnd();\n}\n/**\n * Creates a logical container for other nodes (<ng-container>) backed by a comment node in the DOM.\n * The

instruction must later be followed by `elementContainerEnd()` call.\n *\n * @param index Index of the element in the LViewData array\n * @param attrs Set of attributes to be used when matching directives.\n * @param localRefs A set of local reference bindings on the element.\n *\n * Even if this instruction accepts a set of attributes no actual attribute values are propagated to\n * the DOM (as a comment node can't have attributes). Attributes are here only for directive\n * matching purposes and setting initial inputs of directives.\n */\nfunction elementContainerStart(index, attrs, localRefs) {\n ngDevMode && assertEqual(viewData[BINDING_INDEX], tView.bindingStartIndex, 'element containers should be created before any bindings');\n ngDevMode && ngDevMode.rendererCreateComment++;\n var native = renderer.createComment(ngDevMode ? 'ng-container' : '');\n ngDevMode && assertDataInRange(index - 1);\n var tNode = createNodeAtIndex(index, 4 /* ElementContainer */, native, null, attrs || null);\n appendChild(native, tNode, viewData);\n createDirectivesAndLocals(localRefs);\n}\n/** Mark the end of the <ng-container>. */\nfunction elementContainerEnd() {\n if (isParent) {\n   isParent = false;\n }\n else {\n   ngDevMode && assertHasParent();\n   previousOrParentTNode = previousOrParentTNode.parent;\n }\n ngDevMode && assertNodeType(previousOrParentTNode, 4 /* ElementContainer */);\n currentQueries &&\n   (currentQueries = currentQueries.addNode(previousOrParentTNode));\n queueLifecycleHooks(previousOrParentTNode.flags, tView);\n}\n/**\n * Create DOM element. The instruction must later be followed by `elementEnd()` call.\n *\n * @param index Index of the element in the LViewData array\n * @param name Name of the DOM Node\n * @param attrs Statically bound set of attributes to be written into the DOM element on creation.\n * @param localRefs A set of local reference bindings on the element.\n *\n * Attributes and localRefs are passed as an array of strings where elements with an even index\n * hold an attribute name and elements with an odd index hold an attribute value, ex.:\n * ['id', 'warning5', 'class', 'alert']\n */\nfunction elementStart(index, name, attrs, localRefs) {\n ngDevMode && assertEqual(viewData[BINDING_INDEX], tView.bindingStartIndex, 'elements should be created before any bindings ');\n ngDevMode && ngDevMode.rendererCreateElement++;\n var native = elementCreate(name);\n ngDevMode && assertDataInRange(index - 1);\n var tNode = createNodeAtIndex(index, 3 /* Element */, native, name, attrs || null);\n if (attrs) {\n   setUpAttributes(native, attrs);\n }\n appendChild(native, tNode, viewData);\n createDirectivesAndLocals(localRefs);\n // any immediate children of a component or template container must be pre-emptively\n // monkey-patched with the component view data so that the element can be inspected\n // later on using any element discovery utility methods (see `element_discovery.ts`)\n if (elementDepthCount === 0) {\n   attachPatchData(native, viewData);\n }\n elementDepthCount++;\n}\n/**\n * Creates a native element from a tag name, using a renderer.\n * @param name the tag name\n * @param overriddenRenderer Optional A renderer to override the default one\n * @returns the element created\n */\nfunction elementCreate(name, overriddenRenderer) {\n var native;\n var rendererToUse = overriddenRenderer || renderer;\n if (isProceduralRenderer(rendererToUse)) {\n   native = rendererToUse.createElement(name, _currentNamespace);\n }\n else {\n   if (_currentNamespace === null) {\n   native = rendererToUse.createElement(name);\n   }\n   else {\n   native = rendererToUse.createElementNS(_currentNamespace, name);\n   }\n }\n return native;\n}\n/**\n * Creates directive instances and populates local refs.\n *\n * @param localRefs Local refs of the node in question\n * @param localRefExtractor mapping function that extracts local ref value from TNode\n */\nfunction createDirectivesAndLocals(localRefs, localRefExtractor) {\n if (localRefExtractor === void 0) { localRefExtractor = getNativeByTNode; }\n if (!bindingsEnabled)\n   return;\n if (firstTemplatePass) {\n ngDevMode && ngDevMode.firstTemplatePass++;\n cacheMatchingDirectivesForNode(previousOrParentTNode, tView, localRefs || null);\n }\n else {\n instantiateDirectivesDirectly();\n }\n saveResolvedLocalsInData(localRefExtractor);\n}\n/**\n * On first template pass, we match each node against available directive selectors and save\n * the resulting defs in the correct instantiation order for subsequent change detection runs\n * (so dependencies are always created before the directives that inject them).\n */\nfunction cacheMatchingDirectivesForNode(tNode, tView, localRefs) {\n // Please make sure to have explicit type for `exportsMap`. Inferred type triggers bug in tsickle.\n var exportsMap = localRefs ? { ": -1 } : null;\n var matches = tView.currentMatches = findDirectiveMatches(tNode);\n

```
generateExpandoBlock(tNode, matches);\n    var totalHostVars = 0;\n    if (matches) {\n        for (var i = 0; i <
matches.length; i += 2) {\n            var def = matches[i];\n            var valueIndex = i + 1;\n
resolveDirective(def, valueIndex, matches);\n            totalHostVars += def.hostVars;\n
saveNameToExportMap(matches[valueIndex], def, exportsMap);\n        }\n    }\n    if (exportsMap)\n
cacheMatchingLocalNames(tNode, localRefs, exportsMap);\n    prefillHostVars(totalHostVars);\n}\n/**\n *
Generates a new block in TView.expandoInstructions for this node.\n *\n * Each expando block starts with the
element index (turned negative so we can distinguish\n * it from the hostVar count) and the directive count. See
more in VIEW_DATA.md.\n */\nfunction generateExpandoBlock(tNode, matches) {\n    var directiveCount =
matches ? matches.length / 2 : 0;\n    var elementIndex = -(tNode.index - HEADER_OFFSET);\n    if
(directiveCount > 0) {\n        (tView.expandoInstructions || (tView.expandoInstructions = [])).push(elementIndex,
directiveCount);\n    }\n}\n/**\n * On the first template pass, we need to reserve space for host binding values\n *
after directives are matched (so all directives are saved, then bindings).\n * Because we are updating the blueprint,
we only need to do this once.\n */\nfunction prefillHostVars(totalHostVars) {\n    for (var i = 0; i < totalHostVars;
i++) {\n        viewData.push(NO_CHANGE);\n        tView.blueprint.push(NO_CHANGE);\n
tView.data.push(null);\n    }\n}\n/** Matches the current node against all available selectors. */\nfunction
findDirectiveMatches(tNode) {\n    var registry = tView.directiveRegistry;\n    var matches = null;\n    if (registry)
{\n        for (var i = 0; i < registry.length; i++) {\n            var def = registry[i];\n            if
(isNodeMatchingSelectorList(tNode, def.selectors)) {\n                matches || (matches = []);\n                if
(def.diPublic)\n                    def.diPublic(def);\n                if (def.template) {\n                    if (tNode.flags & 4096 /*
isComponent */)\n                        throwMultipleComponentError(tNode);\n                    addComponentLogic(def);\n
                // The component is always stored first with directives after.\n                    matches.unshift(def, null);\n
            }\n                else {\n                    matches.push(def, null);\n                }\n            }\n        }\n    }\n    return
matches;\n}\nfunction resolveDirective(def, valueIndex, matches) {\n    if (matches[valueIndex] === null) {\n
matches[valueIndex] = CIRCULAR$1;\n        var instance = def.factory();\n        return
directiveCreate(matches[valueIndex] = viewData.length, instance, def);\n    }\n    else if (matches[valueIndex] ===
CIRCULAR$1) {\n        // If we revisit this directive before it's resolved, we know it's circular\n
throwCyclicDependencyError(def.type);\n    }\n    return null;\n}\n/** Stores index of component's host element so
it will be queued for view refresh during CD. */\nfunction queueComponentIndexForCheck() {\n    if
(firstTemplatePass) {\n        (tView.components || (tView.components = [])).push(previousOrParentTNode.index);\n
 }\n}\n/** Stores index of directive and host element so it will be queued for binding refresh during CD.\n
*/\nfunction queueHostBindingForCheck(dirIndex, def) {\n    ngDevMode &&\n
assertEqual(firstTemplatePass, true, 'Should only be called in first template pass.');\n
tView.expandoInstructions.push(def.hostBindings, def.hostVars);\n}\n/**\n * This function instantiates the given
directives.\n */\nfunction instantiateDirectivesDirectly() {\n    ngDevMode && assertEqual(firstTemplatePass, false,
\"Directives should only be instantiated directly after first template pass\");\n    var count =
previousOrParentTNode.flags & 4095 /* DirectiveCountMask */;\n    if
(isContentQueryHost(previousOrParentTNode) && currentQueries) {\n        currentQueries =
currentQueries.clone();\n    }\n    if (count > 0) {\n        var start = previousOrParentTNode.flags >> 15 /*
DirectiveStartingIndexShift */;\n        var end = start + count;\n        for (var i = start; i < end; i++) {\n            var def
= tView.data[i];\n            // Component view must be set on node before the factory is created so\n            //
ChangeDetectorRefs have a way to store component view on creation.\n            if (def.template) {\n
addComponentLogic(def);\n            }\n            directiveCreate(i, def.factory(), def);\n        }\n    }\n}\n/** Caches
local names and their matching directive indices for query and template lookups. */\nfunction
cacheMatchingLocalNames(tNode, localRefs, exportsMap) {\n    if (localRefs) {\n        var localNames =
tNode.localNames = [];\n        // Local names must be stored in tNode in the same order that localRefs are defined\n
    // in the template to ensure the data is loaded in the same slots as their refs\n        // in the template (for template
queries).\n        for (var i = 0; i < localRefs.length; i += 2) {\n            var index = exportsMap[localRefs[i + 1]];\n
    if (index == null)\n                throw new Error(\"Export of name '\" + localRefs[i + 1] + \'" not found!\");\n
```

localNames.push(localRefs[i], index);\n }\n }\n}\n/**\n * Builds up an export map as directives are created, so local refs can be quickly mapped\n * to their directive instances.\n */\nfunction saveNameToExportMap(index, def, exportsMap) {\n if (exportsMap) {\n if (def.exportAs)\n exportsMap[def.exportAs] = index;\n if (def.template)\n exportsMap['] = index;\n }\n}\n/**\n * Takes a list of local names and indices and pushes the resolved local variable values\n * to LViewData in the same order as they are loaded in the template with load().\n */\nfunction saveResolvedLocalsInData(localRefExtractor) {\n var localNames = previousOrParentTNode.localNames;\n var tNode = previousOrParentTNode;\n if (localNames) {\n var localIndex = previousOrParentTNode.index + 1;\n for (var i = 0; i < localNames.length; i += 2) {\n var index = localNames[i + 1];\n var value = index === -1 ? localRefExtractor(tNode, viewData) : viewData[index];\n viewData[localIndex++] = value;\n }\n }\n}\n/**\n * Gets TView from a template function or creates a new TView\n * if it doesn't already exist.\n *\n * @param templateFn The template from which to get static data\n * @param consts The number of nodes, local refs, and pipes in this view\n * @param vars The number of bindings and pure function bindings in this view\n * @param directives Directive defs that should be saved on TView\n * @param pipes Pipe defs that should be saved on TView\n * @returns TView\n */\nfunction getOrCreateTView(templateFn, consts, vars, directives, pipes, viewQuery) {\n // TODO(misko): reading `ngPrivateData` here is problematic for two reasons\n // 1. It is a megamorphic call on each invocation.\n // 2. For nested embedded views (ngFor inside ngFor) the template instance is per\n // outer template invocation, which means that no such property will exist\n // Correct solution is to only put `ngPrivateData` on the Component template\n // and not on embedded templates.\n return templateFn.ngPrivateData ||\n (templateFn.ngPrivateData =\n createTView(-1, templateFn, consts, vars, directives, pipes, viewQuery));\n}\n/**\n * Creates a TView instance\n *\n * @param viewIndex The viewBlockId for inline views, or -1 if it's a component/dynamic\n * @param templateFn Template function\n * @param consts The number of nodes, local refs, and pipes in this template\n * @param directives Registry of directives for this view\n * @param pipes Registry of pipes for this view\n */\nfunction createTView(viewIndex, templateFn, consts, vars, directives, pipes, viewQuery) {\n ngDevMode && ngDevMode.tView++;\n var bindingStartIndex = HEADER_OFFSET + consts;\n // This length does not yet contain host bindings from child directives because at this point,\n // we don't know which directives are active on this template. As soon as a directive is matched\n // that has a host binding, we will update the blueprint with that def's hostVars count.\n var initialViewLength = bindingStartIndex + vars;\n var blueprint = createViewBlueprint(bindingStartIndex, initialViewLength);\n return blueprint[TVIEW] = {\n id: viewIndex,\n blueprint: blueprint,\n template: templateFn,\n viewQuery: viewQuery,\n node: null,\n data: blueprint.slice(),\n childIndex: -1,\n bindingStartIndex: bindingStartIndex,\n expandoStartIndex: initialViewLength,\n expandoInstructions: null,\n firstTemplatePass: true,\n initHooks: null,\n checkHooks: null,\n contentHooks: null,\n contentCheckHooks: null,\n viewHooks: null,\n viewCheckHooks: null,\n destroyHooks: null,\n pipeDestroyHooks: null,\n cleanup: null,\n contentQueries: null,\n components: null,\n directiveRegistry: typeof directives === 'function' ? directives() : directives,\n pipeRegistry: typeof pipes === 'function' ? pipes() : pipes,\n currentMatches: null,\n firstChild: null,\n };\n}\nfunction createViewBlueprint(bindingStartIndex, initialViewLength) {\n var blueprint = new Array(initialViewLength)\n .fill(null, 0, bindingStartIndex)\n .fill(NO_CHANGE, bindingStartIndex);\n blueprint[CONTAINER_INDEX] = -1;\n blueprint[BINDING_INDEX] = bindingStartIndex;\n return blueprint;\n}\nfunction setUpAttributes(native, attrs) {\n var isProc = isProceduralRenderer(renderer);\n var i = 0;\n while (i < attrs.length) {\n var attrName = attrs[i];\n if (attrName === 1 /* SelectOnly */)\n break;\n if (attrName === NG_PROJECT_AS_ATTR_NAME) {\n i += 2;\n }\n else {\n ngDevMode && ngDevMode.rendererSetAttribute++;\n if (attrName === 0 /* NamespaceURI */) {\n // Namespaced attributes\n var namespaceURI = attrs[i + 1];\n var attrName_1 = attrs[i + 2];\n var attrVal = attrs[i + 3];\n isProc ?\n renderer\n .setAttribute(native, attrName_1, attrVal, namespaceURI) :\n native.setAttributeNS(namespaceURI, attrName_1, attrVal);\n i += 4;\n }\n else {\n // Standard attributes\n var attrVal = attrs[i + 1];\n

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    isProc ?\n                  renderer\n                    .setAttribute(native, attrName, attrVal) :\n
native.setAttribute(attrName, attrVal);\n              i += 2;\n          }\n       }\n    }\n}\nfunction createError(text,
token) {\n    return new Error(\"Renderer: \" + text + \" [\" + stringify$1(token) + \"]\");\n}\n/**\n * Locates the host
native element, used for bootstrapping existing nodes into rendering pipeline.\n *\n * @param elementOrSelector
Render element or CSS selector to locate the element.\n */\nfunction locateHostElement(factory,
elementOrSelector) {\n    ngDevMode && assertDataInRange(-1);\n    rendererFactory = factory;\n    var
defaultRenderer = factory.createRenderer(null, null);\n    var rNode = typeof elementOrSelector === 'string' ?\n
(isProceduralRenderer(defaultRenderer) ?\n          defaultRenderer.selectRootElement(elementOrSelector) :\n
defaultRenderer.querySelector(elementOrSelector)) :\n       elementOrSelector;\n    if (ngDevMode && !rNode) {\n
    if (typeof elementOrSelector === 'string') {\n          throw createError('Host node with selector not found:',
elementOrSelector);\n       }\n       else {\n          throw createError('Host node is required:', elementOrSelector);\n
    }\n    }\n    return rNode;\n}\n/**\n * Adds an event listener to the current node.\n *\n * If an output exists on one
of the node's directives, it also subscribes to the output\n * and saves the subscription for later cleanup.\n *\n *
@param eventName Name of the event\n * @param listenerFn The function to be called when event emits\n *
@param useCapture Whether or not to use capture in event listener.\n */\nfunction listener(eventName, listenerFn,
useCapture) {\n    if (useCapture === void 0) { useCapture = false; }\n    var tNode = previousOrParentTNode;\n
ngDevMode && assertNodeOfPossibleTypes(tNode, 3 /* Element */, 0 /* Container */, 4 /* ElementContainer
*/);\n    // add native event listener - applicable to elements only\n    if (tNode.type === 3 /* Element */) {\n       var
native = getNativeByTNode(previousOrParentTNode, viewData);\n       ngDevMode &&
ngDevMode.rendererAddEventListener++;\n       // In order to match current behavior, native DOM event listeners
must be added for all\n       // events (including outputs).\n       if (isProceduralRenderer(renderer)) {\n          var
cleanupFn = renderer.listen(native, eventName, listenerFn);\n          storeCleanupFn(viewData, cleanupFn);\n
}\n       else {\n          var wrappedListener = wrapListenerWithPreventDefault(listenerFn);\n
native.addEventListener(eventName, wrappedListener, useCapture);\n          var cleanupInstances =
getCleanup(viewData);\n          cleanupInstances.push(wrappedListener);\n          if (firstTemplatePass) {\n
  getTViewCleanup(viewData).push(eventName, tNode.index, cleanupInstances.length - 1, useCapture);\n
}\n       }\n    }\n    // subscribe to directive outputs\n    if (tNode.outputs === undefined) {\n       // if we create
TNode here, inputs must be undefined so we know they still need to be\n       // checked\n       tNode.outputs =
generatePropertyAliases(tNode.flags, 1 /* Output */);\n    }\n    var outputs = tNode.outputs;\n    var outputData;\n
if (outputs && (outputData = outputs[eventName])) {\n       createOutput(outputData, listenerFn);\n    }\n}\n/**\n *
Iterates through the outputs associated with a particular event name and subscribes to\n * each output.\n */\nfunction
createOutput(outputs, listener) {\n    for (var i = 0; i < outputs.length; i += 2) {\n       ngDevMode &&
assertDataInRange(outputs[i], viewData);\n       var subscription = viewData[outputs[i]][outputs[i +
1]].subscribe(listener);\n       storeCleanupWithContext(viewData, subscription, subscription.unsubscribe);\n
}\n}\n/**\n * Saves context for this cleanup function in LView.cleanupInstances.\n *\n * On the first template pass,
saves in TView:\n * - Cleanup function\n * - Index of context we just saved in LView.cleanupInstances\n
*/\nfunction storeCleanupWithContext(view, context, cleanupFn) {\n    if (!view)\n       view = viewData;\n
getCleanup(view).push(context);\n    if (view[TVIEW].firstTemplatePass) {\n
getTViewCleanup(view).push(cleanupFn, view[CLEANUP].length - 1);\n    }\n}\n/**\n * Saves the cleanup
function itself in LView.cleanupInstances.\n *\n * This is necessary for functions that are wrapped with their
contexts, like in renderer2\n * listeners.\n *\n * On the first template pass, the index of the cleanup function is saved
in TView.\n */\nfunction storeCleanupFn(view, cleanupFn) {\n    getCleanup(view).push(cleanupFn);\n    if
(view[TVIEW].firstTemplatePass) {\n       getTViewCleanup(view).push(view[CLEANUP].length - 1, null);\n
}\n}\n/** Mark the end of the element. */\nfunction elementEnd() {\n    if (isParent) {\n       isParent = false;\n    }\n
  else {\n       ngDevMode && assertHasParent();\n       previousOrParentTNode =
previousOrParentTNode.parent;\n    }\n    ngDevMode && assertNodeType(previousOrParentTNode, 3 /* Element
*/);\n    currentQueries &&\n       (currentQueries = currentQueries.addNode(previousOrParentTNode));\n
queueLifecycleHooks(previousOrParentTNode.flags, tView);\n    elementDepthCount--;\n}\n/**\n * Updates the
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value of removes an attribute on an Element.\n *\n * @param number index The index of the element in the data array\n * @param name name The name of the attribute.\n * @param value value The attribute is removed when value is `null` or `undefined`.\n * Otherwise the attribute value is set to the stringified value.\n * @param sanitizer An optional function used to sanitize the value.\n */\nfunction elementAttribute(index, name, value, sanitizer) {\n if (value !== NO_CHANGE) {\n   var element_1 = getNativeByIndex(index, viewData);\n   if (value == null) {\n   ngDevMode && ngDevMode.rendererRemoveAttribute++;\n isProceduralRenderer(renderer) ? renderer.removeAttribute(element_1, name) :\n element_1.removeAttribute(name);\n   }\n   else {\n   ngDevMode && ngDevMode.rendererSetAttribute++;\n   var strValue = sanitizer == null ? stringify$1(value) : sanitizer(value);\n   isProceduralRenderer(renderer) ? renderer.setAttribute(element_1, name, strValue) :\n element_1.setAttribute(name, strValue);\n   }\n }\n}\n/**\n * Update a property on an Element.\n *\n * If the property name also exists as an input property on one of the element's directives,\n * the component property will be set instead of the element property. This check must\n * be conducted at runtime so child components that add new @Inputs don't have to be re-compiled.\n *\n * @param index The index of the element to update in the data array\n * @param propName Name of property. Because it is going to DOM, this is not subject to\n * renaming as part of minification.\n * @param value New value to write.\n * @param sanitizer An optional function used to sanitize the value.\n */\nfunction elementProperty(index, propName, value, sanitizer) {\n if (value === NO_CHANGE)\n   return;\n var element = getNativeByIndex(index, viewData);\n var tNode = getTNode(index, viewData);\n // if tNode.inputs is undefined, a listener has created outputs, but inputs haven't\n // yet been checked\n if (tNode && tNode.inputs === undefined) {\n   // mark inputs as checked\n tNode.inputs = generatePropertyAliases(tNode.flags, 0 /* Input */);\n }\n var inputData = tNode && tNode.inputs;\n var dataValue;\n if (inputData && (dataValue = inputData[propName])) {\n setInputsForProperty(dataValue, value);\n   if (isComponent(tNode))\n   markDirtyIfOnPush(index + HEADER_OFFSET);\n }\n else if (tNode.type === 3 /* Element */) {\n   // It is assumed that the sanitizer is only added when the compiler determines that the property\n   // is risky, so sanitization can be done without further checks.\n   value = sanitizer != null ? sanitizer(value) : value;\n   ngDevMode && ngDevMode.rendererSetProperty++;\n   isProceduralRenderer(renderer) ?\n   renderer.setProperty(element, propName, value) :\n   (element.setProperty ? element.setProperty(propName, value) :\n element[propName] = value);\n }\n}\n/**\n * Enables directive matching on elements.\n *\n * * Example:\n * ```\n * <my-comp my-directive>\n *   Should match component / directive.\n * </my-comp>\n * <div ngNonBindable>\n *   <!-- disabledBindings() -->\n *   <my-comp my-directive>\n *   Should not match component / directive because we are in ngNonBindable.\n *   </my-comp>\n *   <!-- enableBindings() -->\n * </div>\n * ```\n */\nfunction enableBindings() {\n bindingsEnabled = true;\n}\n/**\n * Disables directive matching on element.\n *\n * * Example:\n * ```\n * <my-comp my-directive>\n *   Should match component / directive.\n * </my-comp>\n * <div ngNonBindable>\n *   <!-- disabledBindings() -->\n *   <my-comp my-directive>\n *   Should not match component / directive because we are in ngNonBindable.\n *   </my-comp>\n * <!-- enableBindings() -->\n * </div>\n * ```\n */\nfunction disableBindings() {\n bindingsEnabled = false;\n}\n/**\n * Constructs a TNode object from the arguments.\n *\n * @param type The type of the node\n * @param adjustedIndex The index of the TNode in TView.data, adjusted for HEADER_OFFSET\n * @param tagName The tag name of the node\n * @param attrs The attributes defined on this node\n * @param tViews Any TViews attached to this node\n * @returns the TNode object\n */\nfunction createTNode(type, adjustedIndex, tagName, attrs, tViews) {\n ngDevMode && ngDevMode.tNode++;\n var parent = isParent ? previousOrParentTNode : previousOrParentTNode && previousOrParentTNode.parent;\n // Parents cannot cross component boundaries because components will be used in multiple places,\n // so it's only set if the view is the same.\n var parentInSameView = parent && viewData && parent !== viewData[HOST_NODE];\n var tParent = parentInSameView ? parent : null;\n return {\n   type: type,\n   index: adjustedIndex,\n   injectorIndex: tParent ? tParent.injectorIndex : -1,\n   flags: 0,\n   tagName: tagName,\n   attrs: attrs,\n   localNames: null,\n   initialInputs: undefined,\n   inputs: undefined,\n   outputs: undefined,\n   tViews: tViews,\n

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next: null,\n        child: null,\n        parent: tParent,\n        detached: null,\n        stylingTemplate: null,\n
projection: null\n    };\n}\n/**\n * Given a list of directive indices and minified input names, sets the\n * input
properties on the corresponding directives.\n */\nfunction setInputsForProperty(inputs, value) {\n    for (var i = 0; i <
inputs.length; i += 2) {\n        ngDevMode && assertDataInRange(inputs[i], viewData);\n
viewData[inputs[i]][inputs[i + 1]] = value;\n    }\n}\n/**\n * Consolidates all inputs or outputs of all directives on
this logical node.\n *\n * @param number tNodeFlags node flags\n * @param Direction direction whether to
consider inputs or outputs\n * @returns PropertyAliases|null aggregate of all properties if any, `null` otherwise\n
*/\nfunction generatePropertyAliases(tNodeFlags, direction) {\n    var count = tNodeFlags & 4095 /*
DirectiveCountMask */;\n    var propStore = null;\n    if (count > 0) {\n        var start = tNodeFlags >> 15 /*
DirectiveStartingIndexShift */;\n        var end = start + count;\n        var isInput = direction === 0 /* Input */;\n
var defs = tView.data;\n        for (var i = start; i < end; i++) {\n            var directiveDef = defs[i];\n            var
propertyAliasMap = isInput ? directiveDef.inputs : directiveDef.outputs;\n            for (var publicName in
propertyAliasMap) {\n                if (propertyAliasMap.hasOwnProperty(publicName)) {\n                    propStore =
propStore || {};\n                    var internalName = propertyAliasMap[publicName];\n                    var hasProperty =
propStore.hasOwnProperty(publicName);\n                    hasProperty ? propStore[publicName].push(i, internalName)
:\n                    (propStore[publicName] = [i, internalName]);\n                }\n            }\n        }\n    }\n    return
propStore;\n}\n/**\n * Add or remove a class in a `classList` on a DOM element.\n *\n * This instruction is meant
to handle the [class.foo]=\"exp\" case\n *\n * @param index The index of the element to update in the data array\n *
@param className Name of class to toggle. Because it is going to DOM, this is not subject to\n *        renaming as
part of minification.\n * @param value A value indicating if a given class should be added or removed.\n
*/\nfunction elementClassProp(index, stylingIndex, value) {\n    var val = (value instanceof BoundPlayerFactory) ?
value : (!!value);\n    updateClassProp(getStylingContext(index, viewData), stylingIndex, val);\n}\n/**\n * Assign
any inline style values to the element during creation mode.\n *\n * This instruction is meant to be called during
creation mode to apply all styling\n * (e.g. `style=\"...\"`) values to the element. This is also where the provided
index\n * value is allocated for the styling details for its corresponding element (the element\n * index is the
previous index value from this one).\n *\n * (Note this function calls `elementStylingApply` immediately when
called.)\n *\n *\n * @param index Index value which will be allocated to store styling data for the element.\n *
(Note that this is not the element index, but rather an index value allocated\n *        specifically for element styling--
the index must be the next index after the element\n *        index.)\n * @param classDeclarations A key/value array
of CSS classes that will be registered on the element.\n *   Each individual style will be used on the element as long
as it is not overridden\n *   by any classes placed on the element by multiple (`[class]`) or singular
(`[class.named]`)\n *   bindings. If a class binding changes its value to a falsy value then the matching initial\n *
class value that are passed in here will be applied to the element (if matched).\n * @param styleDeclarations A
key/value array of CSS styles that will be registered on the element.\n *   Each individual style will be used on the
element as long as it is not overridden\n *   by any styles placed on the element by multiple (`[style]`) or singular
(`[style.prop]`)\n *   bindings. If a style binding changes its value to null then the initial styling\n *   values that are
passed in here will be applied to the element (if matched).\n * @param styleSanitizer An optional sanitizer function
that will be used (if provided)\n *   to sanitize the any CSS property values that are applied to the element (during
rendering).\n */\nfunction elementStyling(classDeclarations, styleDeclarations, styleSanitizer) {\n    var tNode =
previousOrParentTNode;\n    if (!tNode.stylingTemplate) {\n        // initialize the styling template.\n
tNode.stylingTemplate =\n            createStylingContextTemplate(classDeclarations, styleDeclarations,
styleSanitizer);\n    }\n    if (styleDeclarations && styleDeclarations.length ||\n        classDeclarations &&
classDeclarations.length) {\n        elementStylingApply(tNode.index - HEADER_OFFSET);\n    }\n}\n/**\n *
Apply all styling values to the element which have been queued by any styling instructions.\n *\n * This instruction
is meant to be run once one or more `elementStyle` and/or `elementStyleProp`\n * have been issued against the
element. This function will also determine if any styles have\n * changed and will then skip the operation if there is
nothing new to render.\n *\n * Once called then all queued styles will be flushed.\n *\n * @param index Index of the
element's styling storage that will be rendered.\n *        (Note that this is not the element index, but rather an index
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value allocated\n *	specifically for element styling--the index must be the next index after the element\n * index.)\n */\nfunction elementStylingApply(index) {\n	var totalPlayersQueued = renderStyleAndClassBindings(getStylingContext(index, viewData), renderer, viewData);\n	if (totalPlayersQueued > 0) {\n	var rootContext = getRootContext(viewData);\n	scheduleTick(rootContext, 2 /* FlushPlayers */);\n	}\n}\n/**\n * Queue a given style to be rendered on an Element.\n *\n * If the style value is `null` then it will be removed from the element\n * (or assigned a different value depending if there are any styles placed\n * on the element with `elementStyle` or any styles that are present\n * from when the element was created (with `elementStyling`).\n *\n * (Note that the styling instruction will not be applied until `elementStylingApply` is called.)\n *\n * @param index Index of the element's styling storage to change in the data array.\n *	(Note that this is not the element index, but rather an index value allocated\n *	specifically for element styling--the index must be the next index after the element\n *	index.)\n * @param styleIndex Index of the style property on this element. (Monotonically increasing.)\n * @param value New value to write (null to remove).\n * @param suffix Optional suffix. Used with scalar values to add unit such as `px`.\n *	Note that when a suffix is provided then the underlying sanitizer will\n *	be ignored.\n */\nfunction elementStyleProp(index, styleIndex, value, suffix) {\n	var valueToAdd = null;\n	if (value) {\n	if (suffix) {\n	// when a suffix is applied then it will bypass\n	// sanitization entirely (b/c a new string is created)\n	valueToAdd = stringify$1(value) + suffix;\n	}\n	else {\n	// sanitization happens by dealing with a String value\n	// this means that the string value will be passed through\n	// into the style rendering later (which is where the value\n	// will be sanitized before it is applied)\n	valueToAdd = value;\n	}\n	}\n updateStyleProp(getStylingContext(index, viewData), styleIndex, valueToAdd);\n}\n/**\n * Queue a key/value map of styles to be rendered on an Element.\n *\n * This instruction is meant to handle the `[style]=\"exp\"` usage. When styles are applied to\n * the Element they will then be placed with respect to any styles set with `elementStyleProp`.\n * If any styles are set to `null` then they will be removed from the element (unless the same\n * style properties have been assigned to the element during creation using `elementStyling`).\n *\n * (Note that the styling instruction will not be applied until `elementStylingApply` is called.)\n *\n * @param index Index of the element's styling storage to change in the data array.\n *	(Note that this is not the element index, but rather an index value allocated\n *	specifically for element styling--the index must be the next index after the element\n *	index.)\n * @param classes A key/value style map of CSS classes that will be added to the given element.\n * Any missing classes (that have already been applied to the element beforehand) will be\n *	removed (unset) from the element's list of CSS classes.\n * @param styles A key/value style map of the styles that will be applied to the given element.\n *	Any missing styles (that have already been applied to the element beforehand) will be\n *	removed (unset) from the element's styling.\n */\nfunction elementStylingMap(index, classes, styles) {\n updateStylingMap(getStylingContext(index, viewData), classes, styles);\n}\n//////////////////////////\n//// Text\n//////////////////////////\n/**\n * Create static text node\n *\n * @param index Index of the node in the data array\n * @param value Value to write. This value will be stringified.\n */\nfunction text(index, value) {\n	ngDevMode && assertEqual(viewData[BINDING_INDEX], tView.bindingStartIndex, 'text nodes should be created before any bindings');\n	ngDevMode && ngDevMode.rendererCreateTextNode++;\n	var textNative = createTextNode(value, renderer);\n	var tNode = createNodeAtIndex(index, 3 /* Element */, textNative, null, null);\n	// Text nodes are self closing.\n	isParent = false;\n	appendChild(textNative, tNode, viewData);\n}\n/**\n * Create text node with binding\n * Bindings should be handled externally with the proper interpolation(1-8) method\n *\n * @param index Index of the node in the data array.\n * @param value Stringified value to write.\n */\nfunction textBinding(index, value) {\n	if (value !== NO_CHANGE) {\n	ngDevMode && assertDataInRange(index + HEADER_OFFSET);\n	var element_2 = getNativeByIndex(index, viewData);\n ngDevMode && assertDefined(element_2, 'native element should exist');\n	ngDevMode && ngDevMode.rendererSetText++;\n	isProceduralRenderer(renderer) ? renderer.setValue(element_2, stringify$1(value)) :\n	element_2.textContent = stringify$1(value);\n	}\n}\n//////////////////////////\n//// Directive\n//////////////////////////\n/**\n * Create a directive and their associated content queries.\n *\n * NOTE: directives can be created in order other than the index order. They can also\n *	be retrieved before they are

created in which case the value will be null.\n *\n * @param directive The directive instance.\n * @param directiveDef DirectiveDef object which contains information about the template.\n */\nfunction directiveCreate(directiveDefIdx, directive, directiveDef) {\n var native = getNativeByTNode(previousOrParentTNode, viewData);\n var instance = baseDirectiveCreate(directiveDefIdx, directive, directiveDef, native);\n if (directiveDef.template) {\n var componentView = getComponentViewByIndex(previousOrParentTNode.index, viewData);\n componentView[CONTEXT] = directive;\n }\n if (firstTemplatePass) {\n // Init hooks are queued now so ngOnInit is called in host components before\n // any projected components.\n queueInitHooks(directiveDefIdx, directiveDef.onInit, directiveDef.doCheck, tView);\n }\n ngDevMode && assertDefined(previousOrParentTNode, 'previousOrParentTNode');\n if (previousOrParentTNode && previousOrParentTNode.attrs) {\n setInputsFromAttrs(directiveDefIdx, instance, directiveDef.inputs, previousOrParentTNode);\n }\n if (directiveDef.contentQueries) {\n directiveDef.contentQueries();\n }\n return instance;\n}\nfunction addComponentLogic(def) {\n var native = getNativeByTNode(previousOrParentTNode, viewData);\n var tView = getOrCreateTView(def.template, def.consts, def.vars, def.directiveDefs, def.pipeDefs, def.viewQuery);\n // Only component views should be added to the view tree directly. Embedded views are\n // accessed through their containers because they may be removed / re-added later.\n var componentView = addToViewTree(viewData, previousOrParentTNode.index, createLViewData(rendererFactory.createRenderer(native, def), tView, null, def.onPush ? 4 /* Dirty */ : 2 /* CheckAlways */, getCurrentSanitizer()));\n componentView[HOST_NODE] = previousOrParentTNode;\n // Component view will always be created before any injected LContainers,\n // so this is a regular element, wrap it with the component view\n componentView[HOST] = viewData[previousOrParentTNode.index];\n viewData[previousOrParentTNode.index] = componentView;\n if (firstTemplatePass) {\n queueComponentIndexForCheck();\n previousOrParentTNode.flags =\n viewData.length << 15 /* DirectiveStartingIndexShift */ | 4096 /* isComponent */;\n }\n}\n/**\n * A lighter version of directiveCreate() that is used for the root component\n *\n * This version does not contain features that we don't already support at root in\n * current Angular. Example: local refs and inputs on root component.\n */\nfunction baseDirectiveCreate(index, directive, directiveDef, native) {\n ngDevMode && assertEqual(viewData[BINDING_INDEX], tView.bindingStartIndex, 'directives should be created before any bindings');\n ngDevMode && assertPreviousIsParent();\n attachPatchData(directive, viewData);\n if (native) {\n attachPatchData(native, viewData);\n }\n viewData[index] = directive;\n if (firstTemplatePass) {\n var flags = previousOrParentTNode.flags;\n if (flags === 0) {\n // When the first directive is created:\n // - save the index,\n // - set the number of directives to 1\n previousOrParentTNode.flags =\n index << 15 /* DirectiveStartingIndexShift */ | flags & 4096 /* isComponent */ | 1;\n }\n else {\n // Only need to bump the size when subsequent directives are created\n ngDevMode && assertNotEqual(flags & 4095 /* DirectiveCountMask */, 4095 /* DirectiveCountMask */, 'Reached the max number of directives');\n previousOrParentTNode.flags++;\n }\n tView.data.push(directiveDef);\n tView.blueprint.push(null);\n if (directiveDef.hostBindings)\n queueHostBindingForCheck(index, directiveDef);\n }\n else {\n var diPublic = directiveDef.diPublic;\n if (diPublic)\n diPublic(directiveDef);\n }\n if (directiveDef.attributes != null && previousOrParentTNode.type == 3 /* Element */) {\n setUpAttributes(native, directiveDef.attributes);\n }\n return directive;\n}\n/**\n * Sets initial input properties on directive instances from attribute data\n *\n * @param directiveIndex Index of the directive in directives array\n * @param instance Instance of the directive on which to set the initial inputs\n * @param inputs The list of inputs from the directive def\n * @param tNode The static data for this node\n */\nfunction setInputsFromAttrs(directiveIndex, instance, inputs, tNode) {\n var initialInputData = tNode.initialInputs;\n if (initialInputData === undefined || directiveIndex >= initialInputData.length) {\n initialInputData = generateInitialInputs(directiveIndex, inputs, tNode);\n }\n var initialInputs = initialInputData[directiveIndex];\n if (initialInputs) {\n for (var i = 0; i < initialInputs.length; i += 2) {\n instance[initialInputs[i]] = initialInputs[i + 1];\n }\n }\n}\n/**\n * Generates initialInputData for a node and stores it in the template's static storage\n * so subsequent template invocations don't have to recalculate it.\n *\n *

initialInputData is an array containing values that need to be set as input properties\n * for directives on this node, but only once on creation. We need this array to support\n * the case where you set an @Input property of a directive using attribute-like syntax.\n * e.g. if you have a `name` @Input, you can set it once like this:\n *\n * <my-component name=\"Bess\"></my-component>\n *\n * @param directiveIndex Index to store the initial input data\n * @param inputs The list of inputs from the directive def\n * @param tNode The static data on this node\n */\nfunction generateInitialInputs(directiveIndex, inputs, tNode) {\n var initialInputData = tNode.initialInputs || (tNode.initialInputs = []);\n initialInputData[directiveIndex] = null;\n var attrs = tNode.attrs;\n var i = 0;\n while (i < attrs.length) {\n   var attrName = attrs[i];\n   if (attrName === 1 /* SelectOnly */)\n   break;\n   if (attrName === 0 /* NamespaceURI */) {\n   // We do not allow inputs on namespaced attributes.\n   i += 4;\n   continue;\n   }\n   var minifiedInputName = inputs[attrName];\n   var attrValue = attrs[i + 1];\n   if (minifiedInputName !== undefined) {\n   var inputsToStore = initialInputData[directiveIndex] || (initialInputData[directiveIndex] = []);\n   inputsToStore.push(minifiedInputName, attrValue);\n   }\n   i += 2;\n }\n return initialInputData;\n}\n//////////////////////////\n/// ViewContainer & View\n//////////////////////////\n/**\n * Creates a LContainer, either from a container instruction, or for a ViewContainerRef.\n *\n * @param hostNative The host element for the LContainer\n * @param hostTNode The host TNode for the LContainer\n * @param currentView The parent view of the LContainer\n * @param native The native comment element\n * @param isForViewContainerRef Optional a flag indicating the ViewContainerRef case\n * @returns LContainer\n */\nfunction createLContainer(hostNative, hostTNode, currentView, native, isForViewContainerRef) {\n return [\n   isForViewContainerRef ? -1 : 0,\n   [],\n   currentView,\n   null,\n   null,\n   hostNative,\n   native,\n   getRenderParent(hostTNode, currentView) // renderParent\n];\n}\n/**\n * Creates an LContainer for an ng-template (dynamically-inserted view), e.g.\n *\n * <ng-template #foo>\n *   \n * </ng-template>\n *\n * @param index The index of the container in the data array\n * @param templateFn Inline template\n * @param consts The number of nodes, local refs, and pipes for this template\n * @param vars The number of bindings for this template\n * @param tagName The name of the container element, if applicable\n * @param attrs The attrs attached to the container, if applicable\n * @param localRefs A set of local reference bindings on the element.\n * @param localRefExtractor A function which extracts local-refs values from the template.\n * Defaults to the current element associated with the local-ref.\n */\nfunction template(index, templateFn, consts, vars, tagName, attrs, localRefs, localRefExtractor) {\n // TODO: consider a separate node type for templates\n var tNode = containerInternal(index, tagName || null, attrs || null);\n if (firstTemplatePass) {\n   tNode.tViews = createTView(-1, templateFn, consts, vars, tView.directiveRegistry, tView.pipeRegistry, null);\n }\n createDirectivesAndLocals(localRefs, localRefExtractor);\n currentQueries && \n   (currentQueries = currentQueries.addNode(previousOrParentTNode));\n queueLifecycleHooks(tNode.flags, tView);\n isParent = false;\n}\n/**\n * Creates an LContainer for inline views, e.g.\n *\n * % if (showing) {\n *   \n * % }\n *\n * @param index The index of the container in the data array\n */\nfunction container(index) {\n var tNode = containerInternal(index, null, null);\n firstTemplatePass && (tNode.tViews = []);\n isParent = false;\n}\nfunction containerInternal(index, tagName, attrs) {\n ngDevMode && assertEqual(viewData[BINDING_INDEX], tView.bindingStartIndex, 'container nodes should be created before any bindings');\n var adjustedIndex = index + HEADER_OFFSET;\n var comment = renderer.createComment(ngDevMode ? 'container' : '');\n ngDevMode && ngDevMode.rendererCreateComment++;\n var tNode = createNodeAtIndex(index, 0 /* Container */, comment, tagName, attrs);\n var lContainer = viewData[adjustedIndex] =\n   createLContainer(viewData[adjustedIndex], tNode, viewData, comment);\n appendChild(comment, tNode, viewData);\n // Containers are added to the current view tree instead of their embedded views\n // because views can be removed and re-inserted.\n addToViewTree(viewData, index + HEADER_OFFSET, lContainer);\n if (currentQueries) {\n   // prepare place for matching nodes from views inserted into a given container\n   lContainer[QUERIES] = currentQueries.container();\n }\n ngDevMode && assertNodeType(previousOrParentTNode, 0 /* Container */);\n return tNode;\n}\n/**\n * Sets a container up to receive views.\n *\n * @param index The index of the container in the data array\n */\nfunction containerRefreshStart(index) {\n previousOrParentTNode =

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loadInternal(index, tView.data);\n    ngDevMode && assertNodeType(previousOrParentTNode, 0 /* Container
*/);\n    isParent = true;\n    viewData[index + HEADER_OFFSET][ACTIVE_INDEX] = 0;\n    if
(!checkNoChangesMode) {\n        // We need to execute init hooks here so ngOnInit hooks are called in top level
views\n        // before they are called in embedded views (for backwards compatibility).\n
executeInitHooks(viewData, tView, creationMode);\n    }\n}\n/**\n * Marks the end of the LContainer.\n *\n *
Marking the end of LContainer is the time when to child views get inserted or removed.\n */\nfunction
containerRefreshEnd() {\n    if (isParent) {\n        isParent = false;\n    }\n    else {\n        ngDevMode &&
assertNodeType(previousOrParentTNode, 2 /* View */);\n        ngDevMode && assertHasParent();\n
previousOrParentTNode = previousOrParentTNode.parent;\n    }\n    ngDevMode &&
assertNodeType(previousOrParentTNode, 0 /* Container */);\n    var lContainer =
viewData[previousOrParentTNode.index];\n    var nextIndex = lContainer[ACTIVE_INDEX];\n    // remove extra
views at the end of the container\n    while (nextIndex < lContainer[VIEWS].length) {\n
removeView(lContainer, previousOrParentTNode, nextIndex);\n    }\n}\n/**\n * Goes over dynamic embedded
views (ones created through ViewContainerRef APIs) and refreshes them\n * by executing an associated template
function.\n */\nfunction refreshDynamicEmbeddedViews(lViewData) {\n    for (var current =
getLViewChild(lViewData); current !== null; current = current[NEXT]) {\n        // Note: current can be an
LViewData or an LContainer instance, but here we are only interested\n        // in LContainer. We can tell it's an
LContainer because its length is less than the LViewData\n        // header.\n        if (current.length <
HEADER_OFFSET && current[ACTIVE_INDEX] === -1) {\n            var container_1 = current;\n            for (var i
= 0; i < container_1[VIEWS].length; i++) {\n                var dynamicViewData = container_1[VIEWS][i];\n
// The directives and pipes are not needed here as an existing view is only being refreshed.\n                ngDevMode
&& assertDefined(dynamicViewData[TVIEW], 'TView must be allocated');\n
renderEmbeddedTemplate(dynamicViewData, dynamicViewData[TVIEW], dynamicViewData[CONTEXT], 2 /*
Update */);\n            }\n        }\n    }\n}\n/**\n * Looks for a view with a given view block id inside a provided
LContainer.\n * Removes views that need to be deleted in the process.\n *\n * @param lContainer to search for
views\n * @param tContainerNode to search for views\n * @param startIdx starting index in the views array to
search from\n * @param viewBlockId exact view block id to look for\n * @returns index of a found view or -1 if
not found\n */\nfunction scanForView(lContainer, tContainerNode, startIdx, viewBlockId) {\n    var views =
lContainer[VIEWS];\n    for (var i = startIdx; i < views.length; i++) {\n        var viewAtPositionId =
views[i][TVIEW].id;\n        if (viewAtPositionId === viewBlockId) {\n            return views[i];\n        }\n        else if
(viewAtPositionId < viewBlockId) {\n            // found a view that should not be at this position - remove\n
removeView(lContainer, tContainerNode, i);\n        }\n        else {\n            // found a view with id greater than the
one we are searching for\n            // which means that required view doesn't exist and can't be found at\n            //
later positions in the views array - stop the search here\n            break;\n        }\n    }\n    return null;\n}\n/**\n *
Marks the start of an embedded view.\n *\n * @param viewBlockId The ID of this view\n * @return boolean
Whether or not this view is in creation mode\n */\nfunction embeddedViewStart(viewBlockId, consts, vars) {\n    //
The previous node can be a view node if we are processing an inline for loop\n    var containerTNode =
previousOrParentTNode.type === 2 /* View */ ?\n        previousOrParentTNode.parent :\n
previousOrParentTNode;\n    var lContainer = viewData[containerTNode.index];\n    var currentView = viewData;\n
  ngDevMode && assertNodeType(containerTNode, 0 /* Container */);\n    var viewToRender =
scanForView(lContainer, containerTNode, lContainer[ACTIVE_INDEX], viewBlockId);\n    if (viewToRender) {\n
      isParent = true;\n        enterView(viewToRender, viewToRender[TVIEW].node);\n    }\n    else {\n        // When
we create a new LView, we always reset the state of the instructions.\n        viewToRender =
createLViewData(renderer, getOrCreateEmbeddedTView(viewBlockId, consts, vars, containerTNode), null, 2 /*
CheckAlways */, getCurrentSanitizer());\n        if (lContainer[QUERIES]) {\n            viewToRender[QUERIES] =
lContainer[QUERIES].createView();\n        }\n        createViewNode(viewBlockId, viewToRender);\n
enterView(viewToRender, viewToRender[TVIEW].node);\n    }\n    if (lContainer) {\n        if (creationMode) {\n
    // it is a new view, insert it into collection of views for a given container\n            insertView(viewToRender,
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lContainer, currentView, lContainer[ACTIVE_INDEX], -1);\n }\n lContainer[ACTIVE_INDEX]++;\n }\n return getRenderFlags(viewToRender);\n}\n/**\n * Initialize the TView (e.g. static data) for the active embedded view.\n *\n * Each embedded view block must create or retrieve its own TView. Otherwise, the embedded view's\n * static data for a particular node would overwrite the static data for a node in the view above\n * it with the same index (since it's in the same template).\n *\n * @param viewIndex The index of the TView in TNode.tViews\n * @param consts The number of nodes, local refs, and pipes in this template\n * @param vars The number of bindings and pure function bindings in this template\n * @param container The parent container in which to look for the view's static data\n * @returns TView\n */\nfunction getOrCreateEmbeddedTView(viewIndex, consts, vars, parent) {\n ngDevMode && assertNodeType(parent, 0 /* Container */);\n var containerTViews = parent.tViews;\n ngDevMode && assertDefined(containerTViews, 'TView expected');\n ngDevMode && assertEqual(Array.isArray(containerTViews), true, 'TViews should be in an array');\n if (viewIndex >= containerTViews.length || containerTViews[viewIndex] == null) {\n containerTViews[viewIndex] = createTView(viewIndex, null, consts, vars, tView.directiveRegistry, tView.pipeRegistry, null);\n }\n return containerTViews[viewIndex];\n}\n/** Marks the end of an embedded view. */\nfunction embeddedViewEnd() {\n var viewHost = viewData[HOST_NODE];\n refreshDescendantViews();\n leaveView(viewData[PARENT]);\n previousOrParentTNode = viewHost;\n isParent = false;\n}\n/////////////\n/**\n * Refreshes components by entering the component view and processing its bindings, queries, etc.\n *\n * @param adjustedElementIndex Element index in LViewData[] (adjusted for HEADER_OFFSET)\n */\nfunction componentRefresh(adjustedElementIndex, parentFirstTemplatePass) {\n ngDevMode && assertDataInRange(adjustedElementIndex);\n var hostView = getComponentViewByIndex(adjustedElementIndex, viewData);\n ngDevMode && assertNodeType(tView.data[adjustedElementIndex], 3 /* Element */);\n // Only attached CheckAlways components or attached, dirty OnPush components should be checked\n if (viewAttached(hostView) && hostView[FLAGS] & (2 /* CheckAlways */ | 4 /* Dirty */)) {\n parentFirstTemplatePass && syncViewWithBlueprint(hostView);\n detectChangesInternal(hostView, hostView[CONTEXT]);\n }\n}\n/**\n * Syncs an LViewData instance with its blueprint if they have gotten out of sync.\n *\n * Typically, blueprints and their view instances should always be in sync, so the loop here\n * will be skipped. However, consider this case of two components side-by-side:\n *\n * App template:\n * ```\n * <comp></comp>\n * <comp></comp>\n * ```\n *\n * The following will happen:\n * 1. App template begins processing.\n * 2. First <comp> is matched as a component and its LViewData is created.\n * 3. Second <comp> is matched as a component and its LViewData is created.\n * 4. App template completes processing, so it's time to check child templates.\n * 5. First <comp> template is checked. It has a directive, so its def is pushed to blueprint.\n * 6. Second <comp> template is checked. Its blueprint has been updated by the first\n * <comp> template, but its LViewData was created before this update, so it is out of sync.\n *\n * Note that embedded views inside ngFor loops will never be out of sync because these views\n * are processed as soon as they are created.\n *\n * @param componentView The view to sync\n */\nfunction syncViewWithBlueprint(componentView) {\n var componentTView = componentView[TVIEW];\n for (var i = componentView.length; i < componentTView.blueprint.length; i++) {\n componentView[i] = componentTView.blueprint[i];\n }\n}\n/** Returns a boolean for whether the view is attached */\nfunction viewAttached(view) {\n return (view[FLAGS] & 8 /* Attached */) === 8 /* Attached */;\n}\n/**\n * Instruction to distribute projectable nodes among <ng-content> occurrences in a given template.\n * It takes all the selectors from the entire component's template and decides where\n * each projected node belongs (it re-distributes nodes among \"buckets\" where each \"bucket\" is\n * backed by a selector).\n *\n * This function requires CSS selectors to be provided in 2 forms: parsed (by a compiler) and text,\n * un-parsed form.\n *\n * The parsed form is needed for efficient matching of a node against a given CSS selector.\n * The un-parsed, textual form is needed for support of the ngProjectAs attribute.\n *\n * Having a CSS selector in 2 different formats is not ideal, but alternatives have even more\n * drawbacks:\n * - having only a textual form would require runtime parsing of CSS selectors;\n * - we can't have only a parsed as we can't re-construct textual form from it (as entered by a\n * template author).\n *\n * @param selectors A collection of parsed CSS selectors\n * @param rawSelectors A collection of CSS selectors in the raw, un-parsed form\n */\nfunction projectionDef(selectors, textSelectors) {\n

var componentNode = findComponentView(viewData)[HOST_NODE];\n if (!componentNode.projection) {\n var noOfNodeBuckets = selectors ? selectors.length + 1 : 1;\n var pData = componentNode.projection =\n new Array(noOfNodeBuckets).fill(null);\n var tails = pData.slice();\n var componentChild = componentNode.child;\n while (componentChild !== null) {\n var bucketIndex = selectors ? matchingSelectorIndex(componentChild, selectors, textSelectors) : 0;\n var nextNode = componentChild.next;\n if (tails[bucketIndex]) {\n tails[bucketIndex].next = componentChild;\n }\n else {\n pData[bucketIndex] = componentChild;\n componentChild.next = null;\n }\n tails[bucketIndex] = componentChild;\n componentChild = nextNode;\n }\n }\n}\n/**\n * Stack used to keep track of projection nodes in projection() instruction.\n *\n * This is deliberately created outside of projection() to avoid allocating\n * a new array each time the function is called. Instead the array will be\n * re-used by each invocation. This works because the function is not reentrant.\n */\nvar projectionNodeStack$1 = [];\n/**\n * Inserts previously re-distributed projected nodes. This instruction must be preceded by a call\n * to the projectionDef instruction.\n *\n * @param nodeIndex\n * @param selectorIndex:\n * - 0 when the selector is `*` (or unspecified as this is the default value),\n * - 1 based index of the selector from the {@link projectionDef}\n */\nfunction projection(nodeIndex, selectorIndex, attrs) {\n if (selectorIndex === void 0) { selectorIndex = 0; }\n var tProjectionNode = createNodeAtIndex(nodeIndex, 1 /* Projection */, null, null, attrs || null);\n // We can't use viewData[HOST_NODE] because projection nodes can be nested in embedded views.\n if (tProjectionNode.projection === null)\n tProjectionNode.projection = selectorIndex;\n // `<ng-content>` has no content\n isParent = false;\n // re-distribution of projectable nodes is stored on a component's view level\n var componentView = findComponentView(viewData);\n var componentNode = componentView[HOST_NODE];\n var nodeToProject = componentNode.projection[selectorIndex];\n var projectedView = componentView[PARENT];\n var projectionNodeIndex = -1;\n while (nodeToProject) {\n if (nodeToProject.type === 1 /* Projection */) {\n // This node is re-projected, so we must go up the tree to get its projected nodes.\n var currentComponentView = findComponentView(projectedView);\n var currentComponentHost = currentComponentView[HOST_NODE];\n var firstProjectedNode = currentComponentHost.projection[nodeToProject.projection];\n if (firstProjectedNode) {\n projectionNodeStack$1[++projectionNodeIndex] = nodeToProject;\n projectionNodeStack$1[++projectionNodeIndex] = projectedView;\n nodeToProject = firstProjectedNode;\n projectedView = currentComponentView[PARENT];\n continue;\n }\n }\n else {\n // This flag must be set now or we won't know that this node is projected\n // if the nodes are inserted into a container later.\n nodeToProject.flags |= 8192 /* isProjected */;\n appendProjectedNode(nodeToProject, tProjectionNode, viewData, projectedView);\n }\n // If we are finished with a list of re-projected nodes, we need to get\n // back to the root projection node that was re-projected.\n if (nodeToProject.next === null && projectedView !== componentView[PARENT]) {\n projectedView = projectionNodeStack$1[projectionNodeIndex--];\n nodeToProject = projectionNodeStack$1[projectionNodeIndex--];\n }\n nodeToProject = nodeToProject.next;\n }\n}\n/**\n * Adds LViewData or LContainer to the end of the current view tree.\n *\n * This structure will be used to traverse through nested views to remove listeners\n * and call onDestroy callbacks.\n *\n * @param currentView The view where LViewData or LContainer should be added\n * @param adjustedHostIndex Index of the view's host node in LViewData[], adjusted for header\n * @param state The LViewData or LContainer to add to the view tree\n * @returns The state passed in\n */\nfunction addToViewTree(currentView, adjustedHostIndex, state) {\n if (currentView[TAIL]) {\n currentView[TAIL][NEXT] = state;\n }\n else if (firstTemplatePass) {\n tView.childIndex = adjustedHostIndex;\n }\n currentView[TAIL] = state;\n return state;\n}\n//////////////////////////////\n//// Change detection\n//////////////////////////////\n/** If node is an OnPush component, marks its LViewData dirty. */\nfunction markDirtyIfOnPush(viewIndex) {\n var view = getComponentViewByIndex(viewIndex, viewData);\n if (!(view[FLAGS] & 2 /* CheckAlways */)) {\n view[FLAGS] |= 4 /* Dirty */;\n }\n}\n/** Wraps an event listener with preventDefault behavior. */\nfunction wrapListenerWithPreventDefault(listenerFn) {\n return function wrapListenerIn_preventDefault(e) {\n if

(listenerFn(e) === false) {\n e.preventDefault();\n // Necessary for legacy browsers that don't support preventDefault (e.g. IE)\n e.returnValue = false;\n }\n };\n}\n/** Marks current view and all ancestors dirty */\nfunction markViewDirty(view) {\n var currentView = view;\n while (currentView && !(currentView[FLAGS] & 64 /* IsRoot */)) {\n currentView[FLAGS] |= 4 /* Dirty */;\n currentView = currentView[PARENT];\n }\n currentView[FLAGS] |= 4 /* Dirty */;\n ngDevMode && assertDefined(currentView[CONTEXT], 'rootContext should be defined');\n var rootContext = currentView[CONTEXT];\n scheduleTick(rootContext, 1 /* DetectChanges */);\n}\n/**\n * Used to schedule change detection on the whole application.\n *\n * Unlike `tick`, `scheduleTick` coalesces multiple calls into one change detection run.\n * It is usually called indirectly by calling `markDirty` when the view needs to be\n * re-rendered.\n *\n * Typically `scheduleTick` uses `requestAnimationFrame` to coalesce multiple\n * `scheduleTick` requests. The scheduling function can be overridden in\n * `renderComponent`'s `scheduler` option.\n */\nfunction scheduleTick(rootContext, flags) {\n var nothingScheduled = rootContext.flags === 0 /* Empty */;\n rootContext.flags |= flags;\n if (nothingScheduled && rootContext.clean == _CLEAN_PROMISE) {\n var res_1;\n rootContext.clean = new Promise(function (r) { return res_1 = r; });\n rootContext.scheduler(function () {\n if (rootContext.flags & 1 /* DetectChanges */) {\n rootContext.flags &= ~1 /* DetectChanges */;\n tickRootContext(rootContext);\n }\n if (rootContext.flags & 2 /* FlushPlayers */) {\n rootContext.flags &= ~2 /* FlushPlayers */;\n var playerHandler = rootContext.playerHandler;\n if (playerHandler) {\n playerHandler.flushPlayers();\n }\n }\n rootContext.clean = _CLEAN_PROMISE;\n res_1(null);\n });\n }\n}\nfunction tickRootContext(rootContext) {\n for (var i = 0; i < rootContext.components.length; i++) {\n var rootComponent = rootContext.components[i];\n renderComponentOrTemplate(readPatchedLViewData(rootComponent), rootComponent);\n }\n}\n/**\n * Synchronously perform change detection on a component (and possibly its sub-components).\n *\n * This function triggers change detection in a synchronous way on a component. There should\n * be very little reason to call this function directly since a preferred way to do change\n * detection is to {@link markDirty} the component and wait for the scheduler to call this method\n * at some future point in time. This is because a single user action often results in many\n * components being invalidated and calling change detection on each component synchronously\n * would be inefficient. It is better to wait until all components are marked as dirty and\n * then perform single change detection across all of the components\n *\n * @param component The component which the change detection should be performed on.\n */\nfunction detectChanges(component) {\n detectChangesInternal(getComponentViewByInstance(component), component);\n}\n/**\n * Synchronously perform change detection on a root view and its components.\n *\n * @param lViewData The view which the change detection should be performed on.\n */\nfunction detectChangesInRootView(lViewData) {\n tickRootContext(lViewData[CONTEXT]);\n}\n/**\n * Checks the change detector and its children, and throws if any changes are detected.\n *\n * This is used in development mode to verify that running change detection doesn't\n * introduce other changes.\n */\nfunction checkNoChanges(component) {\n checkNoChangesMode = true;\n try {\n detectChanges(component);\n }\n finally {\n checkNoChangesMode = false;\n }\n}\n/**\n * Checks the change detector on a root view and its components, and throws if any changes are\n * detected.\n *\n * This is used in development mode to verify that running change detection doesn't\n * introduce other changes.\n *\n * @param lViewData The view which the change detection should be checked on.\n */\nfunction checkNoChangesInRootView(lViewData) {\n checkNoChangesMode = true;\n try {\n detectChangesInRootView(lViewData);\n }\n finally {\n checkNoChangesMode = false;\n }\n}\n/** Checks the view of the component provided. Does not gate on dirty checks or execute doCheck. */\nfunction detectChangesInternal(hostView, component) {\n var hostTView = hostView[TVIEW];\n var oldView = enterView(hostView, hostView[HOST_NODE]);\n var templateFn = hostTView.template;\n var viewQuery = hostTView.viewQuery;\n try {\n namespaceHTML();\n createViewQuery(viewQuery, hostView[FLAGS], component);\n templateFn(getRenderFlags(hostView), component);\n refreshDescendantViews();\n updateViewQuery(viewQuery, component);\n }\n finally {\n

leaveView(oldView);\n   }\n}\nfunction createViewQuery(viewQuery, flags, component) {\n   if (viewQuery && (flags & 1 /* CreationMode */)) {\n   viewQuery(1 /* Create */, component);\n   }\n}\nfunction updateViewQuery(viewQuery, component) {\n   if (viewQuery) {\n   viewQuery(2 /* Update */, component);\n }\n}\n/**\n * Mark the component as dirty (needing change detection).\n *\n * Marking a component dirty will schedule a change detection on this\n * component at some point in the future. Marking an already dirty\n * component as dirty is a noop. Only one outstanding change detection\n * can be scheduled per component tree. (Two components bootstrapped with\n * separate `renderComponent` will have separate schedulers)\n *\n * When the root component is bootstrapped with `renderComponent`, a scheduler\n * can be provided.\n *\n * @param component Component to mark as dirty.\n */\nfunction markDirty(component) {\n   ngDevMode && assertDefined(component, 'component');\n   markViewDirty(getComponentViewByInstance(component));\n}\n/** A special value which designates that a value has not changed. */\nvar NO_CHANGE = {};\n/**\n * Creates a single value binding.\n *\n * @param value Value to diff\n */\nfunction bind(value) {\n   return bindingUpdated(viewData[BINDING_INDEX]++, value) ? value : NO_CHANGE;\n}\n/**\n * Create interpolation bindings with a variable number of expressions.\n *\n * If there are 1 to 8 expressions `interpolation1()` to `interpolation8()` should be used instead.\n * Those are faster because there is no need to create an array of expressions and iterate over it.\n *\n * `values`:\n * - has static text at even indexes,\n * - has evaluated expressions at odd indexes.\n *\n * Returns the concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */\nfunction interpolationV(values) {\n   ngDevMode && assertLessThan(2, values.length, 'should have at least 3 values');\n   ngDevMode && assertEqual(values.length % 2, 1, 'should have an odd number of values');\n   var different = false;\n   for (var i = 1; i < values.length; i += 2) {\n   // Check if bindings (odd indexes) have changed\n   bindingUpdated(viewData[BINDING_INDEX]++, values[i]) && (different = true);\n }\n   if (!different) {\n   return NO_CHANGE;\n   }\n   // Build the updated content\n   var content = values[0];\n   for (var i = 1; i < values.length; i += 2) {\n   content += stringify$1(values[i]) + values[i + 1];\n }\n   return content;\n}\n/**\n * Creates an interpolation binding with 1 expression.\n *\n * @param prefix static value used for concatenation only.\n * @param v0 value checked for change.\n * @param suffix static value used for concatenation only.\n */\nfunction interpolation1(prefix, v0, suffix) {\n   var different = bindingUpdated(viewData[BINDING_INDEX]++, v0);\n   return different ? prefix + stringify$1(v0) + suffix : NO_CHANGE;\n}\n/** Creates an interpolation binding with 2 expressions. */\nfunction interpolation2(prefix, v0, i0, v1, suffix) {\n   var different = bindingUpdated2(viewData[BINDING_INDEX], v0, v1);\n viewData[BINDING_INDEX] += 2;\n   return different ? prefix + stringify$1(v0) + i0 + stringify$1(v1) + suffix : NO_CHANGE;\n}\n/** Creates an interpolation binding with 3 expressions. */\nfunction interpolation3(prefix, v0, i0, v1, i1, v2, suffix) {\n   var different = bindingUpdated3(viewData[BINDING_INDEX], v0, v1, v2);\n viewData[BINDING_INDEX] += 3;\n   return different ? prefix + stringify$1(v0) + i0 + stringify$1(v1) + i1 + stringify$1(v2) + suffix :\n   NO_CHANGE;\n}\n/** Create an interpolation binding with 4 expressions. */\nfunction interpolation4(prefix, v0, i0, v1, i1, v2, i2, v3, suffix) {\n   var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n   viewData[BINDING_INDEX] += 4;\n return different ?\n   prefix + stringify$1(v0) + i0 + stringify$1(v1) + i1 + stringify$1(v2) + i2 + stringify$1(v3) +\n   suffix :\n   NO_CHANGE;\n}\n/** Creates an interpolation binding with 5 expressions. */\nfunction interpolation5(prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix) {\n   var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n   different = bindingUpdated(viewData[BINDING_INDEX] + 4, v4) || different;\n   viewData[BINDING_INDEX] += 5;\n return different ?\n   prefix + stringify$1(v0) + i0 + stringify$1(v1) + i1 + stringify$1(v2) + i2 + stringify$1(v3) + i3 +\n   stringify$1(v4) + suffix :\n   NO_CHANGE;\n}\n/** Creates an interpolation binding with 6 expressions. */\nfunction interpolation6(prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix) {\n   var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n   different = bindingUpdated2(viewData[BINDING_INDEX] + 4, v4, v5) || different;\n   viewData[BINDING_INDEX] += 6;\n return different ?\n   prefix + stringify$1(v0) + i0 + stringify$1(v1) + i1 + stringify$1(v2) + i2 + stringify$1(v3) + i3 +\n   stringify$1(v4) + i4 + stringify$1(v5) + suffix :\n   NO_CHANGE;\n}\n/** Creates an

interpolation binding with 7 expressions. */\nfunction interpolation7(prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {\n var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n different = bindingUpdated3(viewData[BINDING_INDEX] + 4, v4, v5, v6) || different;\n viewData[BINDING_INDEX] += 7;\n return different ?\n prefix + stringify$1(v0) + i0 + stringify$1(v1) + i1 + stringify$1(v2) + i2 + stringify$1(v3) + i3 +\n stringify$1(v4) + i4 + stringify$1(v5) + i5 + stringify$1(v6) + suffix :\n NO_CHANGE;\n}\n/** Creates an interpolation binding with 8 expressions. */\nfunction interpolation8(prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix) {\n var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n different = bindingUpdated4(viewData[BINDING_INDEX] + 4, v4, v5, v6, v7) || different;\n viewData[BINDING_INDEX] += 8;\n return different ?\n prefix + stringify$1(v0) + i0 + stringify$1(v1) + i1 + stringify$1(v2) + i2 + stringify$1(v3) + i3 +\n stringify$1(v4) + i4 + stringify$1(v5) + i5 + stringify$1(v6) + i6 + stringify$1(v7) + suffix :\n NO_CHANGE;\n}\n/** Store a value in the `data` at a given `index`. */\nfunction store(index, value) {\n // We don't store any static data for local variables, so the first time\n // we see the template, we should store as null to avoid a sparse array\n var adjustedIndex = index + HEADER_OFFSET;\n if (adjustedIndex >= tView.data.length) {\n tView.data[adjustedIndex] = null;\n }\n viewData[adjustedIndex] = value;\n}\n/**\n * Retrieves a local reference from the current contextViewData.\n *\n * If the reference to retrieve is in a parent view, this instruction is used in conjunction\n * with a nextContext() call, which walks up the tree and updates the contextViewData instance.\n *\n * @param index The index of the local ref in contextViewData.\n */\nfunction reference(index) {\n return loadInternal(index, contextViewData);\n}\nfunction walkUpViews(nestingLevel, currentView) {\n while (nestingLevel > 0) {\n ngDevMode && assertDefined(currentView[DECLARATION_VIEW], 'Declaration view should be defined if nesting level is greater than 0.');\n currentView = currentView[DECLARATION_VIEW];\n nestingLevel--;\n }\n return currentView;\n}\nfunction loadQueryList(queryListIdx) {\n ngDevMode && assertDefined(viewData[CONTENT_QUERIES], 'Content QueryList array should be defined if reading a query.');\n ngDevMode && assertDataInRange(queryListIdx, viewData[CONTENT_QUERIES]);\n return viewData[CONTENT_QUERIES][queryListIdx];\n}\n/** Retrieves a value from current `viewData`. */\nfunction load(index) {\n return loadInternal(index, viewData);\n}\n/** Gets the current binding value. */\nfunction getBinding(bindingIndex) {\n ngDevMode && assertDataInRange(viewData[bindingIndex]);\n ngDevMode &&\n assertNotEqual(viewData[bindingIndex], NO_CHANGE, 'Stored value should never be NO_CHANGE.');\n return viewData[bindingIndex];\n}\n/** Updates binding if changed, then returns whether it was updated. */\nfunction bindingUpdated(bindingIndex, value) {\n ngDevMode && assertNotEqual(value, NO_CHANGE, 'Incoming value should never be NO_CHANGE.');\n ngDevMode && assertLessThan(bindingIndex, viewData.length, \"Slot should have been initialized to NO_CHANGE\");\n if (viewData[bindingIndex] === NO_CHANGE) {\n viewData[bindingIndex] = value;\n }\n else if (isDifferent(viewData[bindingIndex], value, checkNoChangesMode)) {\n throwErrorIfNoChangesMode(creationMode, checkNoChangesMode, viewData[bindingIndex], value);\n viewData[bindingIndex] = value;\n }\n else {\n return false;\n }\n return true;\n}\n/** Updates binding and returns the value. */\nfunction updateBinding(bindingIndex, value) {\n return viewData[bindingIndex] = value;\n}\n/** Updates 2 bindings if changed, then returns whether either was updated. */\nfunction bindingUpdated2(bindingIndex, exp1, exp2) {\n var different = bindingUpdated(bindingIndex, exp1);\n return bindingUpdated(bindingIndex + 1, exp2) || different;\n}\n/** Updates 3 bindings if changed, then returns whether any was updated. */\nfunction bindingUpdated3(bindingIndex, exp1, exp2, exp3) {\n var different = bindingUpdated2(bindingIndex, exp1, exp2);\n return bindingUpdated(bindingIndex + 2, exp3) || different;\n}\n/** Updates 4 bindings if changed, then returns whether any was updated. */\nfunction bindingUpdated4(bindingIndex, exp1, exp2, exp3, exp4) {\n var different = bindingUpdated2(bindingIndex, exp1, exp2);\n return bindingUpdated2(bindingIndex + 2, exp3, exp4) || different;\n}\nfunction getTView() {\n return tView;\n}\n/**\n * Registers a QueryList, associated with a content query, for later refresh (part of a view\n * refresh).\n */\nfunction registerContentQuery(queryList) {\n var savedContentQueriesLength =

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(viewData[CONTENT_QUERIES] || (viewData[CONTENT_QUERIES] = [])).push(queryList);\n    if
(firstTemplatePass) {\n        var currentDirectiveIndex = viewData.length - 1;\n        var tViewContentQueries =
tView.contentQueries || (tView.contentQueries = []);\n        var lastSavedDirectiveIndex =
tView.contentQueries.length ? tView.contentQueries[tView.contentQueries.length - 2] : -1;\n        if
(currentDirectiveIndex !== lastSavedDirectiveIndex) {\n            tViewContentQueries.push(currentDirectiveIndex,
savedContentQueriesLength - 1);\n        }\n    }\n}\nfunction assertPreviousIsParent() {\n    assertEqual(isParent,
true, 'previousOrParentTNode should be a parent');\n}\nfunction assertHasParent() {\n
assertDefined(previousOrParentTNode.parent, 'previousOrParentTNode should have a parent');\n}\nfunction
assertDataInRange(index, arr) {\n    if (arr == null)\n        arr = viewData;\n    assertDataInRangeInternal(index, arr ||
viewData);\n}\nvar CLEAN_PROMISE = _CLEAN_PROMISE;\n\n/**\n * @license\n * Copyright Google Inc.
All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in
the LICENSE file at https://angular.io/license\n */\n// Root component will always have an element index of 0 and
an injector size of 1\nvar ROOT_EXPANDO_INSTRUCTIONS = [0, 1];\n/**\n * Bootstraps a Component into an
existing host element and returns an instance\n * of the component.\n *\n * Use this function to bootstrap a
component into the DOM tree. Each invocation\n * of this function will create a separate tree of components,
injectors and\n * change detection cycles and lifetimes. To dynamically insert a new component\n * into an existing
tree such that it shares the same injection, change detection\n * and object lifetime, use {@link
ViewContainer#createComponent}.\n *\n * @param componentType Component to bootstrap\n * @param options
Optional parameters which control bootstrapping\n */\nfunction renderComponent(componentType /* Type as
workaround for: Microsoft/TypeScript/issues/4881 */, opts) {\n    if (opts === void 0) { opts = {}; }\n    ngDevMode
&& assertComponentType(componentType);\n    var rendererFactory = opts.rendererFactory ||
domRendererFactory3;\n    var sanitizer = opts.sanitizer || null;\n    var componentDef =
getComponentDef(componentType);\n    if (componentDef.type != componentType)\n        componentDef.type =
componentType;\n    // The first index of the first selector is the tag name.\n    var componentTag =
componentDef.selectors[0][0];\n    var hostRNode = locateHostElement(rendererFactory, opts.host ||
componentTag);\n    var rootFlags = componentDef.onPush ? 4 /* Dirty */ | 64 /* IsRoot */ :\n        2 /*
CheckAlways */ | 64 /* IsRoot */;\n    var rootContext = createRootContext(opts.scheduler ||
requestAnimationFrame.bind(window), opts.playerHandler || null);\n    var renderer =
rendererFactory.createRenderer(hostRNode, componentDef);\n    var rootView = createLViewData(renderer,
createTView(-1, null, 1, 0, null, null, null), rootContext, rootFlags);\n    rootView[INJECTOR$1] = opts.injector ||
null;\n    var oldView = enterView(rootView, null);\n    var component;\n    try {\n        if (rendererFactory.begin)\n
        rendererFactory.begin();\n        var componentView = createRootComponentView(hostRNode, componentDef,
rootView, renderer, sanitizer);\n        component = createRootComponent(hostRNode, componentView,
componentDef, rootView, rootContext, opts.hostFeatures || null);\n        executeInitAndContentHooks();\n
detectChangesInternal(componentView, component);\n    }\n    finally {\n        leaveView(oldView);\n        if
(rendererFactory.end)\n            rendererFactory.end();\n    }\n    return component;\n}\n/**\n * Creates the root
component view and the root component node.\n *\n * @param rNode Render host element.\n * @param def
ComponentDef\n * @param rootView The parent view where the host node is stored\n * @param renderer The
current renderer\n * @param sanitizer The sanitizer, if provided\n *\n * @returns Component view created\n
*/\nfunction createRootComponentView(rNode, def, rootView, renderer, sanitizer) {\n    resetComponentState();\n
var tView = rootView[TVIEW];\n    var componentView = createLViewData(renderer,
getOrCreateTView(def.template, def.consts, def.vars, def.directiveDefs, def.pipeDefs, def.viewQuery), null,
def.onPush ? 4 /* Dirty */ : 2 /* CheckAlways */, sanitizer);\n    var tNode = createNodeAtIndex(0, 3 /* Element */,
rNode, null, null);\n    if (tView.firstTemplatePass) {\n        tView.expandoInstructions =
ROOT_EXPANDO_INSTRUCTIONS.slice();\n        if (def.diPublic)\n            def.diPublic(def);\n        tNode.flags
=\n            rootView.length << 15 /* DirectiveStartingIndexShift */ | 4096 /* isComponent */;\n    }\n    // Store
component view at node index, with node as the HOST\n    componentView[HOST] =
rootView[HEADER_OFFSET];\n    componentView[HOST_NODE] = tNode;\n    return
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rootView[HEADER_OFFSET] = componentView;\n}\n/**\n * Creates a root component and sets it up with
features and host bindings. Shared by\n * renderComponent() and ViewContainerRef.createComponent().\n
*/\nfunction createRootComponent(hostRNode, componentView, componentDef, rootView, rootContext,
hostFeatures) {\n    // Create directive instance with factory() and store at next index in viewData\n    var component
= baseDirectiveCreate(rootView.length, componentDef.factory(), componentDef, hostRNode);\n
rootContext.components.push(component);\n    componentView[CONTEXT] = component;\n    hostFeatures &&
hostFeatures.forEach(function (feature) { return feature(component, componentDef); });\n    if
(rootView[TVIEW].firstTemplatePass)\n        prefillHostVars(componentDef.hostVars);\n    setHostBindings();\n
return component;\n}\nfunction createRootContext(scheduler, playerHandler) {\n    return {\n        components: [],\n
    scheduler: scheduler,\n        clean: CLEAN_PROMISE,\n        playerHandler: playerHandler || null,\n        flags:
0 /* Empty */\n    };\n}\n/**\n * Used to enable lifecycle hooks on the root component.\n *\n * Include this feature
when calling `renderComponent` if the root component\n * you are rendering has lifecycle hooks defined.
Otherwise, the hooks won't\n * be called properly.\n *\n * Example:\n *\n * ```\n *
renderComponent(AppComponent, {features: [RootLifecycleHooks]});\n * ```\n */\nfunction
LifecycleHooksFeature(component, def) {\n    var rootTView = readPatchedLViewData(component)[TVIEW];\n
var dirIndex = rootTView.data.length - 1;\n    queueInitHooks(dirIndex, def.onInit, def.doCheck, rootTView);\n
queueLifecycleHooks(dirIndex << 15 /* DirectiveStartingIndexShift */ | 1, rootTView);\n}\n/**\n * Retrieve the
root context for any component by walking the parent `LView` until\n * reaching the root `LView`.\n *\n * @param
component any component\n */\nfunction getRootContext$1(component) {\n    var rootContext =
getRootView(component)[CONTEXT];\n    ngDevMode && assertDefined(rootContext, 'rootContext');\n    return
rootContext;\n}\n/**\n * Wait on component until it is rendered.\n *\n * This function returns a `Promise` which is
resolved when the component's\n * change detection is executed. This is determined by finding the scheduler\n *
associated with the `component`'s render tree and waiting until the scheduler\n * flushes. If nothing is scheduled, the
function returns a resolved promise.\n *\n * Example:\n * ```\n * await whenRendered(myComponent);\n * ```\n *\n
* @param component Component to wait upon\n * @returns Promise which resolves when the component is
rendered.\n */\nfunction whenRendered(component) {\n    return getRootContext$1(component).clean;\n}\n\n/**\n
* @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Determines if a
definition is a {@link ComponentDef} or a {@link DirectiveDef}\n * @param definition The definition to
examine\n */\nfunction isComponentDef(definition) {\n    var def = definition;\n    return typeof def.template ===
'function';\n}\nfunction getSuperType(type) {\n    return
Object.getPrototypeOf(type.prototype).constructor;\n}\n/**\n * Merges the definition from a super class to a sub
class.\n * @param definition The definition that is a SubClass of another directive of component\n */\nfunction
InheritDefinitionFeature(definition) {\n    var superType = getSuperType(definition.type);\n    var _loop_1 =
function () {\n        var e_1, _a;\n        var superDef = undefined;\n        if (isComponentDef(definition)) {\n            //
Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance.\n            superDef =
superType.ngComponentDef || superType.ngDirectiveDef;\n        }\n        else {\n            if
(superType.ngComponentDef) {\n                throw new Error('Directives cannot inherit Components');\n            }\n
    // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance.\n            superDef =
superType.ngDirectiveDef;\n        }\n        var baseDef = superType.ngBaseDef;\n        // Some fields in the
definition may be empty, if there were no values to put in them that\n        // would've justified object creation.
Unwrap them if necessary.\n        if (baseDef || superDef) {\n            var writeableDef = definition;\n
writeableDef.inputs = maybeUnwrapEmpty(definition.inputs);\n            writeableDef.declaredInputs =
maybeUnwrapEmpty(definition.declaredInputs);\n            writeableDef.outputs =
maybeUnwrapEmpty(definition.outputs);\n        }\n        if (baseDef) {\n            // Merge inputs and outputs\n
fillProperties(definition.inputs, baseDef.inputs);\n            fillProperties(definition.declaredInputs,
baseDef.declaredInputs);\n            fillProperties(definition.outputs, baseDef.outputs);\n        }\n        if (superDef) {\n
            // Merge hostBindings\n            var prevHostBindings_1 = definition.hostBindings;\n            var
```

superHostBindings_1 = superDef.hostBindings;\n if (superHostBindings_1) {\n if (prevHostBindings_1) {\n definition.hostBindings = function (directiveIndex, elementIndex) {\n superHostBindings_1(directiveIndex, elementIndex);\n prevHostBindings_1(directiveIndex, elementIndex);\n };\n }\n else {\n definition.hostBindings = superHostBindings_1;\n }\n }\n // Merge View Queries\n if (isComponentDef(definition) && isComponentDef(superDef)) {\n var prevViewQuery_1 = definition.viewQuery;\n var superViewQuery_1 = superDef.viewQuery;\n if (superViewQuery_1) {\n if (prevViewQuery_1) {\n definition.viewQuery = function (rf, ctx) {\n superViewQuery_1(rf, ctx);\n prevViewQuery_1(rf, ctx);\n };\n }\n else {\n definition.viewQuery = superViewQuery_1;\n }\n }\n }\n // Merge Content Queries\n var prevContentQueries_1 = definition.contentQueries;\n var superContentQueries_1 = superDef.contentQueries;\n if (superContentQueries_1) {\n if (prevContentQueries_1) {\n definition.contentQueries = function () {\n superContentQueries_1();\n prevContentQueries_1();\n };\n }\n else {\n definition.contentQueries = superContentQueries_1;\n }\n }\n // Merge Content Queries Refresh\n var prevContentQueriesRefresh_1 = definition.contentQueriesRefresh;\n var superContentQueriesRefresh_1 = superDef.contentQueriesRefresh;\n if (superContentQueriesRefresh_1) {\n if (prevContentQueriesRefresh_1) {\n definition.contentQueriesRefresh = function (directiveIndex, queryIndex) {\n superContentQueriesRefresh_1(directiveIndex, queryIndex);\n prevContentQueriesRefresh_1(directiveIndex, queryIndex);\n };\n }\n else {\n definition.contentQueriesRefresh = superContentQueriesRefresh_1;\n }\n }\n // Merge inputs and outputs\n fillProperties(definition.inputs, superDef.inputs);\n fillProperties(definition.declaredInputs, superDef.declaredInputs);\n fillProperties(definition.outputs, superDef.outputs);\n // Inherit hooks\n // Assume super class inheritance feature has already run.\n definition.afterContentChecked =\n definition.afterContentChecked || superDef.afterContentChecked;\n definition.afterContentInit = definition.afterContentInit || superDef.afterContentInit;\n definition.afterViewChecked = definition.afterViewChecked || superDef.afterViewChecked;\n definition.afterViewInit = definition.afterViewInit || superDef.afterViewInit;\n definition.doCheck = definition.doCheck || superDef.doCheck;\n definition.onDestroy = definition.onDestroy || superDef.onDestroy;\n definition.onInit = definition.onInit || superDef.onInit;\n // Run parent features\n var features = superDef.features;\n if (features) {\n try {\n for (var features_1 = __values(features), features_1_1 = features_1.next(); !features_1_1.done; features_1_1 = features_1.next()) {\n var feature = features_1_1.value;\n if (feature && feature !== InheritDefinitionFeature) {\n feature(definition);\n }\n }\n }\n catch (e_1_1) { e_1 = { error: e_1_1 }; }\n finally {\n try {\n if (features_1_1 && !features_1_1.done && (_a = features_1.return)) _a.call(features_1);\n }\n finally { if (e_1) throw e_1.error; }\n }\n }\n return \"break\";\n }\n else {\n // Even if we don't have a definition, check the type for the hooks and use those if need be\n var superPrototype = superType.prototype;\n if (superPrototype) {\n definition.afterContentChecked =\n definition.afterContentChecked || superPrototype.afterContentChecked;\n definition.afterContentInit =\n definition.afterContentInit || superPrototype.afterContentInit;\n definition.afterViewChecked =\n definition.afterViewChecked || superPrototype.afterViewChecked;\n definition.afterViewInit = definition.afterViewInit || superPrototype.afterViewInit;\n definition.doCheck = definition.doCheck || superPrototype.doCheck;\n definition.onDestroy = definition.onDestroy || superPrototype.onDestroy;\n definition.onInit = definition.onInit || superPrototype.onInit;\n }\n }\n superType = Object.getPrototypeOf(superType);\n };\n while (superType) {\n var state_1 = _loop_1();\n if (state_1 === \"break\")\n break;\n }\n}\nfunction maybeUnwrapEmpty(value) {\n if (value === EMPTY$1) {\n

return {};\n   }\n   else if (value === EMPTY_ARRAY) {\n   return [];\n   }\n   else {\n   return value;\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar PRIVATE_PREFIX = '__ngOnChanges_';\n/**\n * The NgOnChangesFeature decorates a component with support for the ngOnChanges\n * lifecycle hook, so it should be included in any component that implements\n * that hook.\n *\n * If the component or directive uses inheritance, the NgOnChangesFeature MUST\n * be included as a feature AFTER {@link InheritDefinitionFeature}, otherwise\n * inherited properties will not be propagated to the ngOnChanges lifecycle\n * hook.\n *\n * Example usage:\n *\n * ```\n * static ngComponentDef = defineComponent({\n *   ...\n *   inputs: {name: 'publicName'},\n *   features: [NgOnChangesFeature]\n * });\n * ```\n */\nfunction NgOnChangesFeature(definition) {\n   var declaredToMinifiedInputs = definition.declaredInputs;\n   var proto = definition.type.prototype;\n   var _loop_1 = function (declaredName) {\n   if (declaredToMinifiedInputs.hasOwnProperty(declaredName)) {\n   var minifiedKey = declaredToMinifiedInputs[declaredName];\n   var privateMinKey_1 = PRIVATE_PREFIX + minifiedKey;\n   // Walk the prototype chain to see if we find a property descriptor\n   // That way we can honor setters and getters that were inherited.\n   var originalProperty = undefined;\n   var checkProto = proto;\n   while (!originalProperty && checkProto &&\n   Object.getPrototypeOf(checkProto) !== Object.getPrototypeOf(Object.prototype)) {\n   originalProperty = Object.getOwnPropertyDescriptor(checkProto, minifiedKey);\n   checkProto = Object.getPrototypeOf(checkProto);\n   }\n   var getter = originalProperty && originalProperty.get;\n   var setter_1 = originalProperty && originalProperty.set;\n   // create a getter and setter for property\n   Object.defineProperty(proto, minifiedKey, {\n   get: getter ||\n   (setter_1 ? undefined : function () { return this[privateMinKey_1]; }),\n   set: function (value) {\n   var simpleChanges = this[PRIVATE_PREFIX];\n   if (!simpleChanges) {\n   simpleChanges = {};\n   // Place where we will store SimpleChanges if there is a change\n   Object.defineProperty(this, PRIVATE_PREFIX, { value: simpleChanges, writable: true });\n   }\n   var isFirstChange = !this.hasOwnProperty(privateMinKey_1);\n   var currentChange = simpleChanges[declaredName];\n   if (currentChange) {\n   currentChange.currentValue = value;\n   }\n   else {\n   simpleChanges[declaredName] =\n   new SimpleChange(this[privateMinKey_1], value, isFirstChange);\n   }\n   if (isFirstChange) {\n   // Create a place where the actual value will be stored and make it non-enumerable\n   Object.defineProperty(this, privateMinKey_1, { value: value, writable: true });\n   }\n   else {\n   this[privateMinKey_1] = value;\n   }\n   if (setter_1)\n   setter_1.call(this, value);\n   },\n   // Make the property configurable in dev mode to allow overriding in tests\n   configurable: !!ngDevMode\n   });\n   }\n   };\n   for (var declaredName in declaredToMinifiedInputs) {\n   _loop_1(declaredName);\n   }\n   // If an onInit hook is defined, it will need to wrap the ngOnChanges call\n   // so the call order is changes-init-check in creation mode. In subsequent\n   // change detection runs, only the check wrapper will be called.\n   if (definition.onInit != null) {\n   definition.onInit = onChangesWrapper(definition.onInit);\n   }\n   definition.doCheck = onChangesWrapper(definition.doCheck);\n}\nfunction onChangesWrapper(delegateHook) {\n   return function () {\n   var simpleChanges = this[PRIVATE_PREFIX];\n   if (simpleChanges != null) {\n   this.ngOnChanges(simpleChanges);\n   this[PRIVATE_PREFIX] = null;\n   }\n   if (delegateHook)\n   delegateHook.apply(this);\n   };\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * The number of slots in each bloom filter (used by DI). The larger this number, the fewer\n * directives that will share slots, and thus, the fewer false positives when checking for\n * the existence of a directive.\n */\nvar BLOOM_SIZE = 256;\nvar BLOOM_MASK = BLOOM_SIZE - 1;\n/** Counter used to generate unique IDs for directives. */\nvar nextNgElementId = 0;\n/**\n * Registers this directive as present in its node's injector by flipping the directive's\n * corresponding bit in the injector's bloom filter.\n *\n * @param

injectorIndex The index of the node injector where this token should be registered\n * @param tView The TView for the injector's bloom filters\n * @param type The directive token to register\n */\nfunction bloomAdd(injectorIndex, tView, type) {\n if (tView.firstTemplatePass) {\n   var id = type[NG_ELEMENT_ID];\n   // Set a unique ID on the directive type, so if something tries to inject the directive,\n   // we can easily retrieve the ID and hash it into the bloom bit that should be checked.\n   if (id == null) {\n   id = type[NG_ELEMENT_ID] = nextNgElementId++;\n   }\n   // We only have BLOOM_SIZE (256) slots in our bloom filter (8 buckets * 32 bits each),\n   // so all unique IDs must be modulo-ed into a number from 0 - 255 to fit into the filter.\n   var bloomBit = id & BLOOM_MASK;\n   // Create a mask that targets the specific bit associated with the directive.\n   // JS bit operations are 32 bits, so this will be a number between 2^0 and 2^31, corresponding\n   // to bit positions 0 - 31 in a 32 bit integer.\n   var mask = 1 << bloomBit;\n   // Use the raw bloomBit number to determine which bloom filter bucket we should check\n   // e.g: bf0 = [0 - 31], bf1 = [32 - 63], bf2 = [64 - 95], bf3 = [96 - 127], etc\n   var b7 = bloomBit & 0x80;\n   var b6 = bloomBit & 0x40;\n   var b5 = bloomBit & 0x20;\n   var tData = tView.data;\n   if (b7) {\n   b6 ? (b5 ? (tData[injectorIndex + 7] |= mask) : (tData[injectorIndex + 6] |= mask)) :\n   (b5 ? (tData[injectorIndex + 5] |= mask) : (tData[injectorIndex + 4] |= mask));\n   }\n   else {\n   b6 ? (b5 ? (tData[injectorIndex + 3] |= mask) : (tData[injectorIndex + 2] |= mask)) :\n   (b5 ? (tData[injectorIndex + 1] |= mask) : (tData[injectorIndex] |= mask));\n   }\n }\n}\nfunction getOrCreateNodeInjector() {\n return getOrCreateNodeInjectorForNode(getPreviousOrParentTNode(), _getViewData());\n}\n/**\n * Creates (or gets an existing) injector for a given element or container.\n *\n * @param tNode for which an injector should be retrieved / created.\n * @param hostView View where the node is stored\n * @returns Node injector\n */\nfunction getOrCreateNodeInjectorForNode(tNode, hostView) {\n var existingInjectorIndex = getInjectorIndex(tNode, hostView);\n if (existingInjectorIndex !== -1) {\n   return existingInjectorIndex;\n }\n var tView = hostView[TVIEW];\n if (tView.firstTemplatePass) {\n   tNode.injectorIndex = hostView.length;\n   setUpBloom(tView.data, tNode); // foundation for node bloom\n   setUpBloom(hostView, null); // foundation for cumulative bloom\n   setUpBloom(tView.blueprint, null);\n }\n var parentLoc = getParentInjectorLocation(tNode, hostView);\n var parentIndex = parentLoc & 32767 /* InjectorIndexMask */;\n var parentView = getParentInjectorView(parentLoc, hostView);\n var parentData = parentView[TVIEW].data;\n var injectorIndex = tNode.injectorIndex;\n // If a parent injector can't be found, its location is set to -1.\n // In that case, we don't need to set up a cumulative bloom\n if (parentLoc !== -1) {\n   for (var i = 0; i < PARENT_INJECTOR; i++) {\n   var bloomIndex = parentIndex + i;\n   // Creates a cumulative bloom filter that merges the parent's bloom filter\n   // and its own cumulative bloom (which contains tokens for all ancestors)\n   hostView[injectorIndex + i] = parentView[bloomIndex] | parentData[bloomIndex];\n   }\n }\n hostView[injectorIndex + PARENT_INJECTOR] = parentLoc;\n return injectorIndex;\n}\nfunction setUpBloom(arr, footer) {\n arr.push(0, 0, 0, 0, 0, 0, 0, 0, footer);\n}\nfunction getInjectorIndex(tNode, hostView) {\n if (tNode.injectorIndex === -1 ||\n   // If the injector index is the same as its parent's injector index, then the index has been\n   // copied down from the parent node. No injector has been created yet on this node.\n   (tNode.parent && tNode.parent.injectorIndex === tNode.injectorIndex) ||\n   // After the first template pass, the injector index might exist but the parent values\n   // might not have been calculated yet for this instance\n   hostView[tNode.injectorIndex + PARENT_INJECTOR] == null) {\n   return -1;\n }\n else {\n   return tNode.injectorIndex;\n }\n}\n/**\n * Finds the index of the parent injector, with a view offset if applicable. Used to set the\n * parent injector initially.\n */\nfunction getParentInjectorLocation(tNode, view) {\n if (tNode.parent && tNode.parent.injectorIndex !== -1) {\n   return tNode.parent.injectorIndex; // view offset is 0\n }\n // For most cases, the parent injector index can be found on the host node (e.g. for component\n // or container), so this loop will be skipped, but we must keep the loop here to support\n // the rarer case of deeply nested <ng-template> tags or inline views.\n var hostTNode = view[HOST_NODE];\n var viewOffset = 1;\n while (hostTNode && hostTNode.injectorIndex === -1) {\n   view = view[DECLARATION_VIEW];\n   hostTNode = view[HOST_NODE];\n   viewOffset++;\n }\n return hostTNode ?\n   hostTNode.injectorIndex | (viewOffset << 15 /* ViewOffsetShift */) :\n   -1;\n}\n/**\n * Unwraps a parent injector location number to find

the view offset from the current injector,\n * then walks up the declaration view tree until the view is found that contains the parent\n * injector.\n *\n * @param location The location of the parent injector, which contains the view offset\n * @param startView The LViewData instance from which to start walking up the view tree\n * @returns The LViewData instance that contains the parent injector\n */\nfunction getParentInjectorView(location, startView) {\n var viewOffset = location >> 15 /* ViewOffsetShift */;\n var parentView = startView;\n // For most cases, the parent injector can be found on the host node (e.g. for component\n // or container), but we must keep the loop here to support the rarer case of deeply nested\n // <ng-template> tags or inline views, where the parent injector might live many views\n // above the child injector.\n while (viewOffset > 0) {\n   parentView = parentView[DECLARATION_VIEW];\n   viewOffset--;\n }\n return parentView;\n}\n/**\n * Makes a directive public to the DI system by adding it to an injector's bloom filter.\n *\n * @param di The node injector in which a directive will be added\n * @param def The definition of the directive to be made public\n */\nfunction diPublicInInjector(injectorIndex, view, def) {\n bloomAdd(injectorIndex, view[TVIEW], def.type);\n}\n/**\n * Makes a directive public to the DI system by adding it to an injector's bloom filter.\n *\n * @param def The definition of the directive to be made public\n */\nfunction diPublic(def) {\n diPublicInInjector(getOrCreateNodeInjector(), _getViewData(), def);\n}\nfunction directiveInject(token, flags) {\n if (flags === void 0) { flags = 0 /* Default */; }\n var hostTNode = getPreviousOrParentTNode();\n return getOrCreateInjectable(hostTNode, _getViewData(), token, flags);\n}\n/**\n * Inject static attribute value into directive constructor.\n *\n * This method is used with `factory` functions which are generated as part of\n * `defineDirective` or `defineComponent`. The method retrieves the static value\n * of an attribute. (Dynamic attributes are not supported since they are not resolved\n * at the time of injection and can change over time.)\n *\n * # Example\n * Given:\n * ```\n * @Component(...)\n * class MyComponent {\n *   constructor(@Attribute('title') title: string) { ... }\n * }\n * ```\n * When instantiated with\n * ```\n * <my-component title=\"Hello\"></my-component>\n * ```\n *\n * Then factory method generated is:\n * ```\n * MyComponent.ngComponentDef = defineComponent({\n *   factory: () => new MyComponent(injectAttribute('title'))\n *   ...\n * })\n * ```\n *\n * @publicApi\n */\nfunction injectAttribute(attrNameToInject) {\n var tNode = getPreviousOrParentTNode();\n ngDevMode && assertNodeOfPossibleTypes(tNode, 0 /* Container */, 3 /* Element */, 4 /* ElementContainer */);\n ngDevMode && assertDefined(tNode, 'expecting tNode');\n var attrs = tNode.attrs;\n if (attrs) {\n   for (var i = 0; i < attrs.length; i = i + 2) {\n   var attrName = attrs[i];\n   if (attrName === 1 /* SelectOnly */)\n   break;\n   if (attrName == attrNameToInject) {\n   return attrs[i + 1];\n   }\n   }\n }\n return undefined;\n}\n/**\n * Returns the value associated to the given token from the injectors.\n *\n * Look for the injector providing the token by walking up the node injector tree and then\n * the module injector tree.\n *\n * @param nodeInjector Node injector where the search should start\n * @param token The token to look for\n * @param flags Injection flags\n * @returns the value from the injector or `null` when not found\n */\nfunction getOrCreateInjectable(hostTNode, hostView, token, flags) {\n if (flags === void 0) { flags = 0 /* Default */; }\n var bloomHash = bloomHashBitOrFactory(token);\n // If the ID stored here is a function, this is a special object like ElementRef or TemplateRef\n // so just call the factory function to create it.\n if (typeof bloomHash === 'function')\n   return bloomHash();\n // If the token has a bloom hash, then it is a directive that is public to the injection system\n // (diPublic) otherwise fall back to the module injector.\n if (bloomHash != null) {\n   var startInjectorIndex = getInjectorIndex(hostTNode, hostView);\n   var injectorIndex = startInjectorIndex;\n   var injectorView = hostView;\n   var parentLocation = -1;\n   // If we should skip this injector or if an injector doesn't exist on this node (e.g. all\n   // directives on this node are private), start by searching the parent injector.\n   if (flags & 4 /* SkipSelf */ || injectorIndex === -1) {\n   parentLocation = injectorIndex === -1 ? getParentInjectorLocation(hostTNode, hostView) :\n   injectorView[injectorIndex + PARENT_INJECTOR];\n   if (shouldNotSearchParent(flags, parentLocation)) {\n   injectorIndex = -1;\n   }\n   else {\n   injectorIndex = parentLocation & 32767 /* InjectorIndexMask */;\n   injectorView = getParentInjectorView(parentLocation, injectorView);\n   }\n   }\n   while (injectorIndex !== -1) {\n   // Traverse up the injector tree until we find a potential match or until we know there\n   // *isn't* a match. Outer loop is necessary in case we get a false positive injector.\n   while (injectorIndex !== -1)

```
{\n            // Check the current injector. If it matches, stop searching for an injector.\n            if
(injectorHasToken(bloomHash, injectorIndex, injectorView[TVIEW].data)) {\n                break;\n            }\n
        parentLocation = injectorView[injectorIndex + PARENT_INJECTOR];\n            if
(shouldNotSearchParent(flags, parentLocation)) {\n                injectorIndex = -1;\n                break;\n
}\n            // If the ancestor bloom filter value has the bit corresponding to the directive, traverse\n            // up
to find the specific injector. If the ancestor bloom filter does not have the bit, we\n            // can abort.\n
if (injectorHasToken(bloomHash, injectorIndex, injectorView)) {\n                injectorIndex = parentLocation &
32767 /* InjectorIndexMask */;\n                injectorView = getParentInjectorView(parentLocation,
injectorView);\n            }\n            else {\n                injectorIndex = -1;\n                break;\n            }\n
    }\n        // If no injector is found, we *know* that there is no ancestor injector that contains the\n        //
token, so we abort.\n        if (injectorIndex === -1) {\n            break;\n        }\n        // At this point, we
have an injector which *may* contain the token, so we step through the\n        // directives associated with the
injector's corresponding node to get the directive instance.\n        var instance = void 0;\n        if (instance =
searchDirectivesOnInjector(injectorIndex, injectorView, token)) {\n            return instance;\n        }\n        //
If we *didn't* find the directive for the token and we are searching the current node's\n        // injector, it's possible
the directive is on this node and hasn't been created yet.\n        if (injectorIndex === startInjectorIndex &&
hostView === injectorView &&\n            (instance = searchMatchesQueuedForCreation(token,
injectorView[TVIEW]))) {\n            return instance;\n        }\n        // The def wasn't found anywhere on this
node, so it was a false positive.\n        // Traverse up the tree and continue searching.\n        injectorIndex =
parentLocation & 32767 /* InjectorIndexMask */;\n        injectorView = getParentInjectorView(parentLocation,
injectorView);\n    }\n  }\n  var moduleInjector = hostView[INJECTOR$1];\n  var formerInjector =
setCurrentInjector(moduleInjector);\n  try {\n    return inject(token, flags);\n  }\n  finally {\n
setCurrentInjector(formerInjector);\n  }\n}\nfunction searchMatchesQueuedForCreation(token, hostTView) {\n
var matches = hostTView.currentMatches;\n  if (matches) {\n    for (var i = 0; i < matches.length; i += 2) {\n
  var def = matches[i];\n        if (def.type === token) {\n            return resolveDirective(def, i + 1, matches);\n
    }\n    }\n  }\n  return null;\n}\nfunction searchDirectivesOnInjector(injectorIndex, injectorView, token) {\n
  var tNode = injectorView[TVIEW].data[injectorIndex + TNODE];\n  var nodeFlags = tNode.flags;\n  var count
= nodeFlags & 4095 /* DirectiveCountMask */;\n  if (count !== 0) {\n    var start = nodeFlags >> 15 /*
DirectiveStartingIndexShift */;\n    var end = start + count;\n    var defs = injectorView[TVIEW].data;\n    for
(var i = start; i < end; i++) {\n        // Get the definition for the directive at this index and, if it is injectable
(diPublic),\n        // and matches the given token, return the directive instance.\n        var directiveDef =
defs[i];\n        if (directiveDef.type === token && directiveDef.diPublic) {\n            return injectorView[i];\n
    }\n    }\n  }\n  return null;\n}\n/**\n * Returns the bit in an injector's bloom filter that should be used to
determine whether or not\n * the directive might be provided by the injector.\n *\n * When a directive is public, it is
added to the bloom filter and given a unique ID that can be\n * retrieved on the Type. When the directive isn't public
or the token is not a directive `null`\n * is returned as the node injector can not possibly provide that token.\n *\n *
@param token the injection token\n * @returns the matching bit to check in the bloom filter or `null` if the token is
not known.\n */\nfunction bloomHashBitOrFactory(token) {\n  ngDevMode && assertDefined(token, 'token must
be defined');\n  var tokenId = token[NG_ELEMENT_ID];\n  return typeof tokenId === 'number' ? tokenId &
BLOOM_MASK : tokenId;\n}\nfunction injectorHasToken(bloomHash, injectorIndex, injectorView) {\n  // Create
a mask that targets the specific bit associated with the directive we're looking for.\n  // JS bit operations are 32 bits,
so this will be a number between 2^0 and 2^31, corresponding\n  // to bit positions 0 - 31 in a 32 bit integer.\n  var
mask = 1 << bloomHash;\n  var b7 = bloomHash & 0x80;\n  var b6 = bloomHash & 0x40;\n  var b5 =
bloomHash & 0x20;\n  // Our bloom filter size is 256 bits, which is eight 32-bit bloom filter buckets:\n  // bf0 = [0
- 31], bf1 = [32 - 63], bf2 = [64 - 95], bf3 = [96 - 127], etc.\n  // Get the bloom filter value from the appropriate
bucket based on the directive's bloomBit.\n  var value;\n  if (b7) {\n    value = b6 ? (b5 ?
injectorView[injectorIndex + 7] : injectorView[injectorIndex + 6]) :\n        (b5 ? injectorView[injectorIndex + 5] :
injectorView[injectorIndex + 4]);\n  }\n  else {\n    value = b6 ? (b5 ? injectorView[injectorIndex + 3] :
```

injectorView[injectorIndex + 2]) :\n (b5 ? injectorView[injectorIndex + 1] : injectorView[injectorIndex]);\n }\n // If the bloom filter value has the bit corresponding to the directive's bloomBit flipped on,\n // this injector is a potential match.\n return !!(value & mask);\n}\n/** Returns true if flags prevent parent injector from being searched for tokens */\nfunction shouldNotSearchParent(flags, parentLocation) {\n return flags & 2 /* Self */ ||\n (flags & 1 /* Host */ && (parentLocation >> 15 /* ViewOffsetShift */) > 0);\n}\nvar NodeInjector = /** @class */ (function () {\n function NodeInjector(_tNode, _hostView) {\n this._tNode = _tNode;\n this._hostView = _hostView;\n this._injectorIndex = getOrCreateNodeInjectorForNode(_tNode, _hostView);\n }\n NodeInjector.prototype.get = function (token) {\n setEnvironment(this._tNode, this._hostView);\n return getOrCreateInjectable(this._tNode, this._hostView, token);\n };\n return NodeInjector;\n}));\nfunction getFactoryOf(type) {\n var typeAny = type;\n var def = getComponentDef(typeAny) || getDirectiveDef(typeAny) ||\n getPipeDef(typeAny) || getInjectableDef(typeAny) || getInjectorDef(typeAny);\n if (!def || def.factory === undefined) {\n return null;\n }\n return def.factory;\n}\nfunction getInheritedFactory(type) {\n var proto = Object.getPrototypeOf(type.prototype).constructor;\n var factory = getFactoryOf(proto);\n if (factory !== null) {\n return factory;\n }\n else {\n // There is no factory defined. Either this was improper usage of inheritance\n // (no Angular decorator on the superclass) or there is no constructor at all\n // in the inheritance chain. Since the two cases cannot be distinguished, the\n // latter has to be assumed.\n return function (t) { return new t(); };\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * This feature publishes the directive (or component) into the DI system, making it visible to\n * others for injection.\n *\n * @param definition\n */\nfunction PublicFeature(definition) {\n definition.diPublic = diPublic;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Represents a component created by a `ComponentFactory`.\n * Provides access to the component instance and related objects,\n * and provides the means of destroying the instance.\n *\n * @publicApi\n */\nvar ComponentRef = /** @class */ (function () {\n function ComponentRef() {\n }\n return ComponentRef;\n}));\n/**\n * @publicApi\n */\nvar ComponentFactory = /** @class */ (function () {\n function ComponentFactory() {\n }\n return ComponentFactory;\n}));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction noComponentFactoryError(component) {\n var error = Error(\"No component factory found for \" + stringify(component) + \". Did you add it to @NgModule.entryComponents?\");\n error[ERROR_COMPONENT] = component;\n return error;\n}\nvar ERROR_COMPONENT = 'ngComponent';\nvar _NullComponentFactoryResolver = /** @class */ (function () {\n function _NullComponentFactoryResolver() {\n }\n _NullComponentFactoryResolver.prototype.resolveComponentFactory = function (component) {\n throw noComponentFactoryError(component);\n };\n return _NullComponentFactoryResolver;\n}));\n/**\n * @publicApi\n */\nvar ComponentFactoryResolver = /** @class */ (function () {\n function ComponentFactoryResolver() {\n }\n ComponentFactoryResolver.NULL = new _NullComponentFactoryResolver();\n return ComponentFactoryResolver;\n}));\nvar CodegenComponentFactoryResolver = /** @class */ (function () {\n function CodegenComponentFactoryResolver(factories, _parent, _ngModule) {\n this._parent = _parent;\n this._ngModule = _ngModule;\n this._factories = new Map();\n for (var i = 0; i < factories.length; i++) {\n var factory = factories[i];\n this._factories.set(factory.componentType, factory);\n }\n }\n CodegenComponentFactoryResolver.prototype.resolveComponentFactory = function (component) {\n var factory = this._factories.get(component);\n if (!factory && this._parent) {\n factory = this._parent.resolveComponentFactory(component);\n }\n if (!factory) {\n throw noComponentFactoryError(component);\n }\n return new ComponentFactoryBoundToModule(factory, this._ngModule);\n };\n return CodegenComponentFactoryResolver;\n}));\nvar ComponentFactoryBoundToModule = /** @class */ (function (_super) {\n

__extends(ComponentFactoryBoundToModule, _super);\n   function ComponentFactoryBoundToModule(factory, ngModule) {\n   var _this = _super.call(this) || this;\n   _this.factory = factory;\n   _this.ngModule = ngModule;\n   _this.selector = factory.selector;\n   _this.componentType = factory.componentType;\n _this.ngContentSelectors = factory.ngContentSelectors;\n   _this.inputs = factory.inputs;\n   _this.outputs = factory.outputs;\n   return _this;\n   }\n   ComponentFactoryBoundToModule.prototype.create = function (injector, projectableNodes, rootSelectorOrNode, ngModule) {\n   return this.factory.create(injector, projectableNodes, rootSelectorOrNode, ngModule || this.ngModule);\n   };\n   return ComponentFactoryBoundToModule;\n}(ComponentFactory));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Represents an instance of an NgModule created via a {@link NgModuleFactory}.\n *\n * `NgModuleRef` provides access to the NgModule Instance as well other objects related to this\n * NgModule Instance.\n *\n * @publicApi\n */\nvar NgModuleRef = /** @class */ (function () {\n function NgModuleRef() {\n   }\n   return NgModuleRef;\n}());\n/**\n * @publicApi\n */\nvar NgModuleFactory = /** @class */ (function () {\n   function NgModuleFactory() {\n   }\n   return NgModuleFactory;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ViewRef = /** @class */ (function () {\n   function ViewRef(_view, _context, _componentIndex) {\n   this._context = _context;\n this._componentIndex = _componentIndex;\n   this._appRef = null;\n   this._viewContainerRef = null;\n /**\n   * @internal\n   */\n   this._tViewNode = null;\n   this._view = _view;\n   }\n Object.defineProperty(ViewRef.prototype, \"context\", {\n   get: function () { return this._context ? this._context : this._lookUpContext(); },\n   enumerable: true,\n   configurable: true\n   });\n Object.defineProperty(ViewRef.prototype, \"destroyed\", {\n   get: function () {\n   return (this._view[FLAGS] & 32 /* Destroyed */) === 32 /* Destroyed */;\n   },\n   enumerable: true,\n configurable: true\n   });\n   ViewRef.prototype.destroy = function () {\n   if (this._viewContainerRef && viewAttached(this._view)) {\n   this._viewContainerRef.detach(this._viewContainerRef.indexOf(this));\n this._viewContainerRef = null;\n   }\n   destroyLView(this._view);\n   };\n   ViewRef.prototype.onDestroy = function (callback) { storeCleanupFn(this._view, callback); };\n   /**\n   * Marks a view and all of its ancestors dirty.\n   *\n   * It also triggers change detection by calling `scheduleTick` internally, which coalesces\n   * multiple `markForCheck` calls to into one change detection run.\n   *\n   * This can be used to ensure an {@link ChangeDetectionStrategy#OnPush OnPush} component is\n   * checked when it needs to be re-rendered but the two normal triggers haven't marked it\n   * dirty (i.e. inputs haven't changed and events haven't fired in the view).\n   *\n   * <!-- TODO: Add a link to a chapter on OnPush components -->\n   *\n   * @usageNotes\n   * ### Example\n   *\n   * ```typescript\n   * @Component({\n   *   selector: 'my-app',\n   *   template: `Number of ticks: {{numberOfTicks}}`\n   *   changeDetection: ChangeDetectionStrategy.OnPush,\n   * })\n   * class AppComponent {\n   *   numberOfTicks = 0;\n   *\n   *   constructor(private ref: ChangeDetectorRef) {\n   * setInterval(() => {\n   *   this.numberOfTicks++;\n   *   // the following is required, otherwise the view will not be updated\n   *   this.ref.markForCheck();\n   *   }, 1000);\n   *   }\n   * }\n   * ```\n   */\n ViewRef.prototype.markForCheck = function () { markViewDirty(this._view); };\n   /**\n   * Detaches the view from the change detection tree.\n   *\n   * Detached views will not be checked during change detection runs until they are\n   * re-attached, even if they are dirty. `detach` can be used in combination with\n   * {@link ChangeDetectorRef#detectChanges detectChanges} to implement local change\n   * detection checks.\n   *\n   * <!-- TODO: Add a link to a chapter on detach/reattach/local digest -->\n   * <!-- TODO: Add a live demo once ref.detectChanges is merged into master -->\n   *\n   * @usageNotes\n   * ### Example\n   *\n   * The following example defines a component with a large list of readonly data.\n   * Imagine the data changes constantly, many times per second. For performance reasons,\n   * we want to check and update the list every five seconds. We can do that by detaching\n   * the component's change detector and doing a local check every five seconds.\n   *\n   * ```typescript\n   * class DataProvider {\n   *   // in a real application the returned data will be different every time\n   *   get data() {\n   *   return [1,2,3,4,5];\n   *   }\n   * }\n   *\n   * @Component({\n

```
 *   selector: 'giant-list',\n     *   template: `\n     *     <li *ngFor=\"let d of dataProvider.data\">Data {{d}}</li>\n     *
 `,\n     * })\n     * class GiantList {\n     *   constructor(private ref: ChangeDetectorRef, private dataProvider:
DataProvider) {\n     *     ref.detach();\n     *     setInterval(() => {\n     *       this.ref.detectChanges();\n     *     },
5000);\n     *   }\n     * }\n     *\n     * @Component({\n     *   selector: 'app',\n     *   providers: [DataProvider],\n     *
 template: `\n     *     <giant-list><giant-list>\n     *   `,\n     * })\n     * class App {\n     * }\n     * ```\n     */\n
ViewRef.prototype.detach = function () { this._view[FLAGS] &= ~8 /* Attached */; };\n    /**\n     * Re-attaches a
view to the change detection tree.\n     *\n     * This can be used to re-attach views that were previously detached
from the tree\n     * using {@link ChangeDetectorRef#detach detach}. Views are attached to the tree by default.\n
*\n     * <!-- TODO: Add a link to a chapter on detach/reattach/local digest -->\n     *\n     * @usageNotes\n     * ###
Example\n     *\n     * The following example creates a component displaying `live` data. The component will
detach\n     * its change detector from the main change detector tree when the component's live property\n     * is set
to false.\n     *\n     * ```typescript\n     * class DataProvider {\n     *   data = 1;\n     *\n     *   constructor() {\n     *
setInterval(() => {\n     *       this.data = this.data * 2;\n     *     }, 500);\n     *   }\n     * }\n     *\n     *
@Component({\n     *   selector: 'live-data',\n     *   inputs: ['live'],\n     *   template: 'Data: {{dataProvider.data}}'\n
 * })\n     * class LiveData {\n     *   constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider)
{}\n     *\n     *   set live(value) {\n     *     if (value) {\n     *       this.ref.reattach();\n     *     } else {\n     *
this.ref.detach();\n     *     }\n     *   }\n     * }\n     *\n     * @Component({\n     *   selector: 'my-app',\n     *
providers: [DataProvider],\n     *   template: `\n     *     Live Update: <input type=\"checkbox\"
[(ngModel)]=\"live\">\n     *     <live-data [live]=\"live\"><live-data>\n     *   `,\n     * })\n     * class AppComponent
{\n     *   live = true;\n     * }\n     * ```\n     */\n    ViewRef.prototype.reattach = function () { this._view[FLAGS] |=
8 /* Attached */; };\n    /**\n     * Checks the view and its children.\n     *\n     * This can also be used in
combination with {@link ChangeDetectorRef#detach detach} to implement\n     * local change detection checks.\n
 *\n     * <!-- TODO: Add a link to a chapter on detach/reattach/local digest -->\n     * <!-- TODO: Add a live demo
once ref.detectChanges is merged into master -->\n     *\n     * @usageNotes\n     * ### Example\n     *\n     * The
following example defines a component with a large list of readonly data.\n     * Imagine, the data changes
constantly, many times per second. For performance reasons,\n     * we want to check and update the list every five
seconds.\n     *\n     * We can do that by detaching the component's change detector and doing a local change
detection\n     * check every five seconds.\n     *\n     * See {@link ChangeDetectorRef#detach detach} for more
information.\n     */\n    ViewRef.prototype.detectChanges = function () {\n        var rendererFactory =
getRendererFactory();\n        if (rendererFactory.begin) {\n            rendererFactory.begin();\n        }\n
detectChanges(this.context);\n        if (rendererFactory.end) {\n            rendererFactory.end();\n        }\n    };\n
/**\n     * Checks the change detector and its children, and throws if any changes are detected.\n     *\n     * This is
used in development mode to verify that running change detection doesn't\n     * introduce other changes.\n     */\n
ViewRef.prototype.checkNoChanges = function () { checkNoChanges(this.context); };\n
ViewRef.prototype.attachToViewContainerRef = function (vcRef) { this._viewContainerRef = vcRef; };\n
ViewRef.prototype.detachFromAppRef = function () { this._appRef = null; };\n
ViewRef.prototype.attachToAppRef = function (appRef) { this._appRef = appRef; };\n
ViewRef.prototype._lookUpContext = function () {\n        return this._context =
this._view[PARENT][this._componentIndex];\n    };\n    return ViewRef;\n}());\n/** @internal */\nvar
RootViewRef = /** @class */ (function (_super) {\n    __extends(RootViewRef, _super);\n    function
RootViewRef(_view) {\n        var _this = _super.call(this, _view, null, -1) || this;\n        _this._view = _view;\n
return _this;\n    }\n    RootViewRef.prototype.detectChanges = function () { detectChangesInRootView(this._view);
};\n    RootViewRef.prototype.checkNoChanges = function () { checkNoChangesInRootView(this._view); };\n
return RootViewRef;\n}(ViewRef));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n *
Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n/**\n * Creates an ElementRef from the most recent node.\n *\n * @returns The
ElementRef instance to use\n */\nfunction injectElementRef(ElementRefToken) {\n    return
createElementRef(ElementRefToken, getPreviousOrParentTNode(), _getViewData());\n}\nvar
```

R3ElementRef;\n/**\n * Creates an ElementRef given a node.\n *\n * @param ElementRefToken The ElementRef type\n * @param tNode The node for which you'd like an ElementRef\n * @param view The view to which the node belongs\n * @returns The ElementRef instance to use\n */\nfunction createElementRef(ElementRefToken, tNode, view) {\n if (!R3ElementRef) {\n   // TODO: Fix class name, should be ElementRef, but there appears to be a rollup bug\n   R3ElementRef = /** @class */ (function (_super) {\n   __extends(ElementRef_, _super);\n   function ElementRef_() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   return ElementRef_;\n   }(ElementRefToken));\n }\n return new R3ElementRef(getNativeByTNode(tNode, view));\n}\nvar R3TemplateRef;\n/**\n * Creates a TemplateRef given a node.\n *\n * @returns The TemplateRef instance to use\n */\nfunction injectTemplateRef(TemplateRefToken, ElementRefToken) {\n return createTemplateRef(TemplateRefToken, ElementRefToken, getPreviousOrParentTNode(), _getViewData());\n}\n/**\n * Creates a TemplateRef and stores it on the injector.\n *\n * @param TemplateRefToken The TemplateRef type\n * @param ElementRefToken The ElementRef type\n * @param hostTNode The node that is requesting a TemplateRef\n * @param hostView The view to which the node belongs\n * @returns The TemplateRef instance to use\n */\nfunction createTemplateRef(TemplateRefToken, ElementRefToken, hostTNode, hostView) {\n if (!R3TemplateRef) {\n   // TODO: Fix class name, should be TemplateRef, but there appears to be a rollup bug\n   R3TemplateRef = /** @class */ (function (_super) {\n   __extends(TemplateRef_, _super);\n   function TemplateRef_(_declarationParentView, elementRef, _tView, _renderer, _queries, _injectorIndex) {\n   var _this = _super.call(this) || this;\n   _this._declarationParentView = _declarationParentView;\n   _this.elementRef = elementRef;\n   _this._tView = _tView;\n   _this._renderer = _renderer;\n   _this._queries = _queries;\n   _this._injectorIndex = _injectorIndex;\n   return _this;\n   }\n   TemplateRef_.prototype.createEmbeddedView = function (context, container$$1, hostTNode, hostView, index) {\n   var lView = createEmbeddedViewAndNode(this._tView, context, this._declarationParentView, this._renderer, this._queries, this._injectorIndex);\n   if (container$$1) {\n   insertView(lView, container$$1, hostView, index, hostTNode.index);\n   }\n   renderEmbeddedTemplate(lView, this._tView, context, 1 /* Create */);\n   var viewRef = new ViewRef(lView, context, -1);\n   viewRef._tViewNode = lView[HOST_NODE];\n   return viewRef;\n   };\n   return TemplateRef_;\n   }(TemplateRefToken));\n }\n var hostContainer = hostView[hostTNode.index];\n ngDevMode && assertNodeType(hostTNode, 0 /* Container */);\n ngDevMode && assertDefined(hostTNode.tViews, 'TView must be allocated');\n return new R3TemplateRef(hostView, createElementRef(ElementRefToken, hostTNode, hostView), hostTNode.tViews, getRenderer(), hostContainer[QUERIES], hostTNode.injectorIndex);\n}\nvar R3ViewContainerRef;\n/**\n * Creates a ViewContainerRef and stores it on the injector. Or, if the ViewContainerRef\n * already exists, retrieves the existing ViewContainerRef.\n *\n * @returns The ViewContainerRef instance to use\n */\nfunction injectViewContainerRef(ViewContainerRefToken, ElementRefToken) {\n var previousTNode = getPreviousOrParentTNode();\n return createContainerRef(ViewContainerRefToken, ElementRefToken, previousTNode, _getViewData());\n}\n/**\n * Creates a ViewContainerRef and stores it on the injector.\n *\n * @param ViewContainerRefToken The ViewContainerRef type\n * @param ElementRefToken The ElementRef type\n * @param hostTNode The node that is requesting a ViewContainerRef\n * @param hostView The view to which the node belongs\n * @returns The ViewContainerRef instance to use\n */\nfunction createContainerRef(ViewContainerRefToken, ElementRefToken, hostTNode, hostView) {\n if (!R3ViewContainerRef) {\n   // TODO: Fix class name, should be ViewContainerRef, but there appears to be a rollup bug\n   R3ViewContainerRef = /** @class */ (function (_super) {\n   __extends(ViewContainerRef_, _super);\n   function ViewContainerRef_(_lContainer, _hostTNode, _hostView) {\n   var _this = _super.call(this) || this;\n   _this._lContainer = _lContainer;\n   _this._hostTNode = _hostTNode;\n   _this._hostView = _hostView;\n   _this._viewRefs = [];\n   return _this;\n   }\n   Object.defineProperty(ViewContainerRef_.prototype, \"element\", {\n   get: function () {\n   return createElementRef(ElementRefToken, this._hostTNode, this._hostView);\n

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    },\n            enumerable: true,\n            configurable: true\n        });\n
Object.defineProperty(ViewContainerRef_.prototype, \"injector\", {\n            get: function () { return new
NodeInjector(this._hostTNode, this._hostView); },\n            enumerable: true,\n            configurable: true\n
  });\n        Object.defineProperty(ViewContainerRef_.prototype, \"parentInjector\", {\n            /**
@deprecated No replacement */\n            get: function () {\n                var parentLocation =
getParentInjectorLocation(this._hostTNode, this._hostView);\n                var parentView =
getParentInjectorView(parentLocation, this._hostView);\n                var parentIndex = parentLocation & 32767 /*
InjectorIndexMask */;\n                var parentTNode = parentView[TVIEW].data[parentIndex];\n
return parentLocation === -1 ? new NullInjector() :\n                    new NodeInjector(parentTNode, parentView);\n
        },\n            enumerable: true,\n            configurable: true\n        });\n
ViewContainerRef_.prototype.clear = function () {\n            while (this._lContainer[VIEWS].length) {\n
  this.remove(0);\n            }\n        };\n        ViewContainerRef_.prototype.get = function (index) { return
this._viewRefs[index] || null; };\n        Object.defineProperty(ViewContainerRef_.prototype, \"length\", {\n
  get: function () { return this._lContainer[VIEWS].length; },\n            enumerable: true,\n            configurable:
true\n        });\n        ViewContainerRef_.prototype.createEmbeddedView = function (templateRef, context,
index) {\n            var adjustedIdx = this._adjustIndex(index);\n            var viewRef = templateRef\n
.createEmbeddedView(context || {}, this._lContainer, this._hostTNode, this._hostView, adjustedIdx);\n
viewRef.attachToViewContainerRef(this);\n            this._viewRefs.splice(adjustedIdx, 0, viewRef);\n
return viewRef;\n        };\n        ViewContainerRef_.prototype.createComponent = function (componentFactory,
index, injector, projectableNodes, ngModuleRef) {\n            var contextInjector = injector || this.parentInjector;\n
        if (!ngModuleRef && contextInjector) {\n                ngModuleRef = contextInjector.get(NgModuleRef,
null);\n            }\n            var componentRef = componentFactory.create(contextInjector, projectableNodes,
undefined, ngModuleRef);\n            this.insert(componentRef.hostView, index);\n            return
componentRef;\n        };\n        ViewContainerRef_.prototype.insert = function (viewRef, index) {\n            if
(viewRef.destroyed) {\n                throw new Error('Cannot insert a destroyed View in a ViewContainer!');\n
    }\n            var lView = viewRef._view;\n            var adjustedIdx = this._adjustIndex(index);\n
insertView(lView, this._lContainer, this._hostView, adjustedIdx, this._hostTNode.index);\n            var
beforeNode = getBeforeNodeForView(adjustedIdx, this._lContainer[VIEWS], this._lContainer[NATIVE]);\n
  addRemoveViewFromContainer(lView, true, beforeNode);\n
viewRef.attachToViewContainerRef(this);\n            this._viewRefs.splice(adjustedIdx, 0, viewRef);\n
return viewRef;\n        };\n        ViewContainerRef_.prototype.move = function (viewRef, newIndex) {\n
  var index = this.indexOf(viewRef);\n            this.detach(index);\n            this.insert(viewRef,
this._adjustIndex(newIndex));\n            return viewRef;\n        };\n
ViewContainerRef_.prototype.indexOf = function (viewRef) { return this._viewRefs.indexOf(viewRef); };\n
ViewContainerRef_.prototype.remove = function (index) {\n            var adjustedIdx = this._adjustIndex(index, -
1);\n            removeView(this._lContainer, this._hostTNode, adjustedIdx);\n
this._viewRefs.splice(adjustedIdx, 1);\n        };\n        ViewContainerRef_.prototype.detach = function (index)
{\n            var adjustedIdx = this._adjustIndex(index, -1);\n            detachView(this._lContainer, adjustedIdx,
!!this._hostTNode.detached);\n            return this._viewRefs.splice(adjustedIdx, 1)[0] || null;\n        };\n
ViewContainerRef_.prototype._adjustIndex = function (index, shift) {\n            if (shift === void 0) { shift = 0;
}\n            if (index == null) {\n                return this._lContainer[VIEWS].length + shift;\n            }\n
 if (ngDevMode) {\n                assertGreaterThan(index, -1, 'index must be positive');\n                // +1 because
it's legal to insert at the end.\n                assertLessThan(index, this._lContainer[VIEWS].length + 1 + shift,
'index');\n            }\n            return index;\n        };\n        return ViewContainerRef_;\n
}(ViewContainerRefToken));\n    }\n    ngDevMode && assertNodeOfPossibleTypes(hostTNode, 0 /* Container */,
3 /* Element */, 4 /* ElementContainer */);\n    var lContainer;\n    var slotValue = hostView[hostTNode.index];\n
if (isLContainer(slotValue)) {\n        // If the host is a container, we don't need to create a new LContainer\n
lContainer = slotValue;\n        lContainer[ACTIVE_INDEX] = -1;\n    }\n    else {\n        var comment =
```

hostView[RENDERER].createComment(ngDevMode ? 'container' : '');\n ngDevMode && ngDevMode.rendererCreateComment++;\n hostView[hostTNode.index] = lContainer =\n createLContainer(slotValue, hostTNode, hostView, comment, true);\n appendChild(comment, hostTNode, hostView);\n addToViewTree(hostView, hostTNode.index, lContainer);\n }\n return new R3ViewContainerRef(lContainer, hostTNode, hostView);\n}\n/** Returns a ChangeDetectorRef (a.k.a. a ViewRef) */\nfunction injectChangeDetectorRef() {\n return createViewRef(getPreviousOrParentTNode(), _getViewData(), null);\n}\n/**\n * Creates a ViewRef and stores it on the injector as ChangeDetectorRef (public alias).\n *\n * @param hostTNode The node that is requesting a ChangeDetectorRef\n * @param hostView The view to which the node belongs\n * @param context The context for this change detector ref\n * @returns The ChangeDetectorRef to use\n */\nfunction createViewRef(hostTNode, hostView, context) {\n if (isComponent(hostTNode)) {\n var componentIndex = hostTNode.flags >> 15 /* DirectiveStartingIndexShift */;\n var componentView = getComponentViewByIndex(hostTNode.index, hostView);\n return new ViewRef(componentView, context, componentIndex);\n }\n else if (hostTNode.type === 3 /* Element */) {\n var hostComponentView = findComponentView(hostView);\n return new ViewRef(hostComponentView, hostComponentView[CONTEXT], -1);\n }\n return null;\n}\nfunction getOrCreateRenderer2(view) {\n var renderer = view[RENDERER];\n if (isProceduralRenderer(renderer)) {\n return renderer;\n }\n else {\n throw new Error('Cannot inject Renderer2 when the application uses Renderer3!');\n }\n}\n/** Returns a Renderer2 (or throws when application was bootstrapped with Renderer3) */\nfunction injectRenderer2() {\n return getOrCreateRenderer2(_getViewData());\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar R3_ELEMENT_REF_FACTORY = injectElementRef;\nvar R3_TEMPLATE_REF_FACTORY = injectTemplateRef;\nvar R3_CHANGE_DETECTOR_REF_FACTORY = injectChangeDetectorRef;\nvar R3_VIEW_CONTAINER_REF_FACTORY = injectViewContainerRef;\nvar R3_RENDERER2_FACTORY = injectRenderer2;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction noopFactory() {\n var tokens = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n tokens[_i] = arguments[_i];\n }\n}\nvar R3_ELEMENT_REF_FACTORY__POST_NGCC__ = R3_ELEMENT_REF_FACTORY;\nvar R3_TEMPLATE_REF_FACTORY__POST_NGCC__ = R3_TEMPLATE_REF_FACTORY;\nvar R3_CHANGE_DETECTOR_REF_FACTORY__POST_NGCC__ = R3_CHANGE_DETECTOR_REF_FACTORY;\nvar R3_VIEW_CONTAINER_REF_FACTORY__POST_NGCC__ = R3_VIEW_CONTAINER_REF_FACTORY;\nvar R3_RENDERER2_FACTORY__POST_NGCC__ = R3_RENDERER2_FACTORY;\nvar R3_ELEMENT_REF_FACTORY__PRE_NGCC__ = noopFactory;\nvar R3_TEMPLATE_REF_FACTORY__PRE_NGCC__ = noopFactory;\nvar R3_CHANGE_DETECTOR_REF_FACTORY__PRE_NGCC__ = noopFactory;\nvar R3_VIEW_CONTAINER_REF_FACTORY__PRE_NGCC__ = noopFactory;\nvar R3_RENDERER2_FACTORY__PRE_NGCC__ = noopFactory;\nvar R3_ELEMENT_REF_FACTORY$1 = R3_ELEMENT_REF_FACTORY__PRE_NGCC__;\nvar R3_TEMPLATE_REF_FACTORY$1 = R3_TEMPLATE_REF_FACTORY__PRE_NGCC__;\nvar R3_CHANGE_DETECTOR_REF_FACTORY$1 = R3_CHANGE_DETECTOR_REF_FACTORY__PRE_NGCC__;\nvar R3_VIEW_CONTAINER_REF_FACTORY$1 = R3_VIEW_CONTAINER_REF_FACTORY__PRE_NGCC__;\nvar R3_RENDERER2_FACTORY$1 = R3_RENDERER2_FACTORY__PRE_NGCC__;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A wrapper around a native element inside of a View.\n *\n * An `ElementRef` is backed by a render-specific element. In the browser, this is usually a DOM\n * element.\n *\n * @security Permitting direct access to the DOM can make your application more vulnerable to\n * XSS attacks.

Carefully review any use of `ElementRef` in your code. For more detail, see the\n * [Security Guide](http://g.co/ng/security).\n *\n * @publicApi\n */\n// Note: We don't expose things like `Injector`, `ViewContainer`, ... here,\n// i.e. users have to ask for what they need. With that, we can build better analysis tools\n// and could do better codegen in the future.\nvar ElementRef = /** @class */ (function () {\n function ElementRef(nativeElement) {\n this.nativeElement = nativeElement;\n }\n /** @internal */\n ElementRef.__NG_ELEMENT_ID__ = function () { return R3_ELEMENT_REF_FACTORY$1(ElementRef); };\n return ElementRef;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @deprecated Use `RendererType2` (and `Renderer2`) instead.\n * @publicApi\n */\nvar RenderComponentType = /** @class */ (function () {\n function RenderComponentType(id, templateUrl, slotCount, encapsulation, styles, animations) {\n this.id = id;\n this.templateUrl = templateUrl;\n this.slotCount = slotCount;\n this.encapsulation = encapsulation;\n this.styles = styles;\n this.animations = animations;\n }\n return RenderComponentType;\n}());\n/**\n * @deprecated Debug info is handled internally in the view engine now.\n */\nvar RenderDebugInfo = /** @class */ (function () {\n function RenderDebugInfo() {\n }\n return RenderDebugInfo;\n}());\n/**\n * @deprecated Use the `Renderer2` instead.\n * @publicApi\n */\nvar Renderer = /** @class */ (function () {\n function Renderer() {\n }\n return Renderer;\n}());\nvar Renderer2Interceptor = new InjectionToken('Renderer2Interceptor');\n/**\n * Injectable service that provides a low-level interface for modifying the UI.\n *\n * Use this service to bypass Angular's templating and make custom UI changes that can't be\n * expressed declaratively. For example if you need to set a property or an attribute whose name is\n * not statically known, use {@link Renderer#setElementProperty setElementProperty} or\n * {@link Renderer#setElementAttribute setElementAttribute} respectively.\n *\n * If you are implementing a custom renderer, you must implement this interface.\n *\n * The default Renderer implementation is `DomRenderer`. Also available is `WebWorkerRenderer`.\n *\n * @deprecated Use `RendererFactory2` instead.\n * @publicApi\n */\nvar RootRenderer = /** @class */ (function () {\n function RootRenderer() {\n }\n return RootRenderer;\n}());\n/**\n * Creates and initializes a custom renderer that implements the `Renderer2` base class.\n *\n * @publicApi\n */\nvar RendererFactory2 = /** @class */ (function () {\n function RendererFactory2() {\n }\n return RendererFactory2;\n}());\n/**\n * Flags for renderer-specific style modifiers.\n * @publicApi\n */\nvar RendererStyleFlags2;\n(function (RendererStyleFlags2) {\n /**\n * Marks a style as important.\n */\n RendererStyleFlags2[RendererStyleFlags2[\"Important\"] = 1] = \"Important\";\n /**\n * Marks a style as using dash case naming (this-is-dash-case).\n */\n RendererStyleFlags2[RendererStyleFlags2[\"DashCase\"] = 2] = \"DashCase\";\n})(RendererStyleFlags2 || (RendererStyleFlags2 = {}));\n/**\n * Extend this base class to implement custom rendering. By default, Angular\n * renders a template into DOM. You can use custom rendering to intercept\n * rendering calls, or to render to something other than DOM.\n *\n * Create your custom renderer using `RendererFactory2`.\n *\n * Use a custom renderer to bypass Angular's templating and\n * make custom UI changes that can't be expressed declaratively.\n * For example if you need to set a property or an attribute whose name is\n * not statically known, use the `setProperty()` or\n * `setAttribute()` method.\n *\n * @publicApi\n */\nvar Renderer2 = /** @class */ (function () {\n function Renderer2() {\n }\n /** @internal */\n Renderer2.__NG_ELEMENT_ID__ = function () { return R3_RENDERER2_FACTORY$1(); };\n return Renderer2;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ComponentFactoryResolver$1 = /** @class */ (function (_super) {\n __extends(ComponentFactoryResolver$$1, _super);\n function ComponentFactoryResolver$$1() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n ComponentFactoryResolver$$1.prototype.resolveComponentFactory = function (component) {\n ngDevMode && assertComponentType(component);\n var componentDef = getComponentDef(component);\n return new ComponentFactory$1(componentDef);\n };\n return ComponentFactoryResolver$$1;\n}(ComponentFactoryResolver));\nfunction toRefArray(map) {\n var array =

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];\n    for (var nonMinified in map) {\n        if (map.hasOwnProperty(nonMinified)) {\n            var minified =
map[nonMinified];\n            array.push({ propName: minified, templateName: nonMinified });\n        }\n    }\n
return array;\n}\n/**\n * Default {@link RootContext} for all components rendered with {@link
renderComponent}.\n */\nvar ROOT_CONTEXT = new InjectionToken('ROOT_CONTEXT_TOKEN', {
providedIn: 'root', factory: function () { return createRootContext(inject(SCHEDULER)); } });\n/**\n * A change
detection scheduler token for {@link RootContext}. This token is the default value used\n * for the default
`RootContext` found in the {@link ROOT_CONTEXT} token.\n */\nvar SCHEDULER = new
InjectionToken('SCHEDULER_TOKEN', {\n    providedIn: 'root',\n    factory: function () {\n        var useRaf =
typeof requestAnimationFrame !== 'undefined' && typeof window !== 'undefined';\n        return useRaf ?
requestAnimationFrame.bind(window) : setTimeout;\n    },\n});\n/**\n * A function used to wrap the
`RendererFactory2`.\n * Used in tests to change the `RendererFactory2` into a `DebugRendererFactory2`.\n */\nvar
WRAP_RENDERER_FACTORY2 = new InjectionToken('WRAP_RENDERER_FACTORY2');\n/**\n * Render3
implementation of {@link viewEngine_ComponentFactory}.\n */\nvar ComponentFactory$1 = /** @class */
(function (_super) {\n    __extends(ComponentFactory$$1, _super);\n    function
ComponentFactory$$1(componentDef) {\n        var _this = _super.call(this) || this;\n        _this.componentDef =
componentDef;\n        _this.componentType = componentDef.type;\n        _this.selector =
componentDef.selectors[0][0];\n        _this.ngContentSelectors = [];\n        return _this;\n    }\n
Object.defineProperty(ComponentFactory$$1.prototype, \"inputs\", {\n        get: function () {\n            return
toRefArray(this.componentDef.inputs);\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(ComponentFactory$$1.prototype, \"outputs\", {\n        get: function () {\n            return
toRefArray(this.componentDef.outputs);\n        },\n        enumerable: true,\n        configurable: true\n    });\n
ComponentFactory$$1.prototype.create = function (injector, projectableNodes, rootSelectorOrNode, ngModule) {\n
    var isInternalRootView = rootSelectorOrNode === undefined;\n        var rendererFactory;\n        if (ngModule)
{\n            var wrapper = ngModule.injector.get(WRAP_RENDERER_FACTORY2, function (v) { return v; });\n
    rendererFactory = wrapper(ngModule.injector.get(RendererFactory2));\n        }\n        else {\n
rendererFactory = domRendererFactory3;\n        }\n        var hostRNode = isInternalRootView ?\n
elementCreate(this.selector, rendererFactory.createRenderer(null, this.componentDef)) :\n
locateHostElement(rendererFactory, rootSelectorOrNode);\n        // The first index of the first selector is the tag
name.\n        var componentTag = this.componentDef.selectors[0][0];\n        var rootFlags =
this.componentDef.onPush ? 4 /* Dirty */ | 64 /* IsRoot */ :\n            2 /* CheckAlways */ | 64 /* IsRoot */;\n
var rootContext = ngModule && !isInternalRootView ?\n            ngModule.injector.get(ROOT_CONTEXT) :\n
   createRootContext(requestAnimationFrame.bind(window));\n        var renderer =
rendererFactory.createRenderer(hostRNode, this.componentDef);\n        // Create the root view. Uses empty TView
and ContentTemplate.\n        var rootView = createLViewData(renderer, createTView(-1, null, 1, 0, null, null, null),
rootContext, rootFlags);\n        rootView[INJECTOR$1] = ngModule && ngModule.injector || null;\n        //
rootView is the parent when bootstrapping\n        var oldView = enterView(rootView, null);\n        var component;\n
     var tElementNode;\n        try {\n            if (rendererFactory.begin)\n                rendererFactory.begin();\n
var componentView = createRootComponentView(hostRNode, this.componentDef, rootView, renderer);\n
tElementNode = getTNode(0, rootView);\n            // Transform the arrays of native nodes into a structure that can be
consumed by the\n            // projection instruction. This is needed to support the reprojection of these nodes.\n
if (projectableNodes) {\n                var index = 0;\n                var projection$$1 = tElementNode.projection = [];\n
        for (var i = 0; i < projectableNodes.length; i++) {\n                    var nodeList = projectableNodes[i];\n
   var firstTNode = null;\n                    var previousTNode = null;\n                    for (var j = 0; j < nodeList.length;
j++) {\n                        adjustBlueprintForNewNode(rootView);\n                        var tNode =
createNodeAtIndex(++index, 3 /* Element */, nodeList[j], null, null);\n                        previousTNode ?
(previousTNode.next = tNode) : (firstTNode = tNode);\n                        previousTNode = tNode;\n                    }\n
                projection$$1.push(firstTNode);\n                }\n            }\n            // TODO: should LifecycleHooksFeature
and other host features be generated by the compiler and\n            // executed here?\n            // Angular 5 reference:
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https://stackblitz.com/edit/lifecycle-hooks-vcref\n component = createRootComponent(hostRNode, componentView, this.componentDef, rootView, rootContext, [LifecycleHooksFeature]);\n // Execute the template in creation mode only, and then turn off the CreationMode flag\n renderEmbeddedTemplate(componentView, componentView[TVIEW], component, 1 /* Create */);\n componentView[FLAGS] &= ~1 /* CreationMode */;\n }\n finally {\n enterView(oldView, null);\n if (rendererFactory.end)\n rendererFactory.end();\n }\n var componentRef = new ComponentRef$1(this.componentType, component, rootView, injector, createElementRef(ElementRef, tElementNode, rootView));\n if (isInternalRootView) {\n // The host element of the internal root view is attached to the component's host view node\n componentRef.hostView._tViewNode.child = tElementNode;\n }\n return componentRef;\n };\n return ComponentFactory$$1;\n}(ComponentFactory));\nvar componentFactoryResolver = new ComponentFactoryResolver$1();\n/**\n * Represents an instance of a Component created via a {@link ComponentFactory}.\n *\n * `ComponentRef` provides access to the Component Instance as well other objects related to this\n * Component Instance and allows you to destroy the Component Instance via the {@link #destroy}\n * method.\n *\n */\nvar ComponentRef$1 = /** @class */ (function (_super) {\n __extends(ComponentRef$$1, _super);\n function ComponentRef$$1(componentType, instance, rootView, injector, location) {\n var _this = _super.call(this) || this;\n _this.location = location;\n _this.destroyCbs = [];\n _this.instance = instance;\n _this.hostView = _this.changeDetectorRef = new RootViewRef(rootView);\n _this.hostView._tViewNode = createViewNode(-1, rootView);\n _this.injector = injector;\n _this.componentType = componentType;\n return _this;\n }\n ComponentRef$$1.prototype.destroy = function () {\n ngDevMode && assertDefined(this.destroyCbs, 'NgModule already destroyed');\n this.destroyCbs.forEach(function (fn) { return fn(); });\n this.destroyCbs = null;\n };\n ComponentRef$$1.prototype.onDestroy = function (callback) {\n ngDevMode && assertDefined(this.destroyCbs, 'NgModule already destroyed');\n this.destroyCbs.push(callback);\n };\n return ComponentRef$$1;\n}(ComponentRef));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar i18nTagRegex = /{\\$([^}]+)}/g;\n/**\n * Takes a translation string, the initial list of placeholders (elements and expressions) and the\n * indexes of their corresponding expression nodes to return a list of instructions for each\n * template function.\n *\n * Because embedded templates have different indexes for each placeholder, each parameter (except\n * the translation) is an array, where each value corresponds to a different template, by order of\n * appearance.\n *\n * @param translation A translation string where placeholders are represented by `{$name}`\n * @param elements An array containing, for each template, the maps of element placeholders and\n * their indexes.\n * @param expressions An array containing, for each template, the maps of expression placeholders\n * and their indexes.\n * @param templateRoots An array of template roots whose content should be ignored when\n * generating the instructions for their parent template.\n * @param lastChildIndex The index of the last child of the i18n node. Used when the i18n block is\n * an ng-container.\n *\n * @returns A list of instructions used to translate each template.\n */\nfunction i18nMapping(translation, elements, expressions, templateRoots, lastChildIndex) {\n var translationParts = translation.split(i18nTagRegex);\n var nbTemplates = templateRoots ? templateRoots.length + 1 : 1;\n var instructions = (new Array(nbTemplates)).fill(undefined);\n generateMappingInstructions(0, 0, translationParts, instructions, elements, expressions, templateRoots, lastChildIndex);\n return instructions;\n}\n/**\n * Internal function that reads the translation parts and generates a set of instructions for each\n * template.\n *\n * See `i18nMapping()` for more details.\n *\n * @param tmplIndex The order of appearance of the template.\n * 0 for the root template, following indexes match the order in `templateRoots`.\n * @param partIndex The current index in `translationParts`.\n * @param translationParts The translation string split into an array of placeholders and text\n * elements.\n * @param instructions The current list of instructions to update.\n * @param elements An array containing, for each template, the maps of element placeholders and\n * their indexes.\n * @param expressions An array containing, for each template, the maps of expression placeholders\n * and their indexes.\n * @param templateRoots An array of template roots whose content should be ignored when\n * generating the instructions for

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their parent template.\n * @param lastChildIndex The index of the last child of the i18n node. Used when the i18n
block is\n * an ng-container.\n *\n * @returns the current index in `translationParts`\n */\nfunction
generateMappingInstructions(tmplIndex, partIndex, translationParts, instructions, elements, expressions,
templateRoots, lastChildIndex) {\n    var tmplInstructions = [];\n    var phVisited = [];\n    var openedTagCount =
0;\n    var maxIndex = 0;\n    var currentElements = elements && elements[tmplIndex] ? elements[tmplIndex] :
null;\n    var currentExpressions = expressions && expressions[tmplIndex] ? expressions[tmplIndex] : null;\n
instructions[tmplIndex] = tmplInstructions;\n    for (; partIndex < translationParts.length; partIndex++) {\n        //
The value can either be text or the name of a placeholder (element/template root/expression)\n        var value =
translationParts[partIndex];\n        // Odd indexes are placeholders\n        if (partIndex & 1) {\n            var phIndex =
void 0;\n            if (currentElements && currentElements[value] !== undefined) {\n                phIndex =
currentElements[value];\n                // The placeholder represents a DOM element, add an instruction to move it\n
        var templateRootIndex = templateRoots ? templateRoots.indexOf(value) : -1;\n                if
(templateRootIndex !== -1 && (templateRootIndex + 1) !== tmplIndex) {\n                    // This is a template root, it
has no closing tag, not treating it as an element\n                    tmplInstructions.push(phIndex | -2147483648 /*
TemplateRoot */);\n                }\n                else {\n                    tmplInstructions.push(phIndex | 1073741824 /*
Element */);\n                    openedTagCount++;\n                }\n                phVisited.push(value);\n            }\n
else if (currentExpressions && currentExpressions[value] !== undefined) {\n                phIndex =
currentExpressions[value];\n                // The placeholder represents an expression, add an instruction to move it\n
        tmplInstructions.push(phIndex | 1610612736 /* Expression */);\n                phVisited.push(value);\n
}\n            else {\n                // It is a closing tag\n                tmplInstructions.push(-1073741824 /* CloseNode */);\n
            if (tmplIndex > 0) {\n                    openedTagCount--;\n                    // If we have reached the closing tag for
this template, exit the loop\n                    if (openedTagCount === 0) {\n                        break;\n                    }\n
    }\n            }\n            if (phIndex !== undefined && phIndex > maxIndex) {\n                maxIndex = phIndex;\n
        }\n            if (templateRoots) {\n                var newTmplIndex = templateRoots.indexOf(value) + 1;\n
if (newTmplIndex !== 0 && newTmplIndex !== tmplIndex) {\n                    partIndex =
generateMappingInstructions(newTmplIndex, partIndex, translationParts, instructions, elements, expressions,
templateRoots, lastChildIndex);\n                }\n            }\n        }\n        else if (value) {\n            // It's a non-empty
string, create a text node\n            tmplInstructions.push(536870912 /* Text */, value);\n        }\n    }\n    // Add
instructions to remove elements that are not used in the translation\n    if (elements) {\n        var tmplElements =
elements[tmplIndex];\n        if (tmplElements) {\n            var phKeys = Object.keys(tmplElements);\n            for (var
i = 0; i < phKeys.length; i++) {\n                var ph = phKeys[i];\n                if (phVisited.indexOf(ph) === -1) {\n
            var index = tmplElements[ph];\n                    // Add an instruction to remove the element\n
tmplInstructions.push(index | -536870912 /* RemoveNode */);\n                    if (index > maxIndex) {\n
maxIndex = index;\n                    }\n                }\n            }\n        }\n    }\n    // Add instructions to remove
expressions that are not used in the translation\n    if (expressions) {\n        var tmplExpressions =
expressions[tmplIndex];\n        if (tmplExpressions) {\n            var phKeys = Object.keys(tmplExpressions);\n
for (var i = 0; i < phKeys.length; i++) {\n                var ph = phKeys[i];\n                if (phVisited.indexOf(ph) === -
1) {\n                    var index = tmplExpressions[ph];\n                    if (ngDevMode) {\n
assertLessThan(index.toString(2).length, 28, \"Index \" + index + \" is too big and will overflow\");\n                    }\n
                // Add an instruction to remove the expression\n                    tmplInstructions.push(index | -536870912 /*
RemoveNode */);\n                    if (index > maxIndex) {\n                        maxIndex = index;\n                    }\n
    }\n            }\n        }\n    }\n    if (tmplIndex === 0 && typeof lastChildIndex === 'number') {\n        // The current
parent is an ng-container and it has more children after the translation that we\n        // need to append to keep the
order of the DOM nodes correct\n        for (var i = maxIndex + 1; i <= lastChildIndex; i++) {\n            if
(ngDevMode) {\n                assertLessThan(i.toString(2).length, 28, \"Index \" + i + \" is too big and will
overflow\");\n            }\n            tmplInstructions.push(i | -1610612736 /* Any */);\n        }\n    }\n    return
partIndex;\n}\nfunction appendI18nNode(tNode, parentTNode, previousTNode) {\n    if (ngDevMode) {\n
ngDevMode.rendererMoveNode++;\n    }\n    var viewData = _getViewData();\n    // On first pass, re-organize node
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tree to put this node in the correct position.\n    var firstTemplatePass = viewData[TVIEW].firstTemplatePass;\n    if
(firstTemplatePass) {\n        if (previousTNode === parentTNode && tNode !== parentTNode.child) {\n
tNode.next = parentTNode.child;\n            parentTNode.child = tNode;\n        }\n        else if (previousTNode !==
parentTNode && tNode !== previousTNode.next) {\n            tNode.next = previousTNode.next;\n
previousTNode.next = tNode;\n        }\n        else {\n            tNode.next = null;\n        }\n        if (parentTNode !==
viewData[HOST_NODE]) {\n            tNode.parent = parentTNode;\n        }\n    }\n
appendChild(getNativeByTNode(tNode, viewData), tNode, viewData);\n    var slotValue =
viewData[tNode.index];\n    if (tNode.type !== 0 /* Container */ && isLContainer(slotValue)) {\n        // Nodes that
inject ViewContainerRef also have a comment node that should be moved\n        appendChild(slotValue[NATIVE],
tNode, viewData);\n    }\n    return tNode;\n}\nfunction i18nAttribute(index, attrs) {\n    // placeholder for
i18nAttribute function\n}\nfunction i18nExp(expression) {\n    // placeholder for i18nExp function\n}\nfunction
i18nStart(index, message, subTemplateIndex) {\n    if (subTemplateIndex === void 0) { subTemplateIndex = 0; }\n
 // placeholder for i18nExp function\n}\nfunction i18nEnd() {\n    // placeholder for i18nEnd function\n}\n/**\n *
Takes a list of instructions generated by `i18nMapping()` to transform the template accordingly.\n *\n * @param
startIndex Index of the first element to translate (for instance the first child of the\n * element with the i18n
attribute).\n * @param instructions The list of instructions to apply on the current view.\n */\nfunction
i18nApply(startIndex, instructions) {\n    var viewData = _getViewData();\n    if (ngDevMode) {\n
assertEqual(viewData[BINDING_INDEX], viewData[TVIEW].bindingStartIndex, 'i18nApply should be called
before any binding');\n    }\n    if (!instructions) {\n        return;\n    }\n    var renderer = getRenderer();\n    var
startTNode = getTNode(startIndex, viewData);\n    var localParentTNode = startTNode.parent ||
viewData[HOST_NODE];\n    var localPreviousTNode = localParentTNode;\n    resetComponentState(); // We don't
want to add to the tree with the wrong previous node\n    for (var i = 0; i < instructions.length; i++) {\n        var
instruction = instructions[i];\n        switch (instruction & -536870912 /* InstructionMask */) {\n            case
1073741824 /* Element */:\n                var elementTNode = getTNode(instruction & 536870911 /* IndexMask */,
viewData);\n                localPreviousTNode = appendI18nNode(elementTNode, localParentTNode,
localPreviousTNode);\n                localParentTNode = elementTNode;\n                break;\n            case 1610612736
/* Expression */:\n            case -2147483648 /* TemplateRoot */:\n            case -1610612736 /* Any */:\n
var nodeIndex = instruction & 536870911 /* IndexMask */;\n                localPreviousTNode =\n
appendI18nNode(getTNode(nodeIndex, viewData), localParentTNode, localPreviousTNode);\n                break;\n
    case 536870912 /* Text */:\n                if (ngDevMode) {\n
ngDevMode.rendererCreateTextNode++;\n                }\n                var value = instructions[++i];\n                var
textRNode = createTextNode(value, renderer);\n                // If we were to only create a `RNode` then projections
won't move the text.\n                // Create text node at the current end of viewData. Must subtract header offset
because\n                // createNodeAtIndex takes a raw index (not adjusted by header offset).\n
adjustBlueprintForNewNode(viewData);\n                var textTNode = createNodeAtIndex(viewData.length - 1 -
HEADER_OFFSET, 3 /* Element */, textRNode, null, null);\n                localPreviousTNode =
appendI18nNode(textTNode, localParentTNode, localPreviousTNode);\n                resetComponentState();\n
  break;\n            case -1073741824 /* CloseNode */:\n                localPreviousTNode = localParentTNode;\n
 localParentTNode = localParentTNode.parent || viewData[HOST_NODE];\n                break;\n            case -
536870912 /* RemoveNode */:\n                if (ngDevMode) {\n                    ngDevMode.rendererRemoveNode++;\n
            }\n                var removeIndex = instruction & 536870911 /* IndexMask */;\n                var
removedElement = getNativeByIndex(removeIndex, viewData);\n                var removedTNode =
getTNode(removeIndex, viewData);\n                removeChild(removedTNode, removedElement || null, viewData);\n
            var slotValue = load(removeIndex);\n                if (isLContainer(slotValue)) {\n                    var lContainer
= slotValue;\n                    if (removedTNode.type !== 0 /* Container */) {\n
removeChild(removedTNode, lContainer[NATIVE] || null, viewData);\n                    }\n
removedTNode.detached = true;\n                    lContainer[RENDER_PARENT] = null;\n                }\n
break;\n        }\n    }\n}\n/**\n * Takes a translation string and the initial list of expressions and returns a list of
```

instructions\n * that will be used to translate an attribute.\n * Even indexes contain static strings, while odd indexes contain the index of the expression whose\n * value will be concatenated into the final translation.\n */\nfunction i18nExpMapping(translation, placeholders) {\n var staticText = translation.split(i18nTagRegex);\n // odd indexes are placeholders\n for (var i = 1; i < staticText.length; i += 2) {\n   staticText[i] = placeholders[staticText[i]];\n }\n return staticText;\n}\n/**\n * Checks if the value of an expression has changed and replaces it by its value in a translation,\n * or returns NO_CHANGE.\n *\n * @param instructions A list of instructions that will be used to translate an attribute.\n * @param v0 value checked for change.\n *\n * @returns The concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */\nfunction i18nInterpolation1(instructions, v0) {\n var different = bindingUpdated(_getViewData()[BINDING_INDEX]++, v0);\n if (!different) {\n   return NO_CHANGE;\n }\n var res = '';\n for (var i = 0; i < instructions.length; i++) {\n   // Odd indexes are bindings\n   if (i & 1) {\n   res += stringify$1(v0);\n   }\n   else {\n   res += instructions[i];\n   }\n }\n return res;\n}\n/**\n * Checks if the values of up to 2 expressions have changed and replaces them by their values in a\n * translation, or returns NO_CHANGE.\n *\n * @param instructions A list of instructions that will be used to translate an attribute.\n * @param v0 value checked for change.\n * @param v1 value checked for change.\n *\n * @returns The concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */\nfunction i18nInterpolation2(instructions, v0, v1) {\n var viewData = _getViewData();\n var different = bindingUpdated2(viewData[BINDING_INDEX], v0, v1);\n viewData[BINDING_INDEX] += 2;\n if (!different) {\n   return NO_CHANGE;\n }\n var res = '';\n for (var i = 0; i < instructions.length; i++) {\n   // Odd indexes are bindings\n   if (i & 1) {\n   // Extract bits\n   var idx = instructions[i];\n   var b1 = idx & 1;\n   // Get the value from the argument vx where x = idx\n   var value = b1 ? v1 : v0;\n   res += stringify$1(value);\n   }\n   else {\n   res += instructions[i];\n   }\n }\n return res;\n}\n/**\n * Checks if the values of up to 3 expressions have changed and replaces them by their values in a\n * translation, or returns NO_CHANGE.\n *\n * @param instructions A list of instructions that will be used to translate an attribute.\n * @param v0 value checked for change.\n * @param v1 value checked for change.\n * @param v2 value checked for change.\n *\n * @returns The concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */\nfunction i18nInterpolation3(instructions, v0, v1, v2) {\n var viewData = _getViewData();\n var different = bindingUpdated3(viewData[BINDING_INDEX], v0, v1, v2);\n viewData[BINDING_INDEX] += 3;\n if (!different) {\n   return NO_CHANGE;\n }\n var res = '';\n for (var i = 0; i < instructions.length; i++) {\n   // Odd indexes are bindings\n   if (i & 1) {\n   // Extract bits\n   var idx = instructions[i];\n   var b2 = idx & 2;\n   var b1 = idx & 1;\n   // Get the value from the argument vx where x = idx\n   var value = b2 ? v2 : (b1 ? v1 : v0);\n   res += stringify$1(value);\n   }\n   else {\n   res += instructions[i];\n   }\n }\n return res;\n}\n/**\n * Checks if the values of up to 4 expressions have changed and replaces them by their values in a\n * translation, or returns NO_CHANGE.\n *\n * @param instructions A list of instructions that will be used to translate an attribute.\n * @param v0 value checked for change.\n * @param v1 value checked for change.\n * @param v2 value checked for change.\n * @param v3 value checked for change.\n *\n * @returns The concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */\nfunction i18nInterpolation4(instructions, v0, v1, v2, v3) {\n var viewData = _getViewData();\n var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n viewData[BINDING_INDEX] += 4;\n if (!different) {\n   return NO_CHANGE;\n }\n var res = '';\n for (var i = 0; i < instructions.length; i++) {\n   // Odd indexes are bindings\n   if (i & 1) {\n   // Extract bits\n   var idx = instructions[i];\n   var b2 = idx & 2;\n   var b1 = idx & 1;\n   // Get the value from the argument vx where x = idx\n   var value = b2 ? (b1 ? v3 : v2) : (b1 ? v1 : v0);\n   res += stringify$1(value);\n   }\n   else {\n   res += instructions[i];\n   }\n }\n return res;\n}\n/**\n * Checks if the values of up to 5 expressions have changed and replaces them by their values in a\n * translation, or returns NO_CHANGE.\n *\n * @param instructions A list of instructions that will be used to translate an attribute.\n * @param v0 value checked for change.\n * @param v1 value checked for change.\n * @param v2 value checked for change.\n * @param v3 value checked for change.\n * @param v4 value checked for change.\n *\n * @returns The concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */\nfunction

i18nInterpolation5(instructions, v0, v1, v2, v3, v4) {\n var viewData = _getViewData();\n var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n different = bindingUpdated(viewData[BINDING_INDEX] + 4, v4) || different;\n viewData[BINDING_INDEX] += 5;\n if (!different) {\n   return NO_CHANGE;\n }\n var res = '';\n for (var i = 0; i < instructions.length; i++) {\n // Odd indexes are bindings\n   if (i & 1) {\n   // Extract bits\n   var idx = instructions[i];\n   var b4 = idx & 4;\n   var b2 = idx & 2;\n   var b1 = idx & 1;\n   // Get the value from the argument vx where x = idx\n   var value = b4 ? v4 : (b2 ? (b1 ? v3 : v2) : (b1 ? v1 : v0));\n   res += stringify$1(value);\n   }\n   else {\n   res += instructions[i];\n   }\n }\n return res;\n}\n/**\n * Checks if the values of up to 6 expressions have changed and replaces them by their values in a\n * translation, or returns NO_CHANGE.\n *\n * @param instructions A list of instructions that will be used to translate an attribute.\n * @param v0 value checked for change.\n * @param v1 value checked for change.\n * @param v2 value checked for change.\n * @param v3 value checked for change.\n * @param v4 value checked for change.\n * @param v5 value checked for change.\n *\n * @returns The concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */ function i18nInterpolation6(instructions, v0, v1, v2, v3, v4, v5) {\n var viewData = _getViewData();\n var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n different = bindingUpdated2(viewData[BINDING_INDEX] + 4, v4, v5) || different;\n viewData[BINDING_INDEX] += 6;\n if (!different) {\n   return NO_CHANGE;\n }\n var res = '';\n for (var i = 0; i < instructions.length; i++) {\n // Odd indexes are bindings\n   if (i & 1) {\n   // Extract bits\n   var idx = instructions[i];\n   var b4 = idx & 4;\n   var b2 = idx & 2;\n   var b1 = idx & 1;\n   // Get the value from the argument vx where x = idx\n   var value = b4 ? (b1 ? v5 : v4) : (b2 ? (b1 ? v3 : v2) : (b1 ? v1 : v0));\n   res += stringify$1(value);\n   }\n   else {\n   res += instructions[i];\n   }\n }\n return res;\n}\n/**\n * Checks if the values of up to 7 expressions have changed and replaces them by their values in a\n * translation, or returns NO_CHANGE.\n *\n * @param instructions A list of instructions that will be used to translate an attribute.\n * @param v0 value checked for change.\n * @param v1 value checked for change.\n * @param v2 value checked for change.\n * @param v3 value checked for change.\n * @param v4 value checked for change.\n * @param v5 value checked for change.\n * @param v6 value checked for change.\n *\n * @returns The concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */\nfunction i18nInterpolation7(instructions, v0, v1, v2, v3, v4, v5, v6) {\n var viewData = _getViewData();\n var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n different = bindingUpdated3(viewData[BINDING_INDEX] + 4, v4, v5, v6) || different;\n viewData[BINDING_INDEX] += 7;\n if (!different) {\n   return NO_CHANGE;\n }\n var res = '';\n for (var i = 0; i < instructions.length; i++) {\n // Odd indexes are bindings\n   if (i & 1) {\n   // Extract bits\n   var idx = instructions[i];\n   var b4 = idx & 4;\n   var b2 = idx & 2;\n   var b1 = idx & 1;\n   // Get the value from the argument vx where x = idx\n   var value = b4 ? (b2 ? v6 : (b1 ? v5 : v4)) : (b2 ? (b1 ? v3 : v2) : (b1 ? v1 : v0));\n   res += stringify$1(value);\n   }\n   else {\n   res += instructions[i];\n   }\n }\n return res;\n}\n/**\n * Checks if the values of up to 8 expressions have changed and replaces them by their values in a\n * translation, or returns NO_CHANGE.\n *\n * @param instructions A list of instructions that will be used to translate an attribute.\n * @param v0 value checked for change.\n * @param v1 value checked for change.\n * @param v2 value checked for change.\n * @param v3 value checked for change.\n * @param v4 value checked for change.\n * @param v5 value checked for change.\n * @param v6 value checked for change.\n * @param v7 value checked for change.\n *\n * @returns The concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */\nfunction i18nInterpolation8(instructions, v0, v1, v2, v3, v4, v5, v6, v7) {\n var viewData = _getViewData();\n var different = bindingUpdated4(viewData[BINDING_INDEX], v0, v1, v2, v3);\n different = bindingUpdated4(viewData[BINDING_INDEX] + 4, v4, v5, v6, v7) || different;\n viewData[BINDING_INDEX] += 8;\n if (!different) {\n   return NO_CHANGE;\n }\n var res = '';\n for (var i = 0; i < instructions.length; i++) {\n // Odd indexes are bindings\n   if (i & 1) {\n   // Extract bits\n   var idx = instructions[i];\n   var b4 = idx & 4;\n   var b2 = idx & 2;\n   var b1 = idx & 1;\n   // Get the value from the argument vx where x = idx\n   var value = b4 ? (b2 ? (b1 ? v7 : v6) : (b1 ? v5 : v4))

: (b2 ? (b1 ? v3 : v2) : (b1 ? v1 : v0));\n res += stringify$1(value);\n }\n else {\n res += instructions[i];\n }\n }\n return res;\n}\n/**\n * Create a translated interpolation binding with a variable number of expressions.\n *\n * If there are 1 to 8 expressions then `i18nInterpolation()` should be used instead. It is faster\n * because there is no need to create an array of expressions and iterate over it.\n *\n * @returns The concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.\n */\nfunction i18nInterpolationV(instructions, values) {\n var viewData = _getViewData();\n var different = false;\n for (var i = 0; i < values.length; i++) {\n // Check if bindings have changed\n bindingUpdated(viewData[BINDING_INDEX]++, values[i]) && (different = true);\n }\n if (!different) {\n return NO_CHANGE;\n }\n var res = '';\n for (var i = 0; i < instructions.length; i++) {\n // Odd indexes are placeholders\n if (i & 1) {\n res += stringify$1(values[instructions[i]]);\n }\n else {\n res += instructions[i];\n }\n }\n return res;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An internal token whose presence in an injector indicates that the injector should treat itself\n * as a root scoped injector when processing requests for unknown tokens which may indicate\n * they are provided in the root scope.\n */\nvar APP_ROOT = new InjectionToken('The presence of this token marks an injector as being the root injector.');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Marker which indicates that a value has not yet been created from the factory function.\n */\nvar NOT_YET = {};\n/**\n * Marker which indicates that the factory function for a token is in the process of being called.\n *\n * If the injector is asked to inject a token with its value set to CIRCULAR, that indicates\n * injection of a dependency has recursively attempted to inject the original token, and there is\n * a circular dependency among the providers.\n */\nvar CIRCULAR$2 = {};\nvar EMPTY_ARRAY$1 = [];\n/**\n * A lazily initialized NullInjector.\n */\nvar NULL_INJECTOR$2 = undefined;\nfunction getNullInjector() {\n if (NULL_INJECTOR$2 === undefined) {\n NULL_INJECTOR$2 = new NullInjector();\n }\n return NULL_INJECTOR$2;\n}\n/**\n * Create a new `Injector` which is configured using a `defType` of `InjectorType<any>`s.\n *\n * @publicApi\n */\nfunction createInjector(defType, parent, additionalProviders) {\n if (parent === void 0) { parent = null; }\n if (additionalProviders === void 0) { additionalProviders = null; }\n parent = parent || getNullInjector();\n return new R3Injector(defType, additionalProviders, parent);\n}\nvar R3Injector = /** @class */ (function () {\n function R3Injector(def, additionalProviders, parent) {\n var _this = this;\n this.parent = parent;\n /**\n * Map of tokens to records which contain the instances of those tokens.\n */\n this.records = new Map();\n /**\n * The transitive set of `InjectorType`s which define this injector.\n */\n this.injectorDefTypes = new Set();\n /**\n * Set of values instantiated by this injector which contain `ngOnDestroy` lifecycle hooks.\n */\n this.onDestroy = new Set();\n /**\n * Flag indicating that this injector was previously destroyed.\n */\n this.destroyed = false;\n // Start off by creating Records for every provider declared in every InjectorType\n // included transitively in `def`.\n deepForEach([def], function (injectorDef) { return _this.processInjectorType(injectorDef, new Set()); });\n additionalProviders &&\n deepForEach(additionalProviders, function (provider) { return _this.processProvider(provider); });\n // Make sure the INJECTOR token provides this injector.\n this.records.set(INJECTOR, makeRecord(undefined, this));\n // Detect whether this injector has the APP_ROOT_SCOPE token and thus should provide\n // any injectable scoped to APP_ROOT_SCOPE.\n this.isRootInjector = this.records.has(APP_ROOT);\n // Eagerly instantiate the InjectorType classes themselves.\n this.injectorDefTypes.forEach(function (defType) { return _this.get(defType); });\n }\n /**\n * Destroy the injector and release references to every instance or provider associated with it.\n *\n * Also calls the `OnDestroy` lifecycle hooks of every instance that was created for which a\n * hook was found.\n */\n R3Injector.prototype.destroy = function () {\n this.assertNotDestroyed();\n // Set destroyed = true first, in case lifecycle hooks re-enter destroy().\n this.destroyed = true;\n try {\n // Call all the lifecycle hooks.\n this.onDestroy.forEach(function (service) { return service.ngOnDestroy(); });\n }\n finally {\n // Release all references.\n

this.records.clear();\n this.onDestroy.clear();\n this.injectorDefTypes.clear();\n }\n };\n R3Injector.prototype.get = function (token, notFoundValue, flags) {\n if (notFoundValue === void 0) { notFoundValue = THROW_IF_NOT_FOUND; }\n if (flags === void 0) { flags = 0 /* Default */; }\n this.assertNotDestroyed();\n // Set the injection context.\n var previousInjector = setCurrentInjector(this);\n try {\n // Check for the SkipSelf flag.\n if (!(flags & 4 /* SkipSelf */)) {\n // SkipSelf isn't set, check if the record belongs to this injector.\n var record = this.records.get(token);\n if (record === undefined) {\n // No record, but maybe the token is scoped to this injector. Look for an ngInjectableDef\n // with a scope matching this injector.\n var def = couldBeInjectableType(token) && getInjectableDef(token);\n if (def && this.injectableDefInScope(def)) {\n // Found an ngInjectableDef and it's scoped to this injector. Pretend as if it was here\n // all along.\n record = injectableDefRecord(token);\n this.records.set(token, record);\n }\n }\n // If a record was found, get the instance for it and return it.\n if (record !== undefined) {\n return this.hydrate(token, record);\n }\n }\n // Select the next injector based on the Self flag - if self is set, the next injector is\n // the NullInjector, otherwise it's the parent.\n var next = !(flags & 2 /* Self */) ? this.parent : getNullInjector();\n return this.parent.get(token, notFoundValue);\n }\n finally {\n // Lastly, clean up the state by restoring the previous injector.\n setCurrentInjector(previousInjector);\n }\n };\n R3Injector.prototype.assertNotDestroyed = function () {\n if (this.destroyed) {\n throw new Error('Injector has already been destroyed.');\n }\n };\n /**\n * Add an `InjectorType` or `InjectorDefTypeWithProviders` and all of its transitive providers\n * to this injector.\n */\n R3Injector.prototype.processInjectorType = function (defOrWrappedDef, parents) {\n var _this = this;\n defOrWrappedDef = resolveForwardRef(defOrWrappedDef);\n // Either the defOrWrappedDef is an InjectorType (with ngInjectorDef) or an\n // InjectorDefTypeWithProviders (aka ModuleWithProviders). Detecting either is a megamorphic\n // read, so care is taken to only do the read once.\n // First attempt to read the ngInjectorDef.\n var def = getInjectorDef(defOrWrappedDef);\n // If that's not present, then attempt to read ngModule from the InjectorDefTypeWithProviders.\n var ngModule = (def == null) && defOrWrappedDef.ngModule || undefined;\n // Determine the InjectorType. In the case where `defOrWrappedDef` is an `InjectorType`,\n // then this is easy. In the case of an InjectorDefTypeWithProviders, then the definition type\n // is the `ngModule`.\n var defType = (ngModule === undefined) ? defOrWrappedDef : ngModule;\n // If defOrWrappedType was an InjectorDefTypeWithProviders, then .providers may hold some\n // extra providers.\n var providers = (ngModule !== undefined) && defOrWrappedDef.providers ||\n EMPTY_ARRAY$1;\n // Finally, if defOrWrappedType was an `InjectorDefTypeWithProviders`, then the actual\n // `InjectorDef` is on its `ngModule`.\n if (ngModule !== undefined) {\n def = getInjectorDef(ngModule);\n }\n // If no definition was found, it might be from exports. Remove it.\n if (def == null) {\n return;\n }\n // Check for circular dependencies.\n if (parents.has(defType)) {\n throw new Error(\"Circular dependency: type \" + stringify(defType) + \" ends up importing itself.\");\n }\n // Track the InjectorType and add a provider for it.\n this.injectorDefTypes.add(defType);\n this.records.set(defType, makeRecord(def.factory));\n // Add providers in the same way that @NgModule resolution did:\n // First, include providers from any imports.\n if (def.imports != null) {\n // Before processing defType's imports, add it to the set of parents. This way, if it ends\n // up deeply importing itself, this can be detected.\n parents.add(defType);\n try {\n deepForEach(def.imports, function (imported) { return _this.processInjectorType(imported, parents); });\n }\n finally {\n // Remove it from the parents set when finished.\n parents.delete(defType);\n }\n }\n // Next, include providers listed on the definition itself.\n if (def.providers != null) {\n deepForEach(def.providers, function (provider) { return _this.processProvider(provider); });\n }\n // Finally, include providers from an InjectorDefTypeWithProviders if there was one.\n deepForEach(providers, function (provider) { return _this.processProvider(provider); });\n };\n /**\n * Process a `SingleProvider` and add it.\n */\n

R3Injector.prototype.processProvider = function (provider) {\n // Determine the token from the provider. Either it's its own token, or has a {provide: ...}\n // property.\n provider = resolveForwardRef(provider);\n var token = isTypeProvider(provider) ? provider : resolveForwardRef(provider.provide);\n // Construct a `Record` for the provider.\n var record = providerToRecord(provider);\n if (!isTypeProvider(provider) && provider.multi === true) {\n // If the provider indicates that it's a multi-provider, process it specially.\n // First check whether it's been defined already.\n var multiRecord_1 = this.records.get(token);\n if (multiRecord_1) {\n // It has. Throw a nice error if\n if (multiRecord_1.multi === undefined) {\n throw new Error(\"Mixed multi-provider for \" + token + \".\");\n }\n }\n else {\n multiRecord_1 = makeRecord(undefined, NOT_YET, true);\n multiRecord_1.factory = function () { return injectArgs(multiRecord_1.multi); };\n this.records.set(token, multiRecord_1);\n }\n token = provider;\n multiRecord_1.multi.push(provider);\n }\n else {\n var existing = this.records.get(token);\n if (existing && existing.multi !== undefined) {\n throw new Error(\"Mixed multi-provider for \" + stringify(token));\n }\n }\n this.records.set(token, record);\n };\n R3Injector.prototype.hydrate = function (token, record) {\n if (record.value === CIRCULAR$2) {\n throw new Error(\"Circular dep for \" + stringify(token));\n }\n else if (record.value === NOT_YET) {\n record.value = CIRCULAR$2;\n record.value = record.factory();\n }\n if (typeof record.value === 'object' && record.value && hasOnDestroy(record.value)) {\n this.onDestroy.add(record.value);\n }\n return record.value;\n };\n R3Injector.prototype.injectableDefInScope = function (def) {\n if (!def.providedIn) {\n return false;\n }\n else if (typeof def.providedIn === 'string') {\n return def.providedIn === 'any' || (def.providedIn === 'root' && this.isRootInjector);\n }\n else {\n return this.injectorDefTypes.has(def.providedIn);\n }\n };\n return R3Injector;\n}());\nfunction injectableDefRecord(token) {\n var injectableDef = getInjectableDef(token);\n if (injectableDef === null) {\n if (token instanceof InjectionToken) {\n throw new Error(\"Token \" + stringify(token) + \" is missing an ngInjectableDef definition.\");\n }\n // TODO(alxhub): there should probably be a strict mode which throws here instead of assuming a\n // no-args constructor.\n return makeRecord(function () { return new token(); });\n }\n return makeRecord(injectableDef.factory);\n}\nfunction providerToRecord(provider) {\n var token = resolveForwardRef(provider);\n var value = NOT_YET;\n var factory = undefined;\n if (isTypeProvider(provider)) {\n return injectableDefRecord(provider);\n }\n else {\n token = resolveForwardRef(provider.provide);\n if (isValueProvider(provider)) {\n value = provider.useValue;\n }\n else if (isExistingProvider(provider)) {\n factory = function () { return inject(provider.useExisting); };\n }\n else if (isFactoryProvider(provider)) {\n factory = function () { return provider.useFactory.apply(provider, __spread(injectArgs(provider.deps || []))); };\n }\n else {\n var classRef_1 = provider.useClass || token;\n if (hasDeps(provider)) {\n factory = function () { return new ((classRef_1).bind.apply((classRef_1), __spread([void 0], injectArgs(provider.deps))))(); };\n }\n else {\n return injectableDefRecord(classRef_1);\n }\n }\n }\n return makeRecord(factory, value);\n}\nfunction makeRecord(factory, value, multi) {\n if (value === void 0) { value = NOT_YET; }\n if (multi === void 0) { multi = false; }\n return {\n factory: factory,\n value: value,\n multi: multi ? [] : undefined,\n };\n}\nfunction deepForEach(input, fn) {\n input.forEach(function (value) { return Array.isArray(value) ? deepForEach(value, fn) : fn(value); });\n}\nfunction isValueProvider(value) {\n return USE_VALUE in value;\n}\nfunction isExistingProvider(value) {\n return !!value.useExisting;\n}\nfunction isFactoryProvider(value) {\n return !!value.useFactory;\n}\nfunction isTypeProvider(value) {\n return typeof value === 'function';\n}\nfunction hasDeps(value) {\n return !!value.deps;\n}\nfunction hasOnDestroy(value) {\n return typeof value === 'object' && value != null && value.ngOnDestroy &&\n typeof value.ngOnDestroy === 'function';\n}\nfunction couldBeInjectableType(value) {\n return (typeof value === 'function') ||\n (typeof value === 'object' && value instanceof InjectionToken);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar COMPONENT_FACTORY_RESOLVER = {\n provide: ComponentFactoryResolver,\n useFactory: function () { return new ComponentFactoryResolver$1(); },\n deps:

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],\n};\nvar NgModuleRef$1 = /** @class */ (function (_super) {\n    __extends(NgModuleRef$$1, _super);\n
function NgModuleRef$$1(ngModuleType, parentInjector) {\n        var _this = _super.call(this) || this;\n        //
tslint:disable-next-line:require-internal-with-underscore\n        _this._bootstrapComponents = [];\n
_this.destroyCbs = [];\n        var ngModuleDef = getNgModuleDef(ngModuleType);\n        ngDevMode &&
assertDefined(ngModuleDef, \"NgModule '\" + stringify(ngModuleType) + \"' is not a subtype of
'NgModuleType'.\");\n        _this._bootstrapComponents = ngModuleDef.bootstrap;\n        var additionalProviders =
[\n            COMPONENT_FACTORY_RESOLVER, {\n                provide: NgModuleRef,\n                useValue:
_this,\n            }\n        ];\n        _this.injector = createInjector(ngModuleType, parentInjector, additionalProviders);\n
    _this.instance = _this.injector.get(ngModuleType);\n        _this.componentFactoryResolver = new
ComponentFactoryResolver$1();\n        return _this;\n    }\n    NgModuleRef$$1.prototype.destroy = function () {\n
    ngDevMode && assertDefined(this.destroyCbs, 'NgModule already destroyed');\n
this.destroyCbs.forEach(function (fn) { return fn(); });\n        this.destroyCbs = null;\n    };\n
NgModuleRef$$1.prototype.onDestroy = function (callback) {\n        ngDevMode &&
assertDefined(this.destroyCbs, 'NgModule already destroyed');\n        this.destroyCbs.push(callback);\n    };\n
return NgModuleRef$$1;\n}(NgModuleRef));\nvar NgModuleFactory$1 = /** @class */ (function (_super) {\n
__extends(NgModuleFactory$$1, _super);\n    function NgModuleFactory$$1(moduleType) {\n        var _this =
_super.call(this) || this;\n        _this.moduleType = moduleType;\n        return _this;\n    }\n
NgModuleFactory$$1.prototype.create = function (parentInjector) {\n        return new
NgModuleRef$1(this.moduleType, parentInjector);\n    };\n    return
NgModuleFactory$$1;\n}(NgModuleFactory));\n\n/**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n/**\n * Bindings for pure functions are stored after regular
bindings.\n *\n * |------consts------|---------vars---------|              |----- hostVars (dir1) ------|\n * ------------------------
-------------------------------------------------------------\n * | nodes/refs/pipes | bindings | fn slots  | injector | dir1 |
host bindings | host slots |\n * ----------------------------------------------------------------------------------------\n *
    ^                    ^\n *      TView.bindingStartIndex      TView.expandoStartIndex\n *\n * Pure function instructions
are given an offset from the binding root. Adding the offset to the\n * binding root gives the first index where the
bindings are stored. In component views, the binding\n * root is the bindingStartIndex. In host bindings, the binding
root is the expandoStartIndex +\n * any directive instances + any hostVars in directives evaluated before it.\n *\n *
See VIEW_DATA.md for more information about host binding resolution.\n */\n/**\n * If the value hasn't been
saved, calls the pure function to store and return the\n * value. If it has been saved, returns the saved value.\n *\n *
@param slotOffset the offset from binding root to the reserved slot\n * @param pureFn Function that returns a
value\n * @param thisArg Optional calling context of pureFn\n * @returns value\n */\nfunction
pureFunction0(slotOffset, pureFn, thisArg) {\n    // TODO(kara): use bindingRoot instead of bindingStartIndex
when implementing host bindings\n    var bindingIndex = getBindingRoot() + slotOffset;\n    return
getCreationMode() ?\n        updateBinding(bindingIndex, thisArg ? pureFn.call(thisArg) : pureFn()) :\n
getBinding(bindingIndex);\n}\n/**\n * If the value of the provided exp has changed, calls the pure function to
return\n * an updated value. Or if the value has not changed, returns cached value.\n *\n * @param slotOffset the
offset from binding root to the reserved slot\n * @param pureFn Function that returns an updated value\n * @param
exp Updated expression value\n * @param thisArg Optional calling context of pureFn\n * @returns Updated or
cached value\n */\nfunction pureFunction1(slotOffset, pureFn, exp, thisArg) {\n    // TODO(kara): use bindingRoot
instead of bindingStartIndex when implementing host bindings\n    var bindingIndex = getBindingRoot() +
slotOffset;\n    return bindingUpdated(bindingIndex, exp) ?\n        updateBinding(bindingIndex + 1, thisArg ?
pureFn.call(thisArg, exp) : pureFn(exp)) :\n        getBinding(bindingIndex + 1);\n}\n/**\n * If the value of any
provided exp has changed, calls the pure function to return\n * an updated value. Or if no values have changed,
returns cached value.\n *\n * @param slotOffset the offset from binding root to the reserved slot\n * @param
pureFn\n * @param exp1\n * @param exp2\n * @param thisArg Optional calling context of pureFn\n * @returns
Updated or cached value\n */\nfunction pureFunction2(slotOffset, pureFn, exp1, exp2, thisArg) {\n    //
```

TODO(kara): use bindingRoot instead of bindingStartIndex when implementing host bindings\n var bindingIndex = getBindingRoot() + slotOffset;\n return bindingUpdated2(bindingIndex, exp1, exp2) ?\n updateBinding(bindingIndex + 2, thisArg ? pureFn.call(thisArg, exp1, exp2) : pureFn(exp1, exp2)) :\n getBinding(bindingIndex + 2);\n}\n/**\n * If the value of any provided exp has changed, calls the pure function to return\n * an updated value. Or if no values have changed, returns cached value.\n *\n * @param slotOffset the offset from binding root to the reserved slot\n * @param pureFn\n * @param exp1\n * @param exp2\n * @param exp3\n * @param thisArg Optional calling context of pureFn\n * @returns Updated or cached value\n */\nfunction pureFunction3(slotOffset, pureFn, exp1, exp2, exp3, thisArg) {\n // TODO(kara): use bindingRoot instead of bindingStartIndex when implementing host bindings\n var bindingIndex = getBindingRoot() + slotOffset;\n return bindingUpdated3(bindingIndex, exp1, exp2, exp3) ?\n updateBinding(bindingIndex + 3, thisArg ? pureFn.call(thisArg, exp1, exp2, exp3) : pureFn(exp1, exp2, exp3)) :\n getBinding(bindingIndex + 3);\n}\n/**\n * If the value of any provided exp has changed, calls the pure function to return\n * an updated value. Or if no values have changed, returns cached value.\n *\n * @param slotOffset the offset from binding root to the reserved slot\n * @param pureFn\n * @param exp1\n * @param exp2\n * @param exp3\n * @param exp4\n * @param thisArg Optional calling context of pureFn\n * @returns Updated or cached value\n */\nfunction pureFunction4(slotOffset, pureFn, exp1, exp2, exp3, exp4, thisArg) {\n // TODO(kara): use bindingRoot instead of bindingStartIndex when implementing host bindings\n var bindingIndex = getBindingRoot() + slotOffset;\n return bindingUpdated4(bindingIndex, exp1, exp2, exp3, exp4) ?\n updateBinding(bindingIndex + 4, thisArg ? pureFn.call(thisArg, exp1, exp2, exp3, exp4) : pureFn(exp1, exp2, exp3, exp4)) :\n getBinding(bindingIndex + 4);\n}\n/**\n * If the value of any provided exp has changed, calls the pure function to return\n * an updated value. Or if no values have changed, returns cached value.\n *\n * @param slotOffset the offset from binding root to the reserved slot\n * @param pureFn\n * @param exp1\n * @param exp2\n * @param exp3\n * @param exp4\n * @param exp5\n * @param thisArg Optional calling context of pureFn\n * @returns Updated or cached value\n */\nfunction pureFunction5(slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, thisArg) {\n // TODO(kara): use bindingRoot instead of bindingStartIndex when implementing host bindings\n var bindingIndex = getBindingRoot() + slotOffset;\n var different = bindingUpdated4(bindingIndex, exp1, exp2, exp3, exp4);\n return bindingUpdated(bindingIndex + 4, exp5) || different ?\n updateBinding(bindingIndex + 5, thisArg ? pureFn.call(thisArg, exp1, exp2, exp3, exp4, exp5) :\n pureFn(exp1, exp2, exp3, exp4, exp5)) :\n getBinding(bindingIndex + 5);\n}\n/**\n * If the value of any provided exp has changed, calls the pure function to return\n * an updated value. Or if no values have changed, returns cached value.\n *\n * @param slotOffset the offset from binding root to the reserved slot\n * @param pureFn\n * @param exp1\n * @param exp2\n * @param exp3\n * @param exp4\n * @param exp5\n * @param exp6\n * @param thisArg Optional calling context of pureFn\n * @returns Updated or cached value\n */\nfunction pureFunction6(slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, thisArg) {\n // TODO(kara): use bindingRoot instead of bindingStartIndex when implementing host bindings\n var bindingIndex = getBindingRoot() + slotOffset;\n var different = bindingUpdated4(bindingIndex, exp1, exp2, exp3, exp4);\n return bindingUpdated2(bindingIndex + 4, exp5, exp6) || different ?\n updateBinding(bindingIndex + 6, thisArg ? pureFn.call(thisArg, exp1, exp2, exp3, exp4, exp5, exp6) :\n pureFn(exp1, exp2, exp3, exp4, exp5, exp6)) :\n getBinding(bindingIndex + 6);\n}\n/**\n * If the value of any provided exp has changed, calls the pure function to return\n * an updated value. Or if no values have changed, returns cached value.\n *\n * @param slotOffset the offset from binding root to the reserved slot\n * @param pureFn\n * @param exp1\n * @param exp2\n * @param exp3\n * @param exp4\n * @param exp5\n * @param exp6\n * @param exp7\n * @param thisArg Optional calling context of pureFn\n * @returns Updated or cached value\n */\nfunction pureFunction7(slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, exp7, thisArg) {\n // TODO(kara): use bindingRoot instead of bindingStartIndex when implementing host bindings\n var bindingIndex = getBindingRoot() + slotOffset;\n var different = bindingUpdated4(bindingIndex, exp1, exp2, exp3, exp4);\n return bindingUpdated3(bindingIndex + 4, exp5, exp6, exp7) || different ?\n updateBinding(bindingIndex + 7, thisArg ?\n pureFn.call(thisArg, exp1, exp2, exp3, exp4, exp5, exp6, exp7) :\n pureFn(exp1, exp2, exp3, exp4, exp5, exp6, exp7)) :\n getBinding(bindingIndex + 7);\n}\n/**\n * If

the value of any provided exp has changed, calls the pure function to return\n * an updated value. Or if no values have changed, returns cached value.\n *\n * @param slotOffset the offset from binding root to the reserved slot\n * @param pureFn\n * @param exp1\n * @param exp2\n * @param exp3\n * @param exp4\n * @param exp5\n * @param exp6\n * @param exp7\n * @param exp8\n * @param thisArg Optional calling context of pureFn\n * @returns Updated or cached value\n */\nfunction pureFunction8(slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, exp7, exp8, thisArg) {\n // TODO(kara): use bindingRoot instead of bindingStartIndex when implementing host bindings\n var bindingIndex = getBindingRoot() + slotOffset;\n var different = bindingUpdated4(bindingIndex, exp1, exp2, exp3, exp4);\n return bindingUpdated4(bindingIndex + 4, exp5, exp6, exp7, exp8) || different ?\n   updateBinding(bindingIndex + 8, thisArg ?\n   pureFn.call(thisArg, exp1, exp2, exp3, exp4, exp5, exp6, exp7, exp8) :\n   pureFn(exp1, exp2, exp3, exp4, exp5, exp6, exp7, exp8)) :\n getBinding(bindingIndex + 8);\n}\n/**\n * pureFunction instruction that can support any number of bindings.\n *\n * If the value of any provided exp has changed, calls the pure function to return\n * an updated value. Or if no values have changed, returns cached value.\n *\n * @param slotOffset the offset from binding root to the reserved slot\n * @param pureFn A pure function that takes binding values and builds an object or array\n * containing those values.\n * @param exps An array of binding values\n * @param thisArg Optional calling context of pureFn\n * @returns Updated or cached value\n */\nfunction pureFunctionV(slotOffset, pureFn, exps, thisArg) {\n // TODO(kara): use bindingRoot instead of bindingStartIndex when implementing host bindings\n var bindingIndex = getBindingRoot() + slotOffset;\n var different = false;\n for (var i = 0; i < exps.length; i++) {\n   bindingUpdated(bindingIndex++, exps[i]) && (different = true);\n }\n return different ? updateBinding(bindingIndex, pureFn.apply(thisArg, exps)) :\n   getBinding(bindingIndex);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Create a pipe.\n *\n * @param index Pipe index where the pipe will be stored.\n * @param pipeName The name of the pipe\n * @returns T the instance of the pipe.\n */\nfunction pipe(index, pipeName) {\n var tView = getTView();\n var pipeDef;\n var adjustedIndex = index + HEADER_OFFSET;\n if (tView.firstTemplatePass) {\n   pipeDef = getPipeDef$1(pipeName, tView.pipeRegistry);\n   tView.data[adjustedIndex] = pipeDef;\n   if (pipeDef.onDestroy) {\n   (tView.pipeDestroyHooks || (tView.pipeDestroyHooks = [])).push(adjustedIndex, pipeDef.onDestroy);\n   }\n }\n else {\n   pipeDef = tView.data[adjustedIndex];\n }\n var pipeInstance = pipeDef.factory();\n store(index, pipeInstance);\n return pipeInstance;\n}\n/**\n * Searches the pipe registry for a pipe with the given name. If one is found,\n * returns the pipe. Otherwise, an error is thrown because the pipe cannot be resolved.\n *\n * @param name Name of pipe to resolve\n * @param registry Full list of available pipes\n * @returns Matching PipeDef\n */\nfunction getPipeDef$1(name, registry) {\n if (registry) {\n   for (var i = 0; i < registry.length; i++) {\n   var pipeDef = registry[i];\n   if (name === pipeDef.name) {\n   return pipeDef;\n   }\n   }\n }\n throw new Error(\"Pipe with name '\" + name + \"' not found!\");\n}\n/**\n * Invokes a pipe with 1 arguments.\n *\n * This instruction acts as a guard to {@link PipeTransform#transform} invoking\n * the pipe only when an input to the pipe changes.\n *\n * @param index Pipe index where the pipe was stored on creation.\n * @param slotOffset the offset in the reserved slot space\n * @param v1 1st argument to {@link PipeTransform#transform}.\n */\nfunction pipeBind1(index, slotOffset, v1) {\n var pipeInstance = load(index);\n return isPure(index) ? pureFunction1(slotOffset, pipeInstance.transform, v1, pipeInstance) :\n pipeInstance.transform(v1);\n}\n/**\n * Invokes a pipe with 2 arguments.\n *\n * This instruction acts as a guard to {@link PipeTransform#transform} invoking\n * the pipe only when an input to the pipe changes.\n *\n * @param index Pipe index where the pipe was stored on creation.\n * @param slotOffset the offset in the reserved slot space\n * @param v1 1st argument to {@link PipeTransform#transform}.\n * @param v2 2nd argument to {@link PipeTransform#transform}.\n */\nfunction pipeBind2(index, slotOffset, v1, v2) {\n var pipeInstance = load(index);\n return isPure(index) ? pureFunction2(slotOffset, pipeInstance.transform, v1, v2, pipeInstance) :\n pipeInstance.transform(v1, v2);\n}\n/**\n * Invokes a pipe with 3 arguments.\n *\n * This instruction acts as a guard to {@link PipeTransform#transform} invoking\n * the pipe only when an input to the pipe changes.\n *\n * @param index Pipe index where the pipe was stored on creation.\n * @param slotOffset the offset in the reserved

slot space\n * @param v1 1st argument to {@link PipeTransform#transform}.\n * @param v2 2nd argument to {@link PipeTransform#transform}.\n * @param v3 4rd argument to {@link PipeTransform#transform}.\n */\nfunction pipeBind3(index, slotOffset, v1, v2, v3) {\n var pipeInstance = load(index);\n return isPure(index) ?\n pureFunction3(slotOffset, pipeInstance.transform, v1, v2, v3, pipeInstance) :\n pipeInstance.transform(v1, v2, v3);\n}\n/**\n * Invokes a pipe with 4 arguments.\n *\n * This instruction acts as a guard to {@link PipeTransform#transform} invoking\n * the pipe only when an input to the pipe changes.\n *\n * @param index Pipe index where the pipe was stored on creation.\n * @param slotOffset the offset in the reserved slot space\n * @param v1 1st argument to {@link PipeTransform#transform}.\n * @param v2 2nd argument to {@link PipeTransform#transform}.\n * @param v3 3rd argument to {@link PipeTransform#transform}.\n * @param v4 4th argument to {@link PipeTransform#transform}.\n */\nfunction pipeBind4(index, slotOffset, v1, v2, v3, v4) {\n var pipeInstance = load(index);\n return isPure(index) ?\n pureFunction4(slotOffset, pipeInstance.transform, v1, v2, v3, v4, pipeInstance) :\n pipeInstance.transform(v1, v2, v3, v4);\n}\n/**\n * Invokes a pipe with variable number of arguments.\n *\n * This instruction acts as a guard to {@link PipeTransform#transform} invoking\n * the pipe only when an input to the pipe changes.\n *\n * @param index Pipe index where the pipe was stored on creation.\n * @param slotOffset the offset in the reserved slot space\n * @param values Array of arguments to pass to {@link PipeTransform#transform} method.\n */\nfunction pipeBindV(index, slotOffset, values) {\n var pipeInstance = load(index);\n return isPure(index) ? pureFunctionV(slotOffset, pipeInstance.transform, values, pipeInstance) :\n pipeInstance.transform.apply(pipeInstance, values);\n}\nfunction isPure(index) {\n return getTView().data[index + HEADER_OFFSET].pure;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Use in directives and components to emit custom events synchronously\n * or asynchronously, and register handlers for those events by subscribing\n * to an instance.\n *\n * @usageNotes\n *\n * In the following example, a component defines two output properties\n * that create event emitters. When the title is clicked, the emitter\n * emits an open or close event to toggle the current visibility state.\n *\n * ```\n * @Component({\n * selector: 'zippy',\n * template: `\n *  <div class=\"zippy\">\n *  <div (click)=\"toggle()\">Toggle</div>\n *  <div [hidden]=\"!visible\">\n *  <ng-content></ng-content>\n *  </div>\n *  </div>`})\n * export class Zippy {\n * visible: boolean = true;\n * @Output() open: EventEmitter<any> = new EventEmitter();\n * @Output() close: EventEmitter<any> = new EventEmitter();\n *\n * toggle() {\n * this.visible = !this.visible;\n * if (this.visible) {\n * this.open.emit(null);\n * } else {\n * this.close.emit(null);\n * }\n * }\n * }\n * ```\n *\n * Access the event object with the `$event` argument passed to the output event\n * handler:\n *\n * ```\n * <zippy (open)=\"onOpen($event)\" (close)=\"onClose($event)\"></zippy>\n * ```\n *\n * ### Notes\n *\n * Uses Rx.Observable but provides an adapter to make it work as specified here:\n * https://github.com/jhusain/observable-spec\n *\n * Once a reference implementation of the spec is available, switch to it.\n *\n * @publicApi\n */\nvar EventEmitter = /** @class */ (function (_super) {\n __extends(EventEmitter, _super);\n /**\n * Creates an instance of this class that can\n * deliver events synchronously or asynchronously.\n *\n * @param isAsync When true, deliver events asynchronously.\n *\n */\n function EventEmitter(isAsync) {\n if (isAsync === void 0) { isAsync = false; }\n var _this = _super.call(this) || this;\n _this.__isAsync = isAsync;\n return _this;\n }\n /**\n * Emits an event containing a given value.\n * @param value The value to emit.\n */\n EventEmitter.prototype.emit = function (value) { _super.prototype.next.call(this, value); };\n /**\n * Registers handlers for events emitted by this instance.\n * @param generatorOrNext When supplied, a custom handler for emitted events.\n * @param error When supplied, a custom handler for an error notification\n * from this emitter.\n * @param complete When supplied, a custom handler for a completion\n * notification from this emitter.\n */\n EventEmitter.prototype.subscribe = function (generatorOrNext, error, complete) {\n var schedulerFn;\n var errorFn = function (err) { return null; };\n var completeFn = function () { return null; };\n if (generatorOrNext && typeof generatorOrNext === 'object') {\n schedulerFn = this.__isAsync ? function (value) {\n setTimeout(function () { return generatorOrNext.next(value); });\n } : function

(value) { generatorOrNext.next(value); };\n if (generatorOrNext.error) {\n errorFn = this.__isAsync ? function (err) { setTimeout(function () { return generatorOrNext.error(err); }); } :\n function (err) { generatorOrNext.error(err); };\n }\n if (generatorOrNext.complete) {\n completeFn = this.__isAsync ? function () { setTimeout(function () { return generatorOrNext.complete(); }); } :\n function () { generatorOrNext.complete(); };\n }\n }\n else {\n schedulerFn = this.__isAsync ? function (value) { setTimeout(function () { return generatorOrNext(value); }); } :\n function (value) { generatorOrNext(value); };\n if (error) {\n errorFn =\n this.__isAsync ? function (err) { setTimeout(function () { return error(err); }); } : function (err) { error(err); };\n }\n if (complete) {\n completeFn =\n this.__isAsync ? function () { setTimeout(function () { return complete(); }); } : function () { complete(); };\n }\n }\n var sink = _super.prototype.subscribe.call(this, schedulerFn, errorFn, completeFn);\n if (generatorOrNext instanceof Subscription) {\n generatorOrNext.add(sink);\n }\n return sink;\n };\n return EventEmitter;\n}(Subject));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Represents an embedded template that can be used to instantiate embedded views.\n * To instantiate embedded views based on a template, use the `ViewContainerRef`\n * method `createEmbeddedView()`.\n *\n * Access a `TemplateRef` instance by placing a directive on an `<ng-template>`\n * element (or directive prefixed with `*`). The `TemplateRef` for the embedded view\n * is injected into the constructor of the directive,\n * using the `TemplateRef` token.\n *\n * You can also use a `Query` to find a `TemplateRef` associated with\n * a component or a directive.\n *\n * @see `ViewContainerRef`\n * @see [Navigate the Component Tree with DI](guide/dependency-injection-navtree)\n *\n * @publicApi\n */\nvar TemplateRef = /** @class */ (function () {\n function TemplateRef() {\n }\n /** @internal */\n TemplateRef.__NG_ELEMENT_ID__ = function () { return R3_TEMPLATE_REF_FACTORY$1(TemplateRef, ElementRef); };\n return TemplateRef;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar LQueries_ = /** @class */ (function () {\n function LQueries_(parent, shallow, deep) {\n this.parent = parent;\n this.shallow = shallow;\n this.deep = deep;\n }\n LQueries_.prototype.track = function (queryList, predicate, descend, read) {\n if (descend) {\n this.deep = createQuery(this.deep, queryList, predicate, read != null ? read : null);\n }\n else {\n this.shallow = createQuery(this.shallow, queryList, predicate, read != null ? read : null);\n }\n };\n LQueries_.prototype.clone = function () { return new LQueries_(this, null, this.deep); };\n LQueries_.prototype.container = function () {\n var shallowResults = copyQueriesToContainer(this.shallow);\n var deepResults = copyQueriesToContainer(this.deep);\n return shallowResults || deepResults ? new LQueries_(this, shallowResults, deepResults) : null;\n };\n LQueries_.prototype.createView = function () {\n var shallowResults = copyQueriesToView(this.shallow);\n var deepResults = copyQueriesToView(this.deep);\n return shallowResults || deepResults ? new LQueries_(this, shallowResults, deepResults) : null;\n };\n LQueries_.prototype.insertView = function (index) {\n insertView$1(index, this.shallow);\n insertView$1(index, this.deep);\n };\n LQueries_.prototype.addNode = function (tNode) {\n add(this.deep, tNode);\n if (isContentQueryHost(tNode)) {\n add(this.shallow, tNode);\n if (tNode.parent && isContentQueryHost(tNode.parent)) {\n // if node has a content query and parent also has a content query\n // both queries need to check this node for shallow matches\n add(this.parent.shallow, tNode);\n }\n return this.parent;\n }\n isRootNodeOfQuery(tNode) && add(this.shallow, tNode);\n return this;\n };\n LQueries_.prototype.removeView = function () {\n removeView$1(this.shallow);\n removeView$1(this.deep);\n };\n return LQueries_;\n}());\nfunction isRootNodeOfQuery(tNode) {\n return tNode.parent === null || isContentQueryHost(tNode.parent);\n}\nfunction copyQueriesToContainer(query) {\n var

```
result = null;\n    while (query) {\n        var containerValues = []; // prepare room for views\n
query.values.push(containerValues);\n        var clonedQuery = {\n            next: result,\n            list: query.list,\n
 predicate: query.predicate,\n            values: containerValues,\n            containerValues: null\n        };\n        result =
clonedQuery;\n        query = query.next;\n    }\n    return result;\n}\nfunction copyQueriesToView(query) {\n    var
result = null;\n    while (query) {\n        var clonedQuery = {\n            next: result,\n            list: query.list,\n
predicate: query.predicate,\n            values: [],\n            containerValues: query.values\n        };\n        result =
clonedQuery;\n        query = query.next;\n    }\n    return result;\n}\nfunction insertView$1(index, query) {\n    while
(query) {\n        ngDevMode &&\n            assertDefined(query.containerValues, 'View queries need to have a
pointer to container values.');\n        query.containerValues.splice(index, 0, query.values);\n        query =
query.next;\n    }\n}\nfunction removeView$1(query) {\n    while (query) {\n        ngDevMode &&\n
assertDefined(query.containerValues, 'View queries need to have a pointer to container values.');\n        var
containerValues = query.containerValues;\n        var viewValuesIdx = containerValues.indexOf(query.values);\n
var removed = containerValues.splice(viewValuesIdx, 1);\n        // mark a query as dirty only when removed view
had matching modes\n        ngDevMode && assertEqual(removed.length, 1, 'removed.length');\n        if
(removed[0].length) {\n            query.list.setDirty();\n        }\n        query = query.next;\n    }\n}\n/**\n * Iterates
over local names for a given node and returns directive index\n * (or -1 if a local name points to an element).\n *\n *
@param tNode static data of a node to check\n * @param selector selector to match\n * @returns directive index, -1
or null if a selector didn't match any of the local names\n */\nfunction getIdxOfMatchingSelector(tNode, selector)
{\n    var localNames = tNode.localNames;\n    if (localNames) {\n        for (var i = 0; i < localNames.length; i += 2)
{\n            if (localNames[i] === selector) {\n                return localNames[i + 1];\n            }\n        }\n    }\n    return
null;\n}\n/**\n * Iterates over all the directives for a node and returns index of a directive for a given type.\n *\n *
@param tNode TNode on which directives are present.\n * @param currentView The view we are currently
processing\n * @param type Type of a directive to look for.\n * @returns Index of a found directive or null when
none found.\n */\nfunction getIdxOfMatchingDirective(tNode, currentView, type) {\n    var defs =
currentView[TVIEW].data;\n    if (defs) {\n        var flags = tNode.flags;\n        var count = flags & 4095 /*
DirectiveCountMask */;\n        var start = flags >> 15 /* DirectiveStartingIndexShift */;\n        var end = start +
count;\n        for (var i = start; i < end; i++) {\n            var def = defs[i];\n            if (def.type === type &&
def.diPublic) {\n                return i;\n            }\n        }\n    }\n    return null;\n}\n// TODO: \"read\" should be an
AbstractType (FW-486)\nfunction queryRead(tNode, currentView, read) {\n    var factoryFn =
read[NG_ELEMENT_ID];\n    if (typeof factoryFn === 'function') {\n        return factoryFn();\n    }\n    else {\n
var matchingIdx = getIdxOfMatchingDirective(tNode, currentView, read);\n        if (matchingIdx !== null) {\n
 return currentView[matchingIdx];\n        }\n    }\n    return null;\n}\nfunction queryReadByTNodeType(tNode,
currentView) {\n    if (tNode.type === 3 /* Element */ || tNode.type === 4 /* ElementContainer */) {\n        return
createElementRef(ElementRef, tNode, currentView);\n    }\n    if (tNode.type === 0 /* Container */) {\n        return
createTemplateRef(TemplateRef, ElementRef, tNode, currentView);\n    }\n    return null;\n}\nfunction add(query,
tNode) {\n    var currentView = _getViewData();\n    while (query) {\n        var predicate = query.predicate;\n
var type = predicate.type;\n        if (type) {\n            // if read token and / or strategy is not specified, use type as read
token\n            var result = queryRead(tNode, currentView, predicate.read || type);\n            if (result !== null) {\n
        addMatch(query, result);\n            }\n        }\n        else {\n            var selector = predicate.selector;\n            for
(var i = 0; i < selector.length; i++) {\n                var directiveIdx = getIdxOfMatchingSelector(tNode, selector[i]);\n
            if (directiveIdx !== null) {\n                    var result = null;\n                    if (predicate.read) {\n
result = queryRead(tNode, currentView, predicate.read);\n                    }\n                    else {\n                    if
(directiveIdx > -1) {\n                        result = currentView[directiveIdx];\n                    }\n                    else
{\n                        // if read token and / or strategy is not specified,\n                        // detect it using appropriate
tNode type\n                        result = queryReadByTNodeType(tNode, currentView);\n                    }\n
  }\n                if (result !== null) {\n                    addMatch(query, result);\n                }\n            }\n
}\n        }\n        query = query.next;\n    }\n}\nfunction addMatch(query, matchingValue) {\n
query.values.push(matchingValue);\n    query.list.setDirty();\n}\nfunction createPredicate(predicate, read) {\n    var
```

isArray = Array.isArray(predicate);\n return {\n   type: isArray ? null : predicate,\n   selector: isArray ? predicate : null,\n   read: read\n };\n}\nfunction createQuery(previous, queryList, predicate, read) {\n return {\n   next: previous,\n   list: queryList,\n   predicate: createPredicate(predicate, read),\n   values: queryList._valuesTree,\n   containerValues: null\n };\n}\nvar QueryList_ = /** @class */ (function () {\n function QueryList_() {\n   this.dirty = true;\n   this.changes = new EventEmitter();\n   this._values = [];\n   /** @internal */\n   this._valuesTree = [];\n }\n Object.defineProperty(QueryList_.prototype, \"length\", {\n   get: function () { return this._values.length; },\n   enumerable: true,\n   configurable: true\n });\n Object.defineProperty(QueryList_.prototype, \"first\", {\n   get: function () {\n   var values = this._values;\n   return values.length ? values[0] : null;\n   },\n   enumerable: true,\n   configurable: true\n });\n Object.defineProperty(QueryList_.prototype, \"last\", {\n   get: function () {\n   var values = this._values;\n   return values.length ? values[values.length - 1] : null;\n   },\n   enumerable: true,\n   configurable: true\n });\n /**\n   * See\n   * [Array.map](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/map)\n   */\n QueryList_.prototype.map = function (fn) { return this._values.map(fn); };\n /**\n   * See\n   * [Array.filter](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/filter)\n   */\n QueryList_.prototype.filter = function (fn) {\n   return this._values.filter(fn);\n };\n /**\n   * See\n   * [Array.find](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/find)\n   */\n QueryList_.prototype.find = function (fn) {\n   return this._values.find(fn);\n };\n /**\n   * See\n   * [Array.reduce](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/reduce)\n   */\n QueryList_.prototype.reduce = function (fn, init) {\n   return this._values.reduce(fn, init);\n };\n /**\n   * See\n   * [Array.forEach](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/forEach)\n   */\n QueryList_.prototype.forEach = function (fn) { this._values.forEach(fn); };\n /**\n   * See\n   * [Array.some](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/some)\n   */\n QueryList_.prototype.some = function (fn) {\n   return this._values.some(fn);\n };\n QueryList_.prototype.toArray = function () { return this._values.slice(0); };\n QueryList_.prototype[getSymbolIterator()] = function () { return this._values[getSymbolIterator()](); };\n QueryList_.prototype.toString = function () { return this._values.toString(); };\n QueryList_.prototype.reset = function (res) {\n   this._values = flatten(res);\n   this.dirty = false;\n };\n QueryList_.prototype.notifyOnChanges = function () { this.changes.emit(this); };\n QueryList_.prototype.setDirty = function () { this.dirty = true; };\n QueryList_.prototype.destroy = function () {\n   this.changes.complete();\n   this.changes.unsubscribe();\n };\n return QueryList_;\n}));\nvar QueryList = QueryList_;\n/**\n * Creates and returns a QueryList.\n *\n * @param memoryIndex The index in memory where the QueryList should be saved. If null,\n * this is is a content query and the QueryList will be saved later through directiveCreate.\n * @param predicate The type for which the query will search\n * @param descend Whether or not to descend into children\n * @param read What to save in the query\n * @returns QueryList<T>\n */\nfunction query(memoryIndex, predicate, descend, \n// TODO: \"read\" should be an AbstractType (FW-486)\nread) {\n ngDevMode && assertPreviousIsParent();\n var queryList = new QueryList();\n var queries = getOrCreateCurrentQueries(LQueries_);\n queries.track(queryList, predicate, descend, read);\n storeCleanupWithContext(null, queryList, queryList.destroy);\n if (memoryIndex != null) {\n   store(memoryIndex, queryList);\n }\n return queryList;\n}\n/**\n * Refreshes a query by combining matches from all active views and removing matches from deleted\n * views.\n * Returns true if a query got dirty during change detection, false otherwise.\n */\nfunction queryRefresh(queryList) {\n var queryListImpl = queryList;\n if (queryList.dirty) {\n   queryList.reset(queryListImpl._valuesTree);\n   queryList.notifyOnChanges();\n   return true;\n }\n return false;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Retrieves `TemplateRef` instance from `Injector` when a local reference is placed on the\n * `<ng-template>` element.\n */\nfunction templateRefExtractor(tNode, currentView) {\n return

createTemplateRef(TemplateRef, ElementRef, tNode, currentView);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar BRAND = '__SANITIZER_TRUSTED_BRAND__';\nfunction allowSanitizationBypass(value, type) {\n return (value instanceof String && value[BRAND] === type) ? true : false;\n}\n/**\n * Mark `html` string as trusted.\n *\n * This function wraps the trusted string in `String` and brands it in a way which makes it\n * recognizable to {@link htmlSanitizer} to be trusted implicitly.\n *\n * @param trustedHtml `html` string which needs to be implicitly trusted.\n * @returns a `html` `String` which has been branded to be implicitly trusted.\n */\nfunction bypassSanitizationTrustHtml(trustedHtml) {\n return bypassSanitizationTrustString(trustedHtml, \"Html\" /* Html */);\n}\n/**\n * Mark `style` string as trusted.\n *\n * This function wraps the trusted string in `String` and brands it in a way which makes it\n * recognizable to {@link styleSanitizer} to be trusted implicitly.\n *\n * @param trustedStyle `style` string which needs to be implicitly trusted.\n * @returns a `style` `String` which has been branded to be implicitly trusted.\n */\nfunction bypassSanitizationTrustStyle(trustedStyle) {\n return bypassSanitizationTrustString(trustedStyle, \"Style\" /* Style */);\n}\n/**\n * Mark `script` string as trusted.\n *\n * This function wraps the trusted string in `String` and brands it in a way which makes it\n * recognizable to {@link scriptSanitizer} to be trusted implicitly.\n *\n * @param trustedScript `script` string which needs to be implicitly trusted.\n * @returns a `script` `String` which has been branded to be implicitly trusted.\n */\nfunction bypassSanitizationTrustScript(trustedScript) {\n return bypassSanitizationTrustString(trustedScript, \"Script\" /* Script */);\n}\n/**\n * Mark `url` string as trusted.\n *\n * This function wraps the trusted string in `String` and brands it in a way which makes it\n * recognizable to {@link urlSanitizer} to be trusted implicitly.\n *\n * @param trustedUrl `url` string which needs to be implicitly trusted.\n * @returns a `url` `String` which has been branded to be implicitly trusted.\n */\nfunction bypassSanitizationTrustUrl(trustedUrl) {\n return bypassSanitizationTrustString(trustedUrl, \"Url\" /* Url */);\n}\n/**\n * Mark `url` string as trusted.\n *\n * This function wraps the trusted string in `String` and brands it in a way which makes it\n * recognizable to {@link resourceUrlSanitizer} to be trusted implicitly.\n *\n * @param trustedResourceUrl `url` string which needs to be implicitly trusted.\n * @returns a `url` `String` which has been branded to be implicitly trusted.\n */\nfunction bypassSanitizationTrustResourceUrl(trustedResourceUrl) {\n return bypassSanitizationTrustString(trustedResourceUrl, \"ResourceUrl\" /* ResourceUrl */);\n}\nfunction bypassSanitizationTrustString(trustedString, mode) {\n var trusted = new String(trustedString);\n trusted[BRAND] = mode;\n return trusted;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * This file is used to control if the default rendering pipeline should be `ViewEngine` or `Ivy`.\n *\n * For more information on how to run and debug tests with either Ivy or View Engine (legacy),\n * please see [BAZEL.md](./docs/BAZEL.md).\n */\nvar _devMode = true;\nvar _runModeLocked = false;\n/**\n * Returns whether Angular is in development mode. After called once,\n * the value is locked and won't change any more.\n *\n * By default, this is true, unless a user calls `enableProdMode` before calling this.\n *\n * @publicApi\n */\nfunction isDevMode() {\n _runModeLocked = true;\n return _devMode;\n}\n/**\n * Disable Angular's development mode, which turns off assertions and other\n * checks within the framework.\n *\n * One important assertion this disables verifies that a change detection pass\n * does not result in additional changes to any bindings (also known as\n * unidirectional data flow).\n *\n * @publicApi\n */\nfunction enableProdMode() {\n if (_runModeLocked) {\n   throw new Error('Cannot enable prod mode after platform setup.');\n }\n _devMode = false;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * This helper class is used to get hold of an inert tree of DOM elements containing dirty HTML\n * that needs sanitizing.\n * Depending upon browser support we must use one of three strategies for doing this.\n * Support: Safari 10.x -> XHR strategy\n * Support: Firefox -> DomParser strategy\n * Default: InertDocument strategy\n */\nvar InertBodyHelper = /** @class */ (function () {\n function

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InertBodyHelper(defaultDoc) {\n        this.defaultDoc = defaultDoc;\n        this.inertDocument =
this.defaultDoc.implementation.createHTMLDocument('sanitization-inert');\n        this.inertBodyElement =
this.inertDocument.body;\n        if (this.inertBodyElement == null) {\n            // usually there should be only one
body element in the document, but IE doesn't have any, so\n            // we need to create one.\n            var inertHtml
= this.inertDocument.createElement('html');\n            this.inertDocument.appendChild(inertHtml);\n
this.inertBodyElement = this.inertDocument.createElement('body');\n
inertHtml.appendChild(this.inertBodyElement);\n        }\n        this.inertBodyElement.innerHTML = '<svg><g
onload=\"this.parentNode.remove()\"></g></svg>';\n        if (this.inertBodyElement.querySelector &&
!this.inertBodyElement.querySelector('svg')) {\n            // We just hit the Safari 10.1 bug - which allows JS to run
inside the SVG G element\n            // so use the XHR strategy.\n            this.getInertBodyElement =
this.getInertBodyElement_XHR;\n            return;\n        }\n        this.inertBodyElement.innerHTML =\n
'<svg><p><style><img src=\"</style><img src=x onerror=alert(1)//\">';\n        if
(this.inertBodyElement.querySelector && this.inertBodyElement.querySelector('svg img')) {\n            // We just hit
the Firefox bug - which prevents the inner img JS from being sanitized\n            // so use the DOMParser strategy, if
it is available.\n            // If the DOMParser is not available then we are not in Firefox (Server/WebWorker?) so
we\n            // fall through to the default strategy below.\n            if (isDOMParserAvailable()) {\n
this.getInertBodyElement = this.getInertBodyElement_DOMParser;\n                return;\n            }\n        }\n        //
None of the bugs were hit so it is safe for us to use the default InertDocument strategy\n
this.getInertBodyElement = this.getInertBodyElement_InertDocument;\n    }\n    /**\n     * Use XHR to create and
fill an inert body element (on Safari 10.1)\n     * See\n     *
https://github.com/cure53/DOMPurify/blob/a992d3a75031cb8bb032e5ea8399ba972bdf9a65/src/purify.js#L439-
L449\n     */\n    InertBodyHelper.prototype.getInertBodyElement_XHR = function (html) {\n        // We add these
extra elements to ensure that the rest of the content is parsed as expected\n        // e.g. leading whitespace is
maintained and tags like `<meta>` do not get hoisted to the\n        // `<head>` tag.\n        html =
'<body><remove></remove>' + html + '</body>';\n        try {\n            html = encodeURI(html);\n        }\n        catch
(e) {\n            return null;\n        }\n        var xhr = new XMLHttpRequest();\n        xhr.responseType = 'document';\n
    xhr.open('GET', 'data:text/html;charset=utf-8,' + html, false);\n        xhr.send(undefined);\n        var body =
xhr.response.body;\n        body.removeChild(body.firstChild);\n        return body;\n    };\n    /**\n     * Use
DOMParser to create and fill an inert body element (on Firefox)\n     * See
https://github.com/cure53/DOMPurify/releases/tag/0.6.7\n     *\n     */\n
InertBodyHelper.prototype.getInertBodyElement_DOMParser = function (html) {\n        // We add these extra
elements to ensure that the rest of the content is parsed as expected\n        // e.g. leading whitespace is maintained
and tags like `<meta>` do not get hoisted to the\n        // `<head>` tag.\n        html = '<body><remove></remove>' +
html + '</body>';\n        try {\n            var body = new window\n                .DOMParser()\n
.parseFromString(html, 'text/html')\n                .body;\n            body.removeChild(body.firstChild);\n            return
body;\n        }\n        catch (e) {\n            return null;\n        }\n    };\n    /**\n     * Use an HTML5 `template` element,
if supported, or an inert body element created via\n     * `createHtmlDocument` to create and fill an inert DOM
element.\n     * This is the default sane strategy to use if the browser does not require one of the specialised\n     *
strategies above.\n     */\n    InertBodyHelper.prototype.getInertBodyElement_InertDocument = function (html) {\n
    // Prefer using <template> element if supported.\n        var templateEl =
this.inertDocument.createElement('template');\n        if ('content' in templateEl) {\n            templateEl.innerHTML =
html;\n            return templateEl;\n        }\n        this.inertBodyElement.innerHTML = html;\n        // Support: IE 9-
11 only\n        // strip custom-namespaced attributes on IE<=11\n        if (this.defaultDoc.documentMode) {\n
this.stripCustomNsAttrs(this.inertBodyElement);\n        }\n        return this.inertBodyElement;\n    };\n    /**\n     *
When IE9-11 comes across an unknown namespaced attribute e.g. 'xlink:foo' it adds 'xmlns:ns1'\n     * attribute to
declare ns1 namespace and prefixes the attribute with 'ns1' (e.g.\n     * 'ns1:xlink:foo').\n     *\n     * This is
undesirable since we don't want to allow any of these custom attributes. This method\n     * strips them all.\n     */\n
InertBodyHelper.prototype.stripCustomNsAttrs = function (el) {\n        var elAttrs = el.attributes;\n        // loop
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backwards so that we can support removals.\n for (var i = elAttrs.length - 1; 0 < i; i--) {\n var attrib = elAttrs.item(i);\n var attrName = attrib.name;\n if (attrName === 'xmlns:ns1' || attrName.indexOf('ns1:') === 0) {\n el.removeAttribute(attrName);\n }\n }\n var childNode = el.firstChild;\n while (childNode) {\n if (childNode.nodeType === Node.ELEMENT_NODE)\n this.stripCustomNsAttrs(childNode);\n childNode = childNode.nextSibling;\n }\n };\n return InertBodyHelper;\n}());\n/**\n * We need to determine whether the DOMParser exists in the global context.\n * The try-catch is because, on some browsers, trying to access this property\n * on window can actually throw an error.\n *\n * @suppress {uselessCode}\n */\nfunction isDOMParserAvailable() {\n try {\n return !!window.DOMParser;\n }\n catch (e) {\n return false;\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A pattern that recognizes a commonly useful subset of URLs that are safe.\n *\n * This regular expression matches a subset of URLs that will not cause script\n * execution if used in URL context within a HTML document. Specifically, this\n * regular expression matches if (comment from here on and regex copied from\n * Soy's EscapingConventions):\n * (1) Either a protocol in a whitelist (http, https, mailto or ftp).\n * (2) or no protocol. A protocol must be followed by a colon. The below\n * allows that by allowing colons only after one of the characters [/?#].\n * A colon after a hash (#) must be in the fragment.\n * Otherwise, a colon after a (?) must be in a query.\n * Otherwise, a colon after a single solidus (/) must be in a path.\n * Otherwise, a colon after a double solidus (//) must be in the authority\n * (before port).\n *\n * The pattern disallows &, used in HTML entity declarations before\n * one of the characters in [/?#]. This disallows HTML entities used in the\n * protocol name, which should never happen, e.g. \"http\" for \"http\".\n * It also disallows HTML entities in the first path part of a relative path,\n * e.g. \"foo<bar/baz\". Our existing escaping functions should not produce\n * that. More importantly, it disallows masking of a colon,\n * e.g. \"javascript:...\".\n *\n * This regular expression was taken from the Closure sanitization library.\n */\nvar SAFE_URL_PATTERN = /^(?:(?:https?|mailto|ftp|tel|file):|[^&:/?#]*(?:[/?#]|$))/gi;\n/** A pattern that matches safe data URLs. Only matches image, video and audio types. */\nvar DATA_URL_PATTERN = /^data:(?:image\\/(?:bmp|gif|jpeg|jpg|png|tiff|webp)|video\\/(?:mpeg|mp4|ogg|webm)|audio\\/(?:mp3|oga|ogg|opus))base64,[a-z0-9+\\/]+=*$/i;\nfunction _sanitizeUrl(url) {\n url = String(url);\n if (url.match(SAFE_URL_PATTERN) || url.match(DATA_URL_PATTERN))\n return url;\n if (isDevMode()) {\n console.warn(\"WARNING: sanitizing unsafe URL value \" + url + \" (see http://g.co/ng/security#xss)\");\n }\n return 'unsafe:' + url;\n}\nfunction sanitizeSrcset(srcset) {\n srcset = String(srcset);\n return srcset.split(',').map(function (srcset) { return _sanitizeUrl(srcset.trim()); }).join(', ');\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction tagSet(tags) {\n var e_1, _a;\n var res = {};\n try {\n for (var _b = __values(tags.split(',')), _c = _b.next(); !_c.done; _c = _b.next()) {\n var t = _c.value;\n res[t] = true;\n }\n }\n catch (e_1_1) { e_1 = { error: e_1_1 }; }\n finally {\n try {\n if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n }\n finally { if (e_1) throw e_1.error; }\n }\n return res;\n}\nfunction merge$1() {\n var sets = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n sets[_i] = arguments[_i];\n }\n var e_2, _a;\n var res = {};\n try {\n for (var sets_1 = __values(sets), sets_1_1 = sets_1.next(); !sets_1_1.done; sets_1_1 = sets_1.next()) {\n var s = sets_1_1.value;\n for (var v in s) {\n if (s.hasOwnProperty(v))\n res[v] = true;\n }\n }\n }\n catch (e_2_1) { e_2 = { error: e_2_1 }; }\n finally {\n try {\n if (sets_1_1 && !sets_1_1.done && (_a = sets_1.return)) _a.call(sets_1);\n }\n finally { if (e_2) throw e_2.error; }\n }\n return res;\n}\n// Good source of info about elements and attributes\n// http://dev.w3.org/html5/spec/Overview.html#semantics\n// http://simon.html5.org/html-elements\n// Safe Void Elements - HTML5\n// http://dev.w3.org/html5/spec/Overview.html#void-elements\nvar VOID_ELEMENTS = tagSet('area,br,col,hr,img,wbr');\n// Elements that you can, intentionally, leave open (and which close themselves)\n// http://dev.w3.org/html5/spec/Overview.html#optional-tags\nvar OPTIONAL_END_TAG_BLOCK_ELEMENTS = tagSet('colgroup,dd,dt,li,p,tbody,td,tfoot,th,thead,tr');\nvar

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OPTIONAL_END_TAG_INLINE_ELEMENTS = tagSet('rp,rt');\nvar OPTIONAL_END_TAG_ELEMENTS =
merge$1(OPTIONAL_END_TAG_INLINE_ELEMENTS, OPTIONAL_END_TAG_BLOCK_ELEMENTS);\n//
Safe Block Elements - HTML5\nvar BLOCK_ELEMENTS =
merge$1(OPTIONAL_END_TAG_BLOCK_ELEMENTS, tagSet('address,article,' +\n
'aside,blockquote,caption,center,del,details,dialog,dir,div,dl,figure,figcaption,footer,h1,h2,h3,h4,h5,' +\n
'h6,header,hgroup,hr,ins,main,map,menu,nav,ol,pre,section,summary,table,ul'));\n// Inline Elements - HTML5\nvar
INLINE_ELEMENTS = merge$1(OPTIONAL_END_TAG_INLINE_ELEMENTS,
tagSet('a,abbr,acronym,audio,b,' +\n
'bdi,bdo,big,br,cite,code,del,dfn,em,font,i,img,ins,kbd,label,map,mark,picture,q,ruby,rp,rt,s,' +\n
'samp,small,source,span,strike,strong,sub,sup,time,track,tt,u,var,video'));\nvar VALID_ELEMENTS =
merge$1(VOID_ELEMENTS, BLOCK_ELEMENTS, INLINE_ELEMENTS,
OPTIONAL_END_TAG_ELEMENTS);\n// Attributes that have href and hence need to be sanitized\nvar
URI_ATTRS = tagSet('background,cite,href,itemtype,longdesc,poster,src,xlink:href');\n// Attributes that have
special href set hence need to be sanitized\nvar SRCSET_ATTRS = tagSet('srcset');\nvar HTML_ATTRS =
tagSet('abbr,accesskey,align,alt,autoplay,axis,bgcolor,border,cellpadding,cellspacing,class,clear,color,cols,colspan,'
+\n    'compact,controls,coords,datetime,default,dir,download,face,headers,height,hidden,hreflang,hspace,' +\n
'ismap,itemscope,itemprop,kind,label,lang,language,loop,media,muted,nohref,nowrap,open,preload,rel,rev,role,rows
,rowspan,rules,' +\n
'scope,scrolling,shape,size,sizes,span,srclang,start,summary,tabindex,target,title,translate,type,usemap,' +\n
'valign,value,vspace,width');\n// NB: This currently consciously doesn't support SVG. SVG sanitization has had
several security\n// issues in the past, so it seems safer to leave it out if possible. If support for binding SVG via\n//
innerHTML is required, SVG attributes should be added here.\n// NB: Sanitization does not allow <form> elements
or other active elements (<button> etc). Those\n// can be sanitized, but they increase security surface area without a
legitimate use case, so they\n// are left out here.\nvar VALID_ATTRS = merge$1(URI_ATTRS, SRCSET_ATTRS,
HTML_ATTRS);\n/**\n * SanitizingHtmlSerializer serializes a DOM fragment, stripping out any unsafe elements
and unsafe\n * attributes.\n */\nvar SanitizingHtmlSerializer = /** @class */ (function () {\n    function
SanitizingHtmlSerializer() {\n        // Explicitly track if something was stripped, to avoid accidentally warning of
sanitization just\n        // because characters were re-encoded.\n        this.sanitizedSomething = false;\n        this.buf =
[];\n    }\n    SanitizingHtmlSerializer.prototype.sanitizeChildren = function (el) {\n        // This cannot use a
TreeWalker, as it has to run on Angular's various DOM adapters.\n        // However this code never accesses
properties off of `document` before deleting its contents\n        // again, so it shouldn't be vulnerable to DOM
clobbering.\n        var current = el.firstChild;\n        while (current) {\n            if (current.nodeType ===
Node.ELEMENT_NODE) {\n                this.startElement(current);\n            }\n            else if (current.nodeType ===
Node.TEXT_NODE) {\n                this.chars(current.nodeValue);\n            }\n            else {\n                // Strip non-
element, non-text nodes.\n                this.sanitizedSomething = true;\n            }\n            if (current.firstChild) {\n
        current = current.firstChild;\n                continue;\n            }\n            while (current) {\n                // Leaving the
element. Walk up and to the right, closing tags as we go.\n                if (current.nodeType ===
Node.ELEMENT_NODE) {\n                    this.endElement(current);\n                }\n                var next =
this.checkClobberedElement(current, current.nextSibling);\n                if (next) {\n                    current = next;\n
        break;\n                }\n                current = this.checkClobberedElement(current, current.parentNode);\n
}\n        }\n        return this.buf.join('');\n    };\n    SanitizingHtmlSerializer.prototype.startElement = function
(element) {\n        var tagName = element.nodeName.toLowerCase();\n        if
(!VALID_ELEMENTS.hasOwnProperty(tagName)) {\n            this.sanitizedSomething = true;\n            return;\n
}\n        this.buf.push('<');\n        this.buf.push(tagName);\n        var elAttrs = element.attributes;\n        for (var i = 0;
i < elAttrs.length; i++) {\n            var elAttr = elAttrs.item(i);\n            var attrName = elAttr.name;\n            var
lower = attrName.toLowerCase();\n            if (!VALID_ATTRS.hasOwnProperty(lower)) {\n
this.sanitizedSomething = true;\n                continue;\n            }\n            var value = elAttr.value;\n            //
TODO(martinprobst): Special case image URIs for data:image/...\n            if (URI_ATTRS[lower])\n                value
```

```
= _sanitizeUrl(value);\n            if (SRCSET_ATTRS[lower])\n                value = sanitizeSrcset(value);\n
this.buf.push(' ', attrName, '=\"', encodeEntities(value), '\"');\n        }\n        this.buf.push('>');\n    };\n
SanitizingHtmlSerializer.prototype.endElement = function (current) {\n        var tagName =
current.nodeName.toLowerCase();\n        if (VALID_ELEMENTS.hasOwnProperty(tagName) &&
!VOID_ELEMENTS.hasOwnProperty(tagName)) {\n            this.buf.push('</');\n            this.buf.push(tagName);\n
        this.buf.push('>');\n        }\n    };\n    SanitizingHtmlSerializer.prototype.chars = function (chars) {
this.buf.push(encodeEntities(chars)); };\n    SanitizingHtmlSerializer.prototype.checkClobberedElement = function
(node, nextNode) {\n        if (nextNode &&\n            (node.compareDocumentPosition(nextNode) &\n
Node.DOCUMENT_POSITION_CONTAINED_BY) === Node.DOCUMENT_POSITION_CONTAINED_BY)
{\n            throw new Error(\"Failed to sanitize html because the element is clobbered: \" + node.outerHTML);\n
}\n        return nextNode;\n    };\n    return SanitizingHtmlSerializer;\n}());\n// Regular Expressions for parsing tags
and attributes\nvar SURROGATE_PAIR_REGEXP = /[\\uD800-\\uDBFF][\\uDC00-\\uDFFF]/g;\n// ! to ~ is the
ASCII range.\nvar NON_ALPHANUMERIC_REGEXP = /([^\\#-~ |!])/g;\n/**\n * Escapes all potentially dangerous
characters, so that the\n * resulting string can be safely inserted into attribute or\n * element text.\n * @param
value\n */\nfunction encodeEntities(value) {\n    return value.replace(/&/g, '&amp;')\n
.replace(SURROGATE_PAIR_REGEXP, function (match) {\n        var hi = match.charCodeAt(0);\n        var low =
match.charCodeAt(1);\n        return '&#' + (((hi - 0xD800) * 0x400) + (low - 0xDC00) + 0x10000) + ';';\n    })\n
.replace(NON_ALPHANUMERIC_REGEXP, function (match) { return '&#' + match.charCodeAt(0) + ';'; })\n
.replace(/</g, '&lt;')\n        .replace(/>/g, '&gt;');\n}\nvar inertBodyHelper;\n/**\n * Sanitizes the given unsafe,
untrusted HTML fragment, and returns HTML text that is safe to add to\n * the DOM in a browser environment.\n
*/\nfunction _sanitizeHtml(defaultDoc, unsafeHtmlInput) {\n    var inertBodyElement = null;\n    try {\n
inertBodyHelper = inertBodyHelper || new InertBodyHelper(defaultDoc);\n        // Make sure unsafeHtml is actually
a string (TypeScript types are not enforced at runtime).\n        var unsafeHtml = unsafeHtmlInput ?
String(unsafeHtmlInput) : '';\n        inertBodyElement = inertBodyHelper.getInertBodyElement(unsafeHtml);\n
// mXSS protection. Repeatedly parse the document to make sure it stabilizes, so that a browser\n        // trying to
auto-correct incorrect HTML cannot cause formerly inert HTML to become dangerous.\n        var mXSSAttempts =
5;\n        var parsedHtml = unsafeHtml;\n        do {\n            if (mXSSAttempts === 0) {\n                throw new
Error('Failed to sanitize html because the input is unstable');\n            }\n            mXSSAttempts--;\n
unsafeHtml = parsedHtml;\n            parsedHtml = inertBodyElement.innerHTML;\n            inertBodyElement =
inertBodyHelper.getInertBodyElement(unsafeHtml);\n        } while (unsafeHtml !== parsedHtml);\n        var
sanitizer = new SanitizingHtmlSerializer();\n        var safeHtml =
sanitizer.sanitizeChildren(getTemplateContent(inertBodyElement) || inertBodyElement);\n        if (isDevMode() &&
sanitizer.sanitizedSomething) {\n            console.warn('WARNING: sanitizing HTML stripped some content (see
http://g.co/ng/security#xss).');\n        }\n        return safeHtml;\n    }\n    finally {\n        // In case anything goes
wrong, clear out inertElement to reset the entire DOM structure.\n        if (inertBodyElement) {\n            var
parent_1 = getTemplateContent(inertBodyElement) || inertBodyElement;\n            while (parent_1.firstChild) {\n
        parent_1.removeChild(parent_1.firstChild);\n            }\n        }\n    }\n}\nfunction getTemplateContent(el) {\n
return 'content' in el /** Microsoft/TypeScript#21517 */ && isTemplateElement(el) ?\n        el.content :\n
null;\n}\nfunction isTemplateElement(el) {\n    return el.nodeType === Node.ELEMENT_NODE && el.nodeName
=== 'TEMPLATE';\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this
source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n/**\n * A SecurityContext marks a location that has dangerous security implications,
e.g. a DOM property\n * like `innerHTML` that could cause Cross Site Scripting (XSS) security bugs when
improperly\n * handled.\n *\n * See DomSanitizer for more details on security in Angular applications.\n *\n *
@publicApi\n */\nvar SecurityContext;\n(function (SecurityContext) {\n
SecurityContext[SecurityContext[\"NONE\"] = 0] = \"NONE\";\n    SecurityContext[SecurityContext[\"HTML\"] =
1] = \"HTML\";\n    SecurityContext[SecurityContext[\"STYLE\"] = 2] = \"STYLE\";\n
SecurityContext[SecurityContext[\"SCRIPT\"] = 3] = \"SCRIPT\";\n    SecurityContext[SecurityContext[\"URL\"] =
```

4] = \"URL\";\n   SecurityContext[SecurityContext[\"RESOURCE_URL\"] = 5] = \"RESOURCE_URL\";\n})(SecurityContext || (SecurityContext = {}));\n/**\n * Sanitizer is used by the views to sanitize potentially dangerous values.\n *\n * @publicApi\n */\nvar Sanitizer = /** @class */ (function () {\n function Sanitizer() {\n   }\n   return Sanitizer;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Regular expression for safe style values.\n *\n * Quotes (\" and ') are allowed, but a check must be done elsewhere to ensure they're balanced.\n *\n * ',' allows multiple values to be assigned to the same property (e.g. background-attachment or\n * font-family) and hence could allow multiple values to get injected, but that should pose no risk\n * of XSS.\n *\n * The function expression checks only for XSS safety, not for CSS validity.\n *\n * This regular expression was taken from the Closure sanitization library, and augmented for\n * transformation values.\n */\nvar VALUES = '[-,.\"\\'%_!# a-zA-Z0-9]+';\nvar TRANSFORMATION_FNS = '(?:matrix|translate|scale|rotate|skew|perspective)(?:X|Y|3d)?';\nvar COLOR_FNS = '(?:rgb|hsl)a?';\nvar GRADIENTS = '(?:repeating-)?(?:linear|radial)-gradient';\nvar CSS3_FNS = '(?:calc|attr)';\nvar FN_ARGS = '\\\\([-0-9.%, #a-zA-Z]+\\\\)';\nvar SAFE_STYLE_VALUE = new RegExp(\"^(\" + VALUES + \"|\" +\n   (\"(?:\" + TRANSFORMATION_FNS + \"|\" + COLOR_FNS + \"|\" + GRADIENTS + \"|\" + CSS3_FNS + \")\") +\n   (FN_ARGS + \")$\"), 'g');\n/**\n * Matches a `url(...)` value with an arbitrary argument as long as it does\n * not contain parentheses.\n *\n * The URL value still needs to be sanitized separately.\n *\n * `url(...)` values are a very common use case, e.g. for `background-image`. With carefully crafted\n * CSS style rules, it is possible to construct an information leak with `url` values in CSS, e.g.\n * by observing whether scroll bars are displayed, or character ranges used by a font face\n * definition.\n *\n * Angular only allows binding CSS values (as opposed to entire CSS rules), so it is unlikely that\n * binding a URL value without further cooperation from the page will cause an information leak, and\n * if so, it is just a leak, not a full blown XSS vulnerability.\n *\n * Given the common use case, low likelihood of attack vector, and low impact of an attack, this\n * code is permissive and allows URLs that sanitize otherwise.\n */\nvar URL_RE = /^url\\(([^)]+)\\)$/;\n/**\n * Checks that quotes (\" and ') are properly balanced inside a string. Assumes\n * that neither escape (\\) nor any other character that could result in\n * breaking out of a string parsing context are allowed;\n * see http://www.w3.org/TR/css3-syntax/#string-token-diagram.\n *\n * This code was taken from the Closure sanitization library.\n */\nfunction hasBalancedQuotes(value) {\n   var outsideSingle = true;\n   var outsideDouble = true;\n   for (var i = 0; i < value.length; i++) {\n   var c = value.charAt(i);\n   if (c === '\\\" && outsideDouble) {\n   outsideSingle = !outsideSingle;\n   }\n   else if (c === '\'' && outsideSingle) {\n   outsideDouble = !outsideDouble;\n   }\n   }\n   return outsideSingle && outsideDouble;\n}\n/**\n * Sanitizes the given untrusted CSS style property value (i.e. not an entire object, just a single\n * value) and returns a value that is safe to use in a browser environment.\n */\nfunction _sanitizeStyle(value) {\n   value = String(value).trim(); // Make sure it's actually a string.\n   if (!value)\n   return '';\n   // Single url(...) values are supported, but only for URLs that sanitize cleanly. See above for\n   // reasoning behind this.\n   var urlMatch = value.match(URL_RE);\n   if ((urlMatch && _sanitizeUrl(urlMatch[1]) === urlMatch[1]) ||\n   value.match(SAFE_STYLE_VALUE) && hasBalancedQuotes(value)) {\n   return value; // Safe style values.\n   }\n   if (isDevMode()) {\n console.warn(\"WARNING: sanitizing unsafe style value \" + value + \" (see http://g.co/ng/security#xss).\");\n   }\n   return 'unsafe';\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An `html` sanitizer which converts untrusted `html` **string** into trusted string by removing\n * dangerous content.\n *\n * This method parses the `html` and locates potentially dangerous content (such as urls and\n * javascript) and removes it.\n *\n * It is possible to mark a string as trusted by calling {@link bypassSanitizationTrustHtml}.\n *\n * @param unsafeHtml untrusted `html`, typically from the user.\n * @returns `html` string which is safe to display to user, because all of the dangerous javascript\n * and urls have been removed.\n */\nfunction sanitizeHtml(unsafeHtml) {\n   var s = getCurrentSanitizer();\n   if (s) {\n   return s.sanitize(SecurityContext.HTML, unsafeHtml) || '';\n   }\n   if (allowSanitizationBypass(unsafeHtml, \"Html\" /* Html */)) {\n   return unsafeHtml.toString();\n   }\n   return _sanitizeHtml(document,

stringify$1(unsafeHtml));\n}\n/**\n * A `style` sanitizer which converts untrusted `style` **string** into trusted string by removing\n * dangerous content.\n *\n * This method parses the `style` and locates potentially dangerous content (such as urls and\n * javascript) and removes it.\n *\n * It is possible to mark a string as trusted by calling {@link bypassSanitizationTrustStyle}.\n *\n * @param unsafeStyle untrusted `style`, typically from the user.\n * @returns `style` string which is safe to bind to the `style` properties, because all of the\n * dangerous javascript and urls have been removed.\n */\nfunction sanitizeStyle(unsafeStyle) {\n var s = getCurrentSanitizer();\n if (s) {\n return s.sanitize(SecurityContext.STYLE, unsafeStyle) || '';\n }\n if (allowSanitizationBypass(unsafeStyle, \"Style\" /* Style */)) {\n return unsafeStyle.toString();\n }\n return _sanitizeStyle(stringify$1(unsafeStyle));\n}\n/**\n * A `url` sanitizer which converts untrusted `url` **string** into trusted string by removing\n * dangerous\n * content.\n *\n * This method parses the `url` and locates potentially dangerous content (such as javascript) and\n * removes it.\n *\n * It is possible to mark a string as trusted by calling {@link bypassSanitizationTrustUrl}.\n *\n * @param unsafeUrl untrusted `url`, typically from the user.\n * @returns `url` string which is safe to bind to the `src` properties such as `<img src>`, because\n * all of the dangerous javascript has been removed.\n */\nfunction sanitizeUrl(unsafeUrl) {\n var s = getCurrentSanitizer();\n if (s) {\n return s.sanitize(SecurityContext.URL, unsafeUrl) || '';\n }\n if (allowSanitizationBypass(unsafeUrl, \"Url\" /* Url */)) {\n return unsafeUrl.toString();\n }\n return _sanitizeUrl(stringify$1(unsafeUrl));\n}\n/**\n * A `url` sanitizer which only lets trusted `url`s through.\n *\n * This passes only `url`s marked trusted by calling {@link bypassSanitizationTrustResourceUrl}.\n *\n * @param unsafeResourceUrl untrusted `url`, typically from the user.\n * @returns `url` string which is safe to bind to the `src` properties such as `<img src>`, because\n * only trusted `url`s have been allowed to pass.\n */\nfunction sanitizeResourceUrl(unsafeResourceUrl) {\n var s = getCurrentSanitizer();\n if (s) {\n return s.sanitize(SecurityContext.RESOURCE_URL, unsafeResourceUrl) || '';\n }\n if (allowSanitizationBypass(unsafeResourceUrl, \"ResourceUrl\" /* ResourceUrl */)) {\n return unsafeResourceUrl.toString();\n }\n throw new Error('unsafe value used in a resource URL context (see http://g.co/ng/security#xss)');\n}\n/**\n * A `script` sanitizer which only lets trusted javascript through.\n *\n * This passes only `script`s marked trusted by calling {@link bypassSanitizationTrustScript}.\n *\n * @param unsafeScript untrusted `script`, typically from the user.\n * @returns `url` string which is safe to bind to the `<script>` element such as `<img src>`,\n * because only trusted `scripts`s have been allowed to pass.\n */\nfunction sanitizeScript(unsafeScript) {\n var s = getCurrentSanitizer();\n if (s) {\n return s.sanitize(SecurityContext.SCRIPT, unsafeScript) || '';\n }\n if (allowSanitizationBypass(unsafeScript, \"Script\" /* Script */)) {\n return unsafeScript.toString();\n }\n throw new Error('unsafe value used in a script context');\n}\n/**\n * The default style sanitizer will handle sanitization for style properties by\n * sanitizing any CSS property that can include a `url` value (usually image-based properties)\n */\nvar defaultStyleSanitizer = function (prop, value) {\n if (value === undefined) {\n return prop === 'background-image' || prop === 'background' || prop === 'border-image' ||\n prop === 'filter' || prop === 'filter' || prop === 'list-style' ||\n prop === 'list-style-image';\n }\n return sanitizeStyle(value);\n};\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A mapping of the @angular/core API surface used in generated expressions to the actual symbols.\n *\n * This should be kept up to date with the public exports of @angular/core.\n */\nvar angularCoreEnv = {\n 'defineBase': defineBase,\n 'defineComponent': defineComponent,\n 'defineDirective': defineDirective,\n 'defineInjectable': defineInjectable,\n 'defineInjector': defineInjector,\n 'defineNgModule': defineNgModule,\n 'definePipe': definePipe,\n 'directiveInject': directiveInject,\n 'getFactoryOf': getFactoryOf,\n 'getInheritedFactory': getInheritedFactory,\n 'inject': inject,\n 'injectAttribute': injectAttribute,\n 'templateRefExtractor': templateRefExtractor,\n 'NgOnChangesFeature': NgOnChangesFeature,\n 'PublicFeature': PublicFeature,\n 'InheritDefinitionFeature': InheritDefinitionFeature,\n 'elementAttribute': elementAttribute,\n 'bind': bind,\n 'container': container,\n 'nextContext': nextContext,\n 'containerRefreshStart': containerRefreshStart,\n 'containerRefreshEnd': containerRefreshEnd,\n 'loadQueryList': loadQueryList,\n 'namespaceHTML': namespaceHTML,\n 'namespaceMathML': namespaceMathML,\n

'namespaceSVG': namespaceSVG,\n 'enableBindings': enableBindings,\n 'disableBindings': disableBindings,\n 'elementStart': elementStart,\n 'elementEnd': elementEnd,\n 'element': element,\n 'EC': elementContainerStart,\n 'eC': elementContainerEnd,\n 'pureFunction0': pureFunction0,\n 'pureFunction1': pureFunction1,\n 'pureFunction2': pureFunction2,\n 'pureFunction3': pureFunction3,\n 'pureFunction4': pureFunction4,\n 'pureFunction5': pureFunction5,\n 'pureFunction6': pureFunction6,\n 'pureFunction7': pureFunction7,\n 'pureFunction8': pureFunction8,\n 'pureFunctionV': pureFunctionV,\n 'getCurrentView': getCurrentView,\n 'restoreView': restoreView,\n 'interpolation1': interpolation1,\n 'interpolation2': interpolation2,\n 'interpolation3': interpolation3,\n 'interpolation4': interpolation4,\n 'interpolation5': interpolation5,\n 'interpolation6': interpolation6,\n 'interpolation7': interpolation7,\n 'interpolation8': interpolation8,\n 'interpolationV': interpolationV,\n 'elementClassProp': elementClassProp,\n 'listener': listener,\n 'load': load,\n 'projection': projection,\n 'elementProperty': elementProperty,\n 'pipeBind1': pipeBind1,\n 'pipeBind2': pipeBind2,\n 'pipeBind3': pipeBind3,\n 'pipeBind4': pipeBind4,\n 'pipeBindV': pipeBindV,\n 'projectionDef': projectionDef,\n 'pipe': pipe,\n 'query': query,\n 'queryRefresh': queryRefresh,\n 'registerContentQuery': registerContentQuery,\n 'reference': reference,\n 'elementStyling': elementStyling,\n 'elementStylingMap': elementStylingMap,\n 'elementStyleProp': elementStyleProp,\n 'elementStylingApply': elementStylingApply,\n 'template': template,\n 'text': text,\n 'textBinding': textBinding,\n 'embeddedViewStart': embeddedViewStart,\n 'embeddedViewEnd': embeddedViewEnd,\n 'i18nAttribute': i18nAttribute,\n 'i18nExp': i18nExp,\n 'i18nStart': i18nStart,\n 'i18nEnd': i18nEnd,\n 'i18nApply': i18nApply,\n 'sanitizeHtml': sanitizeHtml,\n 'sanitizeStyle': sanitizeStyle,\n 'defaultStyleSanitizer': defaultStyleSanitizer,\n 'sanitizeResourceUrl': sanitizeResourceUrl,\n 'sanitizeScript': sanitizeScript,\n 'sanitizeUrl': sanitizeUrl\n};\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _reflect = null;\nfunction getReflect() {\n return (_reflect = _reflect || new ReflectionCapabilities());\n}\nfunction reflectDependencies(type) {\n return convertDependencies(getReflect().parameters(type));\n}\nfunction convertDependencies(deps) {\n var compiler = getCompilerFacade();\n return deps.map(function (dep) { return reflectDependency(compiler, dep); });\n}\nfunction reflectDependency(compiler, dep) {\n var meta = {\n   token: null,\n   host: false,\n   optional: false,\n   resolved: compiler.R3ResolvedDependencyType.Token,\n   self: false,\n   skipSelf: false,\n };\n function setTokenAndResolvedType(token) {\n   meta.resolved = compiler.R3ResolvedDependencyType.Token;\n   meta.token = token;\n }\n if (Array.isArray(dep)) {\n   if (dep.length === 0) {\n   throw new Error('Dependency array must have arguments.');\n   }\n   for (var j = 0; j < dep.length; j++) {\n   var param = dep[j];\n   if (param instanceof Optional || param.__proto__.ngMetadataName === 'Optional') {\n   meta.optional = true;\n   }\n   else if (param instanceof SkipSelf || param.__proto__.ngMetadataName === 'SkipSelf') {\n   meta.skipSelf = true;\n   }\n   else if (param instanceof Self || param.__proto__.ngMetadataName === 'Self') {\n   meta.self = true;\n   }\n   else if (param instanceof Host || param.__proto__.ngMetadataName === 'Host') {\n   meta.host = true;\n   }\n   else if (param instanceof Inject) {\n   meta.token = param.token;\n   }\n   else if (param instanceof Attribute) {\n   if (param.attributeName === undefined) {\n   throw new Error(\"Attribute name must be defined.\");\n   }\n   meta.token = param.attributeName;\n   meta.resolved = compiler.R3ResolvedDependencyType.Attribute;\n   }\n   else {\n   setTokenAndResolvedType(param);\n   }\n   }\n }\n else {\n   setTokenAndResolvedType(dep);\n }\n return meta;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar EMPTY_ARRAY$2 = [];\n/**\n * Compiles a module in JIT mode.\n *\n * This function automatically gets called when a class has a `@NgModule` decorator.\n */\nfunction compileNgModule(moduleType, ngModule) {\n compileNgModuleDefs(moduleType, ngModule);\n setScopeOnDeclaredComponents(moduleType, ngModule);\n}\n/**\n * Compiles and adds the `ngModuleDef` and `ngInjectorDef` properties to the module class.\n */\nfunction compileNgModuleDefs(moduleType, ngModule) {\n

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var declarations = flatten$1(ngModule.declarations || EMPTY_ARRAY$2);\n    var ngModuleDef = null;\n
Object.defineProperty(moduleType, NG_MODULE_DEF, {\n        configurable: true,\n        get: function () {\n
  if (ngModuleDef === null) {\n                ngModuleDef =
getCompilerFacade().compileNgModule(angularCoreEnv, \"ng://\" + moduleType.name + \"/ngModuleDef.js\", {\n
                type: moduleType,\n                    bootstrap: flatten$1(ngModule.bootstrap || EMPTY_ARRAY$2),\n
        declarations: declarations,\n                    imports: flatten$1(ngModule.imports ||
EMPTY_ARRAY$2).map(expandModuleWithProviders),\n                    exports: flatten$1(ngModule.exports ||
EMPTY_ARRAY$2).map(expandModuleWithProviders),\n                    emitInline: true,\n                });\n            }\n
        return ngModuleDef;\n        }\n    });\n    var ngInjectorDef = null;\n    Object.defineProperty(moduleType,
NG_INJECTOR_DEF, {\n        get: function () {\n            if (ngInjectorDef === null) {\n                var meta = {\n
            name: moduleType.name,\n                    type: moduleType,\n                    deps:
reflectDependencies(moduleType),\n                    providers: ngModule.providers || EMPTY_ARRAY$2,\n
  imports: [\n                    ngModule.imports || EMPTY_ARRAY$2,\n                    ngModule.exports ||
EMPTY_ARRAY$2,\n                    ],\n                };\n                ngInjectorDef =
getCompilerFacade().compileInjector(angularCoreEnv, \"ng://\" + moduleType.name + \"/ngInjectorDef.js\",
meta);\n            }\n            return ngInjectorDef;\n        },\n        // Make the property configurable in dev mode to
allow overriding in tests\n        configurable: !!ngDevMode,\n    });\n}\n/**\n * Some declared components may be
compiled asynchronously, and thus may not have their\n * ngComponentDef set yet. If this is the case, then a
reference to the module is written into\n * the `ngSelectorScope` property of the declared type.\n */\nfunction
setScopeOnDeclaredComponents(moduleType, ngModule) {\n    var declarations = flatten$1(ngModule.declarations
|| EMPTY_ARRAY$2);\n    var transitiveScopes = transitiveScopesFor(moduleType);\n
declarations.forEach(function (declaration) {\n        if (declaration.hasOwnProperty(NG_COMPONENT_DEF)) {\n
        // An `ngComponentDef` field exists - go ahead and patch the component directly.\n            var component =
declaration;\n            var componentDef = getComponentDef(component);\n
patchComponentDefWithScope(componentDef, transitiveScopes);\n        }\n        else if
(!declaration.hasOwnProperty(NG_DIRECTIVE_DEF) && !declaration.hasOwnProperty(NG_PIPE_DEF)) {\n
    // Set `ngSelectorScope` for future reference when the component compilation finishes.\n
declaration.ngSelectorScope = moduleType;\n        }\n    });\n}\n/**\n * Patch the definition of a component with
directives and pipes from the compilation scope of\n * a given module.\n */\nfunction
patchComponentDefWithScope(componentDef, transitiveScopes) {\n    componentDef.directiveDefs = function () {
return Array.from(transitiveScopes.compilation.directives)\n        .map(function (dir) { return getDirectiveDef(dir) ||
getComponentDef(dir); })\n        .filter(function (def) { return !!def; }); };\n    componentDef.pipeDefs = function ()
{\n        return Array.from(transitiveScopes.compilation.pipes).map(function (pipe) { return getPipeDef(pipe); });\n
};\n}\n/**\n * Compute the pair of transitive scopes (compilation scope and exported scope) for a given module.\n
*\n * This operation is memoized and the result is cached on the module's definition. It can be called\n * on modules
with components that have not fully compiled yet, but the result should not be used\n * until they have.\n
*/\nfunction transitiveScopesFor(moduleType) {\n    if (!isNgModule(moduleType)) {\n        throw new
Error(moduleType.name + \" does not have an ngModuleDef\");\n    }\n    var def =
getNgModuleDef(moduleType);\n    if (def.transitiveCompileScopes !== null) {\n        return
def.transitiveCompileScopes;\n    }\n    var scopes = {\n        compilation: {\n            directives: new Set(),\n
pipes: new Set(),\n        },\n        exported: {\n            directives: new Set(),\n            pipes: new Set(),\n        },\n
};\n    def.declarations.forEach(function (declared) {\n        var declaredWithDefs = declared;\n        if
(getPipeDef(declaredWithDefs)) {\n            scopes.compilation.pipes.add(declared);\n        }\n        else {\n            //
Either declared has an ngComponentDef or ngDirectiveDef, or it's a component which hasn't\n            // had its
template compiled yet. In either case, it gets added to the compilation's\n            // directives.\n
scopes.compilation.directives.add(declared);\n        }\n    });\n    def.imports.forEach(function (imported) {\n        var
importedTyped = imported;\n        if (!isNgModule(importedTyped)) {\n            throw new Error(\"Importing \" +
importedTyped.name + \" which does not have an ngModuleDef\");\n        }\n        // When this module imports
```

another, the imported module's exported directives and pipes are\n // added to the compilation scope of this module.\n var importedScope = transitiveScopesFor(importedTyped);\n importedScope.exported.directives.forEach(function (entry) { return scopes.compilation.directives.add(entry); });\n importedScope.exported.pipes.forEach(function (entry) { return scopes.compilation.pipes.add(entry); });\n });\n def.exports.forEach(function (exported) {\n var exportedTyped = exported;\n // Either the type is a module, a pipe, or a component/directive (which may not have an\n // ngComponentDef as it might be compiled asynchronously).\n if (isNgModule(exportedTyped)) {\n // When this module exports another, the exported module's exported directives and pipes are\n // added to both the compilation and exported scopes of this module.\n var exportedScope = transitiveScopesFor(exportedTyped);\n exportedScope.exported.directives.forEach(function (entry) {\n scopes.compilation.directives.add(entry);\n scopes.exported.directives.add(entry);\n });\n exportedScope.exported.pipes.forEach(function (entry) {\n scopes.compilation.pipes.add(entry);\n scopes.exported.pipes.add(entry);\n });\n }\n else if (getNgModuleDef(exportedTyped)) {\n scopes.exported.pipes.add(exportedTyped);\n }\n else {\n scopes.exported.directives.add(exportedTyped);\n }\n });\n def.transitiveCompileScopes = scopes;\n return scopes;\n}\nfunction flatten$1(values) {\n var out = [];\n values.forEach(function (value) {\n if (Array.isArray(value)) {\n out.push.apply(out, __spread(flatten$1(value)));\n }\n else {\n out.push(value);\n }\n });\n return out;\n}\nfunction expandModuleWithProviders(value) {\n if (isModuleWithProviders(value)) {\n return value.ngModule;\n }\n return value;\n}\nfunction isModuleWithProviders(value) {\n return value.ngModule !== undefined;\n}\nfunction isNgModule(value) {\n return !!getNgModuleDef(value);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Compile an Angular component according to its decorator metadata, and patch the resulting\n * ngComponentDef onto the component type.\n *\n * Compilation may be asynchronous (due to the need to resolve URLs for the component template or\n * other resources, for example). In the event that compilation is not immediate, `compileComponent`\n * will enqueue resource resolution into a global queue and will fail to return the `ngComponentDef`\n * until the global queue has been resolved with a call to `resolveComponentResources`.\n */\nfunction compileComponent(type, metadata) {\n var ngComponentDef = null;\n // Metadata may have resources which need to be resolved.\n maybeQueueResolutionOfComponentResources(metadata);\n Object.defineProperty(type, NG_COMPONENT_DEF, {\n get: function () {\n var compiler = getCompilerFacade();\n if (ngComponentDef === null) {\n if (componentNeedsResolution(metadata)) {\n var error = [\"Component '\" + stringify(type) + \"' is not resolved:\"];\n if (metadata.templateUrl) {\n error.push(\" - templateUrl: \" + stringify(metadata.templateUrl));\n }\n if (metadata.styleUrls && metadata.styleUrls.length) {\n error.push(\" - styleUrls: \" + JSON.stringify(metadata.styleUrls));\n }\n error.push(\"Did you run and wait for 'resolveComponentResources()'?\");\n throw new Error(error.join('\\n'));\n }\n var meta = __assign({}, directiveMetadata(type, metadata), { template: metadata.template || '', preserveWhitespaces: metadata.preserveWhitespaces || false, styles: metadata.styles || EMPTY_ARRAY, animations: metadata.animations, viewQueries: extractQueriesMetadata(getReflect().propMetadata(type), isViewQuery), directives: new Map(), pipes: new Map(), encapsulation: metadata.encapsulation || ViewEncapsulation.Emulated, viewProviders: metadata.viewProviders || null });\n ngComponentDef = compiler.compileComponent(angularCoreEnv, \"ng://\" + stringify(type) + \"/template.html\", meta);\n // If component compilation is async, then the @NgModule annotation which declares the\n // component may execute and set an ngSelectorScope property on the component type. This\n // allows the component to patch itself with directiveDefs from the module after it\n // finishes compiling.\n if (hasSelectorScope(type)) {\n var scopes = transitiveScopesFor(type.ngSelectorScope);\n patchComponentDefWithScope(ngComponentDef, scopes);\n }\n }\n return ngComponentDef;\n },\n // Make the property configurable

in dev mode to allow overriding in tests\n configurable: !!ngDevMode,\n });\n}\nfunction hasSelectorScope(component) {\n return component.ngSelectorScope !== undefined;\n}\n/**\n * Compile an Angular directive according to its decorator metadata, and patch the resulting\n * ngDirectiveDef onto the component type.\n *\n * In the event that compilation is not immediate, `compileDirective` will return a `Promise` which\n * will resolve when compilation completes and the directive becomes usable.\n */\nfunction compileDirective(type, directive) {\n var ngDirectiveDef = null;\n Object.defineProperty(type, NG_DIRECTIVE_DEF, {\n get: function () {\n if (ngDirectiveDef === null) {\n var facade = directiveMetadata(type, directive);\n ngDirectiveDef = getCompilerFacade().compileDirective(angularCoreEnv, \"ng://\" + (type && type.name) + \"/ngDirectiveDef.js\", facade);\n }\n return ngDirectiveDef;\n },\n // Make the property configurable in dev mode to allow overriding in tests\n configurable: !!ngDevMode,\n });\n}\nfunction extendsDirectlyFromObject(type) {\n return Object.getPrototypeOf(type.prototype) === Object.prototype;\n}\n/**\n * Extract the `R3DirectiveMetadata` for a particular directive (either a `Directive` or a\n * `Component`).\n */\nfunction directiveMetadata(type, metadata) {\n // Reflect inputs and outputs.\n var propMetadata = getReflect().propMetadata(type);\n return {\n name: type.name,\n type: type,\n typeArgumentCount: 0,\n selector: metadata.selector,\n deps: reflectDependencies(type),\n host: metadata.host || EMPTY_OBJ$1,\n propMetadata: propMetadata,\n inputs: metadata.inputs || EMPTY_ARRAY,\n outputs: metadata.outputs || EMPTY_ARRAY,\n queries: extractQueriesMetadata(propMetadata, isContentQuery),\n lifecycle: {\n usesOnChanges: type.prototype.ngOnChanges !== undefined,\n },\n typeSourceSpan: null,\n usesInheritance: !extendsDirectlyFromObject(type),\n exportAs: metadata.exportAs || null,\n providers: metadata.providers || null,\n };\n}\nvar EMPTY_OBJ$1 = {};\nfunction convertToR3QueryPredicate(selector) {\n return typeof selector === 'string' ? splitByComma(selector) : selector;\n}\nfunction convertToR3QueryMetadata(propertyName, ann) {\n return {\n propertyName: propertyName,\n predicate: convertToR3QueryPredicate(ann.selector),\n descendants: ann.descendants,\n first: ann.first,\n read: ann.read ? ann.read : null\n };\n}\nfunction extractQueriesMetadata(propMetadata, isQueryAnn) {\n var queriesMeta = [];\n var _loop_1 = function (field) {\n if (propMetadata.hasOwnProperty(field)) {\n propMetadata[field].forEach(function (ann) {\n if (isQueryAnn(ann)) {\n queriesMeta.push(convertToR3QueryMetadata(field, ann));\n }\n });\n }\n };\n for (var field in propMetadata) {\n _loop_1(field);\n }\n return queriesMeta;\n}\nfunction isContentQuery(value) {\n var name = value.ngMetadataName;\n return name === 'ContentChild' || name === 'ContentChildren';\n}\nfunction isViewQuery(value) {\n var name = value.ngMetadataName;\n return name === 'ViewChild' || name === 'ViewChildren';\n}\nfunction splitByComma(value) {\n return value.split(',').map(function (piece) { return piece.trim(); });\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Compile an Angular injectable according to its `Injectable` metadata, and patch the resulting\n * `ngInjectableDef` onto the injectable type.\n */\nfunction compileInjectable(type, srcMeta) {\n var def = null;\n Object.defineProperty(type, NG_INJECTABLE_DEF, {\n get: function () {\n if (def === null) {\n var meta_1 = srcMeta || { providedIn: null };\n var hasAProvider = isUseClassProvider(meta_1) || isUseFactoryProvider(meta_1) ||\n isUseValueProvider(meta_1) || isUseExistingProvider(meta_1);\n var compilerMeta = {\n name: type.name,\n type: type,\n providedIn: meta_1.providedIn,\n ctorDeps: reflectDependencies(type),\n userDeps: undefined\n };\n if ((isUseClassProvider(meta_1) || isUseFactoryProvider(meta_1)) && meta_1.deps !== undefined) {\n compilerMeta.userDeps = convertDependencies(meta_1.deps);\n }\n if (!hasAProvider) {\n // In the case the user specifies a type provider, treat it as {provide: X, useClass: X}.\n // The deps will have been reflected above, causing the factory to create the class by\n // calling\n // its constructor with injected deps.\n compilerMeta.useClass = type;\n }\n else if (isUseClassProvider(meta_1)) {\n // The user explicitly specified useClass, and may or may not have

provided deps.\n compilerMeta.useClass = meta_1.useClass;\n }\n else if (isUseValueProvider(meta_1)) {\n // The user explicitly specified useValue.\n compilerMeta.useValue = meta_1.useValue;\n }\n else if (isUseFactoryProvider(meta_1)) {\n // The user explicitly specified useFactory.\n compilerMeta.useFactory = meta_1.useFactory;\n }\n else if (isUseExistingProvider(meta_1)) {\n // The user explicitly specified useExisting.\n compilerMeta.useExisting = meta_1.useExisting;\n }\n else {\n // Can't happen - either hasAProvider will be false, or one of the providers will be set.\n throw new Error(\"Unreachable state.\");\n }\n def = getCompilerFacade().compileInjectable(angularCoreEnv, \"ng://\" + type.name + \"/ngInjectableDef.js\", compilerMeta);\n }\n return def;\n },\n });\n}\nvar 0$1 = getClosureSafeProperty;\nvar USE_VALUE$1 = getClosureSafeProperty({ provide: String, useValue: 0$1 });\nfunction isUseClassProvider(meta) {\n return meta.useClass !== undefined;\n}\nfunction isUseValueProvider(meta) {\n return USE_VALUE$1 in meta;\n}\nfunction isUseFactoryProvider(meta) {\n return meta.useFactory !== undefined;\n}\nfunction isUseExistingProvider(meta) {\n return meta.useExisting !== undefined;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction compilePipe(type, meta) {\n var ngPipeDef = null;\n Object.defineProperty(type, NG_PIPE_DEF, {\n get: function () {\n if (ngPipeDef === null) {\n ngPipeDef = getCompilerFacade().compilePipe(angularCoreEnv, \"ng://\" + stringify$1(type) + \"/ngPipeDef.js\", {\n type: type,\n name: type.name,\n deps: reflectDependencies(type),\n pipeName: meta.name,\n pure: meta.pure !== undefined ? meta.pure : true\n });\n }\n return ngPipeDef;\n },\n // Make the property configurable in dev mode to allow overriding in tests\n configurable: !!ngDevMode,\n });\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ivyEnabled = true;\nvar R3_COMPILE_COMPONENT = compileComponent;\nvar R3_COMPILE_DIRECTIVE = compileDirective;\nvar R3_COMPILE_INJECTABLE = compileInjectable;\nvar R3_COMPILE_NGMODULE = compileNgModule;\nvar R3_COMPILE_PIPE = compilePipe;\nvar R3_COMPILE_NGMODULE_DEFS = compileNgModuleDefs;\nvar R3_PATCH_COMPONENT_DEF_WTIH_SCOPE = patchComponentDefWithScope;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction noop() { }\nvar R3_COMPILE_COMPONENT__POST_NGCC__ = R3_COMPILE_COMPONENT;\nvar R3_COMPILE_DIRECTIVE__POST_NGCC__ = R3_COMPILE_DIRECTIVE;\nvar R3_COMPILE_INJECTABLE__POST_NGCC__ = R3_COMPILE_INJECTABLE;\nvar R3_COMPILE_NGMODULE__POST_NGCC__ = R3_COMPILE_NGMODULE;\nvar R3_COMPILE_PIPE__POST_NGCC__ = R3_COMPILE_PIPE;\nvar ivyEnable__POST_NGCC__ = ivyEnabled;\nvar R3_COMPILE_COMPONENT__PRE_NGCC__ = noop;\nvar R3_COMPILE_DIRECTIVE__PRE_NGCC__ = noop;\nvar R3_COMPILE_INJECTABLE__PRE_NGCC__ = preR3InjectableCompile;\nvar R3_COMPILE_NGMODULE__PRE_NGCC__ = preR3NgModuleCompile;\nvar R3_COMPILE_PIPE__PRE_NGCC__ = noop;\nvar ivyEnable__PRE_NGCC__ = false;\nvar ivyEnabled$1 = ivyEnable__PRE_NGCC__;\nvar R3_COMPILE_COMPONENT$1 = R3_COMPILE_COMPONENT__PRE_NGCC__;\nvar R3_COMPILE_DIRECTIVE$1 = R3_COMPILE_DIRECTIVE__PRE_NGCC__;\nvar R3_COMPILE_INJECTABLE$1 = R3_COMPILE_INJECTABLE__PRE_NGCC__;\nvar R3_COMPILE_NGMODULE$1 = R3_COMPILE_NGMODULE__PRE_NGCC__;\nvar R3_COMPILE_PIPE$1 = R3_COMPILE_PIPE__PRE_NGCC__;\n//\n// Glue code which should be removed after Ivy is default //\n//\nfunction preR3NgModuleCompile(moduleType, metadata) {\n var imports = (metadata && metadata.imports) || [];\n if (metadata && metadata.exports) {\n imports = __spread(imports, [metadata.exports]);\n }\n

moduleType.ngInjectorDef = defineInjector({\n factory: convertInjectableProviderToFactory(moduleType, { useClass: moduleType }),\n providers: metadata && metadata.providers,\n imports: imports,\n });\n}\nvar 0$2 = getClosureSafeProperty;\nvar USE_VALUE$2 = getClosureSafeProperty({ provide: String, useValue: 0$2 });\nvar EMPTY_ARRAY$3 = [];\nfunction convertInjectableProviderToFactory(type, provider) {\n if (!provider) {\n var reflectionCapabilities = new ReflectionCapabilities();\n var deps_1 = reflectionCapabilities.parameters(type);\n // TODO - convert to flags.\n return function () { return new (type.bind.apply(type, __spread([void 0], injectArgs(deps_1))))(); };\n }\n if (USE_VALUE$2 in provider) {\n var valueProvider_1 = provider;\n return function () { return valueProvider_1.useValue; };\n }\n else if (provider.useExisting) {\n var existingProvider_1 = provider;\n return function () { return inject(existingProvider_1.useExisting); };\n }\n else if (provider.useFactory) {\n var factoryProvider_1 = provider;\n return function () { return factoryProvider_1.useFactory.apply(factoryProvider_1, __spread(injectArgs(factoryProvider_1.deps || EMPTY_ARRAY$3))); };\n }\n else if (provider.useClass) {\n var classProvider_1 = provider;\n var deps_2 = provider.deps;\n if (!deps_2) {\n var reflectionCapabilities = new ReflectionCapabilities();\n deps_2 = reflectionCapabilities.parameters(type);\n }\n return function () {\n var _a;\n return new ((_a = classProvider_1.useClass).bind.apply(_a, __spread([void 0], injectArgs(deps_2))))();\n };\n }\n else {\n var deps_3 = provider.deps;\n if (!deps_3) {\n var reflectionCapabilities = new ReflectionCapabilities();\n deps_3 = reflectionCapabilities.parameters(type);\n }\n return function () { return new (type.bind.apply(type, __spread([void 0], injectArgs(deps_3))))(); };\n }\n}\n/**\n * Supports @Injectable() in JIT mode for Render2.\n */\nfunction preR3InjectableCompile(injectableType, options) {\n if (options && options.providedIn !== undefined && !getInjectableDef(injectableType)) {\n injectableType.ngInjectableDef = defineInjectable({\n providedIn: options.providedIn,\n factory: convertInjectableProviderToFactory(injectableType, options),\n });\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Type of the Directive metadata.\n *\n * @publicApi\n */\nvar Directive = makeDecorator('Directive', function (dir) {\n if (dir === void 0) { dir = {}; }\n return dir;\n}, undefined, undefined, function (type, meta) { return R3_COMPILE_DIRECTIVE$1(type, meta); });\n/**\n * Component decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar Component = makeDecorator('Component', function (c) {\n if (c === void 0) { c = {}; }\n return (__assign({ changeDetection: ChangeDetectionStrategy.Default }, c));\n}, Directive, undefined, function (type, meta) { return R3_COMPILE_COMPONENT$1(type, meta); });\n/**\n * @Annotation\n * @publicApi\n */\nvar Pipe = makeDecorator('Pipe', function (p) { return (__assign({ pure: true }, p)); }, undefined, undefined, function (type, meta) { return R3_COMPILE_PIPE$1(type, meta); });\nvar initializeBaseDef = function (target) {\n var constructor = target.constructor;\n var inheritedBaseDef = constructor.ngBaseDef;\n var baseDef = constructor.ngBaseDef = {\n inputs: {},\n outputs: {},\n declaredInputs: {},\n };\n if (inheritedBaseDef) {\n fillProperties(baseDef.inputs, inheritedBaseDef.inputs);\n fillProperties(baseDef.outputs, inheritedBaseDef.outputs);\n fillProperties(baseDef.declaredInputs, inheritedBaseDef.declaredInputs);\n }\n};\n/**\n * Does the work of creating the `ngBaseDef` property for the @Input and @Output decorators.\n * @param key \"inputs\" or \"outputs\"\n */\nvar updateBaseDefFromIOProp = function (getProp) {\n return function (target, name) {\n var args = [];\n for (var _i = 2; _i < arguments.length; _i++) {\n args[_i - 2] = arguments[_i];\n }\n var constructor = target.constructor;\n if (!constructor.hasOwnProperty(NG_BASE_DEF)) {\n initializeBaseDef(target);\n }\n var baseDef = constructor.ngBaseDef;\n var defProp = getProp(baseDef);\n defProp[name] = args[0];\n };\n};\n/**\n * @Annotation\n * @publicApi\n */\nvar Input = makePropDecorator('Input', function (bindingPropertyName) { return ({ bindingPropertyName: bindingPropertyName }); }, undefined, updateBaseDefFromIOProp(function (baseDef) { return baseDef.inputs || {}; }));\n/**\n * @Annotation\n * @publicApi\n */\nvar Output = makePropDecorator('Output', function (bindingPropertyName) { return ({ bindingPropertyName: bindingPropertyName }); }, undefined, updateBaseDefFromIOProp(function (baseDef) { return baseDef.outputs || {}; }));\n/**\n * @Annotation\n * @publicApi\n */\nvar HostBinding =

makePropDecorator('HostBinding', function (hostPropertyName) { return ({ hostPropertyName: hostPropertyName }); });\n/**\n * Binds a CSS event to a host listener and supplies configuration metadata.\n * Angular invokes the supplied handler method when the host element emits the specified event,\n * and updates the bound element with the result.\n * If the handler method returns false, applies `preventDefault` on the bound element.\n *\n * @usageNotes\n *\n * The following example declares a directive\n * that attaches a click listener to a button and counts clicks.\n *\n * ```\n * @Directive({selector: 'button[counting]'})\n * class CountClicks {\n * numberOfClicks = 0;\n *\n * @HostListener('click', ['$event.target'])\n * onClick(btn) {\n * console.log('button', btn, 'number of clicks:', this.numberOfClicks++);\n * }\n * }\n *\n * @Component({\n * selector: 'app',\n * template: '<button counting>Increment</button>',\n * })\n * class App {}\n * ```\n *\n * @Annotation\n * @publicApi\n */\nvar HostListener = makePropDecorator('HostListener', function (eventName, args) { return ({ eventName: eventName, args: args }); });\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Defines a schema that allows an NgModule to contain the following:\n * - Non-Angular elements named with dash case (`-`).\n * - Element properties named with dash case (`-`).\n * Dash case is the naming convention for custom elements.\n *\n * @publicApi\n */\nvar CUSTOM_ELEMENTS_SCHEMA = {\n name: 'custom-elements'\n};\n/**\n * Defines a schema that allows any property on any element.\n *\n * @publicApi\n */\nvar NO_ERRORS_SCHEMA = {\n name: 'no-errors-schema'\n};\n/**\n * @Annotation\n * @publicApi\n */\nvar NgModule = makeDecorator('NgModule', function (ngModule) { return ngModule; }, undefined, undefined, \n/**\n * Decorator that marks the following class as an NgModule, and supplies\n * configuration metadata for it.\n *\n * * The `declarations` and `entryComponents` options configure the compiler\n * with information about what belongs to the NgModule.\n * * The `providers` options configures the NgModule's injector to provide\n * dependencies the NgModule members.\n * * The `imports` and `exports` options bring in members from other modules, and make\n * this module's members available to others.\n */\nfunction (type, meta) { return R3_COMPILE_NGMODULE$1(type, meta); });\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description Represents the version of Angular\n *\n * @publicApi\n */\nvar Version = /** @class */ (function () {\n function Version(full) {\n this.full = full;\n this.major = full.split('.')[0];\n this.minor = full.split('.')[1];\n this.patch = full.split('.').slice(2).join('.');\n }\n return Version;\n}());\n/**\n * @publicApi\n */\nvar VERSION = new Version('7.0.4');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Injectable decorator and metadata.\n *\n * @Annotation\n * @publicApi\n */\nvar Injectable = makeDecorator('Injectable', undefined, undefined, undefined, function (type, meta) { return R3_COMPILE_INJECTABLE$1(type, meta); });\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ERROR_DEBUG_CONTEXT = 'ngDebugContext';\nvar ERROR_ORIGINAL_ERROR = 'ngOriginalError';\nvar ERROR_LOGGER = 'ngErrorLogger';\nfunction getDebugContext(error) {\n return error[ERROR_DEBUG_CONTEXT];\n}\nfunction getOriginalError(error) {\n return error[ERROR_ORIGINAL_ERROR];\n}\nfunction getErrorLogger(error) {\n return error[ERROR_LOGGER] || defaultErrorLogger;\n}\nfunction defaultErrorLogger(console) {\n var values = [];\n for (var _i = 1; _i < arguments.length; _i++) {\n values[_i - 1] = arguments[_i];\n }\n console.error.apply(console, __spread(values));\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Provides a hook for centralized exception handling.\n *\n * The default implementation of `ErrorHandler` prints error messages to the `console`. To\n * intercept error handling, write a custom exception handler that replaces this default as\n * appropriate for your app.\n *\n * @usageNotes\n *

Example\n *\n * ```\n * class MyErrorHandler implements ErrorHandler {\n *   handleError(error) {\n *   // do something with the exception\n *   }\n * }\n *\n * @NgModule({\n *   providers: [{provide: ErrorHandler, useClass: MyErrorHandler}]\n * })\n * class MyModule {}\n * ```\n *\n * @publicApi\n */\nvar ErrorHandler = /** @class */ (function () {\n   function ErrorHandler() {\n   /**\n   * @internal\n   */\n   this._console = console;\n   }\n   ErrorHandler.prototype.handleError = function (error) {\n   var originalError = this._findOriginalError(error);\n   var context = this._findContext(error);\n   // Note: Browser consoles show the place from where console.error was called.\n   // We can use this to give users additional information about the error.\n   var errorLogger = getErrorLogger(error);\n   errorLogger(this._console, \"ERROR\", error);\n   if (originalError) {\n   errorLogger(this._console, \"ORIGINAL ERROR\", originalError);\n   }\n   if (context) {\n   errorLogger(this._console, 'ERROR CONTEXT', context);\n   }\n   };\n   /** @internal */\n   ErrorHandler.prototype._findContext = function (error) {\n   if (error) {\n   return getDebugContext(error) ? getDebugContext(error) :\n   this._findContext(getOriginalError(error));\n   }\n   return null;\n   };\n   /** @internal */\n   ErrorHandler.prototype._findOriginalError = function (error) {\n   var e = getOriginalError(error);\n   while (e && getOriginalError(e)) {\n   e = getOriginalError(e);\n   }\n   return e;\n   };\n   return ErrorHandler;\n}());\nfunction wrappedError(message, originalError) {\n   var msg = message + \" caused by: \" + (originalError instanceof Error ? originalError.message : originalError);\n   var error = Error(msg);\n   error[ERROR_ORIGINAL_ERROR] = originalError;\n   return error;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction findFirstClosedCycle(keys) {\n   var res = [];\n   for (var i = 0; i < keys.length; ++i) {\n   if (res.indexOf(keys[i]) > -1) {\n   res.push(keys[i]);\n   return res;\n   }\n   res.push(keys[i]);\n   }\n   return res;\n}\nfunction constructResolvingPath(keys) {\n   if (keys.length > 1) {\n   var reversed = findFirstClosedCycle(keys.slice().reverse());\n   var tokenStrs = reversed.map(function (k) { return stringify(k.token); });\n   return ' (' + tokenStrs.join(' -> ') + ')';\n   }\n   return '';\n}\nfunction injectionError(injector, key, constructResolvingMessage, originalError) {\n   var keys = [key];\n   var errMsg = constructResolvingMessage(keys);\n   var error = (originalError ? wrappedError(errMsg, originalError) : Error(errMsg));\n   error.addKey = addKey;\n   error.keys = keys;\n   error.injectors = [injector];\n   error.constructResolvingMessage = constructResolvingMessage;\n   error[ERROR_ORIGINAL_ERROR] = originalError;\n   return error;\n}\nfunction addKey(injector, key) {\n   this.injectors.push(injector);\n   this.keys.push(key);\n   // Note: This updated message won't be reflected in the `.stack` property\n   this.message = this.constructResolvingMessage(this.keys);\n}\n/**\n * Thrown when trying to retrieve a dependency by key from {@link Injector}, but the\n * {@link Injector} does not have a {@link Provider} for the given key.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * class A {\n *   constructor(b:B) {}\n * }\n *\n * expect(() => Injector.resolveAndCreate([A])).toThrowError();\n * ```\n */\nfunction noProviderError(injector, key) {\n   return injectionError(injector, key, function (keys) {\n   var first = stringify(keys[0].token);\n   return \"No provider for \" + first + \"!\" + constructResolvingPath(keys);\n   });\n}\n/**\n * Thrown when dependencies form a cycle.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * var injector = Injector.resolveAndCreate([\n * {provide: \"one\", useFactory: (two) => \"two\", deps: [[new Inject(\"two\")]]},\n *   {provide: \"two\", useFactory: (one) => \"one\", deps: [[new Inject(\"one\")]]}\n *]);\n *\n * expect(() => injector.get(\"one\")).toThrowError();\n * ```\n *\n * Retrieving `A` or `B` throws a `CyclicDependencyError` as the graph above cannot be constructed.\n */\nfunction cyclicDependencyError(injector, key) {\n   return injectionError(injector, key, function (keys) {\n   return \"Cannot instantiate cyclic dependency!\" + constructResolvingPath(keys);\n   });\n}\n/**\n * Thrown when a constructing type returns with an Error.\n *\n * The `InstantiationError` class contains the original error plus the dependency graph which caused\n * this object to be instantiated.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * class A {\n *   constructor() {\n *   throw new Error('message');\n *   }\n * }\n *\n * var injector = Injector.resolveAndCreate([A]);\n\n * try {\n *   injector.get(A);\n * } catch (e) {\n *   expect(e instanceof InstantiationError).toBe(true);\n *   expect(e.originalException.message).toEqual(\"message\");\n *   expect(e.originalStack).toBeDefined();\n * }\n * ```\n */\nfunction instantiationError(injector, originalException,

originalStack, key) {\n   return injectionError(injector, key, function (keys) {\n   var first = stringify(keys[0].token);\n   return originalException.message + \": Error during instantiation of \" + first + \"!\" + constructResolvingPath(keys) + \".\";\n   }, originalException);\n}\n/**\n * Thrown when an object other then {@link Provider} (or `Type`) is passed to {@link Injector}\n * creation.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * expect(() => Injector.resolveAndCreate([\"not a type\"])).toThrowError();\n * ```\n */\nfunction invalidProviderError(provider) {\n   return Error(\"Invalid provider - only instances of Provider and Type are allowed, got: \" + provider);\n}\n/**\n * Thrown when the class has no annotation information.\n *\n * Lack of annotation information prevents the {@link Injector} from determining which dependencies\n * need to be injected into the constructor.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * class A {\n * constructor(b) {}\n * }\n *\n * expect(() => Injector.resolveAndCreate([A])).toThrowError();\n * ```\n *\n * This error is also thrown when the class not marked with {@link Injectable} has parameter types.\n *\n * ```typescript\n * class B {}\n *\n * class A {\n *   constructor(b:B) {} // no information about the parameter types of A is available at runtime.\n * }\n *\n * expect(() => Injector.resolveAndCreate([A,B])).toThrowError();\n * ```\n *\n */\nfunction noAnnotationError(typeOrFunc, params) {\n   var signature = [];\n   for (var i = 0, ii = params.length; i < ii; i++) {\n   var parameter = params[i];\n   if (!parameter || parameter.length == 0) {\n   signature.push('?');\n   }\n   else {\n   signature.push(parameter.map(stringify).join(' '));\n   }\n   }\n   return Error('Cannot resolve all parameters for \\\" + stringify(typeOrFunc) + '\\\'(' +\n   signature.join(', ') + '). ' +\n   'Make sure that all the parameters are decorated with Inject or have valid type annotations and that \\\" +\n   stringify(typeOrFunc) + '\\\' is decorated with Injectable.');\n}\n/**\n * Thrown when getting an object by index.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * class A {}\n *\n * var injector = Injector.resolveAndCreate([A]);\n *\n * expect(() => injector.getAt(100)).toThrowError();\n * ```\n *\n */\nfunction outOfBoundsError(index) {\n   return Error(\"Index \" + index + \" is out-of-bounds.\");\n}\n// TODO: add a working example after alpha38 is released\n/**\n * Thrown when a multi provider and a regular provider are bound to the same token.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * expect(() => Injector.resolveAndCreate([\n *   { provide: \"Strings\", useValue: \"string1\", multi: true},\n *   { provide: \"Strings\", useValue: \"string2\", multi: false}\n *])).toThrowError();\n * ```\n */\nfunction mixingMultiProvidersWithRegularProvidersError(provider1, provider2) {\n   return Error(\"Cannot mix multi providers and regular providers, got: \" + provider1 + \" \" + provider2);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A unique object used for retrieving items from the {@link ReflectiveInjector}.\n *\n * Keys have:\n * - a system-wide unique `id`.\n * - a `token`.\n *\n * `Key` is used internally by {@link ReflectiveInjector} because its system-wide unique `id` allows\n * the\n * injector to store created objects in a more efficient way.\n *\n * `Key` should not be created directly. {@link ReflectiveInjector} creates keys automatically when\n * resolving\n * providers.\n *\n * @deprecated No replacement\n * @publicApi\n */\nvar ReflectiveKey = /** @class */ (function () {\n   /**\n   * Private\n   */\n   function ReflectiveKey(token, id) {\n   this.token = token;\n   this.id = id;\n   if (!token) {\n   throw new Error('Token must be defined!');\n   }\n   this.displayName = stringify(this.token);\n   }\n   /**\n   * Retrieves a `Key` for a token.\n   */\n   ReflectiveKey.get = function (token) {\n   return _globalKeyRegistry.get(resolveForwardRef(token));\n   };\n   Object.defineProperty(ReflectiveKey, \"numberOfKeys\", {\n   /**\n   * @returns the number of keys registered in the system.\n   */\n   get: function () { return _globalKeyRegistry.numberOfKeys; },\n   enumerable: true,\n   configurable: true\n   });\n   return ReflectiveKey;\n}());\nvar KeyRegistry = /** @class */ (function () {\n   function KeyRegistry() {\n   this._allKeys = new Map();\n   }\n   KeyRegistry.prototype.get = function (token) {\n   if (token instanceof ReflectiveKey)\n   return token;\n   if (this._allKeys.has(token)) {\n   return this._allKeys.get(token);\n   }\n   var newKey = new ReflectiveKey(token, ReflectiveKey.numberOfKeys);\n   this._allKeys.set(token, newKey);\n   return newKey;\n   };\n   Object.defineProperty(KeyRegistry.prototype, \"numberOfKeys\", {\n   get: function () { return this._allKeys.size; },\n   enumerable: true,\n   configurable: true\n   });\n   return KeyRegistry;\n}());\nvar _globalKeyRegistry = new KeyRegistry();\n\n/**\n * @license\n * Copyright Google Inc.

All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Provides access to reflection data about symbols. Used internally by Angular\n * to power dependency injection and compilation.\n */\nvar Reflector = /** @class */ (function () {\n function Reflector(reflectionCapabilities) {\n this.reflectionCapabilities = reflectionCapabilities;\n }\n Reflector.prototype.updateCapabilities = function (caps) { this.reflectionCapabilities = caps; };\n Reflector.prototype.factory = function (type) { return this.reflectionCapabilities.factory(type); };\n Reflector.prototype.parameters = function (typeOrFunc) {\n return this.reflectionCapabilities.parameters(typeOrFunc);\n };\n Reflector.prototype.annotations = function (typeOrFunc) {\n return this.reflectionCapabilities.annotations(typeOrFunc);\n };\n Reflector.prototype.propMetadata = function (typeOrFunc) {\n return this.reflectionCapabilities.propMetadata(typeOrFunc);\n };\n Reflector.prototype.hasLifecycleHook = function (type, lcProperty) {\n return this.reflectionCapabilities.hasLifecycleHook(type, lcProperty);\n };\n Reflector.prototype.getter = function (name) { return this.reflectionCapabilities.getter(name); };\n Reflector.prototype.setter = function (name) { return this.reflectionCapabilities.setter(name); };\n Reflector.prototype.method = function (name) { return this.reflectionCapabilities.method(name); };\n Reflector.prototype.importUri = function (type) { return this.reflectionCapabilities.importUri(type); };\n Reflector.prototype.resourceUri = function (type) { return this.reflectionCapabilities.resourceUri(type); };\n Reflector.prototype.resolveIdentifier = function (name, moduleUrl, members, runtime) {\n return this.reflectionCapabilities.resolveIdentifier(name, moduleUrl, members, runtime);\n };\n Reflector.prototype.resolveEnum = function (identifier, name) {\n return this.reflectionCapabilities.resolveEnum(identifier, name);\n };\n return Reflector;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * The {@link Reflector} used internally in Angular to access metadata\n * about symbols.\n */\nvar reflector = new Reflector(new ReflectionCapabilities());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * `Dependency` is used by the framework to extend DI.\n * This is internal to Angular and should not be used directly.\n */\nvar ReflectiveDependency = /** @class */ (function () {\n function ReflectiveDependency(key, optional, visibility) {\n this.key = key;\n this.optional = optional;\n this.visibility = visibility;\n }\n ReflectiveDependency.fromKey = function (key) {\n return new ReflectiveDependency(key, false, null);\n };\n return ReflectiveDependency;\n}());\nvar _EMPTY_LIST = [];\nvar ResolvedReflectiveProvider_ = /** @class */ (function () {\n function ResolvedReflectiveProvider_(key, resolvedFactories, multiProvider) {\n this.key = key;\n this.resolvedFactories = resolvedFactories;\n this.multiProvider = multiProvider;\n this.resolvedFactory = this.resolvedFactories[0];\n }\n return ResolvedReflectiveProvider_;\n}());\n/**\n * An internal resolved representation of a factory function created by resolving `Provider`.\n * @publicApi\n */\nvar ResolvedReflectiveFactory = /** @class */ (function () {\n function ResolvedReflectiveFactory(\n /**\n * Factory function which can return an instance of an object represented by a key.\n */\n factory, \n /**\n * Arguments (dependencies) to the `factory` function.\n */\n dependencies) {\n this.factory = factory;\n this.dependencies = dependencies;\n }\n return ResolvedReflectiveFactory;\n}());\n/**\n * Resolve a single provider.\n */\nfunction resolveReflectiveFactory(provider) {\n var factoryFn;\n var resolvedDeps;\n if (provider.useClass) {\n var useClass = resolveForwardRef(provider.useClass);\n factoryFn = reflector.factory(useClass);\n resolvedDeps = _dependenciesFor(useClass);\n }\n else if (provider.useExisting) {\n factoryFn = function (aliasInstance) { return aliasInstance; };\n resolvedDeps = [ReflectiveDependency.fromKey(ReflectiveKey.get(provider.useExisting))];\n }\n else if (provider.useFactory) {\n factoryFn = provider.useFactory;\n resolvedDeps = constructDependencies(provider.useFactory, provider.deps);\n }\n else {\n factoryFn = function () { return provider.useValue; };\n resolvedDeps = _EMPTY_LIST;\n }\n return new ResolvedReflectiveFactory(factoryFn, resolvedDeps);\n}\n/**\n * Converts

the `Provider` into `ResolvedProvider`.\n *\n * `Injector` internally only uses `ResolvedProvider`, `Provider` contains convenience provider\n * syntax.\n */\nfunction resolveReflectiveProvider(provider) {\n return new ResolvedReflectiveProvider_(ReflectiveKey.get(provider.provide), [resolveReflectiveFactory(provider)], provider.multi || false);\n}\n/**\n * Resolve a list of Providers.\n */\nfunction resolveReflectiveProviders(providers) {\n var normalized = _normalizeProviders(providers, []);\n var resolved = normalized.map(resolveReflectiveProvider);\n var resolvedProviderMap = mergeResolvedReflectiveProviders(resolved, new Map());\n return Array.from(resolvedProviderMap.values());\n}\n/**\n * Merges a list of ResolvedProviders into a list where each key is contained exactly once and\n * multi providers have been merged.\n */\nfunction mergeResolvedReflectiveProviders(providers, normalizedProvidersMap) {\n for (var i = 0; i < providers.length; i++) {\n   var provider = providers[i];\n   var existing = normalizedProvidersMap.get(provider.key.id);\n   if (existing) {\n   if (provider.multiProvider !== existing.multiProvider) {\n   throw mixingMultiProvidersWithRegularProvidersError(existing, provider);\n   }\n   if (provider.multiProvider) {\n   for (var j = 0; j < provider.resolvedFactories.length; j++) {\n   existing.resolvedFactories.push(provider.resolvedFactories[j]);\n   }\n   }\n   else {\n   normalizedProvidersMap.set(provider.key.id, provider);\n   }\n   }\n   else {\n   var resolvedProvider = void 0;\n   if (provider.multiProvider) {\n   resolvedProvider = new ResolvedReflectiveProvider_(provider.key, provider.resolvedFactories.slice(), provider.multiProvider);\n   }\n   else {\n   resolvedProvider = provider;\n   }\n   normalizedProvidersMap.set(provider.key.id, resolvedProvider);\n   }\n }\n return normalizedProvidersMap;\n}\nfunction _normalizeProviders(providers, res) {\n providers.forEach(function (b) {\n   if (b instanceof Type) {\n   res.push({ provide: b, useClass: b });\n   }\n   else if (b && typeof b == 'object' && b.provide !== undefined) {\n   res.push(b);\n   }\n   else if (b instanceof Array) {\n   _normalizeProviders(b, res);\n   }\n   else {\n   throw invalidProviderError(b);\n   }\n });\n return res;\n}\nfunction constructDependencies(typeOrFunc, dependencies) {\n if (!dependencies) {\n   return _dependenciesFor(typeOrFunc);\n }\n else {\n   var params_1 = dependencies.map(function (t) { return [t]; });\n   return dependencies.map(function (t) { return _extractToken(typeOrFunc, t, params_1); });\n }\n}\nfunction _dependenciesFor(typeOrFunc) {\n var params = reflector.parameters(typeOrFunc);\n if (!params)\n   return [];\n if (params.some(function (p) { return p == null; })) {\n   throw noAnnotationError(typeOrFunc, params);\n }\n return params.map(function (p) { return _extractToken(typeOrFunc, p, params); });\n}\nfunction _extractToken(typeOrFunc, metadata, params) {\n var token = null;\n var optional = false;\n if (!Array.isArray(metadata)) {\n   if (metadata instanceof Inject) {\n   return _createDependency(metadata.token, optional, null);\n   }\n   else {\n   return _createDependency(metadata, optional, null);\n   }\n }\n var visibility = null;\n for (var i = 0; i < metadata.length; ++i) {\n   var paramMetadata = metadata[i];\n   if (paramMetadata instanceof Type) {\n   token = paramMetadata;\n   }\n   else if (paramMetadata instanceof Inject) {\n   token = paramMetadata.token;\n   }\n   else if (paramMetadata instanceof Optional) {\n   optional = true;\n   }\n   else if (paramMetadata instanceof Self || paramMetadata instanceof SkipSelf) {\n   visibility = paramMetadata;\n   }\n   else if (paramMetadata instanceof InjectionToken) {\n   token = paramMetadata;\n   }\n }\n token = resolveForwardRef(token);\n if (token != null) {\n   return _createDependency(token, optional, visibility);\n }\n else {\n   throw noAnnotationError(typeOrFunc, params);\n }\n}\nfunction _createDependency(token, optional, visibility) {\n return new ReflectiveDependency(ReflectiveKey.get(token), optional, visibility);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// Threshold for the dynamic version\nvar UNDEFINED = new Object();\n/**\n * A ReflectiveDependency injection container used for instantiating objects and resolving\n * dependencies.\n *\n * An `Injector` is a replacement for a `new` operator, which can automatically resolve the\n * constructor dependencies.\n *\n * In typical use, application code asks for the dependencies in the constructor and

they are\n * resolved by the `Injector`.\n *\n * @usageNotes\n * ### Example\n *\n * The following example creates an `Injector` configured to create `Engine` and `Car`.\n *\n * ```typescript\n * @Injectable()\n * class Engine {\n * }\n *\n * @Injectable()\n * class Car {\n * constructor(public engine:Engine) {}\n * }\n *\n * var injector = ReflectiveInjector.resolveAndCreate([Car, Engine]);\n * var car = injector.get(Car);\n * expect(car instanceof Car).toBe(true);\n * expect(car.engine instanceof Engine).toBe(true);\n * ```\n *\n * Notice, we don't use the `new` operator because we explicitly want to have the `Injector`\n * resolve all of the object's dependencies automatically.\n *\n * @deprecated from v5 - slow and brings in a lot of code, Use `Injector.create` instead.\n * @publicApi\n */\nvar ReflectiveInjector = /** @class */ (function () {\n function ReflectiveInjector() {\n }\n /**\n * Turns an array of provider definitions into an array of resolved providers.\n *\n * A resolution is a process of flattening multiple nested arrays and converting individual\n * providers into an array of `ResolvedReflectiveProvider`s.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * @Injectable()\n * class Engine {\n * }\n *\n * @Injectable()\n * class Car {\n * constructor(public engine:Engine) {}\n * }\n *\n * var providers = ReflectiveInjector.resolve([Car, [[Engine]]]);\n *\n * expect(providers.length).toEqual(2);\n *\n * expect(providers[0] instanceof ResolvedReflectiveProvider).toBe(true);\n * expect(providers[0].key.displayName).toBe(\"Car\");\n * expect(providers[0].dependencies.length).toEqual(1);\n * expect(providers[0].factory).toBeDefined();\n *\n * expect(providers[1].key.displayName).toBe(\"Engine\");\n * });\n * ```\n *\n */\n ReflectiveInjector.resolve = function (providers) {\n return resolveReflectiveProviders(providers);\n };\n /**\n * Resolves an array of providers and creates an injector from those providers.\n *\n * The passed-in providers can be an array of `Type`, `Provider`,\n * or a recursive array of more providers.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * @Injectable()\n * class Engine {\n * }\n *\n * @Injectable()\n * class Car {\n * constructor(public engine:Engine) {}\n * }\n *\n * var injector = ReflectiveInjector.resolveAndCreate([Car, Engine]);\n * expect(injector.get(Car) instanceof Car).toBe(true);\n * ```\n */\n ReflectiveInjector.resolveAndCreate = function (providers, parent) {\n var ResolvedReflectiveProviders = ReflectiveInjector.resolve(providers);\n return ReflectiveInjector.fromResolvedProviders(ResolvedReflectiveProviders, parent);\n };\n /**\n * Creates an injector from previously resolved providers.\n *\n * This API is the recommended way to construct injectors in performance-sensitive parts.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * @Injectable()\n * class Engine {\n * }\n *\n * @Injectable()\n * class Car {\n * constructor(public engine:Engine) {}\n * }\n *\n * var providers = ReflectiveInjector.resolve([Car, Engine]);\n * var injector = ReflectiveInjector.fromResolvedProviders(providers);\n * expect(injector.get(Car) instanceof Car).toBe(true);\n * ```\n */\n ReflectiveInjector.fromResolvedProviders = function (providers, parent) {\n return new ReflectiveInjector_(providers, parent);\n };\n return ReflectiveInjector;\n}());\nvar ReflectiveInjector_ = /** @class */ (function () {\n /**\n * Private\n */\n function ReflectiveInjector_(_providers, _parent) {\n /** @internal */\n this._constructionCounter = 0;\n this._providers = _providers;\n this.parent = _parent || null;\n var len = _providers.length;\n this.keyIds = new Array(len);\n this.objs = new Array(len);\n for (var i = 0; i < len; i++) {\n this.keyIds[i] = _providers[i].key.id;\n this.objs[i] = UNDEFINED;\n }\n }\n ReflectiveInjector_.prototype.get = function (token, notFoundValue) {\n if (notFoundValue === void 0) { notFoundValue = THROW_IF_NOT_FOUND; }\n return this._getByKey(ReflectiveKey.get(token), null, notFoundValue);\n };\n ReflectiveInjector_.prototype.resolveAndCreateChild = function (providers) {\n var ResolvedReflectiveProviders = ReflectiveInjector.resolve(providers);\n return this.createChildFromResolved(ResolvedReflectiveProviders);\n };\n ReflectiveInjector_.prototype.createChildFromResolved = function (providers) {\n var inj = new ReflectiveInjector_(providers);\n inj.parent = this;\n return inj;\n };\n ReflectiveInjector_.prototype.resolveAndInstantiate = function (provider) {\n return this.instantiateResolved(ReflectiveInjector.resolve([provider])[0]);\n };\n ReflectiveInjector_.prototype.instantiateResolved = function (provider) {\n return

this._instantiateProvider(provider);\n   };\n   ReflectiveInjector_.prototype.getProviderAtIndex = function (index) {\n   if (index < 0 || index >= this._providers.length) {\n   throw outOfBoundsError(index);\n   }\n   return this._providers[index];\n   };\n   /** @internal */\n   ReflectiveInjector_.prototype._new = function (provider) {\n   if (this._constructionCounter++ > this._getMaxNumberOfObjects()) {\n   throw cyclicDependencyError(this, provider.key);\n   }\n   return this._instantiateProvider(provider);\n   };\n   ReflectiveInjector_.prototype._getMaxNumberOfObjects = function () { return this.objs.length; };\n   ReflectiveInjector_.prototype._instantiateProvider = function (provider) {\n   if (provider.multiProvider) {\n   var res = new Array(provider.resolvedFactories.length);\n   for (var i = 0; i < provider.resolvedFactories.length; ++i) {\n   res[i] = this._instantiate(provider, provider.resolvedFactories[i]);\n   }\n   return res;\n   }\n   else {\n   return this._instantiate(provider, provider.resolvedFactories[0]);\n   }\n   };\n   ReflectiveInjector_.prototype._instantiate = function (provider, ResolvedReflectiveFactory$$1) {\n   var _this = this;\n   var factory = ResolvedReflectiveFactory$$1.factory;\n   var deps;\n   try {\n   deps =\n   ResolvedReflectiveFactory$$1.dependencies.map(function (dep) { return _this._getByReflectiveDependency(dep); });\n   }\n   catch (e) {\n   if (e.addKey) {\n   e.addKey(this, provider.key);\n   }\n   throw e;\n   }\n   var obj;\n   try {\n   obj = factory.apply(void 0, __spread(deps));\n   }\n   catch (e) {\n   throw instantiationError(this, e, e.stack, provider.key);\n   }\n   return obj;\n   };\n   ReflectiveInjector_.prototype._getByReflectiveDependency = function (dep) {\n   return this._getByKey(dep.key, dep.visibility, dep.optional ? null : THROW_IF_NOT_FOUND);\n   };\n   ReflectiveInjector_.prototype._getByKey = function (key, visibility, notFoundValue) {\n   if (key === ReflectiveInjector_.INJECTOR_KEY) {\n   return this;\n   }\n   if (visibility instanceof Self) {\n   return this._getByKeySelf(key, notFoundValue);\n   }\n   else {\n   return this._getByKeyDefault(key, notFoundValue, visibility);\n   }\n   };\n   ReflectiveInjector_.prototype._getObjByKeyId = function (keyId) {\n   for (var i = 0; i < this.keyIds.length; i++) {\n   if (this.keyIds[i] === keyId) {\n   if (this.objs[i] === UNDEFINED) {\n   this.objs[i] = this._new(this._providers[i]);\n   }\n   return this.objs[i];\n   }\n   }\n   return UNDEFINED;\n   };\n   /** @internal */\n   ReflectiveInjector_.prototype._throwOrNull = function (key, notFoundValue) {\n   if (notFoundValue !== THROW_IF_NOT_FOUND) {\n   return notFoundValue;\n   }\n   else {\n   throw noProviderError(this, key);\n   }\n   };\n   /** @internal */\n   ReflectiveInjector_.prototype._getByKeySelf = function (key, notFoundValue) {\n   var obj = this._getObjByKeyId(key.id);\n   return (obj !== UNDEFINED) ? obj : this._throwOrNull(key, notFoundValue);\n   };\n   /** @internal */\n   ReflectiveInjector_.prototype._getByKeyDefault = function (key, notFoundValue, visibility) {\n   var inj;\n   if (visibility instanceof SkipSelf) {\n   inj = this.parent;\n   }\n   else {\n   inj = this;\n   }\n   while (inj instanceof ReflectiveInjector_) {\n   var inj_ = inj;\n   var obj = inj_._getObjByKeyId(key.id);\n   if (obj !== UNDEFINED)\n   return obj;\n   inj = inj_.parent;\n   }\n   if (inj !== null) {\n   return inj.get(key.token, notFoundValue);\n   }\n   else {\n   return this._throwOrNull(key, notFoundValue);\n   }\n   };\n   Object.defineProperty(ReflectiveInjector_.prototype, \"displayName\", {\n   get: function () {\n   var providers = _mapProviders(this, function (b) { return ' \"' + b.key.displayName + '\" '; })\n   .join(', ');\n   return \"ReflectiveInjector(providers: [\" + providers + \"])\";\n   },\n   enumerable: true,\n   configurable: true\n   });\n   ReflectiveInjector_.prototype.toString = function () { return this.displayName; };\n   ReflectiveInjector_.INJECTOR_KEY = ReflectiveKey.get(Injector);\n   return ReflectiveInjector_;\n}());\nfunction _mapProviders(injector, fn) {\n   var res = new Array(injector._providers.length);\n   for (var i = 0; i < injector._providers.length; ++i) {\n   res[i] = fn(injector.getProviderAtIndex(i));\n   }\n   return res;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Determine if the argument is shaped

like a Promise\n */\nfunction isPromise(obj) {\n   // allow any Promise/A+ compliant thenable.\n   // It's up to the caller to ensure that obj.then conforms to the spec\n   return !!obj && typeof obj.then === 'function';\n}\n/**\n * Determine if the argument is an Observable\n */\nfunction isObservable(obj) {\n   // TODO: use isObservable once we update pass rxjs 6.1\n   // https://github.com/ReactiveX/rxjs/blob/master/CHANGELOG.md#610-2018-05-03\n return !!obj && typeof obj.subscribe === 'function';\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A function that will be executed when an application is initialized.\n *\n * @publicApi\n */\nvar APP_INITIALIZER = new InjectionToken('Application Initializer');\n/**\n * A class that reflects the state of running {@link APP_INITIALIZER}s.\n *\n * @publicApi\n */\nvar ApplicationInitStatus = /** @class */ (function () {\n   function ApplicationInitStatus(appInits) {\n   var _this = this;\n   this.appInits = appInits;\n   this.initialized = false;\n   this.done = false;\n   this.donePromise = new Promise(function (res, rej) {\n   _this.resolve = res;\n   _this.reject = rej;\n   });\n   }\n   /** @internal */\n   ApplicationInitStatus.prototype.runInitializers = function () {\n   var _this = this;\n   if (this.initialized) {\n   return;\n   }\n   var asyncInitPromises = [];\n   var complete = function () {\n   _this.done = true;\n   _this.resolve();\n   };\n   if (this.appInits) {\n   for (var i = 0; i < this.appInits.length; i++) {\n   var initResult = this.appInits[i]();\n   if (isPromise(initResult)) {\n   asyncInitPromises.push(initResult);\n   }\n   }\n   }\n   Promise.all(asyncInitPromises).then(function () { complete(); }).catch(function (e) { _this.reject(e); });\n   if (asyncInitPromises.length === 0) {\n   complete();\n   }\n   this.initialized = true;\n   };\n   ApplicationInitStatus = __decorate([\n   Injectable(),\n   __param(0, Inject(APP_INITIALIZER)), __param(0, Optional()),\n   __metadata(\"design:paramtypes\", [Array])\n   ], ApplicationInitStatus);\n   return ApplicationInitStatus;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A DI Token representing a unique string id assigned to the application by Angular and used\n * primarily for prefixing application attributes and CSS styles when\n * {@link ViewEncapsulation#Emulated ViewEncapsulation.Emulated} is being used.\n *\n * If you need to avoid randomly generated value to be used as an application id, you can provide\n * a custom value via a DI provider <!-- TODO: provider --> configuring the root {@link Injector}\n * using this token.\n * @publicApi\n */\nvar APP_ID = new InjectionToken('AppId');\nfunction _appIdRandomProviderFactory() {\n   return \"\" + _randomChar() + _randomChar() + _randomChar();\n}\n/**\n * Providers that will generate a random APP_ID_TOKEN.\n * @publicApi\n */\nvar APP_ID_RANDOM_PROVIDER = {\n   provide: APP_ID,\n   useFactory: _appIdRandomProviderFactory,\n   deps: [],\n};\nfunction _randomChar() {\n   return String.fromCharCode(97 + Math.floor(Math.random() * 25));\n}\n/**\n * A function that will be executed when a platform is initialized.\n * @publicApi\n */\nvar PLATFORM_INITIALIZER = new InjectionToken('Platform Initializer');\n/**\n * A token that indicates an opaque platform id.\n * @publicApi\n */\nvar PLATFORM_ID = new InjectionToken('Platform ID');\n/**\n * All callbacks provided via this token will be called for every component that is bootstrapped.\n * Signature of the callback:\n *\n * `(componentRef: ComponentRef) => void`.\n *\n * @publicApi\n */\nvar APP_BOOTSTRAP_LISTENER = new InjectionToken('appBootstrapListener');\n/**\n * A token which indicates the root directory of the application\n * @publicApi\n */\nvar PACKAGE_ROOT_URL = new InjectionToken('Application Packages Root URL');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar Console = /** @class */ (function () {\n   function Console() {\n   }\n   Console.prototype.log = function (message) {\n   // tslint:disable-next-line:no-console\n console.log(message);\n   };\n   // Note: for reporting errors use `DOM.logError()` as it is platform specific\n Console.prototype.warn = function (message) {\n   // tslint:disable-next-line:no-console\n console.warn(message);\n   };\n   Console = __decorate([\n   Injectable()\n   ], Console);\n   return Console;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n

*/\n/**\n * Combination of NgModuleFactory and ComponentFactorys.\n *\n * @publicApi\n */\nvar ModuleWithComponentFactories = /** @class */ (function () {\n function ModuleWithComponentFactories(ngModuleFactory, componentFactories) {\n this.ngModuleFactory = ngModuleFactory;\n this.componentFactories = componentFactories;\n }\n return ModuleWithComponentFactories;\n}));\nfunction _throwError() {\n throw new Error(\"Runtime compiler is not loaded\");\n}\n/**\n * Low-level service for running the angular compiler during runtime\n * to create {@link ComponentFactory}s, which\n * can later be used to create and render a Component instance.\n *\n * Each `@NgModule` provides an own `Compiler` to its injector,\n * that will use the directives/pipes of the ng module for compilation\n * of components.\n *\n * @publicApi\n */\nvar Compiler = /** @class */ (function () {\n function Compiler() {\n }\n /**\n * Compiles the given NgModule and all of its components. All templates of the components listed\n * in `entryComponents` have to be inlined.\n */\n Compiler.prototype.compileModuleSync = function (moduleType) { throw _throwError(); };\n /**\n * Compiles the given NgModule and all of its components\n */\n Compiler.prototype.compileModuleAsync = function (moduleType) { throw _throwError(); };\n /**\n * Same as {@link #compileModuleSync} but also creates ComponentFactories for all components.\n */\n Compiler.prototype.compileModuleAndAllComponentsSync = function (moduleType) {\n throw _throwError();\n };\n /**\n * Same as {@link #compileModuleAsync} but also creates ComponentFactories for all components.\n */\n Compiler.prototype.compileModuleAndAllComponentsAsync = function (moduleType) {\n throw _throwError();\n };\n /**\n * Clears all caches.\n */\n Compiler.prototype.clearCache = function () { };\n /**\n * Clears the cache for the given component/ngModule.\n */\n Compiler.prototype.clearCacheFor = function (type) { };\n /**\n * Returns the id for a given NgModule, if one is defined and known to the compiler.\n */\n Compiler.prototype.getModuleId = function (moduleType) { return undefined; };\n Compiler = __decorate([\n Injectable()\n], Compiler);\n return Compiler;\n}));\n/**\n * Token to provide CompilerOptions in the platform injector.\n *\n * @publicApi\n */\nvar COMPILER_OPTIONS = new InjectionToken('compilerOptions');\n/**\n * A factory for creating a Compiler\n *\n * @publicApi\n */\nvar CompilerFactory = /** @class */ (function () {\n function CompilerFactory() {\n }\n return CompilerFactory;\n}));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar trace;\nvar events;\nfunction detectWTF() {\n var wtf = _global /** TODO #9100 */['wtf'];\n if (wtf) {\n trace = wtf['trace'];\n if (trace) {\n events = trace['events'];\n return true;\n }\n }\n return false;\n}\nfunction createScope(signature, flags) {\n if (flags === void 0) { flags = null; }\n return events.createScope(signature, flags);\n}\nfunction leave(scope, returnValue) {\n trace.leaveScope(scope, returnValue);\n return returnValue;\n}\nfunction startTimeRange(rangeType, action) {\n return trace.beginTimeRange(rangeType, action);\n}\nfunction endTimeRange(range) {\n trace.endTimeRange(range);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * True if WTF is enabled.\n */\nvar wtfEnabled = detectWTF();\nfunction noopScope(arg0, arg1) {\n return null;\n}\n/**\n * Create trace scope.\n *\n * Scopes must be strictly nested and are analogous to stack frames, but\n * do not have to follow the stack frames. Instead it is recommended that they follow logical\n * nesting. You may want to use\n * [Event\n * Signatures](http://google.github.io/tracing-framework/instrumenting-code.html#custom-events)\n * as they are defined in WTF.\n *\n * Used to mark scope entry. The return value is used to leave the scope.\n *\n * var myScope = wtfCreateScope('MyClass#myMethod(ascii someVal)');\n *\n * someMethod() {\n * var s = myScope('Foo'); // 'Foo' gets stored in tracing UI\n * // DO SOME WORK HERE\n * return wtfLeave(s, 123); // Return value 123\n * }\n *\n * Note, adding try-finally block around the work to ensure that `wtfLeave` gets called can\n * negatively impact the performance of your application. For this reason we recommend that\n * you don't add them to ensure that `wtfLeave` gets called. In production `wtfLeave` is a noop and\n * so try-finally block has no value. When debugging perf issues, skipping `wtfLeave`, do to\n * exception, will produce incorrect

trace, but presence of exception signifies logic error which\n * needs to be fixed before the app should be profiled. Add try-finally only when you expect that\n * an exception is expected during normal execution while profiling.\n *\n * @publicApi\n */\nvar wtfCreateScope = wtfEnabled ? createScope : function (signature, flags) { return noopScope; };\n/**\n * Used to mark end of Scope.\n *\n * - `scope` to end.\n * - `returnValue` (optional) to be passed to the WTF.\n *\n * Returns the `returnValue for easy chaining.\n * @publicApi\n */\nvar wtfLeave = wtfEnabled ? leave : function (s, r) { return r; };\n/**\n * Used to mark Async start. Async are similar to scope but they don't have to be strictly nested.\n * The return value is used in the call to [endAsync]. Async ranges only work if WTF has been\n * enabled.\n *\n * someMethod() {\n * var s = wtfStartTimeRange('HTTP:GET', 'some.url');\n * var future = new Future.delay(5).then((_) {\n * wtfEndTimeRange(s);\n * });\n * }\n * @publicApi\n */\nvar wtfStartTimeRange = wtfEnabled ? startTimeRange : function (rangeType, action) { return null; };\n/**\n * Ends a async time range operation.\n * [range] is the return value from [wtfStartTimeRange] Async ranges only work if WTF has been\n * enabled.\n * @publicApi\n */\nvar wtfEndTimeRange = wtfEnabled ? endTimeRange : function (r) { return null; };\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An injectable service for executing work inside or outside of the Angular zone.\n *\n * The most common use of this service is to optimize performance when starting a work consisting of\n * one or more asynchronous tasks that don't require UI updates or error handling to be handled by\n * Angular. Such tasks can be kicked off via {@link #runOutsideAngular} and if needed, these tasks\n * can reenter the Angular zone via {@link #run}.\n *\n * <!-- TODO: add/fix links to:\n * - docs explaining zones and the use of zones in Angular and change-detection\n * - link to runOutsideAngular/run (throughout this file!)\n * -->\n *\n * @usageNotes\n * ### Example\n *\n * ```\n * import {Component, NgZone} from '@angular/core';\n * import {NgIf} from '@angular/common';\n *\n * @Component({\n * selector: 'ng-zone-demo',\n * template: `\n * <h2>Demo: NgZone</h2>\n *\n * Progress: {{progress}}% \n * <p *ngIf=\"progress >= 100\">Done processing {{label}} of Angular zone! \n *\n * <button (click)=\"processWithinAngularZone()\">Process within Angular zone</button>\n * <button (click)=\"processOutsideOfAngularZone()\">Process outside of Angular zone</button>\n * `,\n * })\n * export class NgZoneDemo {\n * progress: number = 0;\n * label: string;\n *\n * constructor(private _ngZone: NgZone) {}\n *\n * // Loop inside the Angular zone\n * // so the UI DOES refresh after each setTimeout cycle\n * processWithinAngularZone() {\n * this.label = 'inside';\n * this.progress = 0;\n * this._increaseProgress(() => console.log('Inside Done!'));\n * }\n *\n * // Loop outside of the Angular zone\n * // so the UI DOES NOT refresh after each setTimeout cycle\n * processOutsideOfAngularZone() {\n * this.label = 'outside';\n * this.progress = 0;\n * this._ngZone.runOutsideAngular(() => {\n * this._increaseProgress(() => {\n * // reenter the Angular zone and display done\n * this._ngZone.run(() => { console.log('Outside Done!'); });\n * });\n * });\n * }\n *\n * _increaseProgress(doneCallback: () => void) {\n * this.progress += 1;\n * console.log(`Current progress: ${this.progress}%`);\n *\n * if (this.progress < 100) {\n * window.setTimeout(() => this._increaseProgress(doneCallback), 10);\n * } else {\n * doneCallback();\n * }\n * }\n * }\n * ```\n *\n * @publicApi\n */\nvar NgZone = /** @class */ (function () {\n function NgZone(_a) {\n var _b = _a.enableLongStackTrace, enableLongStackTrace = _b === void 0 ? false : _b;\n this.hasPendingMicrotasks = false;\n this.hasPendingMacrotasks = false;\n /**\n * Whether there are no outstanding microtasks or macrotasks.\n */\n this.isStable = true;\n /**\n * Notifies when code enters Angular Zone. This gets fired first on VM Turn.\n */\n this.onUnstable = new EventEmitter(false);\n /**\n * Notifies when there is no more microtasks enqueued in the current VM Turn.\n * This is a hint for Angular to do change detection, which may enqueue more microtasks.\n * For this reason this event can fire multiple times per VM Turn.\n */\n this.onMicrotaskEmpty = new EventEmitter(false);\n /**\n * Notifies when the last `onMicrotaskEmpty` has run and there are no more microtasks, which\n * implies we are about to relinquish VM turn.\n * This event gets called just once.\n */\n this.onStable = new EventEmitter(false);\n /**\n * Notifies that an error has been delivered.\n */\n this.onError = new EventEmitter(false);\n if (typeof Zone == 'undefined') {\n throw new Error(\"In this configuration Angular requires Zone.js\");\n }\n Zone.assertZonePatched();\n var self =

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this;\n        self._nesting = 0;\n        self._outer = self._inner = Zone.current;\n        if (Zone['wtfZoneSpec']) {\n
 self._inner = self._inner.fork(Zone['wtfZoneSpec']);\n        }\n        if (Zone['TaskTrackingZoneSpec']) {\n
self._inner = self._inner.fork(new Zone['TaskTrackingZoneSpec']);\n        }\n        if (enableLongStackTrace &&
Zone['longStackTraceZoneSpec']) {\n            self._inner = self._inner.fork(Zone['longStackTraceZoneSpec']);\n
}\n        forkInnerZoneWithAngularBehavior(self);\n    }\n    NgZone.isInAngularZone = function () { return
Zone.current.get('isAngularZone') === true; };\n    NgZone.assertInAngularZone = function () {\n        if
(!NgZone.isInAngularZone()) {\n            throw new Error('Expected to be in Angular Zone, but it is not!');\n        }\n
  };\n    NgZone.assertNotInAngularZone = function () {\n        if (NgZone.isInAngularZone()) {\n            throw new
Error('Expected to not be in Angular Zone, but it is!');\n        }\n    };\n    /**\n     * Executes the `fn` function
synchronously within the Angular zone and returns value returned by\n     * the function.\n     *\n     * Running
functions via `run` allows you to reenter Angular zone from a task that was executed\n     * outside of the Angular
zone (typically started via {@link #runOutsideAngular}).\n     *\n     * Any future tasks or microtasks scheduled
from within this function will continue executing from\n     * within the Angular zone.\n     *\n     * If a synchronous
error happens it will be rethrown and not reported via `onError`.\n     */\n    NgZone.prototype.run = function (fn,
applyThis, applyArgs) {\n        return this._inner.run(fn, applyThis, applyArgs);\n    };\n    /**\n     * Executes the
`fn` function synchronously within the Angular zone as a task and returns value\n     * returned by the function.\n
*\n     * Running functions via `run` allows you to reenter Angular zone from a task that was executed\n     * outside
of the Angular zone (typically started via {@link #runOutsideAngular}).\n     *\n     * Any future tasks or microtasks
scheduled from within this function will continue executing from\n     * within the Angular zone.\n     *\n     * If a
synchronous error happens it will be rethrown and not reported via `onError`.\n     */\n    NgZone.prototype.runTask
= function (fn, applyThis, applyArgs, name) {\n        var zone = this._inner;\n        var task =
zone.scheduleEventTask('NgZoneEvent: ' + name, fn, EMPTY_PAYLOAD, noop$1, noop$1);\n        try {\n
return zone.runTask(task, applyThis, applyArgs);\n        }\n        finally {\n            zone.cancelTask(task);\n        }\n
};\n    /**\n     * Same as `run`, except that synchronous errors are caught and forwarded via `onError` and not\n     *
rethrown.\n     */\n    NgZone.prototype.runGuarded = function (fn, applyThis, applyArgs) {\n        return
this._inner.runGuarded(fn, applyThis, applyArgs);\n    };\n    /**\n     * Executes the `fn` function synchronously in
Angular's parent zone and returns value returned by\n     * the function.\n     *\n     * Running functions via {@link
#runOutsideAngular} allows you to escape Angular's zone and do\n     * work that\n     * doesn't trigger Angular
change-detection or is subject to Angular's error handling.\n     *\n     * Any future tasks or microtasks scheduled
from within this function will continue executing from\n     * outside of the Angular zone.\n     *\n     * Use {@link
#run} to reenter the Angular zone and do work that updates the application model.\n     */\n
NgZone.prototype.runOutsideAngular = function (fn) {\n        return this._outer.run(fn);\n    };\n    return
NgZone;\n}());\nfunction noop$1() { }\nvar EMPTY_PAYLOAD = {};\nfunction checkStable(zone) {\n    if
(zone._nesting == 0 && !zone.hasPendingMicrotasks && !zone.isStable) {\n        try {\n            zone._nesting++;\n
        zone.onMicrotaskEmpty.emit(null);\n        }\n        finally {\n            zone._nesting--;\n            if
(!zone.hasPendingMicrotasks) {\n                try {\n                    zone.runOutsideAngular(function () { return
zone.onStable.emit(null); });\n                }\n                finally {\n                    zone.isStable = true;\n                }\n
   }\n        }\n    }\n}\nfunction forkInnerZoneWithAngularBehavior(zone) {\n    zone._inner = zone._inner.fork({\n
    name: 'angular',\n        properties: { 'isAngularZone': true },\n        onInvokeTask: function (delegate, current,
target, task, applyThis, applyArgs) {\n            try {\n                onEnter(zone);\n                return
delegate.invokeTask(target, task, applyThis, applyArgs);\n            }\n            finally {\n                onLeave(zone);\n
        }\n        },\n        onInvoke: function (delegate, current, target, callback, applyThis, applyArgs, source) {\n
try {\n                onEnter(zone);\n                return delegate.invoke(target, callback, applyThis, applyArgs, source);\n
        }\n            finally {\n                onLeave(zone);\n            }\n        },\n        onHasTask: function (delegate,
current, target, hasTaskState) {\n            delegate.hasTask(target, hasTaskState);\n            if (current === target) {\n
            // We are only interested in hasTask events which originate from our zone\n                // (A child hasTask
event is not interesting to us)\n                if (hasTaskState.change == 'microTask') {\n
zone.hasPendingMicrotasks = hasTaskState.microTask;\n                    checkStable(zone);\n                }\n
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else if (hasTaskState.change == 'macroTask') {\n                zone.hasPendingMacrotasks =
hasTaskState.macroTask;\n            }\n        }\n    },\n    onHandleError: function (delegate, current, target,
error) {\n        delegate.handleError(target, error);\n        zone.runOutsideAngular(function () { return
zone.onError.emit(error); });\n        return false;\n    }\n  });\n}\nfunction onEnter(zone) {\n
zone._nesting++;\n  if (zone.isStable) {\n    zone.isStable = false;\n    zone.onUnstable.emit(null);\n
}\n}\nfunction onLeave(zone) {\n  zone._nesting--;\n  checkStable(zone);\n}\n/**\n * Provides a noop
implementation of `NgZone` which does nothing. This zone requires explicit calls\n * to framework to perform
rendering.\n */\nvar NoopNgZone = /** @class */ (function () {\n  function NoopNgZone() {\n
this.hasPendingMicrotasks = false;\n    this.hasPendingMacrotasks = false;\n    this.isStable = true;\n
this.onUnstable = new EventEmitter();\n    this.onMicrotaskEmpty = new EventEmitter();\n    this.onStable =
new EventEmitter();\n    this.onError = new EventEmitter();\n  }\n  NoopNgZone.prototype.run = function (fn)
{ return fn(); };\n  NoopNgZone.prototype.runGuarded = function (fn) { return fn(); };\n
NoopNgZone.prototype.runOutsideAngular = function (fn) { return fn(); };\n  NoopNgZone.prototype.runTask =
function (fn) { return fn(); };\n  return NoopNgZone;\n}));\n\n/**\n * @license\n * Copyright Google Inc. All
Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n/**\n * The Testability service provides testing hooks that can be
accessed from\n * the browser and by services such as Protractor. Each bootstrapped Angular\n * application on the
page will have an instance of Testability.\n * @publicApi\n */\nvar Testability = /** @class */ (function () {\n
function Testability(_ngZone) {\n    var _this = this;\n    this._ngZone = _ngZone;\n    this._pendingCount =
0;\n    this._isZoneStable = true;\n    /**\n     * Whether any work was done since the last 'whenStable'
callback. This is\n     * useful to detect if this could have potentially destabilized another\n     * component
while it is stabilizing.\n     * @internal\n     */\n    this._didWork = false;\n    this._callbacks = [];\n
this._watchAngularEvents();\n    _ngZone.run(function () { _this.taskTrackingZone =
Zone.current.get('TaskTrackingZone'); });\n  }\n  Testability.prototype._watchAngularEvents = function () {\n
var _this = this;\n    this._ngZone.onUnstable.subscribe({\n        next: function () {\n            _this._didWork =
true;\n            _this._isZoneStable = false;\n        }\n    });\n    this._ngZone.runOutsideAngular(function ()
{\n        _this._ngZone.onStable.subscribe({\n            next: function () {\n
NgZone.assertNotInAngularZone();\n                scheduleMicroTask(function () {\n
_this._isZoneStable = true;\n                    _this._runCallbacksIfReady();\n                });\n            }\n
});\n    });\n  };\n  /**\n   * Increases the number of pending request\n   * @deprecated pending requests are
now tracked with zones.\n   */\n  Testability.prototype.increasePendingRequestCount = function () {\n
this._pendingCount += 1;\n    this._didWork = true;\n    return this._pendingCount;\n  };\n  /**\n   *
Decreases the number of pending request\n   * @deprecated pending requests are now tracked with zones\n   */\n
 Testability.prototype.decreasePendingRequestCount = function () {\n    this._pendingCount -= 1;\n    if
(this._pendingCount < 0) {\n        throw new Error('pending async requests below zero');\n    }\n
this._runCallbacksIfReady();\n    return this._pendingCount;\n  };\n  /**\n   * Whether an associated
application is stable\n   */\n  Testability.prototype.isStable = function () {\n    return this._isZoneStable &&
this._pendingCount === 0 && !this._ngZone.hasPendingMacrotasks;\n  };\n
Testability.prototype._runCallbacksIfReady = function () {\n    var _this = this;\n    if (this.isStable()) {\n
// Schedules the call backs in a new frame so that it is always async.\n        scheduleMicroTask(function () {\n
    while (_this._callbacks.length !== 0) {\n            var cb = _this._callbacks.pop();\n
clearTimeout(cb.timeoutId);\n            cb.doneCb(_this._didWork);\n        }\n        _this._didWork =
false;\n        });\n    }\n    else {\n        // Still not stable, send updates.\n        var pending_1 =
this.getPendingTasks();\n        this._callbacks = this._callbacks.filter(function (cb) {\n        if (cb.updateCb
&& cb.updateCb(pending_1)) {\n            clearTimeout(cb.timeoutId);\n            return false;\n        }\n
        return true;\n        });\n        this._didWork = true;\n    }\n  };\n
Testability.prototype.getPendingTasks = function () {\n    if (!this.taskTrackingZone) {\n        return [];\n
}\n    // Copy the tasks data so that we don't leak tasks.\n    return
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this.taskTrackingZone.macroTasks.map(function (t) {\n            return {\n                source: t.source,\n                // From TaskTrackingZone:\n                // https://github.com/angular/zone.js/blob/master/lib/zone-spec/task-tracking.ts#L40\n                creationLocation: t.creationLocation,\n                data: t.data\n            };\n        });\n    };\n    Testability.prototype.addCallback = function (cb, timeout, updateCb) {\n        var _this = this;\n        var timeoutId = -1;\n        if (timeout && timeout > 0) {\n            timeoutId = setTimeout(function () {\n                _this._callbacks = _this._callbacks.filter(function (cb) { return cb.timeoutId !== timeoutId; });\n                cb(_this._didWork, _this.getPendingTasks());\n            }, timeout);\n        }\n        this._callbacks.push({ doneCb: cb, timeoutId: timeoutId, updateCb: updateCb });\n    };\n    /**\n     * Wait for the application to be stable with a timeout. If the timeout is reached before that\n     * happens, the callback receives a list of the macro tasks that were pending, otherwise null.\n     *\n     * @param doneCb The callback to invoke when Angular is stable or the timeout expires\n     *    whichever comes first.\n     * @param timeout Optional. The maximum time to wait for Angular to become stable. If not\n     *    specified, whenStable() will wait forever.\n     * @param updateCb Optional. If specified, this callback will be invoked whenever the set of\n     *    pending macrotasks changes. If this callback returns true doneCb will not be invoked\n     *    and no further updates will be issued.\n     */\n    Testability.prototype.whenStable = function (doneCb, timeout, updateCb) {\n        if (updateCb && !this.taskTrackingZone) {\n            throw new Error('Task tracking zone is required when passing an update callback to ' +\n                'whenStable(). Is \"zone.js/dist/task-tracking.js\" loaded?');\n        }\n        // These arguments are 'Function' above to keep the public API simple.\n        this.addCallback(doneCb, timeout, updateCb);\n        this._runCallbacksIfReady();\n    };\n    /**\n     * Get the number of pending requests\n     * @deprecated pending requests are now tracked with zones\n     */\n    Testability.prototype.getPendingRequestCount = function () { return this._pendingCount; };\n    /**\n     * Find providers by name\n     * @param using The root element to search from\n     * @param provider The name of binding variable\n     * @param exactMatch Whether using exactMatch\n     */\n    Testability.prototype.findProviders = function (using, provider, exactMatch) {\n        // TODO(juliemr): implement.\n        return [];\n    };\n    Testability = __decorate([\n        Injectable(),\n        __metadata(\"design:paramtypes\", [NgZone])\n    ], Testability);\n    return Testability;\n}());\n/**\n * A global registry of {@link Testability} instances for specific elements.\n * @publicApi\n */\nvar TestabilityRegistry = /** @class */ (function () {\n    function TestabilityRegistry() {\n        /** @internal */\n        this._applications = new Map();\n        _testabilityGetter.addToWindow(this);\n    }\n    /**\n     * Registers an application with a testability hook so that it can be tracked\n     * @param token token of application, root element\n     * @param testability Testability hook\n     */\n    TestabilityRegistry.prototype.registerApplication = function (token, testability) {\n        this._applications.set(token, testability);\n    };\n    /**\n     * Unregisters an application.\n     * @param token token of application, root element\n     */\n    TestabilityRegistry.prototype.unregisterApplication = function (token) { this._applications.delete(token); };\n    /**\n     * Unregisters all applications\n     */\n    TestabilityRegistry.prototype.unregisterAllApplications = function () { this._applications.clear(); };\n    /**\n     * Get a testability hook associated with the application\n     * @param elem root element\n     */\n    TestabilityRegistry.prototype.getTestability = function (elem) { return this._applications.get(elem) || null; };\n    /**\n     * Get all registered testabilities\n     */\n    TestabilityRegistry.prototype.getAllTestabilities = function () { return Array.from(this._applications.values()); };\n    /**\n     * Get all registered applications(root elements)\n     */\n    TestabilityRegistry.prototype.getAllRootElements = function () { return Array.from(this._applications.keys()); };\n    /**\n     * Find testability of a node in the Tree\n     * @param elem node\n     * @param findInAncestors whether finding testability in ancestors if testability was not found in\n     * current node\n     */\n    TestabilityRegistry.prototype.findTestabilityInTree = function (elem, findInAncestors) {\n        if (findInAncestors === void 0) { findInAncestors = true; }\n        return _testabilityGetter.findTestabilityInTree(this, elem, findInAncestors);\n    };\n    TestabilityRegistry = __decorate([\n        Injectable(),\n        __metadata(\"design:paramtypes\", [])\n    ], TestabilityRegistry);\n    return TestabilityRegistry;\n}());\nvar _NoopGetTestability = /** @class */ (function () {\n    function _NoopGetTestability() {\n    }\n    _NoopGetTestability.prototype.addToWindow = function (registry) { };\n    _NoopGetTestability.prototype.findTestabilityInTree = function (registry, elem, findInAncestors) {\n        return
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null;\n   };\n   return _NoopGetTestability;\n}());\n/**\n * Set the {@link GetTestability} implementation used by the Angular testing framework.\n * @publicApi\n */\nfunction setTestabilityGetter(getter) {\n   _testabilityGetter = getter;\n}\nvar _testabilityGetter = new _NoopGetTestability();\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _platform;\nvar compileNgModuleFactory = compileNgModuleFactory__PRE_NGCC__;\nfunction compileNgModuleFactory__PRE_NGCC__(injector, options, moduleType) {\n   var compilerFactory = injector.get(CompilerFactory);\n   var compiler = compilerFactory.createCompiler([options]);\n   return compiler.compileModuleAsync(moduleType);\n}\nfunction compileNgModuleFactory__POST_NGCC__(injector, options, moduleType) {\n   ngDevMode && assertNgModuleType(moduleType);\n   return Promise.resolve(new NgModuleFactory$1(moduleType));\n}\nvar ALLOW_MULTIPLE_PLATFORMS = new InjectionToken('AllowMultipleToken');\n/**\n * A token for third-party components that can register themselves with NgProbe.\n *\n * @publicApi\n */\nvar NgProbeToken = /** @class */ (function () {\n   function NgProbeToken(name, token) {\n   this.name = name;\n   this.token = token;\n   }\n   return NgProbeToken;\n}());\n/**\n * Creates a platform.\n * Platforms have to be eagerly created via this function.\n *\n * @publicApi\n */\nfunction createPlatform(injector) {\n   if (_platform && !_platform.destroyed &&\n   !_platform.injector.get(ALLOW_MULTIPLE_PLATFORMS, false)) {\n   throw new Error('There can be only one platform. Destroy the previous one to create a new one.');\n   }\n   _platform = injector.get(PlatformRef);\n   var inits = injector.get(PLATFORM_INITIALIZER, null);\n   if (inits)\n inits.forEach(function (init) { return init(); });\n   return _platform;\n}\n/**\n * Creates a factory for a platform\n *\n * @publicApi\n */\nfunction createPlatformFactory(parentPlatformFactory, name, providers) {\n   if (providers === void 0) { providers = []; }\n   var desc = \"Platform: \" + name;\n   var marker = new InjectionToken(desc);\n return function (extraProviders) {\n   if (extraProviders === void 0) { extraProviders = []; }\n   var platform = getPlatform();\n   if (!platform || platform.injector.get(ALLOW_MULTIPLE_PLATFORMS, false)) {\n   if (parentPlatformFactory) {\n   parentPlatformFactory(providers.concat(extraProviders).concat({ provide: marker, useValue: true }));\n   }\n   else {\n   var injectedProviders = providers.concat(extraProviders).concat({ provide: marker, useValue: true });\n createPlatform(Injector.create({ providers: injectedProviders, name: desc }));\n   }\n   }\n   return assertPlatform(marker);\n   };\n}\n/**\n * Checks that there currently is a platform which contains the given token as a provider.\n *\n * @publicApi\n */\nfunction assertPlatform(requiredToken) {\n   var platform = getPlatform();\n   if (!platform) {\n   throw new Error('No platform exists!');\n   }\n   if (!platform.injector.get(requiredToken, null)) {\n   throw new Error('A platform with a different configuration has been created. Please destroy it first.');\n   }\n   return platform;\n}\n/**\n * Destroy the existing platform.\n *\n * @publicApi\n */\nfunction destroyPlatform() {\n   if (_platform && !_platform.destroyed) {\n _platform.destroy();\n   }\n}\n/**\n * Returns the current platform.\n *\n * @publicApi\n */\nfunction getPlatform() {\n   return _platform && !_platform.destroyed ? _platform : null;\n}\n/**\n * The Angular platform is the entry point for Angular on a web page. Each page\n * has exactly one platform, and services (such as reflection) which are common\n * to every Angular application running on the page are bound in its scope.\n *\n * A page's platform is initialized implicitly when a platform is created via a platform factory\n * (e.g. {@link platformBrowser}), or explicitly by calling the {@link createPlatform} function.\n *\n * @publicApi\n */\nvar PlatformRef = /** @class */ (function () {\n   /** @internal */\n   function PlatformRef(_injector) {\n this._injector = _injector;\n   this._modules = [];\n   this._destroyListeners = [];\n   this._destroyed = false;\n   }\n   /**\n   * Creates an instance of an `@NgModule` for the given platform\n   * for offline compilation.\n   *\n   * @usageNotes\n   * ### Simple Example\n   *\n   * ```typescript\n   * my_module.ts:\n   *\n   * @NgModule({\n   *   imports: [BrowserModule]\n   * })\n   * class MyModule {}\n   *\n   * main.ts:\n   * import {MyModuleNgFactory} from './my_module.ngfactory';\n   * import {platformBrowser} from '@angular/platform-browser';\n   *\n   * let moduleRef = platformBrowser().bootstrapModuleFactory(MyModuleNgFactory);\n   * ```\n   */\n PlatformRef.prototype.bootstrapModuleFactory = function (moduleFactory, options) {\n   var _this = this;\n

// Note: We need to create the NgZone _before_ we instantiate the module,\n // as instantiating the module creates some providers eagerly.\n // So we create a mini parent injector that just contains the new NgZone and\n // pass that as parent to the NgModuleFactory.\n var ngZoneOption = options ? options.ngZone : undefined;\n var ngZone = getNgZone(ngZoneOption);\n var providers = [{ provide: NgZone, useValue: ngZone }];\n // Attention: Don't use ApplicationRef.run here,\n // as we want to be sure that all possible constructor calls are inside `ngZone.run`!\n return ngZone.run(function () {\n var ngZoneInjector = Injector.create({ providers: providers, parent: _this.injector, name: moduleFactory.moduleType.name });\n var moduleRef = moduleFactory.create(ngZoneInjector);\n var exceptionHandler = moduleRef.injector.get(ErrorHandler, null);\n if (!exceptionHandler) {\n throw new Error('No ErrorHandler. Is platform module (BrowserModule) included?');\n }\n moduleRef.onDestroy(function () { return remove(_this._modules, moduleRef); });\n ngZone.runOutsideAngular(function () { return ngZone.onError.subscribe({ next: function (error) { exceptionHandler.handleError(error); } }); });\n return _callAndReportToErrorHandler(exceptionHandler, ngZone, function () {\n var initStatus = moduleRef.injector.get(ApplicationInitStatus);\n initStatus.runInitializers();\n return initStatus.donePromise.then(function () {\n _this._moduleDoBootstrap(moduleRef);\n return moduleRef;\n });\n });\n });\n };\n /**\n * Creates an instance of an `@NgModule` for a given platform using the given runtime compiler.\n *\n * @usageNotes\n * ### Simple Example\n *\n * ```typescript\n * @NgModule({\n * imports: [BrowserModule]\n * })\n * class MyModule {}\n *\n * let moduleRef = platformBrowser().bootstrapModule(MyModule);\n * ```\n *\n */\n PlatformRef.prototype.bootstrapModule = function (moduleType, compilerOptions) {\n var _this = this;\n if (compilerOptions === void 0) { compilerOptions = []; }\n var options = optionsReducer({}, compilerOptions);\n return compileNgModuleFactory(this.injector, options, moduleType)\n .then(function (moduleFactory) { return _this.bootstrapModuleFactory(moduleFactory, options); });\n };\n PlatformRef.prototype._moduleDoBootstrap = function (moduleRef) {\n var appRef = moduleRef.injector.get(ApplicationRef);\n if (moduleRef._bootstrapComponents.length > 0) {\n moduleRef._bootstrapComponents.forEach(function (f) { return appRef.bootstrap(f); });\n }\n else if (moduleRef.instance.ngDoBootstrap) {\n moduleRef.instance.ngDoBootstrap(appRef);\n }\n else {\n throw new Error(\"The module \" + stringify(moduleRef.instance.constructor) + \" was bootstrapped, but it does not declare \\\"@NgModule.bootstrap\\\" components nor a \\\"ngDoBootstrap\\\" method. \" +\n \"Please define one of these.\");\n }\n this._modules.push(moduleRef);\n };\n /**\n * Register a listener to be called when the platform is disposed.\n */\n PlatformRef.prototype.onDestroy = function (callback) { this._destroyListeners.push(callback); };\n Object.defineProperty(PlatformRef.prototype, \"injector\", {\n /**\n * Retrieve the platform {@link Injector}, which is the parent injector for\n * every Angular application on the page and provides singleton providers.\n */\n get: function () { return this._injector; },\n enumerable: true,\n configurable: true\n });\n /**\n * Destroy the Angular platform and all Angular applications on the page.\n */\n PlatformRef.prototype.destroy = function () {\n if (this._destroyed) {\n throw new Error('The platform has already been destroyed!');\n }\n this._modules.slice().forEach(function (module) { return module.destroy(); });\n this._destroyListeners.forEach(function (listener) { return listener(); });\n this._destroyed = true;\n };\n Object.defineProperty(PlatformRef.prototype, \"destroyed\", {\n get: function () { return this._destroyed; },\n enumerable: true,\n configurable: true\n });\n PlatformRef = __decorate([\n Injectable(),\n __metadata(\"design:paramtypes\", [Injector])\n], PlatformRef);\n return PlatformRef;\n}());\nfunction getNgZone(ngZoneOption) {\n var ngZone;\n if (ngZoneOption === 'noop') {\n ngZone = new NoopNgZone();\n }\n else {\n ngZone = (ngZoneOption === 'zone.js' ? undefined : ngZoneOption) ||\n new NgZone({ enableLongStackTrace: isDevMode() });\n }\n return ngZone;\n}\nfunction _callAndReportToErrorHandler(errorHandler, ngZone, callback) {\n try {\n var result = callback();\n if (isPromise(result)) {\n return result.catch(function (e) {\n ngZone.runOutsideAngular(function () { return errorHandler.handleError(e); });\n // rethrow as the exception handler might not do it\n throw e;\n });\n }\n return result;\n }\n catch (e) {\n

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    ngZone.runOutsideAngular(function () { return errorHandler.handleError(e); });\n        // rethrow as the exception
handler might not do it\n        throw e;\n    }\n}\nfunction optionsReducer(dst, objs) {\n    if (Array.isArray(objs))
{\n        dst = objs.reduce(optionsReducer, dst);\n    }\n    else {\n        dst = __assign({}, dst, objs);\n    }\n    return
dst;\n}\n/**\n * A reference to an Angular application running on a page.\n *\n * @publicApi\n */\nvar
ApplicationRef = /** @class */ (function () {\n    /** @internal */\n    function ApplicationRef(_zone, _console,
_injector, _exceptionHandler, _componentFactoryResolver, _initStatus) {\n        var _this = this;\n        this._zone =
_zone;\n        this._console = _console;\n        this._injector = _injector;\n        this._exceptionHandler =
_exceptionHandler;\n        this._componentFactoryResolver = _componentFactoryResolver;\n        this._initStatus =
_initStatus;\n        this._bootstrapListeners = [];\n        this._views = [];\n        this._runningTick = false;\n
this._enforceNoNewChanges = false;\n        this._stable = true;\n        /**\n         * Get a list of component types
registered to this application.\n         * This list is populated even before the component is created.\n         */\n
this.componentTypes = [];\n        /**\n         * Get a list of components registered to this application.\n         */\n
this.components = [];\n        this._enforceNoNewChanges = isDevMode();\n
this._zone.onMicrotaskEmpty.subscribe({ next: function () { _this._zone.run(function () { _this.tick(); }); } });\n
var isCurrentlyStable = new Observable(function (observer) {\n            _this._stable = _this._zone.isStable &&
!_this._zone.hasPendingMacrotasks &&\n                !_this._zone.hasPendingMicrotasks;\n
_this._zone.runOutsideAngular(function () {\n                observer.next(_this._stable);\n
observer.complete();\n            });\n        });\n        var isStable = new Observable(function (observer) {\n            //
Create the subscription to onStable outside the Angular Zone so that\n            // the callback is run outside the
Angular Zone.\n            var stableSub;\n            _this._zone.runOutsideAngular(function () {\n                stableSub =
_this._zone.onStable.subscribe(function () {\n                    NgZone.assertNotInAngularZone();\n                    //
Check whether there are no pending macro/micro tasks in the next tick\n                    // to allow for NgZone to
update the state.\n                    scheduleMicroTask(function () {\n                        if (!_this._stable &&
!_this._zone.hasPendingMacrotasks &&\n                            !_this._zone.hasPendingMicrotasks) {\n
_this._stable = true;\n                            observer.next(true);\n                        }\n                    });\n                });\n
 });\n            var unstableSub = _this._zone.onUnstable.subscribe(function () {\n
NgZone.assertInAngularZone();\n                if (_this._stable) {\n                    _this._stable = false;\n
_this._zone.runOutsideAngular(function () { observer.next(false); });\n                }\n            });\n            return
function () {\n                stableSub.unsubscribe();\n                unstableSub.unsubscribe();\n            };\n        });\n
this.isStable =\n            merge(isCurrentlyStable, isStable.pipe(share()));\n    }\n    ApplicationRef_1 =
ApplicationRef;\n    /**\n     * Bootstrap a new component at the root level of the application.\n     *\n     *
@usageNotes\n     * ### Bootstrap process\n     *\n     * When bootstrapping a new root component into an
application, Angular mounts the\n     * specified application component onto DOM elements identified by the
componentType's\n     * selector and kicks off automatic change detection to finish initializing the component.\n
*\n     * Optionally, a component can be mounted onto a DOM element that does not match the\n     *
componentType's selector.\n     *\n     * ### Example\n     * {@example core/ts/platform/platform.ts
region='longform'}\n     */\n    ApplicationRef.prototype.bootstrap = function (componentOrFactory,
rootSelectorOrNode) {\n        var _this = this;\n        if (!this._initStatus.done) {\n            throw new Error('Cannot
bootstrap as there are still asynchronous initializers running. Bootstrap components in the `ngDoBootstrap` method
of the root module.');\n        }\n        var componentFactory;\n        if (componentOrFactory instanceof
ComponentFactory) {\n            componentFactory = componentOrFactory;\n        }\n        else {\n
componentFactory =\n
this._componentFactoryResolver.resolveComponentFactory(componentOrFactory);\n        }\n
this.componentTypes.push(componentFactory.componentType);\n        // Create a factory associated with the
current module if it's not bound to some other\n        var ngModule = componentFactory instanceof
ComponentFactoryBoundToModule ?\n            null :\n            this._injector.get(NgModuleRef);\n        var
selectorOrNode = rootSelectorOrNode || componentFactory.selector;\n        var compRef =
componentFactory.create(Injector.NULL, [], selectorOrNode, ngModule);\n        compRef.onDestroy(function () {
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_this._unloadComponent(compRef); });\n var testability = compRef.injector.get(Testability, null);\n if (testability) {\n compRef.injector.get(TestabilityRegistry)\n .registerApplication(compRef.location.nativeElement, testability);\n }\n this._loadComponent(compRef);\n if (isDevMode()) {\n this._console.log(\"Angular is running in the development mode. Call enableProdMode() to enable the production mode.\");\n }\n return compRef;\n };\n /**\n * Invoke this method to explicitly process change detection and its side-effects.\n *\n * In development mode, `tick()` also performs a second change detection cycle to ensure that no\n * further changes are detected. If additional changes are picked up during this second cycle,\n * bindings in the app have side-effects that cannot be resolved in a single change detection\n * pass.\n * In this case, Angular throws an error, since an Angular application can only have one change\n * detection pass during which all change detection must complete.\n */\n ApplicationRef.prototype.tick = function () {\n var _this = this;\n if (this._runningTick) {\n throw new Error('ApplicationRef.tick is called recursively');\n }\n var scope = ApplicationRef_1._tickScope();\n try {\n this._runningTick = true;\n this._views.forEach(function (view) { return view.detectChanges(); });\n if (this._enforceNoNewChanges) {\n this._views.forEach(function (view) { return view.checkNoChanges(); });\n }\n }\n catch (e) {\n // Attention: Don't rethrow as it could cancel subscriptions to Observables!\n this._zone.runOutsideAngular(function () { return _this._exceptionHandler.handleError(e); });\n }\n finally {\n this._runningTick = false;\n wtfLeave(scope);\n }\n };\n /**\n * Attaches a view so that it will be dirty checked.\n * The view will be automatically detached when it is destroyed.\n * This will throw if the view is already attached to a ViewContainer.\n */\n ApplicationRef.prototype.attachView = function (viewRef) {\n var view = viewRef;\n this._views.push(view);\n view.attachToAppRef(this);\n };\n /**\n * Detaches a view from dirty checking again.\n */\n ApplicationRef.prototype.detachView = function (viewRef) {\n var view = viewRef;\n remove(this._views, view);\n view.detachFromAppRef();\n };\n ApplicationRef.prototype._loadComponent = function (componentRef) {\n this.attachView(componentRef.hostView);\n this.tick();\n this.components.push(componentRef);\n // Get the listeners lazily to prevent DI cycles.\n var listeners = this._injector.get(APP_BOOTSTRAP_LISTENER, []).concat(this._bootstrapListeners);\n listeners.forEach(function (listener) { return listener(componentRef); });\n };\n ApplicationRef.prototype._unloadComponent = function (componentRef) {\n this.detachView(componentRef.hostView);\n remove(this.components, componentRef);\n };\n /** @internal */\n ApplicationRef.prototype.ngOnDestroy = function () {\n // TODO(alxhub): Dispose of the NgZone.\n this._views.slice().forEach(function (view) { return view.destroy(); });\n };\n Object.defineProperty(ApplicationRef.prototype, \"viewCount\", {\n /**\n * Returns the number of attached views.\n */\n get: function () { return this._views.length; },\n enumerable: true,\n configurable: true\n });\n var ApplicationRef_1;\n /** @internal */\n ApplicationRef._tickScope = wtfCreateScope('ApplicationRef#tick()');\n ApplicationRef = ApplicationRef_1 = __decorate([\n Injectable(),\n __metadata(\"design:paramtypes\", [NgZone, Console, Injector,\n ErrorHandler,\n ComponentFactoryResolver,\n ApplicationInitStatus])\n], ApplicationRef);\n return ApplicationRef;\n}());\nfunction remove(list, el) {\n var index = list.indexOf(el);\n if (index > -1) {\n list.splice(index, 1);\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Used to load ng module factories.\n *\n * @publicApi\n */\nvar NgModuleFactoryLoader = /** @class */ (function () {\n function NgModuleFactoryLoader() {\n }\n return NgModuleFactoryLoader;\n}());\nvar moduleFactories = new Map();\n/**\n * Registers a loaded module. Should

only be called from generated NgModuleFactory code.\n * @publicApi\n */\nfunction registerModuleFactory(id, factory) {\n var existing = moduleFactories.get(id);\n if (existing) {\n throw new Error(\"Duplicate module registered for \" + id + \" - \" + existing.moduleType.name + \" vs \" + factory.moduleType.name);\n }\n moduleFactories.set(id, factory);\n}\n/**\n * Returns the NgModuleFactory with the given id, if it exists and has been loaded.\n * Factories for modules that do not specify an `id` cannot be retrieved. Throws if the module\n * cannot be found.\n * @publicApi\n */\nfunction getModuleFactory(id) {\n var factory = moduleFactories.get(id);\n if (!factory)\n throw new Error(\"No module with ID \" + id + \" loaded\");\n return factory;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An unmodifiable list of items that Angular keeps up to date when the state\n * of the application changes.\n *\n * The type of object that {@link ViewChildren}, {@link ContentChildren}, and {@link QueryList}\n * provide.\n *\n * Implements an iterable interface, therefore it can be used in both ES6\n * javascript `for (var i of items)` loops as well as in Angular templates with\n * `*ngFor=\"let i of myList\"`.\n *\n * Changes can be observed by subscribing to the changes `Observable`.\n *\n * NOTE: In the future this class will implement an `Observable` interface.\n *\n * @usageNotes\n * ### Example\n * ```typescript\n * @Component({...})\n * class Container {\n * @ViewChildren(Item) items:QueryList<Item>;\n * }\n * ```\n *\n * @publicApi\n */\nvar QueryList$1 = /** @class */ (function () {\n function QueryList() {\n this.dirty = true;\n this._results = [];\n this.changes = new EventEmitter();\n this.length = 0;\n }\n /**\n * See\n * [Array.map](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/map)\n */\n QueryList.prototype.map = function (fn) { return this._results.map(fn); };\n /**\n * See\n * [Array.filter](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/filter)\n */\n QueryList.prototype.filter = function (fn) {\n return this._results.filter(fn);\n };\n /**\n * See\n * [Array.find](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/find)\n */\n QueryList.prototype.find = function (fn) {\n return this._results.find(fn);\n };\n /**\n * See\n * [Array.reduce](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/reduce)\n */\n QueryList.prototype.reduce = function (fn, init) {\n return this._results.reduce(fn, init);\n };\n /**\n * See\n * [Array.forEach](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/forEach)\n */\n QueryList.prototype.forEach = function (fn) { this._results.forEach(fn); };\n /**\n * See\n * [Array.some](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/some)\n */\n QueryList.prototype.some = function (fn) {\n return this._results.some(fn);\n };\n QueryList.prototype.toArray = function () { return this._results.slice(); };\n QueryList.prototype[getSymbolIterator()] = function () { return this._results[getSymbolIterator()](); };\n QueryList.prototype.toString = function () { return this._results.toString(); };\n QueryList.prototype.reset = function (res) {\n this._results = flatten$2(res);\n this.dirty = false;\n this.length = this._results.length;\n this.last = this._results[this.length - 1];\n this.first = this._results[0];\n };\n QueryList.prototype.notifyOnChanges = function () { this.changes.emit(this); };\n /** internal */\n QueryList.prototype.setDirty = function () { this.dirty = true; };\n /** internal */\n QueryList.prototype.destroy = function () {\n this.changes.complete();\n this.changes.unsubscribe();\n };\n return QueryList;\n}());\nfunction flatten$2(list) {\n return list.reduce(function (flat, item) {\n var flatItem = Array.isArray(item) ? flatten$2(item) : item;\n return flat.concat(flatItem);\n }, []);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _SEPARATOR = '#';\nvar FACTORY_CLASS_SUFFIX = 'NgFactory';\n/**\n * Configuration for SystemJsNgModuleLoader.\n * token.\n *\n * @publicApi\n */\nvar SystemJsNgModuleLoaderConfig = /** @class */ (function () {\n function SystemJsNgModuleLoaderConfig() {\n }\n return SystemJsNgModuleLoaderConfig;\n}());\nvar DEFAULT_CONFIG = {\n factoryPathPrefix: '',\n factoryPathSuffix: '.ngfactory',\n};\n/**\n * NgModuleFactoryLoader that uses SystemJS to load NgModuleFactory\n * @publicApi\n */\nvar

SystemJsNgModuleLoader = /** @class */ (function () {\n   function SystemJsNgModuleLoader(_compiler, config) {\n   this._compiler = _compiler;\n   this._config = config || DEFAULT_CONFIG;\n   }\n SystemJsNgModuleLoader.prototype.load = function (path) {\n   var offlineMode = this._compiler instanceof Compiler;\n   return offlineMode ? this.loadFactory(path) : this.loadAndCompile(path);\n   };\n SystemJsNgModuleLoader.prototype.loadAndCompile = function (path) {\n   var _this = this;\n   var _a = __read(path.split(_SEPARATOR), 2), module = _a[0], exportName = _a[1];\n   if (exportName === undefined) {\n   exportName = 'default';\n   }\n   return System.import(module)\n   .then(function (module) { return module[exportName]; })\n   .then(function (type) { return checkNotEmpty(type, module, exportName); })\n   .then(function (type) { return _this._compiler.compileModuleAsync(type); });\n   };\n SystemJsNgModuleLoader.prototype.loadFactory = function (path) {\n   var _a = __read(path.split(_SEPARATOR), 2), module = _a[0], exportName = _a[1];\n   var factoryClassSuffix = FACTORY_CLASS_SUFFIX;\n   if (exportName === undefined) {\n   exportName = 'default';\n factoryClassSuffix = '';\n   }\n   return System.import(this._config.factoryPathPrefix + module + this._config.factoryPathSuffix)\n   .then(function (module) { return module[exportName + factoryClassSuffix]; })\n   .then(function (factory) { return checkNotEmpty(factory, module, exportName); });\n   };\n   SystemJsNgModuleLoader = __decorate([\n   Injectable(),\n   __param(1, Optional()),\n __metadata(\"design:paramtypes\", [Compiler, SystemJsNgModuleLoaderConfig])\n   ], SystemJsNgModuleLoader);\n   return SystemJsNgModuleLoader;\n}());\nfunction checkNotEmpty(value, modulePath, exportName) {\n   if (!value) {\n   throw new Error(\"Cannot find '\" + exportName + \"' in '\" + modulePath + \"'\");\n   }\n   return value;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Represents a container where one or more views can be attached to a component.\n *\n * Can contain *host views* (created by instantiating a\n * component with the `createComponent()` method), and *embedded views*\n * (created by instantiating a `TemplateRef` with the `createEmbeddedView()` method).\n *\n * A view container instance can contain other view containers,\n * creating a [view hierarchy](guide/glossary#view-tree).\n *\n * @see `ComponentRef`\n * @see `EmbeddedViewRef`\n *\n * @publicApi\n */\nvar ViewContainerRef = /** @class */ (function () {\n   function ViewContainerRef() {\n   }\n   /** @internal */\n   ViewContainerRef.__NG_ELEMENT_ID__ = function () { return R3_VIEW_CONTAINER_REF_FACTORY$1(ViewContainerRef, ElementRef); };\n   return ViewContainerRef;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Base class for Angular Views, provides change detection functionality.\n * A change-detection tree collects all views that are to be checked for changes.\n * Use the methods to add and remove views from the tree, initiate change-detection,\n * and explicitly mark views as _dirty_, meaning that they have changed and need to be rerendered.\n *\n * @usageNotes\n *\n * The following examples demonstrate how to modify default change-detection behavior\n * to perform explicit detection when needed.\n *\n * ### Use `markForCheck()` with `CheckOnce` strategy\n *\n * The following example sets the `OnPush` change-detection strategy for a component\n * (`CheckOnce`, rather than the default `CheckAlways`), then forces a second check\n * after an interval. See [live demo](http://plnkr.co/edit/GC512b?p=preview).\n *\n * <code-example path=\"core/ts/change_detect/change-detection.ts\"\n * region=\"mark-for-check\"></code-example>\n *\n * ### Detach change detector to limit how often check occurs\n *\n * The following example defines a component with a large list of read-only data\n * that is expected to change constantly, many times per second.\n * To improve performance, we want to check and update the list\n * less often than the changes actually occur. To do that, we detach\n * the component's change detector and perform an explicit local check every five seconds.\n *\n * <code-example path=\"core/ts/change_detect/change-detection.ts\" region=\"detach\"></code-example>\n *\n *\n * ### Reattaching a detached component\n *\n * The following example creates a component displaying live data.\n * The component detaches its change detector from the main change detector tree\n * when the `live` property is set to false, and reattaches it when the property\n * becomes true.\n *\n * <code-example

path=\"core/ts/change_detect/change-detection.ts\" region=\"reattach\"></code-example>\n *\n * @publicApi\n */\nvar ChangeDetectorRef = /** @class */ (function () {\n   function ChangeDetectorRef() {\n   }\n   /** @internal */\n   ChangeDetectorRef.__NG_ELEMENT_ID__ = function () { return R3_CHANGE_DETECTOR_REF_FACTORY$1(); };\n   return ChangeDetectorRef;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Represents an Angular [view](guide/glossary#view),\n * specifically the [host view](guide/glossary#view-tree) that is defined by a component.\n * Also serves as the base class\n * that adds destroy methods for [embedded views](guide/glossary#view-tree).\n *\n * @see `EmbeddedViewRef`\n *\n * @publicApi\n */\nvar ViewRef$1 = /** @class */ (function (_super) {\n   __extends(ViewRef, _super);\n   function ViewRef() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   return ViewRef;\n}(ChangeDetectorRef));\n/**\n * Represents an Angular [view](guide/glossary#view) in a view container.\n * An [embedded view](guide/glossary#view-tree) can be referenced from a component\n * other than the hosting component whose template defines it, or it can be defined\n * independently by a `TemplateRef`.\n *\n * Properties of elements in a view can change, but the structure (number and order) of elements in\n * a view cannot. Change the structure of elements by inserting, moving, or\n * removing nested views in a view container.\n *\n * @see `ViewContainerRef`\n *\n * @usageNotes\n *\n * The following template breaks down into two separate `TemplateRef` instances,\n * an outer one and an inner one.\n *\n * ```\n * Count: {{items.length}}\n * \n * <li *ngFor=\"let item of items\">{{item}} \n * \n * ```\n *\n * This is the outer `TemplateRef`:\n *\n * ```\n * Count: {{items.length}}\n * \n *   <ng-template ngFor let-item [ngForOf]=\"items\"></ng-template>\n * \n * ```\n *\n * This is the inner `TemplateRef`:\n *\n * ```\n *   {{item}} \n * ```\n *\n * The outer and inner `TemplateRef` instances are assembled into views as follows:\n *\n * ```\n * <!-- ViewRef: outer-0 -->\n * Count: 2\n * \n *   <ng-template view-container-ref></ng-template>\n *   <!-- ViewRef: inner-1 --> first <!-- /ViewRef: inner-1 -->\n *   <!-- ViewRef: inner-2 --> second <!-- /ViewRef: inner-2 -->\n * \n * <!-- /ViewRef: outer-0 -->\n * ```\n * @publicApi\n */\nvar EmbeddedViewRef = /** @class */ (function (_super) {\n   __extends(EmbeddedViewRef, _super);\n   function EmbeddedViewRef() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   return EmbeddedViewRef;\n}(ViewRef$1));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar EventListener = /** @class */ (function () {\n   function EventListener(name, callback) {\n   this.name = name;\n   this.callback = callback;\n   }\n   return EventListener;\n}());\n/**\n * @publicApi\n */\nvar DebugNode = /** @class */ (function () {\n   function DebugNode(nativeNode, parent, _debugContext) {\n   this.nativeNode = nativeNode;\n   this._debugContext = _debugContext;\n   this.listeners = [];\n   this.parent = null;\n   if (parent && parent instanceof DebugElement) {\n   parent.addChild(this);\n   }\n   }\n   Object.defineProperty(DebugNode.prototype, \"injector\", {\n   get: function () { return this._debugContext.injector; },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(DebugNode.prototype, \"componentInstance\", {\n   get: function () { return this._debugContext.component; },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(DebugNode.prototype, \"context\", {\n   get: function () { return this._debugContext.context; },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(DebugNode.prototype, \"references\", {\n   get: function () { return this._debugContext.references; },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(DebugNode.prototype, \"providerTokens\", {\n   get: function () { return this._debugContext.providerTokens; },\n   enumerable: true,\n   configurable: true\n   });\n   return DebugNode;\n}());\n/**\n * @publicApi\n */\nvar DebugElement = /** @class */ (function (_super) {\n   __extends(DebugElement, _super);\n   function DebugElement(nativeNode, parent, _debugContext) {\n   var

_this = _super.call(this, nativeNode, parent, _debugContext) || this;\n _this.properties = {};\n _this.attributes = {};\n _this.classes = {};\n _this.styles = {};\n _this.childNodes = [];\n _this.nativeElement = nativeNode;\n return _this;\n }\n DebugElement.prototype.addChild = function (child) {\n if (child) {\n this.childNodes.push(child);\n child.parent = this;\n }\n };\n DebugElement.prototype.removeChild = function (child) {\n var childIndex = this.childNodes.indexOf(child);\n if (childIndex !== -1) {\n child.parent = null;\n this.childNodes.splice(childIndex, 1);\n }\n };\n DebugElement.prototype.insertChildrenAfter = function (child, newChildren) {\n var _this = this;\n var _a;\n var siblingIndex = this.childNodes.indexOf(child);\n if (siblingIndex !== -1) {\n (_a = this.childNodes).splice.apply(_a, __spread([siblingIndex + 1, 0], newChildren));\n newChildren.forEach(function (c) {\n if (c.parent) {\n c.parent.removeChild(c);\n }\n c.parent = _this;\n });\n }\n };\n DebugElement.prototype.insertBefore = function (refChild, newChild) {\n var refIndex = this.childNodes.indexOf(refChild);\n if (refIndex === -1) {\n this.addChild(newChild);\n }\n else {\n if (newChild.parent) {\n newChild.parent.removeChild(newChild);\n }\n newChild.parent = this;\n this.childNodes.splice(refIndex, 0, newChild);\n }\n };\n DebugElement.prototype.query = function (predicate) {\n var results = this.queryAll(predicate);\n return results[0] || null;\n };\n DebugElement.prototype.queryAll = function (predicate) {\n var matches = [];\n _queryElementChildren(this, predicate, matches);\n return matches;\n };\n DebugElement.prototype.queryAllNodes = function (predicate) {\n var matches = [];\n _queryNodeChildren(this, predicate, matches);\n return matches;\n };\n Object.defineProperty(DebugElement.prototype, \"children\", {\n get: function () {\n return this.childNodes.filter(function (node) { return node instanceof DebugElement; });\n },\n enumerable: true,\n configurable: true\n });\n DebugElement.prototype.triggerEventHandler = function (eventName, eventObj) {\n this.listeners.forEach(function (listener) {\n if (listener.name == eventName) {\n listener.callback(eventObj);\n }\n });\n };\n return DebugElement;\n}(DebugNode));\n/**\n * @publicApi\n */\nfunction asNativeElements(debugEls) {\n return debugEls.map(function (el) { return el.nativeElement; });\n}\nfunction _queryElementChildren(element, predicate, matches) {\n element.childNodes.forEach(function (node) {\n if (node instanceof DebugElement) {\n if (predicate(node)) {\n matches.push(node);\n }\n _queryElementChildren(node, predicate, matches);\n }\n });\n}\nfunction _queryNodeChildren(parentNode, predicate, matches) {\n if (parentNode instanceof DebugElement) {\n parentNode.childNodes.forEach(function (node) {\n if (predicate(node)) {\n matches.push(node);\n }\n if (node instanceof DebugElement) {\n _queryNodeChildren(node, predicate, matches);\n }\n });\n }\n}\n// Need to keep the nodes in a global Map so that multiple angular apps are supported.\nvar _nativeNodeToDebugNode = new Map();\n/**\n * @publicApi\n */\nfunction getDebugNode(nativeNode) {\n return _nativeNodeToDebugNode.get(nativeNode) || null;\n}\nfunction indexDebugNode(node) {\n _nativeNodeToDebugNode.set(node.nativeNode, node);\n}\nfunction removeDebugNodeFromIndex(node) {\n _nativeNodeToDebugNode.delete(node.nativeNode);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar DefaultIterableDifferFactory = /** @class */ (function () {\n function DefaultIterableDifferFactory() {\n }\n DefaultIterableDifferFactory.prototype.supports = function (obj) { return isListLikeIterable(obj); };\n DefaultIterableDifferFactory.prototype.create = function (trackByFn) {\n return new DefaultIterableDiffer(trackByFn);\n };\n return DefaultIterableDifferFactory;\n}());\nvar trackByIdentity = function (index, item) { return item; };\n/**\n * @deprecated v4.0.0 - Should not be part of public API.\n * @publicApi\n */\nvar DefaultIterableDiffer = /** @class */ (function () {\n function DefaultIterableDiffer(trackByFn) {\n this.length = 0;\n // Keeps track of the used records at any point in time (during & across `_check()` calls)\n this._linkedRecords = null;\n // Keeps track of the removed records at any point in time during `_check()` calls.\n this._unlinkedRecords = null;\n this._previousItHead

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= null;\n        this._itHead = null;\n        this._itTail = null;\n        this._additionsHead = null;\n
this._additionsTail = null;\n        this._movesHead = null;\n        this._movesTail = null;\n        this._removalsHead =
null;\n        this._removalsTail = null;\n        // Keeps track of records where custom track by is the same, but item
identity has changed\n        this._identityChangesHead = null;\n        this._identityChangesTail = null;\n
this._trackByFn = trackByFn || trackByIdentity;\n    }\n    DefaultIterableDiffer.prototype.forEachItem = function
(fn) {\n        var record;\n        for (record = this._itHead; record !== null; record = record._next) {\n
fn(record);\n        }\n    };\n    DefaultIterableDiffer.prototype.forEachOperation = function (fn) {\n        var nextIt =
this._itHead;\n        var nextRemove = this._removalsHead;\n        var addRemoveOffset = 0;\n        var moveOffsets
= null;\n        while (nextIt || nextRemove) {\n            // Figure out which is the next record to process\n            //
Order: remove, add, move\n            var record = !nextRemove ||\n                nextIt &&\n
nextIt.currentIndex <\n                    getPreviousIndex(nextRemove, addRemoveOffset, moveOffsets) ?\n
nextIt :\n                nextRemove;\n            var adjPreviousIndex = getPreviousIndex(record, addRemoveOffset,
moveOffsets);\n            var currentIndex = record.currentIndex;\n            // consume the item, and adjust the
addRemoveOffset and update moveDistance if necessary\n            if (record === nextRemove) {\n
addRemoveOffset--;\n                nextRemove = nextRemove._nextRemoved;\n            }\n            else {\n
nextIt = nextIt._next;\n                if (record.previousIndex == null) {\n                    addRemoveOffset++;\n
}\n                else {\n                    // INVARIANT:  currentIndex < previousIndex\n                    if (!moveOffsets)\n
                    moveOffsets = [];\n                    var localMovePreviousIndex = adjPreviousIndex - addRemoveOffset;\n
                    var localCurrentIndex = currentIndex - addRemoveOffset;\n                    if (localMovePreviousIndex !=
localCurrentIndex) {\n                        for (var i = 0; i < localMovePreviousIndex; i++) {\n                        var offset
= i < moveOffsets.length ? moveOffsets[i] : (moveOffsets[i] = 0);\n                        var index = offset + i;\n
                        if (localCurrentIndex <= index && index < localMovePreviousIndex) {\n
moveOffsets[i] = offset + 1;\n                        }\n                    }\n                    var previousIndex =
record.previousIndex;\n                        moveOffsets[previousIndex] = localCurrentIndex -
localMovePreviousIndex;\n                    }\n                }\n            }\n            if (adjPreviousIndex !== currentIndex)
{\n                fn(record, adjPreviousIndex, currentIndex);\n            }\n        }\n    };\n
DefaultIterableDiffer.prototype.forEachPreviousItem = function (fn) {\n        var record;\n        for (record =
this._previousItHead; record !== null; record = record._nextPrevious) {\n            fn(record);\n        }\n    };\n
DefaultIterableDiffer.prototype.forEachAddedItem = function (fn) {\n        var record;\n        for (record =
this._additionsHead; record !== null; record = record._nextAdded) {\n            fn(record);\n        }\n    };\n
DefaultIterableDiffer.prototype.forEachMovedItem = function (fn) {\n        var record;\n        for (record =
this._movesHead; record !== null; record = record._nextMoved) {\n            fn(record);\n        }\n    };\n
DefaultIterableDiffer.prototype.forEachRemovedItem = function (fn) {\n        var record;\n        for (record =
this._removalsHead; record !== null; record = record._nextRemoved) {\n            fn(record);\n        }\n    };\n
DefaultIterableDiffer.prototype.forEachIdentityChange = function (fn) {\n        var record;\n        for (record =
this._identityChangesHead; record !== null; record = record._nextIdentityChange) {\n            fn(record);\n        }\n
};\n    DefaultIterableDiffer.prototype.diff = function (collection) {\n        if (collection == null)\n            collection =
[];\n        if (!isListLikeIterable(collection)) {\n            throw new Error(\"Error trying to diff '\" +
stringify(collection) + \"'. Only arrays and iterables are allowed\");\n        }\n        if (this.check(collection)) {\n
 return this;\n        }\n        else {\n            return null;\n        }\n    };\n    DefaultIterableDiffer.prototype.onDestroy =
function () { };\n    DefaultIterableDiffer.prototype.check = function (collection) {\n        var _this = this;\n
this._reset();\n        var record = this._itHead;\n        var mayBeDirty = false;\n        var index;\n        var item;\n
var itemTrackBy;\n        if (Array.isArray(collection)) {\n            this.length = collection.length;\n            for (var
index_1 = 0; index_1 < this.length; index_1++) {\n                item = collection[index_1];\n                itemTrackBy =
this._trackByFn(index_1, item);\n                if (record === null || !looseIdentical(record.trackById, itemTrackBy))
{\n                    record = this._mismatch(record, item, itemTrackBy, index_1);\n                    mayBeDirty = true;\n
            }\n                else {\n                    if (mayBeDirty) {\n                        // TODO(misko): can we limit this to
duplicates only?\n                        record = this._verifyReinsertion(record, item, itemTrackBy, index_1);\n
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}\n                if (!looseIdentical(record.item, item))\n                    this._addIdentityChange(record, item);\n
    }\n            record = record._next;\n        }\n    }\n    else {\n        index = 0;\n
iterateListLike(collection, function (item) {\n            itemTrackBy = _this._trackByFn(index, item);\n            if
(record === null || !looseIdentical(record.trackById, itemTrackBy)) {\n                record =
_this._mismatch(record, item, itemTrackBy, index);\n                mayBeDirty = true;\n            }\n            else
{\n                if (mayBeDirty) {\n                    // TODO(misko): can we limit this to duplicates only?\n
    record = _this._verifyReinsertion(record, item, itemTrackBy, index);\n                }\n                if
(!looseIdentical(record.item, item))\n                    _this._addIdentityChange(record, item);\n            }\n
record = record._next;\n            index++;\n        });\n        this.length = index;\n    }\n
this._truncate(record);\n    this.collection = collection;\n    return this.isDirty;\n    };\n
Object.defineProperty(DefaultIterableDiffer.prototype, \"isDirty\", {\n    /* CollectionChanges is considered dirty
if it has any additions, moves, removals, or identity\n     * changes.\n     */\n    get: function () {\n
return this._additionsHead !== null || this._movesHead !== null ||\n            this._removalsHead !== null ||
this._identityChangesHead !== null;\n    },\n    enumerable: true,\n    configurable: true\n    });\n    /**\n     *
Reset the state of the change objects to show no changes. This means set previousKey to\n     * currentKey, and
clear all of the queues (additions, moves, removals).\n     * Set the previousIndexes of moved and added items to
their currentIndexes\n     * Reset the list of additions, moves and removals\n     *\n     * @internal\n     */\n
DefaultIterableDiffer.prototype._reset = function () {\n    if (this.isDirty) {\n        var record = void 0;\n
var nextRecord = void 0;\n        for (record = this._previousItHead = this._itHead; record !== null; record =
record._next) {\n            record._nextPrevious = record._next;\n        }\n        for (record =
this._additionsHead; record !== null; record = record._nextAdded) {\n            record.previousIndex =
record.currentIndex;\n        }\n        this._additionsHead = this._additionsTail = null;\n        for (record =
this._movesHead; record !== null; record = nextRecord) {\n            record.previousIndex = record.currentIndex;\n
        nextRecord = record._nextMoved;\n        }\n        this._movesHead = this._movesTail = null;\n
this._removalsHead = this._removalsTail = null;\n        this._identityChangesHead = this._identityChangesTail =
null;\n        // TODO(vicb): when assert gets supported\n        // assert(!this.isDirty);\n    }\n    };\n    /**\n
* This is the core function which handles differences between collections.\n     *\n     * - `record` is the record which
we saw at this position last time. If null then it is a new\n     *   item.\n     * - `item` is the current item in the
collection\n     * - `index` is the position of the item in the collection\n     *\n     * @internal\n     */\n
DefaultIterableDiffer.prototype._mismatch = function (record, item, itemTrackBy, index) {\n    // The previous
record after which we will append the current one.\n    var previousRecord;\n    if (record === null) {\n
previousRecord = this._itTail;\n    }\n    else {\n        previousRecord = record._prev;\n        // Remove the
record from the collection since we know it does not match the item.\n        this._remove(record);\n    }\n    //
Attempt to see if we have seen the item before.\n    record = this._linkedRecords === null ? null :
this._linkedRecords.get(itemTrackBy, index);\n    if (record !== null) {\n        // We have seen this before, we
need to move it forward in the collection.\n        // But first we need to check if identity changed, so we can update
in view if necessary\n        if (!looseIdentical(record.item, item))\n            this._addIdentityChange(record,
item);\n        this._moveAfter(record, previousRecord, index);\n    }\n    else {\n        // Never seen it, check
evicted list.\n        record = this._unlinkedRecords === null ? null : this._unlinkedRecords.get(itemTrackBy,
null);\n        if (record !== null) {\n            // It is an item which we have evicted earlier: reinsert it back into the
list.\n            // But first we need to check if identity changed, so we can update in view if necessary\n            if
(!looseIdentical(record.item, item))\n                this._addIdentityChange(record, item);\n
this._reinsertAfter(record, previousRecord, index);\n        }\n        else {\n            // It is a new item: add it.\n
        record =\n                this._addAfter(new IterableChangeRecord_(item, itemTrackBy), previousRecord,
index);\n        }\n    }\n    return record;\n    };\n    /**\n     * This check is only needed if an array contains
duplicates. (Short circuit of nothing dirty)\n     *\n     * Use case: `[a, a]` => `[b, a, a]`\n     *\n     * If we did not have
this check then the insertion of `b` would:\n     *   1) evict first `a`\n     *   2) insert `b` at `0` index.\n     *   3) leave
`a` at index `1` as is. <-- this is wrong!\n     *   3) reinsert `a` at index 2. <-- this is wrong!\n     *\n     * The correct
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behavior is:\n     *   1) evict first `a`\n     *   2) insert `b` at `0` index.\n     *   3) reinsert `a` at index 1.\n     *   3)
move `a` at from `1` to `2`.\n     *\n     *\n     * Double check that we have not evicted a duplicate item. We need to
check if the item type may\n     * have already been removed:\n     * The insertion of b will evict the first 'a'. If we
don't reinsert it now it will be reinserted\n     * at the end. Which will show up as the two 'a's switching position.
This is incorrect, since a\n     * better way to think of it is as insert of 'b' rather then switch 'a' with 'b' and then add
'a'\n     * at the end.\n     *\n     * @internal\n     */\n    DefaultIterableDiffer.prototype._verifyReinsertion = function
(record, item, itemTrackBy, index) {\n        var reinsertRecord = this._unlinkedRecords === null ? null :
this._unlinkedRecords.get(itemTrackBy, null);\n        if (reinsertRecord !== null) {\n            record =
this._reinsertAfter(reinsertRecord, record._prev, index);\n        }\n        else if (record.currentIndex != index) {\n
   record.currentIndex = index;\n            this._addToMoves(record, index);\n        }\n        return record;\n    };\n
/**\n     * Get rid of any excess {@link IterableChangeRecord_}s from the previous collection\n     *\n     * -
`record` The first excess {@link IterableChangeRecord_}.\n     *\n     * @internal\n     */\n
DefaultIterableDiffer.prototype._truncate = function (record) {\n        // Anything after that needs to be removed;\n
   while (record !== null) {\n            var nextRecord = record._next;\n
this._addToRemovals(this._unlink(record));\n            record = nextRecord;\n        }\n        if (this._unlinkedRecords
!== null) {\n            this._unlinkedRecords.clear();\n        }\n        if (this._additionsTail !== null) {\n
this._additionsTail._nextAdded = null;\n        }\n        if (this._movesTail !== null) {\n
this._movesTail._nextMoved = null;\n        }\n        if (this._itTail !== null) {\n            this._itTail._next = null;\n
}\n        if (this._removalsTail !== null) {\n            this._removalsTail._nextRemoved = null;\n        }\n        if
(this._identityChangesTail !== null) {\n            this._identityChangesTail._nextIdentityChange = null;\n        }\n
};\n    /** @internal */\n    DefaultIterableDiffer.prototype._reinsertAfter = function (record, prevRecord, index) {\n
    if (this._unlinkedRecords !== null) {\n            this._unlinkedRecords.remove(record);\n        }\n        var prev =
record._prevRemoved;\n        var next = record._nextRemoved;\n        if (prev === null) {\n
this._removalsHead = next;\n        }\n        else {\n            prev._nextRemoved = next;\n        }\n        if (next ===
null) {\n            this._removalsTail = prev;\n        }\n        else {\n            next._prevRemoved = prev;\n        }\n
this._insertAfter(record, prevRecord, index);\n        this._addToMoves(record, index);\n        return record;\n    };\n
/** @internal */\n    DefaultIterableDiffer.prototype._moveAfter = function (record, prevRecord, index) {\n
this._unlink(record);\n        this._insertAfter(record, prevRecord, index);\n        this._addToMoves(record, index);\n
    return record;\n    };\n    /** @internal */\n    DefaultIterableDiffer.prototype._addAfter = function (record,
prevRecord, index) {\n        this._insertAfter(record, prevRecord, index);\n        if (this._additionsTail === null) {\n
        // TODO(vicb):\n            // assert(this._additionsHead === null);\n            this._additionsTail =
this._additionsHead = record;\n        }\n        else {\n            // TODO(vicb):\n            //
assert(_additionsTail._nextAdded === null);\n            // assert(record._nextAdded === null);\n
this._additionsTail = this._additionsTail._nextAdded = record;\n        }\n        return record;\n    };\n    /** @internal
*/\n    DefaultIterableDiffer.prototype._insertAfter = function (record, prevRecord, index) {\n        // TODO(vicb):\n
    // assert(record != prevRecord);\n        // assert(record._next === null);\n        // assert(record._prev === null);\n
   var next = prevRecord === null ? this._itHead : prevRecord._next;\n        // TODO(vicb):\n        // assert(next !=
record);\n        // assert(prevRecord != record);\n        record._next = next;\n        record._prev = prevRecord;\n        if
(next === null) {\n            this._itTail = record;\n        }\n        else {\n            next._prev = record;\n        }\n        if
(prevRecord === null) {\n            this._itHead = record;\n        }\n        else {\n            prevRecord._next = record;\n
    }\n        if (this._linkedRecords === null) {\n            this._linkedRecords = new _DuplicateMap();\n        }\n
this._linkedRecords.put(record);\n        record.currentIndex = index;\n        return record;\n    };\n    /** @internal
*/\n    DefaultIterableDiffer.prototype._remove = function (record) {\n        return
this._addToRemovals(this._unlink(record));\n    };\n    /** @internal */\n    DefaultIterableDiffer.prototype._unlink
= function (record) {\n        if (this._linkedRecords !== null) {\n            this._linkedRecords.remove(record);\n
}\n        var prev = record._prev;\n        var next = record._next;\n        // TODO(vicb):\n        // assert((record._prev
= null) === null);\n        // assert((record._next = null) === null);\n        if (prev === null) {\n            this._itHead =
next;\n        }\n        else {\n            prev._next = next;\n        }\n        if (next === null) {\n            this._itTail =
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prev;\n }\n else {\n next._prev = prev;\n }\n return record;\n };\n /** @internal */\n DefaultIterableDiffer.prototype._addToMoves = function (record, toIndex) {\n // TODO(vicb):\n // assert(record._nextMoved === null);\n if (record.previousIndex === toIndex) {\n return record;\n }\n if (this._movesTail === null) {\n // TODO(vicb):\n // assert(_movesHead === null);\n this._movesTail = this._movesHead = record;\n }\n else {\n // TODO(vicb):\n // assert(_movesTail._nextMoved === null);\n this._movesTail = this._movesTail._nextMoved = record;\n }\n return record;\n };\n DefaultIterableDiffer.prototype._addToRemovals = function (record) {\n if (this._unlinkedRecords === null) {\n this._unlinkedRecords = new _DuplicateMap();\n }\n this._unlinkedRecords.put(record);\n record.currentIndex = null;\n record._nextRemoved = null;\n if (this._removalsTail === null) {\n // TODO(vicb):\n // assert(_removalsHead === null);\n this._removalsTail = this._removalsHead = record;\n record._prevRemoved = null;\n }\n else {\n // TODO(vicb):\n // assert(_removalsTail._nextRemoved === null);\n // assert(record._nextRemoved === null);\n record._prevRemoved = this._removalsTail;\n this._removalsTail = this._removalsTail._nextRemoved = record;\n }\n return record;\n };\n /** @internal */\n DefaultIterableDiffer.prototype._addIdentityChange = function (record, item) {\n record.item = item;\n if (this._identityChangesTail === null) {\n this._identityChangesTail = this._identityChangesHead = record;\n }\n else {\n this._identityChangesTail = this._identityChangesTail._nextIdentityChange = record;\n }\n return record;\n };\n return DefaultIterableDiffer;\n}());\nvar IterableChangeRecord_ = /** @class */ (function () {\n function IterableChangeRecord_(item, trackById) {\n this.item = item;\n this.trackById = trackById;\n this.currentIndex = null;\n this.previousIndex = null;\n /** @internal */\n this._nextPrevious = null;\n /** @internal */\n this._prev = null;\n /** @internal */\n this._next = null;\n /** @internal */\n this._prevDup = null;\n /** @internal */\n this._nextDup = null;\n /** @internal */\n this._prevRemoved = null;\n /** @internal */\n this._nextRemoved = null;\n /** @internal */\n this._nextAdded = null;\n /** @internal */\n this._nextMoved = null;\n /** @internal */\n this._nextIdentityChange = null;\n }\n return IterableChangeRecord_;\n}());\n// A linked list of CollectionChangeRecords with the same IterableChangeRecord_.item\nvar _DuplicateItemRecordList = /** @class */ (function () {\n function _DuplicateItemRecordList() {\n /** @internal */\n this._head = null;\n /** @internal */\n this._tail = null;\n }\n /**\n * Append the record to the list of duplicates.\n *\n * Note: by design all records in the list of duplicates hold the same value in record.item.\n */\n _DuplicateItemRecordList.prototype.add = function (record) {\n if (this._head === null) {\n this._head = this._tail = record;\n record._nextDup = null;\n record._prevDup = null;\n }\n else {\n // TODO(vicb):\n // assert(record.item == _head.item ||\n // record.item is num && record.item.isNaN && _head.item is num && _head.item.isNaN);\n this._tail._nextDup = record;\n record._prevDup = this._tail;\n record._nextDup = null;\n this._tail = record;\n }\n };\n // Returns a IterableChangeRecord_ having IterableChangeRecord_.trackById == trackById and\n // IterableChangeRecord_.currentIndex >= atOrAfterIndex\n _DuplicateItemRecordList.prototype.get = function (trackById, atOrAfterIndex) {\n var record;\n for (record = this._head; record !== null; record = record._nextDup) {\n if ((atOrAfterIndex === null || atOrAfterIndex <= record.currentIndex) &&\n looseIdentical(record.trackById, trackById)) {\n return record;\n }\n }\n return null;\n };\n /**\n * Remove one {@link IterableChangeRecord_} from the list of duplicates.\n *\n * Returns whether the list of duplicates is empty.\n */\n _DuplicateItemRecordList.prototype.remove = function (record) {\n // TODO(vicb):\n // assert(() {\n // // verify that the record being removed is in the list.\n // for (IterableChangeRecord_ cursor = _head; cursor != null; cursor = cursor._nextDup) {\n // if (identical(cursor, record)) return true;\n // }\n // return false;\n //});\n var prev = record._prevDup;\n var next = record._nextDup;\n if (prev === null) {\n this._head = next;\n }\n else {\n prev._nextDup = next;\n }\n if (next === null) {\n this._tail = prev;\n }\n else {\n next._prevDup = prev;\n }\n return this._head === null;\n };\n return _DuplicateItemRecordList;\n}());\nvar

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_DuplicateMap = /** @class */ (function () {\n    function _DuplicateMap() {\n        this.map = new Map();\n    }\n
_DuplicateMap.prototype.put = function (record) {\n        var key = record.trackById;\n        var duplicates =
this.map.get(key);\n        if (!duplicates) {\n            duplicates = new _DuplicateItemRecordList();\n
this.map.set(key, duplicates);\n        }\n        duplicates.add(record);\n    };\n    /**\n     * Retrieve the `value` using
key. Because the IterableChangeRecord_ value may be one which we\n     * have already iterated over, we use the
`atOrAfterIndex` to pretend it is not there.\n     *\n     * Use case: `[a, b, c, a, a]` if we are at index `3` which is the
second `a` then asking if we\n     * have any more `a`s needs to return the second `a`.\n     */\n
_DuplicateMap.prototype.get = function (trackById, atOrAfterIndex) {\n        var key = trackById;\n        var
recordList = this.map.get(key);\n        return recordList ? recordList.get(trackById, atOrAfterIndex) : null;\n    };\n
/**\n     * Removes a {@link IterableChangeRecord_} from the list of duplicates.\n     *\n     * The list of duplicates
also is removed from the map if it gets empty.\n     */\n    _DuplicateMap.prototype.remove = function (record) {\n
    var key = record.trackById;\n        var recordList = this.map.get(key);\n        // Remove the list of duplicates when
it gets empty\n        if (recordList.remove(record)) {\n            this.map.delete(key);\n        }\n        return record;\n
};\n    Object.defineProperty(_DuplicateMap.prototype, \"isEmpty\", {\n        get: function () { return this.map.size
=== 0; },\n        enumerable: true,\n        configurable: true\n    });\n    _DuplicateMap.prototype.clear = function () {
this.map.clear(); };\n    return _DuplicateMap;\n}());\nfunction getPreviousIndex(item, addRemoveOffset,
moveOffsets) {\n    var previousIndex = item.previousIndex;\n    if (previousIndex === null)\n        return
previousIndex;\n    var moveOffset = 0;\n    if (moveOffsets && previousIndex < moveOffsets.length) {\n
moveOffset = moveOffsets[previousIndex];\n    }\n    return previousIndex + addRemoveOffset +
moveOffset;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code
is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar
DefaultKeyValueDifferFactory = /** @class */ (function () {\n    function DefaultKeyValueDifferFactory() {\n
}\n    DefaultKeyValueDifferFactory.prototype.supports = function (obj) { return obj instanceof Map ||
isJsObject(obj); };\n    DefaultKeyValueDifferFactory.prototype.create = function () { return new
DefaultKeyValueDiffer(); };\n    return DefaultKeyValueDifferFactory;\n}());\nvar DefaultKeyValueDiffer = /**
@class */ (function () {\n    function DefaultKeyValueDiffer() {\n        this._records = new Map();\n
this._mapHead = null;\n        // _appendAfter is used in the check loop\n        this._appendAfter = null;\n
this._previousMapHead = null;\n        this._changesHead = null;\n        this._changesTail = null;\n
this._additionsHead = null;\n        this._additionsTail = null;\n        this._removalsHead = null;\n
this._removalsTail = null;\n    }\n    Object.defineProperty(DefaultKeyValueDiffer.prototype, \"isDirty\", {\n
get: function () {\n            return this._additionsHead !== null || this._changesHead !== null ||\n
this._removalsHead !== null;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
DefaultKeyValueDiffer.prototype.forEachItem = function (fn) {\n        var record;\n        for (record =
this._mapHead; record !== null; record = record._next) {\n            fn(record);\n        }\n    };\n
DefaultKeyValueDiffer.prototype.forEachPreviousItem = function (fn) {\n        var record;\n        for (record =
this._previousMapHead; record !== null; record = record._nextPrevious) {\n            fn(record);\n        }\n    };\n
DefaultKeyValueDiffer.prototype.forEachChangedItem = function (fn) {\n        var record;\n        for (record =
this._changesHead; record !== null; record = record._nextChanged) {\n            fn(record);\n        }\n    };\n
DefaultKeyValueDiffer.prototype.forEachAddedItem = function (fn) {\n        var record;\n        for (record =
this._additionsHead; record !== null; record = record._nextAdded) {\n            fn(record);\n        }\n    };\n
DefaultKeyValueDiffer.prototype.forEachRemovedItem = function (fn) {\n        var record;\n        for (record =
this._removalsHead; record !== null; record = record._nextRemoved) {\n            fn(record);\n        }\n    };\n
DefaultKeyValueDiffer.prototype.diff = function (map) {\n        if (!map) {\n            map = new Map();\n        }\n
 else if (!(map instanceof Map || isJsObject(map))) {\n            throw new Error(\"Error trying to diff '\" +
stringify(map) + \"'. Only maps and objects are allowed\");\n        }\n        return this.check(map) ? this : null;\n
};\n    DefaultKeyValueDiffer.prototype.onDestroy = function () { };\n    /**\n     * Check the current state of the
map vs the previous.\n     * The algorithm is optimised for when the keys do no change.\n     */\n
DefaultKeyValueDiffer.prototype.check = function (map) {\n        var _this = this;\n        this._reset();\n        var
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insertBefore = this._mapHead;\n        this._appendAfter = null;\n        this._forEach(map, function (value, key) {\n
    if (insertBefore && insertBefore.key === key) {\n                _this._maybeAddToChanges(insertBefore, value);\n
            _this._appendAfter = insertBefore;\n                insertBefore = insertBefore._next;\n            }\n            else
{\n                var record = _this._getOrCreateRecordForKey(key, value);\n                insertBefore =
_this._insertBeforeOrAppend(insertBefore, record);\n            }\n        });\n        // Items remaining at the end of the
list have been deleted\n        if (insertBefore) {\n            if (insertBefore._prev) {\n
insertBefore._prev._next = null;\n            }\n            this._removalsHead = insertBefore;\n            for (var record =
insertBefore; record !== null; record = record._nextRemoved) {\n                if (record === this._mapHead) {\n
        this._mapHead = null;\n                }\n                this._records.delete(record.key);\n
record._nextRemoved = record._next;\n                record.previousValue = record.currentValue;\n
record.currentValue = null;\n                record._prev = null;\n                record._next = null;\n            }\n        }\n
// Make sure tails have no next records from previous runs\n        if (this._changesTail)\n
this._changesTail._nextChanged = null;\n        if (this._additionsTail)\n            this._additionsTail._nextAdded =
null;\n        return this.isDirty;\n    };\n    /**\n     * Inserts a record before `before` or append at the end of the list
when `before` is null.\n     *\n     * Notes:\n     * - This method appends at `this._appendAfter`,\n     * - This method
updates `this._appendAfter`,\n     * - The return value is the new value for the insertion pointer.\n     */\n
DefaultKeyValueDiffer.prototype._insertBeforeOrAppend = function (before, record) {\n        if (before) {\n
var prev = before._prev;\n            record._next = before;\n            record._prev = prev;\n            before._prev =
record;\n            if (prev) {\n                prev._next = record;\n            }\n            if (before === this._mapHead) {\n
        this._mapHead = record;\n            }\n            this._appendAfter = before;\n            return before;\n        }\n
if (this._appendAfter) {\n            this._appendAfter._next = record;\n            record._prev = this._appendAfter;\n
}\n        else {\n            this._mapHead = record;\n        }\n        this._appendAfter = record;\n        return null;\n
};\n    DefaultKeyValueDiffer.prototype._getOrCreateRecordForKey = function (key, value) {\n        if
(this._records.has(key)) {\n            var record_1 = this._records.get(key);\n
this._maybeAddToChanges(record_1, value);\n            var prev = record_1._prev;\n            var next =
record_1._next;\n            if (prev) {\n                prev._next = next;\n            }\n            if (next) {\n
next._prev = prev;\n            }\n            record_1._next = null;\n            record_1._prev = null;\n            return
record_1;\n        }\n        var record = new KeyValueChangeRecord_(key);\n        this._records.set(key, record);\n
 record.currentValue = value;\n        this._addToAdditions(record);\n        return record;\n    };\n    /** @internal */\n
  DefaultKeyValueDiffer.prototype._reset = function () {\n        if (this.isDirty) {\n            var record = void 0;\n
  // let `_previousMapHead` contain the state of the map before the changes\n            this._previousMapHead =
this._mapHead;\n            for (record = this._previousMapHead; record !== null; record = record._next) {\n
record._nextPrevious = record._next;\n            }\n            // Update `record.previousValue` with the value of the item
before the changes\n            // We need to update all changed items (that's those which have been added and
changed)\n            for (record = this._changesHead; record !== null; record = record._nextChanged) {\n
record.previousValue = record.currentValue;\n            }\n            for (record = this._additionsHead; record != null;
record = record._nextAdded) {\n                record.previousValue = record.currentValue;\n            }\n
this._changesHead = this._changesTail = null;\n            this._additionsHead = this._additionsTail = null;\n
this._removalsHead = null;\n        }\n    };\n    // Add the record or a given key to the list of changes only when the
value has actually changed\n    DefaultKeyValueDiffer.prototype._maybeAddToChanges = function (record,
newValue) {\n        if (!looseIdentical(newValue, record.currentValue)) {\n            record.previousValue =
record.currentValue;\n            record.currentValue = newValue;\n            this._addToChanges(record);\n        }\n
};\n    DefaultKeyValueDiffer.prototype._addToAdditions = function (record) {\n        if (this._additionsHead ===
null) {\n            this._additionsHead = this._additionsTail = record;\n        }\n        else {\n
this._additionsTail._nextAdded = record;\n            this._additionsTail = record;\n        }\n    };\n
DefaultKeyValueDiffer.prototype._addToChanges = function (record) {\n        if (this._changesHead === null) {\n
        this._changesHead = this._changesTail = record;\n        }\n        else {\n            this._changesTail._nextChanged
= record;\n            this._changesTail = record;\n        }\n    };\n    /** @internal */\n
```

```
DefaultKeyValueDiffer.prototype._forEach = function (obj, fn) {\n        if (obj instanceof Map) {\n
obj.forEach(fn);\n        }\n        else {\n            Object.keys(obj).forEach(function (k) { return fn(obj[k], k); });\n
}\n    };\n    return DefaultKeyValueDiffer;\n}());\nvar KeyValueChangeRecord_ = /** @class */ (function () {\n
function KeyValueChangeRecord_(key) {\n        this.key = key;\n        this.previousValue = null;\n
this.currentValue = null;\n        /** @internal */\n        this._nextPrevious = null;\n        /** @internal */\n
this._next = null;\n        /** @internal */\n        this._prev = null;\n        /** @internal */\n        this._nextAdded =
null;\n        /** @internal */\n        this._nextRemoved = null;\n        /** @internal */\n        this._nextChanged =
null;\n    }\n    return KeyValueChangeRecord_;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n/**\n * A repository of different iterable diffing strategies used by
NgFor, NgClass, and others.\n *\n * @publicApi\n */\nvar IterableDiffers = /** @class */ (function () {\n    function
IterableDiffers(factories) {\n        this.factories = factories;\n    }\n    IterableDiffers.create = function (factories,
parent) {\n        if (parent != null) {\n            var copied = parent.factories.slice();\n            factories =
factories.concat(copied);\n        }\n        return new IterableDiffers(factories);\n    };\n    /**\n     * Takes an array of
{@link IterableDifferFactory} and returns a provider used to extend the\n     * inherited {@link IterableDiffers}
instance with the provided factories and return a new\n     * {@link IterableDiffers} instance.\n     *\n     *
@usageNotes\n     * ### Example\n     *\n     * The following example shows how to extend an existing list of
factories,\n     * which will only be applied to the injector for this component and its children.\n     * This step is all
that's required to make a new {@link IterableDiffer} available.\n     *\n     * ```\n     * @Component({\n     *
viewProviders: [\n     *     IterableDiffers.extend([new ImmutableListDiffer()])\n     *   ]\n     * })\n     * ```\n     */\n
IterableDiffers.extend = function (factories) {\n        return {\n            provide: IterableDiffers,\n            useFactory:
function (parent) {\n                if (!parent) {\n                    // Typically would occur when calling
IterableDiffers.extend inside of dependencies passed\n                    // to\n                    // bootstrap(), which would
override default pipes instead of extending them.\n                    throw new Error('Cannot extend IterableDiffers
without a parent injector');\n                }\n                return IterableDiffers.create(factories, parent);\n            },\n
// Dependency technically isn't optional, but we can provide a better error message this way.\n            deps:
[[IterableDiffers, new SkipSelf(), new Optional()]]\n        };\n    };\n    IterableDiffers.prototype.find = function
(iterable) {\n        var factory = this.factories.find(function (f) { return f.supports(iterable); });\n        if (factory !=
null) {\n            return factory;\n        }\n        else {\n            throw new Error(\"Cannot find a differ supporting
object '\" + iterable + \"' of type '\" + getTypeNameForDebugging(iterable) + \"'\");\n        }\n    };\n
IterableDiffers.ngInjectableDef = defineInjectable({\n        providedIn: 'root',\n        factory: function () { return new
IterableDiffers([new DefaultIterableDifferFactory()]); }\n    });\n    return IterableDiffers;\n}());\nfunction
getTypeNameForDebugging(type) {\n    return type['name'] || typeof type;\n}\n\n/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\n/**\n * A repository of different Map diffing strategies
used by NgClass, NgStyle, and others.\n *\n * @publicApi\n */\nvar KeyValueDiffers = /** @class */ (function ()
{\n    function KeyValueDiffers(factories) {\n        this.factories = factories;\n    }\n    KeyValueDiffers.create =
function (factories, parent) {\n        if (parent) {\n            var copied = parent.factories.slice();\n            factories =
factories.concat(copied);\n        }\n        return new KeyValueDiffers(factories);\n    };\n    /**\n     * Takes an array
of {@link KeyValueDifferFactory} and returns a provider used to extend the\n     * inherited {@link
KeyValueDiffers} instance with the provided factories and return a new\n     * {@link KeyValueDiffers} instance.\n
*\n     * @usageNotes\n     * ### Example\n     *\n     * The following example shows how to extend an existing
list of factories,\n     * which will only be applied to the injector for this component and its children.\n     * This step
is all that's required to make a new {@link KeyValueDiffer} available.\n     *\n     * ```\n     * @Component({\n     *
viewProviders: [\n     *     KeyValueDiffers.extend([new ImmutableMapDiffer()])\n     *   ]\n     * })\n     * ```\n
*/\n    KeyValueDiffers.extend = function (factories) {\n        return {\n            provide: KeyValueDiffers,\n
useFactory: function (parent) {\n                if (!parent) {\n                    // Typically would occur when calling
KeyValueDiffers.extend inside of dependencies passed\n                    // to bootstrap(), which would override default
```

pipes instead of extending them.\n throw new Error('Cannot extend KeyValueDiffers without a parent injector');\n }\n return KeyValueDiffers.create(factories, parent);\n },\n // Dependency technically isn't optional, but we can provide a better error message this way.\n deps: [[KeyValueDiffers, new SkipSelf(), new Optional()]]\n };\n };\n KeyValueDiffers.prototype.find = function (kv) {\n var factory = this.factories.find(function (f) { return f.supports(kv); });\n if (factory) {\n return factory;\n }\n throw new Error(\"Cannot find a differ supporting object '\" + kv + \"'\");\n };\n return KeyValueDiffers;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Structural diffing for `Object`s and `Map`s.\n */\nvar keyValDiff = [new DefaultKeyValueDifferFactory()];\n/**\n * Structural diffing for `Iterable` types such as `Array`s.\n */\nvar iterableDiff = [new DefaultIterableDifferFactory()];\nvar defaultIterableDiffers = new IterableDiffers(iterableDiff);\nvar defaultKeyValueDiffers = new KeyValueDiffers(keyValDiff);\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _CORE_PLATFORM_PROVIDERS = [\n // Set a default platform name for platforms that don't set it explicitly.\n { provide: PLATFORM_ID, useValue: 'unknown' },\n { provide: PlatformRef, deps: [Injector] },\n { provide: TestabilityRegistry, deps: [] },\n { provide: Console, deps: [] },\n];\n/**\n * This platform has to be included in any other platform\n *\n * @publicApi\n */\nvar platformCore = createPlatformFactory(null, 'core', _CORE_PLATFORM_PROVIDERS);\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Provide this token to set the locale of your application.\n * It is used for i18n extraction, by i18n pipes (DatePipe, I18nPluralPipe, CurrencyPipe,\n * DecimalPipe and PercentPipe) and by ICU expressions.\n *\n * See the [i18n guide](guide/i18n#setting-up-locale) for more information.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * import { LOCALE_ID } from '@angular/core';\n * import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';\n * import { AppModule } from './app/app.module';\n *\n * platformBrowserDynamic().bootstrapModule(AppModule, {\n * providers: [{provide: LOCALE_ID, useValue: 'en-US' }]\n * });\n * ```\n *\n * @publicApi\n */\nvar LOCALE_ID = new InjectionToken('LocaleId');\n/**\n * Use this token at bootstrap to provide the content of your translation file (`xtb`,\n * `xlf` or `xlf2`) when you want to translate your application in another language.\n *\n * See the [i18n guide](guide/i18n#merge) for more information.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * import { TRANSLATIONS } from '@angular/core';\n * import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';\n * import { AppModule } from './app/app.module';\n *\n * // content of your translation file\n * const translations = '....';\n *\n * platformBrowserDynamic().bootstrapModule(AppModule, {\n * providers: [{provide: TRANSLATIONS, useValue: translations }]\n * });\n * ```\n *\n * @publicApi\n */\nvar TRANSLATIONS = new InjectionToken('Translations');\n/**\n * Provide this token at bootstrap to set the format of your {@link TRANSLATIONS}: `xtb`,\n * `xlf` or `xlf2`.\n *\n * See the [i18n guide](guide/i18n#merge) for more information.\n *\n * @usageNotes\n * ### Example\n *\n * ```typescript\n * import { TRANSLATIONS_FORMAT } from '@angular/core';\n * import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';\n * import { AppModule } from './app/app.module';\n *\n * platformBrowserDynamic().bootstrapModule(AppModule, {\n * providers: [{provide: TRANSLATIONS_FORMAT, useValue: 'xlf' }]\n * });\n * ```\n *\n * @publicApi\n */\nvar TRANSLATIONS_FORMAT = new InjectionToken('TranslationsFormat');\n/**\n * Use this enum at bootstrap as an option of `bootstrapModule` to define the strategy\n * that the compiler should use in case of missing translations:\n * - Error: throw if you have missing translations.\n * - Warning (default): show a warning in the console and/or shell.\n * - Ignore: do nothing.\n *\n * See the [i18n guide](guide/i18n#missing-translation) for more information.\n *\n * @usageNotes\n * ### Example\n * ```typescript\n * import { MissingTranslationStrategy }

from '@angular/core';\n * import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';\n * import { AppModule } from './app/app.module';\n *\n * platformBrowserDynamic().bootstrapModule(AppModule, {\n * missingTranslation: MissingTranslationStrategy.Error\n * });\n * ```\n *\n * @publicApi\n */\nvar MissingTranslationStrategy;\n(function (MissingTranslationStrategy) {\n MissingTranslationStrategy[MissingTranslationStrategy[\"Error\"] = 0] = \"Error\";\n MissingTranslationStrategy[MissingTranslationStrategy[\"Warning\"] = 1] = \"Warning\";\n MissingTranslationStrategy[MissingTranslationStrategy[\"Ignore\"] = 2] = \"Ignore\";\n})(MissingTranslationStrategy || (MissingTranslationStrategy = {}));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction _iterableDiffersFactory() {\n return defaultIterableDiffers;\n}\nfunction _keyValueDiffersFactory() {\n return defaultKeyValueDiffers;\n}\nfunction _localeFactory(locale) {\n return locale || 'en-US';\n}\n/**\n * A built-in [dependency injection token](guide/glossary#di-token)\n * that is used to configure the root injector for bootstrapping.\n */\nvar APPLICATION_MODULE_PROVIDERS = [\n {\n   provide: ApplicationRef,\n   useClass: ApplicationRef,\n   deps: [NgZone, Console, Injector, ErrorHandler, ComponentFactoryResolver, ApplicationInitStatus]\n },\n {\n   provide: ApplicationInitStatus,\n   useClass: ApplicationInitStatus,\n   deps: [[new Optional(), APP_INITIALIZER]]\n },\n { provide: Compiler, useClass: Compiler, deps: [] },\n APP_ID_RANDOM_PROVIDER,\n { provide: IterableDiffers, useFactory: _iterableDiffersFactory, deps: [] },\n { provide: KeyValueDiffers, useFactory: _keyValueDiffersFactory, deps: [] },\n {\n   provide: LOCALE_ID,\n   useFactory: _localeFactory,\n   deps: [[new Inject(LOCALE_ID), new Optional(), new SkipSelf()]]\n },\n];\n/**\n * Configures the root injector for an app with\n * providers of `@angular/core` dependencies that `ApplicationRef` needs\n * to bootstrap components.\n *\n * Re-exported by `BrowserModule`, which is included automatically in the root\n * `AppModule` when you create a new app with the CLI `new` command.\n *\n * @publicApi\n */\nvar ApplicationModule = /** @class */ (function () {\n // Inject ApplicationRef to make it eager...\n function ApplicationModule(appRef) {\n }\n ApplicationModule = __decorate([\n   NgModule({ providers: APPLICATION_MODULE_PROVIDERS }),\n   __metadata(\"design:paramtypes\", [ApplicationRef])\n], ApplicationModule);\n return ApplicationModule;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// Called before each cycle of a view's check to detect whether this is in the\n// initState for which we need to call ngOnInit, ngAfterContentInit or ngAfterViewInit\n// lifecycle methods. Returns true if this check cycle should call lifecycle\n// methods.\nfunction shiftInitState(view, priorInitState, newInitState) {\n // Only update the InitState if we are currently in the prior state.\n // For example, only move into CallingInit if we are in BeforeInit. Only\n // move into CallingContentInit if we are in CallingInit. Normally this will\n // always be true because of how checkCycle is called in checkAndUpdateView.\n // However, if checkAndUpdateView is called recursively or if an exception is\n // thrown while checkAndUpdateView is running, checkAndUpdateView starts over\n // from the beginning. This ensures the state is monotonically increasing,\n // terminating in the AfterInit state, which ensures the Init methods are called\n // at least once and only once.\n var state = view.state;\n var initState = state & 1792 /* InitState_Mask */;\n if (initState === priorInitState) {\n   view.state = (state & ~1792 /* InitState_Mask */) | newInitState;\n   view.initIndex = -1;\n   return true;\n }\n return initState === newInitState;\n}\n// Returns true if the lifecycle init method should be called for the node with\n// the given init index.\nfunction shouldCallLifecycleInitHook(view, initState, index) {\n if ((view.state & 1792 /* InitState_Mask */) === initState && view.initIndex <= index) {\n   view.initIndex = index + 1;\n   return true;\n }\n return false;\n}\n/**\n * Accessor for view.nodes, enforcing that every usage site stays monomorphic.\n */\nfunction asTextData(view, index) {\n return view.nodes[index];\n}\n/**\n * Accessor for view.nodes, enforcing that every usage site stays monomorphic.\n */\nfunction asElementData(view, index) {\n return view.nodes[index];\n}\n/**\n * Accessor for view.nodes, enforcing that every usage site stays monomorphic.\n */\nfunction asProviderData(view, index) {\n return view.nodes[index];\n}\n/**\n * Accessor for view.nodes, enforcing that every usage site stays

monomorphic.\n */\nfunction asPureExpressionData(view, index) {\n return view.nodes[index];\n}\n/**\n * Accessor for view.nodes, enforcing that every usage site stays monomorphic.\n */\nfunction asQueryList(view, index) {\n return view.nodes[index];\n}\nvar DebugContext = /** @class */ (function () {\n function DebugContext() {\n }\n return DebugContext;\n}());\n/**\n * This object is used to prevent cycles in the source files and to have a place where\n * debug mode can hook it. It is lazily filled when `isDevMode` is known.\n */\nvar Services = {\n setCurrentNode: undefined,\n createRootView: undefined,\n createEmbeddedView: undefined,\n createComponentView: undefined,\n createNgModuleRef: undefined,\n overrideProvider: undefined,\n overrideComponentView: undefined,\n clearOverrides: undefined,\n checkAndUpdateView: undefined,\n checkNoChangesView: undefined,\n destroyView: undefined,\n resolveDep: undefined,\n createDebugContext: undefined,\n handleEvent: undefined,\n updateDirectives: undefined,\n updateRenderer: undefined,\n dirtyParentQueries: undefined,\n};\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction expressionChangedAfterItHasBeenCheckedError(context, oldValue, currValue, isFirstCheck) {\n var msg = \"ExpressionChangedAfterItHasBeenCheckedError: Expression has changed after it was checked. Previous value: '\" + oldValue + \"'. Current value: '\" + currValue + \"'.\";\n if (isFirstCheck) {\n   msg +=\n   \" It seems like the view has been created after its parent and its children have been dirty checked.\" +\n   \" Has it been created in a change detection hook ?\";\n }\n return viewDebugError(msg, context);\n}\nfunction viewWrappedDebugError(err, context) {\n if (!(err instanceof Error)) {\n   // errors that are not Error instances don't have a stack,\n   // so it is ok to wrap them into a new Error object...\n   err = new Error(err.toString());\n }\n _addDebugContext(err, context);\n return err;\n}\nfunction viewDebugError(msg, context) {\n var err = new Error(msg);\n _addDebugContext(err, context);\n return err;\n}\nfunction _addDebugContext(err, context) {\n err[ERROR_DEBUG_CONTEXT] = context;\n err[ERROR_LOGGER] = context.logError.bind(context);\n}\nfunction isViewDebugError(err) {\n return !!getDebugContext(err);\n}\nfunction viewDestroyedError(action) {\n return new Error(\"ViewDestroyedError: Attempt to use a destroyed view: \" + action);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar NOOP = function () { };\nvar _tokenKeyCache = new Map();\nfunction tokenKey(token) {\n var key = _tokenKeyCache.get(token);\n if (!key) {\n   key = stringify(token) + '_' + _tokenKeyCache.size;\n   _tokenKeyCache.set(token, key);\n }\n return key;\n}\nfunction unwrapValue(view, nodeIdx, bindingIdx, value) {\n if (WrappedValue.isWrapped(value)) {\n   value = WrappedValue.unwrap(value);\n   var globalBindingIdx = view.def.nodes[nodeIdx].bindingIndex + bindingIdx;\n   var oldValue = WrappedValue.unwrap(view.oldValues[globalBindingIdx]);\n   view.oldValues[globalBindingIdx] = new WrappedValue(oldValue);\n }\n return value;\n}\nvar UNDEFINED_RENDERER_TYPE_ID = '$$undefined';\nvar EMPTY_RENDERER_TYPE_ID = '$$empty';\n// Attention: this function is called as top level function.\n// Putting any logic in here will destroy closure tree shaking!\nfunction createRendererType2(values) {\n return {\n   id: UNDEFINED_RENDERER_TYPE_ID,\n   styles: values.styles,\n   encapsulation: values.encapsulation,\n   data: values.data\n };\n}\nvar _renderCompCount$1 = 0;\nfunction resolveRendererType2(type) {\n if (type && type.id === UNDEFINED_RENDERER_TYPE_ID) {\n   // first time we see this RendererType2. Initialize it...\n   var isFilled = ((type.encapsulation != null && type.encapsulation !== ViewEncapsulation.None) ||\n type.styles.length || Object.keys(type.data).length);\n   if (isFilled) {\n   type.id = \"c\" + _renderCompCount$1++;\n   }\n   else {\n   type.id = EMPTY_RENDERER_TYPE_ID;\n   }\n }\n if (type && type.id === EMPTY_RENDERER_TYPE_ID) {\n   type = null;\n }\n return type || null;\n}\nfunction checkBinding(view, def, bindingIdx, value) {\n var oldValues = view.oldValues;\n if ((view.state & 2 /* FirstCheck */) ||\n   !looseIdentical(oldValues[def.bindingIndex + bindingIdx], value)) {\n   return true;\n }\n return false;\n}\nfunction checkAndUpdateBinding(view, def, bindingIdx, value) {\n if (checkBinding(view, def, bindingIdx, value)) {\n   view.oldValues[def.bindingIndex + bindingIdx] = value;\n   return true;\n }\n return false;\n}\nfunction checkBindingNoChanges(view, def, bindingIdx, value) {\n var

```
oldValue = view.oldValues[def.bindingIndex + bindingIdx];\n    if ((view.state & 1 /* BeforeFirstCheck */) ||
!devModeEqual(oldValue, value)) {\n        var bindingName = def.bindings[bindingIdx].name;\n        throw
expressionChangedAfterItHasBeenCheckedError(Services.createDebugContext(view, def.nodeIndex), bindingName
+ \": \" + oldValue, bindingName + \": \" + value, (view.state & 1 /* BeforeFirstCheck */) !== 0);\n    }\n}\nfunction
markParentViewsForCheck(view) {\n    var currView = view;\n    while (currView) {\n        if (currView.def.flags &
2 /* OnPush */) {\n            currView.state |= 8 /* ChecksEnabled */;\n        }\n        currView =
currView.viewContainerParent || currView.parent;\n    }\n}\nfunction
markParentViewsForCheckProjectedViews(view, endView) {\n    var currView = view;\n    while (currView &&
currView !== endView) {\n        currView.state |= 64 /* CheckProjectedViews */;\n        currView =
currView.viewContainerParent || currView.parent;\n    }\n}\nfunction dispatchEvent(view, nodeIndex, eventName,
event) {\n    try {\n        var nodeDef = view.def.nodes[nodeIndex];\n        var startView = nodeDef.flags &
33554432 /* ComponentView */ ?\n            asElementData(view, nodeIndex).componentView :\n            view;\n
markParentViewsForCheck(startView);\n        return Services.handleEvent(view, nodeIndex, eventName, event);\n
}\n    catch (e) {\n        // Attention: Don't rethrow, as it would cancel Observable subscriptions!\n
view.root.errorHandler.handleError(e);\n    }\n}\nfunction declaredViewContainer(view) {\n    if (view.parent) {\n
    var parentView = view.parent;\n        return asElementData(parentView, view.parentNodeDef.nodeIndex);\n    }\n
    return null;\n}\n/**\n * for component views, this is the host element.\n * for embedded views, this is the index of
the parent node\n * that contains the view container.\n */\nfunction viewParentEl(view) {\n    var parentView =
view.parent;\n    if (parentView) {\n        return view.parentNodeDef.parent;\n    }\n    else {\n        return null;\n
}\n}\nfunction renderNode(view, def) {\n    switch (def.flags & 201347067 /* Types */) {\n        case 1 /*
TypeElement */:\n            return asElementData(view, def.nodeIndex).renderElement;\n        case 2 /* TypeText
*/:\n            return asTextData(view, def.nodeIndex).renderText;\n    }\n}\nfunction elementEventFullName(target,
name) {\n    return target ? target + \":\" + name : name;\n}\nfunction isComponentView(view) {\n    return
!!view.parent && !!(view.parentNodeDef.flags & 32768 /* Component */);\n}\nfunction isEmbeddedView(view)
{\n    return !!view.parent && !(view.parentNodeDef.flags & 32768 /* Component */);\n}\nfunction
filterQueryId(queryId) {\n    return 1 << (queryId % 32);\n}\nfunction splitMatchedQueriesDsl(matchedQueriesDsl)
{\n    var matchedQueries = {};\n    var matchedQueryIds = 0;\n    var references = {};\n    if (matchedQueriesDsl)
{\n        matchedQueriesDsl.forEach(function (_a) {\n            var _b = __read(_a, 2), queryId = _b[0], valueType =
_b[1];\n            if (typeof queryId === 'number') {\n                matchedQueries[queryId] = valueType;\n
matchedQueryIds |= filterQueryId(queryId);\n            }\n            else {\n                references[queryId] =
valueType;\n            }\n        });\n    }\n    return { matchedQueries: matchedQueries, references: references,
matchedQueryIds: matchedQueryIds };\n}\nfunction splitDepsDsl(deps, sourceName) {\n    return
deps.map(function (value) {\n        var _a;\n        var token;\n        var flags;\n        if (Array.isArray(value)) {\n
    _a = __read(value, 2), flags = _a[0], token = _a[1];\n        }\n        else {\n            flags = 0 /* None */;\n
token = value;\n        }\n        if (token && (typeof token === 'function' || typeof token === 'object') &&
sourceName) {\n            Object.defineProperty(token, SOURCE, { value: sourceName, configurable: true });\n
}\n        return { flags: flags, token: token, tokenKey: tokenKey(token) };\n    });\n}\nfunction
getParentRenderElement(view, renderHost, def) {\n    var renderParent = def.renderParent;\n    if (renderParent) {\n
    if ((renderParent.flags & 1 /* TypeElement */) === 0 ||\n            (renderParent.flags & 33554432 /*
ComponentView */) === 0 ||\n            (renderParent.element.componentRendererType &&\n
renderParent.element.componentRendererType.encapsulation ===\n                    ViewEncapsulation.Native)) {\n
    // only children of non components, or children of components with native encapsulation should\n            // be
attached.\n            return asElementData(view, def.renderParent.nodeIndex).renderElement;\n        }\n    }\n    else
{\n        return renderHost;\n    }\n}\nvar DEFINITION_CACHE = new WeakMap();\nfunction
resolveDefinition(factory) {\n    var value = DEFINITION_CACHE.get(factory);\n    if (!value) {\n        value =
factory(function () { return NOOP; });\n        value.factory = factory;\n        DEFINITION_CACHE.set(factory,
value);\n    }\n    return value;\n}\nfunction rootRenderNodes(view) {\n    var renderNodes = [];\n
visitRootRenderNodes(view, 0 /* Collect */, undefined, undefined, renderNodes);\n    return
```

```
renderNodes;\n}\nfunction visitRootRenderNodes(view, action, parentNode, nextSibling, target) {\n    // We need to
re-compute the parent node in case the nodes have been moved around manually\n    if (action === 3 /*
RemoveChild */) {\n        parentNode = view.renderer.parentNode(renderNode(view,
view.def.lastRenderRootNode));\n    }\n    visitSiblingRenderNodes(view, action, 0, view.def.nodes.length - 1,
parentNode, nextSibling, target);\n}\nfunction visitSiblingRenderNodes(view, action, startIndex, endIndex,
parentNode, nextSibling, target) {\n    for (var i = startIndex; i <= endIndex; i++) {\n        var nodeDef =
view.def.nodes[i];\n        if (nodeDef.flags & (1 /* TypeElement */ | 2 /* TypeText */ | 8 /* TypeNgContent */)) {\n
        visitRenderNode(view, nodeDef, action, parentNode, nextSibling, target);\n        }\n        // jump to next
sibling\n        i += nodeDef.childCount;\n    }\n}\nfunction visitProjectedRenderNodes(view, ngContentIndex,
action, parentNode, nextSibling, target) {\n    var compView = view;\n    while (compView &&
!isComponentView(compView)) {\n        compView = compView.parent;\n    }\n    var hostView =
compView.parent;\n    var hostElDef = viewParentEl(compView);\n    var startIndex = hostElDef.nodeIndex + 1;\n
var endIndex = hostElDef.nodeIndex + hostElDef.childCount;\n    for (var i = startIndex; i <= endIndex; i++) {\n
var nodeDef = hostView.def.nodes[i];\n        if (nodeDef.ngContentIndex === ngContentIndex) {\n
visitRenderNode(hostView, nodeDef, action, parentNode, nextSibling, target);\n        }\n        // jump to next
sibling\n        i += nodeDef.childCount;\n    }\n    if (!hostView.parent) {\n        // a root view\n        var
projectedNodes = view.root.projectableNodes[ngContentIndex];\n        if (projectedNodes) {\n            for (var i = 0; i
< projectedNodes.length; i++) {\n                execRenderNodeAction(view, projectedNodes[i], action, parentNode,
nextSibling, target);\n            }\n        }\n    }\n}\nfunction visitRenderNode(view, nodeDef, action, parentNode,
nextSibling, target) {\n    if (nodeDef.flags & 8 /* TypeNgContent */) {\n        visitProjectedRenderNodes(view,
nodeDef.ngContent.index, action, parentNode, nextSibling, target);\n    }\n    else {\n        var rn = renderNode(view,
nodeDef);\n        if (action === 3 /* RemoveChild */ && (nodeDef.flags & 33554432 /* ComponentView */) &&\n
        (nodeDef.bindingFlags & 48 /* CatSyntheticProperty */)) {\n            // Note: we might need to do both
actions.\n            if (nodeDef.bindingFlags & (16 /* SyntheticProperty */)) {\n
execRenderNodeAction(view, rn, action, parentNode, nextSibling, target);\n            }\n            if
(nodeDef.bindingFlags & (32 /* SyntheticHostProperty */)) {\n                var compView = asElementData(view,
nodeDef.nodeIndex).componentView;\n                execRenderNodeAction(compView, rn, action, parentNode,
nextSibling, target);\n            }\n        }\n        else {\n            execRenderNodeAction(view, rn, action, parentNode,
nextSibling, target);\n        }\n        if (nodeDef.flags & 16777216 /* EmbeddedViews */) {\n            var
embeddedViews = asElementData(view, nodeDef.nodeIndex).viewContainer._embeddedViews;\n            for (var k
= 0; k < embeddedViews.length; k++) {\n                visitRootRenderNodes(embeddedViews[k], action, parentNode,
nextSibling, target);\n            }\n        }\n        if (nodeDef.flags & 1 /* TypeElement */ && !nodeDef.element.name)
{\n            visitSiblingRenderNodes(view, action, nodeDef.nodeIndex + 1, nodeDef.nodeIndex +
nodeDef.childCount, parentNode, nextSibling, target);\n        }\n    }\n}\nfunction execRenderNodeAction(view,
renderNode, action, parentNode, nextSibling, target) {\n    var renderer = view.renderer;\n    switch (action) {\n
case 1 /* AppendChild */:\n            renderer.appendChild(parentNode, renderNode);\n            break;\n        case 2 /*
InsertBefore */:\n            renderer.insertBefore(parentNode, renderNode, nextSibling);\n            break;\n        case 3
/* RemoveChild */:\n            renderer.removeChild(parentNode, renderNode);\n            break;\n        case 0 /*
Collect */:\n            target.push(renderNode);\n            break;\n    }\n}\nvar NS_PREFIX_RE =
/^:([^:]+):(.+)$/;\nfunction splitNamespace(name) {\n    if (name[0] === ':') {\n        var match =
name.match(NS_PREFIX_RE);\n        return [match[1], match[2]];\n    }\n    return ['', name];\n}\nfunction
calcBindingFlags(bindings) {\n    var flags = 0;\n    for (var i = 0; i < bindings.length; i++) {\n        flags |=
bindings[i].flags;\n    }\n    return flags;\n}\nfunction interpolate(valueCount, constAndInterp) {\n    var result = '';\n
 for (var i = 0; i < valueCount * 2; i = i + 2) {\n        result = result + constAndInterp[i] +
_toStringWithNull(constAndInterp[i + 1]);\n    }\n    return result + constAndInterp[valueCount * 2];\n}\nfunction
inlineInterpolate(valueCount, c0, a1, c1, a2, c2, a3, c3, a4, c4, a5, c5, a6, c6, a7, c7, a8, c8, a9, c9) {\n    switch
(valueCount) {\n        case 1:\n            return c0 + _toStringWithNull(a1) + c1;\n        case 2:\n            return c0 +
_toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2;\n        case 3:\n            return c0 + _toStringWithNull(a1)
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+ c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) +\n            c3;\n        case 4:\n            return c0 +
_toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) +\n            c3 +
_toStringWithNull(a4) + c4;\n        case 5:\n            return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2)
+ c2 + _toStringWithNull(a3) +\n            c3 + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5;\n
case 6:\n            return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) +\n
            c3 + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5 + _toStringWithNull(a6) + c6;\n        case
7:\n            return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) +\n
    c3 + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5 + _toStringWithNull(a6) +\n            c6 +
_toStringWithNull(a7) + c7;\n        case 8:\n            return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2)
+ c2 + _toStringWithNull(a3) +\n            c3 + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5 +
_toStringWithNull(a6) +\n            c6 + _toStringWithNull(a7) + c7 + _toStringWithNull(a8) + c8;\n        case 9:\n
            return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) +\n
c3 + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5 + _toStringWithNull(a6) +\n            c6 +
_toStringWithNull(a7) + c7 + _toStringWithNull(a8) + c8 + _toStringWithNull(a9) + c9;\n        default:\n
throw new Error(\"Does not support more than 9 expressions\");\n    }\n}\nfunction _toStringWithNull(v) {\n
return v != null ? v.toString() : '';\n}\nvar EMPTY_ARRAY$4 = [];\nvar EMPTY_MAP = {};\n\n/**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction anchorDef(flags,
matchedQueriesDsl, ngContentIndex, childCount, handleEvent, templateFactory) {\n    flags |= 1 /* TypeElement
*/;\n    var _a = splitMatchedQueriesDsl(matchedQueriesDsl), matchedQueries = _a.matchedQueries, references =
_a.references, matchedQueryIds = _a.matchedQueryIds;\n    var template = templateFactory ?
resolveDefinition(templateFactory) : null;\n    return {\n        // will bet set by the view definition\n        nodeIndex: -
1,\n        parent: null,\n        renderParent: null,\n        bindingIndex: -1,\n        outputIndex: -1,\n        // regular
values\n        flags: flags,\n        checkIndex: -1,\n        childFlags: 0,\n        directChildFlags: 0,\n
childMatchedQueries: 0, matchedQueries: matchedQueries, matchedQueryIds: matchedQueryIds, references:
references, ngContentIndex: ngContentIndex, childCount: childCount,\n        bindings: [],\n        bindingFlags: 0,\n
    outputs: [],\n        element: {\n            ns: null,\n            name: null,\n            attrs: null, template: template,\n
componentProvider: null,\n            componentView: null,\n            componentRendererType: null,\n
publicProviders: null,\n            allProviders: null,\n            handleEvent: handleEvent || NOOP\n        },\n
provider: null,\n        text: null,\n        query: null,\n        ngContent: null\n    };\n}\nfunction elementDef(checkIndex,
flags, matchedQueriesDsl, ngContentIndex, childCount, namespaceAndName, fixedAttrs, bindings, outputs,
handleEvent, componentView, componentRendererType) {\n    if (fixedAttrs === void 0) { fixedAttrs = []; }\n    var
_a;\n    if (!handleEvent) {\n        handleEvent = NOOP;\n    }\n    var _b =
splitMatchedQueriesDsl(matchedQueriesDsl), matchedQueries = _b.matchedQueries, references = _b.references,
matchedQueryIds = _b.matchedQueryIds;\n    var ns = null;\n    var name = null;\n    if (namespaceAndName) {\n
  _a = __read(splitNamespace(namespaceAndName), 2), ns = _a[0], name = _a[1];\n    }\n    bindings = bindings ||
[];\n    var bindingDefs = new Array(bindings.length);\n    for (var i = 0; i < bindings.length; i++) {\n        var _c =
__read(bindings[i], 3), bindingFlags = _c[0], namespaceAndName_1 = _c[1], suffixOrSecurityContext = _c[2];\n
 var _d = __read(splitNamespace(namespaceAndName_1), 2), ns_1 = _d[0], name_1 = _d[1];\n        var
securityContext = undefined;\n        var suffix = undefined;\n        switch (bindingFlags & 15 /* Types */) {\n
case 4 /* TypeElementStyle */:\n            suffix = suffixOrSecurityContext;\n            break;\n        case 1 /*
TypeElementAttribute */:\n        case 8 /* TypeProperty */:\n            securityContext =
suffixOrSecurityContext;\n            break;\n        }\n        bindingDefs[i] =\n        { flags: bindingFlags, ns: ns_1,
name: name_1, nonMinifiedName: name_1, securityContext: securityContext, suffix: suffix };\n    }\n    outputs =
outputs || [];\n    var outputDefs = new Array(outputs.length);\n    for (var i = 0; i < outputs.length; i++) {\n        var
_e = __read(outputs[i], 2), target = _e[0], eventName = _e[1];\n        outputDefs[i] = {\n        type: 0 /*
ElementOutput */,\n        target: target, eventName: eventName,\n        propName: null\n        };\n    }\n
fixedAttrs = fixedAttrs || [];\n    var attrs = fixedAttrs.map(function (_a) {\n        var _b = __read(_a, 2),
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namespaceAndName = _b[0], value = _b[1];\n        var _c = __read(splitNamespace(namespaceAndName), 2), ns =
_c[0], name = _c[1];\n        return [ns, name, value];\n    });\n    componentRendererType =
resolveRendererType2(componentRendererType);\n    if (componentView) {\n        flags |= 33554432 /*
ComponentView */;\n    }\n    flags |= 1 /* TypeElement */;\n    return {\n        // will bet set by the view definition\n
      nodeIndex: -1,\n        parent: null,\n        renderParent: null,\n        bindingIndex: -1,\n        outputIndex: -1,\n
// regular values\n        checkIndex: checkIndex,\n        flags: flags,\n        childFlags: 0,\n        directChildFlags: 0,\n
     childMatchedQueries: 0, matchedQueries: matchedQueries, matchedQueryIds: matchedQueryIds, references:
references, ngContentIndex: ngContentIndex, childCount: childCount,\n        bindings: bindingDefs,\n
bindingFlags: calcBindingFlags(bindingDefs),\n        outputs: outputDefs,\n        element: {\n            ns: ns,\n
name: name,\n            attrs: attrs,\n            template: null,\n            // will bet set by the view definition\n
componentProvider: null,\n            componentView: componentView || null,\n            componentRendererType:
componentRendererType,\n            publicProviders: null,\n            allProviders: null,\n            handleEvent:
handleEvent || NOOP,\n        },\n        provider: null,\n        text: null,\n        query: null,\n        ngContent: null\n
};\n}\nfunction createElement(view, renderHost, def) {\n    var elDef = def.element;\n    var rootSelectorOrNode =
view.root.selectorOrNode;\n    var renderer = view.renderer;\n    var el;\n    if (view.parent || !rootSelectorOrNode)
{\n        if (elDef.name) {\n            el = renderer.createElement(elDef.name, elDef.ns);\n        }\n        else {\n
el = renderer.createComment('');\n        }\n        var parentEl = getParentRenderElement(view, renderHost, def);\n
 if (parentEl) {\n            renderer.appendChild(parentEl, el);\n        }\n    }\n    else {\n        // when using native
Shadow DOM, do not clear the root element contents to allow slot projection\n        var preserveContent =
(!!elDef.componentRendererType &&\n            elDef.componentRendererType.encapsulation ===
ViewEncapsulation.ShadowDom);\n        el = renderer.selectRootElement(rootSelectorOrNode, preserveContent);\n
 }\n    if (elDef.attrs) {\n        for (var i = 0; i < elDef.attrs.length; i++) {\n            var _a = __read(elDef.attrs[i], 3),
ns = _a[0], name_2 = _a[1], value = _a[2];\n            renderer.setAttribute(el, name_2, value, ns);\n        }\n    }\n
return el;\n}\nfunction listenToElementOutputs(view, compView, def, el) {\n    for (var i = 0; i < def.outputs.length;
i++) {\n        var output = def.outputs[i];\n        var handleEventClosure = renderEventHandlerClosure(view,
def.nodeIndex, elementEventFullName(output.target, output.eventName));\n        var listenTarget = output.target;\n
    var listenerView = view;\n        if (output.target === 'component') {\n            listenTarget = null;\n
listenerView = compView;\n        }\n        var disposable = listenerView.renderer.listen(listenTarget || el,
output.eventName, handleEventClosure);\n        view.disposables[def.outputIndex + i] = disposable;\n
}\n}\nfunction renderEventHandlerClosure(view, index, eventName) {\n    return function (event) { return
dispatchEvent(view, index, eventName, event); };\n}\nfunction checkAndUpdateElementInline(view, def, v0, v1,
v2, v3, v4, v5, v6, v7, v8, v9) {\n    var bindLen = def.bindings.length;\n    var changed = false;\n    if (bindLen > 0
&& checkAndUpdateElementValue(view, def, 0, v0))\n        changed = true;\n    if (bindLen > 1 &&
checkAndUpdateElementValue(view, def, 1, v1))\n        changed = true;\n    if (bindLen > 2 &&
checkAndUpdateElementValue(view, def, 2, v2))\n        changed = true;\n    if (bindLen > 3 &&
checkAndUpdateElementValue(view, def, 3, v3))\n        changed = true;\n    if (bindLen > 4 &&
checkAndUpdateElementValue(view, def, 4, v4))\n        changed = true;\n    if (bindLen > 5 &&
checkAndUpdateElementValue(view, def, 5, v5))\n        changed = true;\n    if (bindLen > 6 &&
checkAndUpdateElementValue(view, def, 6, v6))\n        changed = true;\n    if (bindLen > 7 &&
checkAndUpdateElementValue(view, def, 7, v7))\n        changed = true;\n    if (bindLen > 8 &&
checkAndUpdateElementValue(view, def, 8, v8))\n        changed = true;\n    if (bindLen > 9 &&
checkAndUpdateElementValue(view, def, 9, v9))\n        changed = true;\n    return changed;\n}\nfunction
checkAndUpdateElementDynamic(view, def, values) {\n    var changed = false;\n    for (var i = 0; i < values.length;
i++) {\n        if (checkAndUpdateElementValue(view, def, i, values[i]))\n            changed = true;\n    }\n    return
changed;\n}\nfunction checkAndUpdateElementValue(view, def, bindingIdx, value) {\n    if
(!checkAndUpdateBinding(view, def, bindingIdx, value)) {\n        return false;\n    }\n    var binding =
def.bindings[bindingIdx];\n    var elData = asElementData(view, def.nodeIndex);\n    var renderNode$$1 =
elData.renderElement;\n    var name = binding.name;\n    switch (binding.flags & 15 /* Types */) {\n        case 1 /*
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TypeElementAttribute */:\n setElementAttribute(view, binding, renderNode$$1, binding.ns, name, value);\n break;\n case 2 /* TypeElementClass */:\n setElementClass(view, renderNode$$1, name, value);\n break;\n case 4 /* TypeElementStyle */:\n setElementStyle(view, binding, renderNode$$1, name, value);\n break;\n case 8 /* TypeProperty */:\n var bindView = (def.flags & 33554432 /* ComponentView */ &&\n binding.flags & 32 /* SyntheticHostProperty */) ?\n elData.componentView :\n view;\n setElementProperty(bindView, binding, renderNode$$1, name, value);\n break;\n }\n return true;\n}\nfunction setElementAttribute(view, binding, renderNode$$1, ns, name, value) {\n var securityContext = binding.securityContext;\n var renderValue = securityContext ? view.root.sanitizer.sanitize(securityContext, value) : value;\n renderValue = renderValue != null ? renderValue.toString() : null;\n var renderer = view.renderer;\n if (value != null) {\n renderer.setAttribute(renderNode$$1, name, renderValue, ns);\n }\n else {\n renderer.removeAttribute(renderNode$$1, name, ns);\n }\n}\nfunction setElementClass(view, renderNode$$1, name, value) {\n var renderer = view.renderer;\n if (value) {\n renderer.addClass(renderNode$$1, name);\n }\n else {\n renderer.removeClass(renderNode$$1, name);\n }\n}\nfunction setElementStyle(view, binding, renderNode$$1, name, value) {\n var renderValue = view.root.sanitizer.sanitize(SecurityContext.STYLE, value);\n if (renderValue != null) {\n renderValue = renderValue.toString();\n var unit = binding.suffix;\n if (unit != null) {\n renderValue = renderValue + unit;\n }\n }\n else {\n renderValue = null;\n }\n var renderer = view.renderer;\n if (renderValue != null) {\n renderer.setStyle(renderNode$$1, name, renderValue);\n }\n else {\n renderer.removeStyle(renderNode$$1, name);\n }\n}\nfunction setElementProperty(view, binding, renderNode$$1, name, value) {\n var securityContext = binding.securityContext;\n var renderValue = securityContext ? view.root.sanitizer.sanitize(securityContext, value) : value;\n view.renderer.setProperty(renderNode$$1, name, renderValue);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar UNDEFINED_VALUE = new Object();\nvar InjectorRefTokenKey = tokenKey(Injector);\nvar INJECTORRefTokenKey = tokenKey(INJECTOR);\nvar NgModuleRefTokenKey = tokenKey(NgModuleRef);\nfunction moduleProvideDef(flags, token, value, deps) {\n // Need to resolve forwardRefs as e.g. for `useValue` we\n // lowered the expression and then stopped evaluating it,\n // i.e. also didn't unwrap it.\n value = resolveForwardRef(value);\n var depDefs = splitDepsDsl(deps, stringify(token));\n return {\n // will bet set by the module definition\n index: -1,\n deps: depDefs, flags: flags, token: token, value: value\n };\n}\nfunction moduleDef(providers) {\n var providersByKey = {};\n var modules = [];\n var isRoot = false;\n for (var i = 0; i < providers.length; i++) {\n var provider = providers[i];\n if (provider.token === APP_ROOT && provider.value === true) {\n isRoot = true;\n }\n if (provider.flags & 1073741824 /* TypeNgModule */) {\n modules.push(provider.token);\n }\n provider.index = i;\n providersByKey[tokenKey(provider.token)] = provider;\n }\n return {\n // Will be filled later...\n factory: null,\n providersByKey: providersByKey,\n providers: providers,\n modules: modules,\n isRoot: isRoot,\n };\n}\nfunction initNgModule(data) {\n var def = data._def;\n var providers = data._providers = new Array(def.providers.length);\n for (var i = 0; i < def.providers.length; i++) {\n var provDef = def.providers[i];\n if (!(provDef.flags & 4096 /* LazyProvider */)) {\n // Make sure the provider has not been already initialized outside this loop.\n if (providers[i] === undefined) {\n providers[i] = _createProviderInstance(data, provDef);\n }\n }\n }\n}\nfunction resolveNgModuleDep(data, depDef, notFoundValue) {\n if (notFoundValue === void 0) { notFoundValue = Injector.THROW_IF_NOT_FOUND; }\n var former = setCurrentInjector(data);\n try {\n if (depDef.flags & 8 /* Value */) {\n return depDef.token;\n }\n if (depDef.flags & 2 /* Optional */) {\n notFoundValue = null;\n }\n if (depDef.flags & 1 /* SkipSelf */) {\n return data._parent.get(depDef.token, notFoundValue);\n }\n var tokenKey_1 = depDef.tokenKey;\n switch (tokenKey_1) {\n case InjectorRefTokenKey:\n case INJECTORRefTokenKey:\n case NgModuleRefTokenKey:\n return data;\n }\n var providerDef =

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data._def.providersByKey[tokenKey_1];\n        var injectableDef = void 0;\n        if (providerDef) {\n            var
providerInstance = data._providers[providerDef.index];\n            if (providerInstance === undefined) {\n
providerInstance = data._providers[providerDef.index] =\n                _createProviderInstance(data,
providerDef);\n            }\n            return providerInstance === UNDEFINED_VALUE ? undefined :
providerInstance;\n        }\n        else if ((injectableDef = getInjectableDef(depDef.token)) && targetsModule(data,
injectableDef)) {\n            var index = data._providers.length;\n            data._def.providersByKey[depDef.tokenKey]
= {\n                flags: 1024 /* TypeFactoryProvider */ | 4096 /* LazyProvider */,\n                value:
injectableDef.factory,\n                deps: [], index: index,\n                token: depDef.token,\n            };\n
data._providers[index] = UNDEFINED_VALUE;\n            return (data._providers[index] =\n
_createProviderInstance(data, data._def.providersByKey[depDef.tokenKey]));\n        }\n        else if (depDef.flags &
4 /* Self */) {\n            return notFoundValue;\n        }\n        return data._parent.get(depDef.token,
notFoundValue);\n    }\n    finally {\n        setCurrentInjector(former);\n    }\n}\nfunction
moduleTransitivelyPresent(ngModule, scope) {\n    return ngModule._def.modules.indexOf(scope) > -
1;\n}\nfunction targetsModule(ngModule, def) {\n    return def.providedIn != null &&
(moduleTransitivelyPresent(ngModule, def.providedIn) ||\n        def.providedIn === 'root' &&
ngModule._def.isRoot);\n}\nfunction _createProviderInstance(ngModule, providerDef) {\n    var injectable;\n
switch (providerDef.flags & 201347067 /* Types */) {\n        case 512 /* TypeClassProvider */:\n            injectable
= _createClass(ngModule, providerDef.value, providerDef.deps);\n            break;\n        case 1024 /*
TypeFactoryProvider */:\n            injectable = _callFactory(ngModule, providerDef.value, providerDef.deps);\n
  break;\n        case 2048 /* TypeUseExistingProvider */:\n            injectable = resolveNgModuleDep(ngModule,
providerDef.deps[0]);\n            break;\n        case 256 /* TypeValueProvider */:\n            injectable =
providerDef.value;\n            break;\n    }\n    // The read of `ngOnDestroy` here is slightly expensive as it's
megamorphic, so it should be\n    // avoided if possible. The sequence of checks here determines whether
ngOnDestroy needs to be\n    // checked. It might not if the `injectable` isn't an object or if NodeFlags.OnDestroy is
already\n    // set (ngOnDestroy was detected statically).\n    if (injectable !== UNDEFINED_VALUE &&
injectable != null && typeof injectable === 'object' &&\n        !(providerDef.flags & 131072 /* OnDestroy */) &&
typeof injectable.ngOnDestroy === 'function') {\n        providerDef.flags |= 131072 /* OnDestroy */;\n    }\n    return
injectable === undefined ? UNDEFINED_VALUE : injectable;\n}\nfunction _createClass(ngModule, ctor, deps)
{\n    var len = deps.length;\n    switch (len) {\n        case 0:\n            return new ctor();\n        case 1:\n            return
new ctor(resolveNgModuleDep(ngModule, deps[0]));\n        case 2:\n            return new
ctor(resolveNgModuleDep(ngModule, deps[0]), resolveNgModuleDep(ngModule, deps[1]));\n        case 3:\n
return new ctor(resolveNgModuleDep(ngModule, deps[0]), resolveNgModuleDep(ngModule, deps[1]),
resolveNgModuleDep(ngModule, deps[2]));\n        default:\n            var depValues = new Array(len);\n            for
(var i = 0; i < len; i++) {\n                depValues[i] = resolveNgModuleDep(ngModule, deps[i]);\n            }\n
return new (ctor.bind.apply(ctor, __spread([void 0], depValues)))();\n    }\n}\nfunction _callFactory(ngModule,
factory, deps) {\n    var len = deps.length;\n    switch (len) {\n        case 0:\n            return factory();\n        case 1:\n
        return factory(resolveNgModuleDep(ngModule, deps[0]));\n        case 2:\n            return
factory(resolveNgModuleDep(ngModule, deps[0]), resolveNgModuleDep(ngModule, deps[1]));\n        case 3:\n
   return factory(resolveNgModuleDep(ngModule, deps[0]), resolveNgModuleDep(ngModule, deps[1]),
resolveNgModuleDep(ngModule, deps[2]));\n        default:\n            var depValues = Array(len);\n            for (var i
= 0; i < len; i++) {\n                depValues[i] = resolveNgModuleDep(ngModule, deps[i]);\n            }\n            return
factory.apply(void 0, __spread(depValues));\n    }\n}\nfunction callNgModuleLifecycle(ngModule, lifecycles) {\n
var def = ngModule._def;\n    var destroyed = new Set();\n    for (var i = 0; i < def.providers.length; i++) {\n        var
provDef = def.providers[i];\n        if (provDef.flags & 131072 /* OnDestroy */) {\n            var instance =
ngModule._providers[i];\n            if (instance && instance !== UNDEFINED_VALUE) {\n                var onDestroy
= instance.ngOnDestroy;\n                if (typeof onDestroy === 'function' && !destroyed.has(instance)) {\n
 onDestroy.apply(instance);\n                    destroyed.add(instance);\n                }\n            }\n        }\n    }\n}\n\n/**\n
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style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction attachEmbeddedView(parentView, elementData, viewIndex, view) {\n var embeddedViews = elementData.viewContainer._embeddedViews;\n if (viewIndex === null || viewIndex === undefined) {\n viewIndex = embeddedViews.length;\n }\n view.viewContainerParent = parentView;\n addToArray(embeddedViews, viewIndex, view);\n attachProjectedView(elementData, view);\n Services.dirtyParentQueries(view);\n var prevView = viewIndex > 0 ? embeddedViews[viewIndex - 1] : null;\n renderAttachEmbeddedView(elementData, prevView, view);\n}\nfunction attachProjectedView(vcElementData, view) {\n var dvcElementData = declaredViewContainer(view);\n if (!dvcElementData || dvcElementData === vcElementData ||\n view.state & 16 /* IsProjectedView */) {\n return;\n }\n // Note: For performance reasons, we\n // - add a view to template._projectedViews only 1x throughout its lifetime,\n // and remove it not until the view is destroyed.\n // (hard, as when a parent view is attached/detached we would need to attach/detach all\n // nested projected views as well, even across component boundaries).\n // - don't track the insertion order of views in the projected views array\n // (hard, as when the views of the same template are inserted different view containers)\n view.state |= 16 /* IsProjectedView */;\n var projectedViews = dvcElementData.template._projectedViews;\n if (!projectedViews) {\n projectedViews = dvcElementData.template._projectedViews = [];\n }\n projectedViews.push(view);\n // Note: we are changing the NodeDef here as we cannot calculate\n // the fact whether a template is used for projection during compilation.\n markNodeAsProjectedTemplate(view.parent.def, view.parentNodeDef);\n}\nfunction markNodeAsProjectedTemplate(viewDef, nodeDef) {\n if (nodeDef.flags & 4 /* ProjectedTemplate */) {\n return;\n }\n viewDef.nodeFlags |= 4 /* ProjectedTemplate */;\n nodeDef.flags |= 4 /* ProjectedTemplate */;\n var parentNodeDef = nodeDef.parent;\n while (parentNodeDef) {\n parentNodeDef.childFlags |= 4 /* ProjectedTemplate */;\n parentNodeDef = parentNodeDef.parent;\n }\n}\nfunction detachEmbeddedView(elementData, viewIndex) {\n var embeddedViews = elementData.viewContainer._embeddedViews;\n if (viewIndex == null || viewIndex >= embeddedViews.length) {\n viewIndex = embeddedViews.length - 1;\n }\n if (viewIndex < 0) {\n return null;\n }\n var view = embeddedViews[viewIndex];\n view.viewContainerParent = null;\n removeFromArray(embeddedViews, viewIndex);\n // See attachProjectedView for why we don't update projectedViews here.\n Services.dirtyParentQueries(view);\n renderDetachView(view);\n return view;\n}\nfunction detachProjectedView(view) {\n if (!(view.state & 16 /* IsProjectedView */)) {\n return;\n }\n var dvcElementData = declaredViewContainer(view);\n if (dvcElementData) {\n var projectedViews = dvcElementData.template._projectedViews;\n if (projectedViews) {\n removeFromArray(projectedViews, projectedViews.indexOf(view));\n Services.dirtyParentQueries(view);\n }\n }\n}\nfunction moveEmbeddedView(elementData, oldViewIndex, newViewIndex) {\n var embeddedViews = elementData.viewContainer._embeddedViews;\n var view = embeddedViews[oldViewIndex];\n removeFromArray(embeddedViews, oldViewIndex);\n if (newViewIndex == null) {\n newViewIndex = embeddedViews.length;\n }\n addToArray(embeddedViews, newViewIndex, view);\n // Note: Don't need to change projectedViews as the order in there\n // as always invalid...\n Services.dirtyParentQueries(view);\n renderDetachView(view);\n var prevView = newViewIndex > 0 ? embeddedViews[newViewIndex - 1] : null;\n renderAttachEmbeddedView(elementData, prevView, view);\n return view;\n}\nfunction renderAttachEmbeddedView(elementData, prevView, view) {\n var prevRenderNode = prevView ? renderNode(prevView, prevView.def.lastRenderRootNode) :\n elementData.renderElement;\n var parentNode = view.renderer.parentNode(prevRenderNode);\n var nextSibling = view.renderer.nextSibling(prevRenderNode);\n // Note: We can't check if `nextSibling` is present, as on WebWorkers it will always be!\n // However, browsers automatically do `appendChild` when there is no `nextSibling`.\n visitRootRenderNodes(view, 2 /* InsertBefore */, parentNode, nextSibling, undefined);\n}\nfunction renderDetachView(view) {\n visitRootRenderNodes(view, 3 /* RemoveChild */, null, null, undefined);\n}\nfunction addToArray(arr, index, value) {\n // perf: array.push is faster than array.splice!\n if (index >= arr.length) {\n arr.push(value);\n }\n else {\n arr.splice(index, 0, value);\n }\n}\nfunction

removeFromArray(arr, index) {\n   // perf: array.pop is faster than array.splice!\n   if (index >= arr.length - 1) {\n arr.pop();\n   }\n   else {\n   arr.splice(index, 1);\n   }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar EMPTY_CONTEXT = new Object();\n// Attention: this function is called as top level function.\n// Putting any logic in here will destroy closure tree shaking!\nfunction createComponentFactory(selector, componentType, viewDefFactory, inputs, outputs, ngContentSelectors) {\n return new ComponentFactory_(selector, componentType, viewDefFactory, inputs, outputs, ngContentSelectors);\n}\nfunction getComponentViewDefinitionFactory(componentFactory) {\n   return componentFactory.viewDefFactory;\n}\nvar ComponentFactory_ = /** @class */ (function (_super) {\n __extends(ComponentFactory_, _super);\n   function ComponentFactory_(selector, componentType, viewDefFactory, _inputs, _outputs, ngContentSelectors) {\n   var _this = \n   // Attention: this ctor is called as top level function.\n   // Putting any logic in here will destroy closure tree shaking!\n   _super.call(this) || this;\n   _this.selector = selector;\n   _this.componentType = componentType;\n   _this._inputs = _inputs;\n   _this._outputs = _outputs;\n   _this.ngContentSelectors = ngContentSelectors;\n   _this.viewDefFactory = viewDefFactory;\n   return _this;\n   }\n   Object.defineProperty(ComponentFactory_.prototype, \"inputs\", {\n get: function () {\n   var inputsArr = [];\n   var inputs = this._inputs;\n   for (var propName in inputs) {\n   var templateName = inputs[propName];\n   inputsArr.push({ propName: propName, templateName: templateName });\n   }\n   return inputsArr;\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(ComponentFactory_.prototype, \"outputs\", {\n   get: function () {\n   var outputsArr = [];\n   for (var propName in this._outputs) {\n   var templateName = this._outputs[propName];\n   outputsArr.push({ propName: propName, templateName: templateName });\n   }\n   return outputsArr;\n   },\n   enumerable: true,\n   configurable: true\n });\n   /**\n   * Creates a new component.\n   */\n   ComponentFactory_.prototype.create = function (injector, projectableNodes, rootSelectorOrNode, ngModule) {\n   if (!ngModule) {\n   throw new Error('ngModule should be provided');\n   }\n   var viewDef = resolveDefinition(this.viewDefFactory);\n   var componentNodeIndex = viewDef.nodes[0].element.componentProvider.nodeIndex;\n   var view = Services.createRootView(injector, projectableNodes || [], rootSelectorOrNode, viewDef, ngModule, EMPTY_CONTEXT);\n   var component = asProviderData(view, componentNodeIndex).instance;\n   if (rootSelectorOrNode) {\n   view.renderer.setAttribute(asElementData(view, 0).renderElement, 'ng-version', VERSION.full);\n   }\n   return new ComponentRef_(view, new ViewRef_(view), component);\n   };\n return ComponentFactory_;\n}(ComponentFactory));\nvar ComponentRef_ = /** @class */ (function (_super) {\n __extends(ComponentRef_, _super);\n   function ComponentRef_(_view, _viewRef, _component) {\n   var _this = _super.call(this) || this;\n   _this._view = _view;\n   _this._viewRef = _viewRef;\n   _this._component = _component;\n   _this._elDef = _this._view.def.nodes[0];\n   _this.hostView = _viewRef;\n _this.changeDetectorRef = _viewRef;\n   _this.instance = _component;\n   return _this;\n   }\n Object.defineProperty(ComponentRef_.prototype, \"location\", {\n   get: function () {\n   return new ElementRef(asElementData(this._view, this._elDef.nodeIndex).renderElement);\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(ComponentRef_.prototype, \"injector\", {\n   get: function () { return new Injector_(this._view, this._elDef); },\n   enumerable: true,\n   configurable: true\n   });\n Object.defineProperty(ComponentRef_.prototype, \"componentType\", {\n   get: function () { return this._component.constructor; },\n   enumerable: true,\n   configurable: true\n   });\n ComponentRef_.prototype.destroy = function () { this._viewRef.destroy(); };\n ComponentRef_.prototype.onDestroy = function (callback) { this._viewRef.onDestroy(callback); };\n   return ComponentRef_;\n}(ComponentRef));\nfunction createViewContainerData(view, elDef, elData) {\n   return new ViewContainerRef_(view, elDef, elData);\n}\nvar ViewContainerRef_ = /** @class */ (function () {\n   function ViewContainerRef_(_view, _elDef, _data) {\n   this._view = _view;\n   this._elDef = _elDef;\n   this._data = _data;\n   /**\n   * @internal\n   */\n   this._embeddedViews = [];\n   }\n Object.defineProperty(ViewContainerRef_.prototype, \"element\", {\n   get: function () { return new

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ElementRef(this._data.renderElement); },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(ViewContainerRef_.prototype, \"injector\", {\n        get: function () { return new
Injector_(this._view, this._elDef); },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(ViewContainerRef_.prototype, \"parentInjector\", {\n        /** @deprecated No replacement
*/\n        get: function () {\n            var view = this._view;\n            var elDef = this._elDef.parent;\n            while
(!elDef && view) {\n                elDef = viewParentEl(view);\n                view = view.parent;\n            }\n
return view ? new Injector_(view, elDef) : new Injector_(this._view, null);\n        },\n        enumerable: true,\n
configurable: true\n    });\n    ViewContainerRef_.prototype.clear = function () {\n        var len =
this._embeddedViews.length;\n        for (var i = len - 1; i >= 0; i--) {\n            var view =
detachEmbeddedView(this._data, i);\n            Services.destroyView(view);\n        }\n    };\n
ViewContainerRef_.prototype.get = function (index) {\n        var view = this._embeddedViews[index];\n        if
(view) {\n            var ref = new ViewRef_(view);\n            ref.attachToViewContainerRef(this);\n            return
ref;\n        }\n        return null;\n    };\n    Object.defineProperty(ViewContainerRef_.prototype, \"length\", {\n
get: function () { return this._embeddedViews.length; },\n        enumerable: true,\n        configurable: true\n    });\n
ViewContainerRef_.prototype.createEmbeddedView = function (templateRef, context, index) {\n        var viewRef
= templateRef.createEmbeddedView(context || {});\n        this.insert(viewRef, index);\n        return viewRef;\n    };\n
  ViewContainerRef_.prototype.createComponent = function (componentFactory, index, injector, projectableNodes,
ngModuleRef) {\n        var contextInjector = injector || this.parentInjector;\n        if (!ngModuleRef &&
!(componentFactory instanceof ComponentFactoryBoundToModule)) {\n            ngModuleRef =
contextInjector.get(NgModuleRef);\n        }\n        var componentRef = componentFactory.create(contextInjector,
projectableNodes, undefined, ngModuleRef);\n        this.insert(componentRef.hostView, index);\n        return
componentRef;\n    };\n    ViewContainerRef_.prototype.insert = function (viewRef, index) {\n        if
(viewRef.destroyed) {\n            throw new Error('Cannot insert a destroyed View in a ViewContainer!');\n        }\n
  var viewRef_ = viewRef;\n        var viewData = viewRef_._view;\n        attachEmbeddedView(this._view,
this._data, index, viewData);\n        viewRef_.attachToViewContainerRef(this);\n        return viewRef;\n    };\n
ViewContainerRef_.prototype.move = function (viewRef, currentIndex) {\n        if (viewRef.destroyed) {\n
throw new Error('Cannot move a destroyed View in a ViewContainer!');\n        }\n        var previousIndex =
this._embeddedViews.indexOf(viewRef._view);\n        moveEmbeddedView(this._data, previousIndex,
currentIndex);\n        return viewRef;\n    };\n    ViewContainerRef_.prototype.indexOf = function (viewRef) {\n
return this._embeddedViews.indexOf(viewRef._view);\n    };\n    ViewContainerRef_.prototype.remove = function
(index) {\n        var viewData = detachEmbeddedView(this._data, index);\n        if (viewData) {\n
Services.destroyView(viewData);\n        }\n    };\n    ViewContainerRef_.prototype.detach = function (index) {\n
var view = detachEmbeddedView(this._data, index);\n        return view ? new ViewRef_(view) : null;\n    };\n
return ViewContainerRef_;\n}()));\nfunction createChangeDetectorRef(view) {\n    return new
ViewRef_(view);\n}\nvar ViewRef_ = /** @class */ (function () {\n    function ViewRef_(_view) {\n
this._view = _view;\n        this._viewContainerRef = null;\n        this._appRef = null;\n    }\n
Object.defineProperty(ViewRef_.prototype, \"rootNodes\", {\n        get: function () { return
rootRenderNodes(this._view); },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(ViewRef_.prototype, \"context\", {\n        get: function () { return this._view.context; },\n
enumerable: true,\n        configurable: true\n    });\n    Object.defineProperty(ViewRef_.prototype, \"destroyed\", {\n
    get: function () { return (this._view.state & 128 /* Destroyed */) !== 0; },\n        enumerable: true,\n
configurable: true\n    });\n    ViewRef_.prototype.markForCheck = function () {
markParentViewsForCheck(this._view); };\n    ViewRef_.prototype.detach = function () { this._view.state &= ~4 /*
Attached */; };\n    ViewRef_.prototype.detectChanges = function () {\n        var fs =
this._view.root.rendererFactory;\n        if (fs.begin) {\n            fs.begin();\n        }\n        try {\n
Services.checkAndUpdateView(this._view);\n        }\n        finally {\n            if (fs.end) {\n                fs.end();\n
  }\n        }\n    };\n    ViewRef_.prototype.checkNoChanges = function () {
Services.checkNoChangesView(this._view); };\n    ViewRef_.prototype.reattach = function () { this._view.state |= 4
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/* Attached */; };\n    ViewRef_.prototype.onDestroy = function (callback) {\n        if (!this._view.disposables) {\n
        this._view.disposables = [];\n        }\n        this._view.disposables.push(callback);\n    };\n
ViewRef_.prototype.destroy = function () {\n        if (this._appRef) {\n            this._appRef.detachView(this);\n
}\n        else if (this._viewContainerRef) {\n
this._viewContainerRef.detach(this._viewContainerRef.indexOf(this));\n        }\n
Services.destroyView(this._view);\n    };\n    ViewRef_.prototype.detachFromAppRef = function () {\n
this._appRef = null;\n        renderDetachView(this._view);\n        Services.dirtyParentQueries(this._view);\n    };\n
ViewRef_.prototype.attachToAppRef = function (appRef) {\n        if (this._viewContainerRef) {\n            throw new
Error('This view is already attached to a ViewContainer!');\n        }\n        this._appRef = appRef;\n    };\n
ViewRef_.prototype.attachToViewContainerRef = function (vcRef) {\n        if (this._appRef) {\n            throw new
Error('This view is already attached directly to the ApplicationRef!');\n        }\n        this._viewContainerRef =
vcRef;\n    };\n    return ViewRef_;\n}());\nfunction createTemplateData(view, def) {\n    return new
TemplateRef_(view, def);\n}\nvar TemplateRef_ = /** @class */ (function (_super) {\n    __extends(TemplateRef_,
_super);\n    function TemplateRef_(_parentView, _def) {\n        var _this = _super.call(this) || this;\n
_this._parentView = _parentView;\n        _this._def = _def;\n        return _this;\n    }\n
TemplateRef_.prototype.createEmbeddedView = function (context) {\n        return new
ViewRef_(Services.createEmbeddedView(this._parentView, this._def, this._def.element.template, context));\n
};\n    Object.defineProperty(TemplateRef_.prototype, \"elementRef\", {\n        get: function () {\n            return new
ElementRef(asElementData(this._parentView, this._def.nodeIndex).renderElement);\n        },\n        enumerable:
true,\n        configurable: true\n    });\n    return TemplateRef_;\n}(TemplateRef));\nfunction createInjector$1(view,
elDef) {\n    return new Injector_(view, elDef);\n}\nvar Injector_ = /** @class */ (function () {\n    function
Injector_(view, elDef) {\n        this.view = view;\n        this.elDef = elDef;\n    }\n    Injector_.prototype.get =
function (token, notFoundValue) {\n        if (notFoundValue === void 0) { notFoundValue =
Injector.THROW_IF_NOT_FOUND; }\n        var allowPrivateServices = this.elDef ? (this.elDef.flags & 33554432
/* ComponentView */) !== 0 : false;\n        return Services.resolveDep(this.view, this.elDef, allowPrivateServices, {
flags: 0 /* None */, token: token, tokenKey: tokenKey(token) }, notFoundValue);\n    };\n    return
Injector_;\n}());\nfunction nodeValue(view, index) {\n    var def = view.def.nodes[index];\n    if (def.flags & 1 /*
TypeElement */) {\n        var elData = asElementData(view, def.nodeIndex);\n        return def.element.template ?
elData.template : elData.renderElement;\n    }\n    else if (def.flags & 2 /* TypeText */) {\n        return
asTextData(view, def.nodeIndex).renderText;\n    }\n    else if (def.flags & (20224 /* CatProvider */ | 16 /*
TypePipe */)) {\n        return asProviderData(view, def.nodeIndex).instance;\n    }\n    throw new Error(\"Illegal
state: read nodeValue for node index \" + index);\n}\nfunction createRendererV1(view) {\n    return new
RendererAdapter(view.renderer);\n}\nvar RendererAdapter = /** @class */ (function () {\n    function
RendererAdapter(delegate) {\n        this.delegate = delegate;\n    }\n
RendererAdapter.prototype.selectRootElement = function (selectorOrNode) {\n        return
this.delegate.selectRootElement(selectorOrNode);\n    };\n    RendererAdapter.prototype.createElement = function
(parent, namespaceAndName) {\n        var _a = __read(splitNamespace(namespaceAndName), 2), ns = _a[0], name
= _a[1];\n        var el = this.delegate.createElement(name, ns);\n        if (parent) {\n
this.delegate.appendChild(parent, el);\n        }\n        return el;\n    };\n    RendererAdapter.prototype.createViewRoot
= function (hostElement) { return hostElement; };\n    RendererAdapter.prototype.createTemplateAnchor = function
(parentElement) {\n        var comment = this.delegate.createComment('');\n        if (parentElement) {\n
this.delegate.appendChild(parentElement, comment);\n        }\n        return comment;\n    };\n
RendererAdapter.prototype.createText = function (parentElement, value) {\n        var node =
this.delegate.createText(value);\n        if (parentElement) {\n            this.delegate.appendChild(parentElement,
node);\n        }\n        return node;\n    };\n    RendererAdapter.prototype.projectNodes = function (parentElement,
nodes) {\n        for (var i = 0; i < nodes.length; i++) {\n            this.delegate.appendChild(parentElement, nodes[i]);\n
    }\n    };\n    RendererAdapter.prototype.attachViewAfter = function (node, viewRootNodes) {\n        var
parentElement = this.delegate.parentNode(node);\n        var nextSibling = this.delegate.nextSibling(node);\n        for
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(var i = 0; i < viewRootNodes.length; i++) {\n this.delegate.insertBefore(parentElement, viewRootNodes[i], nextSibling);\n }\n };\n RendererAdapter.prototype.detachView = function (viewRootNodes) {\n for (var i = 0; i < viewRootNodes.length; i++) {\n var node = viewRootNodes[i];\n var parentElement = this.delegate.parentNode(node);\n this.delegate.removeChild(parentElement, node);\n }\n };\n RendererAdapter.prototype.destroyView = function (hostElement, viewAllNodes) {\n for (var i = 0; i < viewAllNodes.length; i++) {\n this.delegate.destroyNode(viewAllNodes[i]);\n }\n };\n RendererAdapter.prototype.listen = function (renderElement, name, callback) {\n return this.delegate.listen(renderElement, name, callback);\n };\n RendererAdapter.prototype.listenGlobal = function (target, name, callback) {\n return this.delegate.listen(target, name, callback);\n };\n RendererAdapter.prototype.setElementProperty = function (renderElement, propertyName, propertyValue) {\n this.delegate.setProperty(renderElement, propertyName, propertyValue);\n };\n RendererAdapter.prototype.setElementAttribute = function (renderElement, namespaceAndName, attributeValue) {\n var _a = __read(splitNamespace(namespaceAndName), 2), ns = _a[0], name = _a[1];\n if (attributeValue != null) {\n this.delegate.setAttribute(renderElement, name, attributeValue, ns);\n }\n else {\n this.delegate.removeAttribute(renderElement, name, ns);\n }\n };\n RendererAdapter.prototype.setBindingDebugInfo = function (renderElement, propertyName, propertyValue) { };\n RendererAdapter.prototype.setElementClass = function (renderElement, className, isAdd) {\n if (isAdd) {\n this.delegate.addClass(renderElement, className);\n }\n else {\n this.delegate.removeClass(renderElement, className);\n }\n };\n RendererAdapter.prototype.setElementStyle = function (renderElement, styleName, styleValue) {\n if (styleValue != null) {\n this.delegate.setStyle(renderElement, styleName, styleValue);\n }\n else {\n this.delegate.removeStyle(renderElement, styleName);\n }\n };\n RendererAdapter.prototype.invokeElementMethod = function (renderElement, methodName, args) {\n renderElement[methodName].apply(renderElement, args);\n };\n RendererAdapter.prototype.setText = function (renderNode$$1, text) { this.delegate.setValue(renderNode$$1, text); };\n RendererAdapter.prototype.animate = function () { throw new Error('Renderer.animate is no longer supported!'); };\n return RendererAdapter;\n}());\nfunction createNgModuleRef(moduleType, parent, bootstrapComponents, def) {\n return new NgModuleRef_(moduleType, parent, bootstrapComponents, def);\n}\nvar NgModuleRef_ = /** @class */ (function () {\n function NgModuleRef_(_moduleType, _parent, _bootstrapComponents, _def) {\n this._moduleType = _moduleType;\n this._parent = _parent;\n this._bootstrapComponents = _bootstrapComponents;\n this._def = _def;\n this._destroyListeners = [];\n this._destroyed = false;\n this.injector = this;\n initNgModule(this);\n }\n NgModuleRef_.prototype.get = function (token, notFoundValue, injectFlags) {\n if (notFoundValue === void 0) { notFoundValue = Injector.THROW_IF_NOT_FOUND; }\n if (injectFlags === void 0) { injectFlags = 0 /* Default */; }\n var flags = 0 /* None */;\n if (injectFlags & 4 /* SkipSelf */) {\n flags |= 1 /* SkipSelf */;\n }\n else if (injectFlags & 2 /* Self */) {\n flags |= 4 /* Self */;\n }\n return resolveNgModuleDep(this, { token: token, tokenKey: tokenKey(token), flags: flags }, notFoundValue);\n };\n Object.defineProperty(NgModuleRef_.prototype, \"instance\", {\n get: function () { return this.get(this._moduleType); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgModuleRef_.prototype, \"componentFactoryResolver\", {\n get: function () { return this.get(ComponentFactoryResolver); },\n enumerable: true,\n configurable: true\n });\n NgModuleRef_.prototype.destroy = function () {\n if (this._destroyed) {\n throw new Error(\"The ng module \" + stringify(this.instance.constructor) + \" has already been destroyed.\");\n }\n this._destroyed = true;\n callNgModuleLifecycle(this, 131072 /* OnDestroy */);\n this._destroyListeners.forEach(function (listener) { return listener(); });\n };\n NgModuleRef_.prototype.onDestroy = function (callback) { this._destroyListeners.push(callback); };\n return NgModuleRef_;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar RendererV1TokenKey = tokenKey(Renderer);\nvar

Renderer2TokenKey = tokenKey(Renderer2);\nvar ElementRefTokenKey = tokenKey(ElementRef);\nvar ViewContainerRefTokenKey = tokenKey(ViewContainerRef);\nvar TemplateRefTokenKey = tokenKey(TemplateRef);\nvar ChangeDetectorRefTokenKey = tokenKey(ChangeDetectorRef);\nvar InjectorRefTokenKey$1 = tokenKey(Injector);\nvar INJECTORRefTokenKey$1 = tokenKey(INJECTOR);\nfunction directiveDef(checkIndex, flags, matchedQueries, childCount, ctor, deps, props, outputs) {\n var bindings = [];\n if (props) {\n for (var prop in props) {\n var _a = __read(props[prop], 2), bindingIndex = _a[0], nonMinifiedName = _a[1];\n bindings[bindingIndex] = {\n flags: 8 /* TypeProperty */,\n name: prop, nonMinifiedName: nonMinifiedName,\n ns: null,\n securityContext: null,\n suffix: null\n };\n }\n }\n var outputDefs = [];\n if (outputs) {\n for (var propName in outputs) {\n outputDefs.push({ type: 1 /* DirectiveOutput */, propName: propName, target: null, eventName: outputs[propName] });\n }\n }\n flags |= 16384 /* TypeDirective */;\n return _def(checkIndex, flags, matchedQueries, childCount, ctor, ctor, deps, bindings, outputDefs);\n}\nfunction pipeDef(flags, ctor, deps) {\n flags |= 16 /* TypePipe */;\n return _def(-1, flags, null, 0, ctor, ctor, deps);\n}\nfunction providerDef(flags, matchedQueries, token, value, deps) {\n return _def(-1, flags, matchedQueries, 0, token, value, deps);\n}\nfunction _def(checkIndex, flags, matchedQueriesDsl, childCount, token, value, deps, bindings, outputs) {\n var _a = splitMatchedQueriesDsl(matchedQueriesDsl), matchedQueries = _a.matchedQueries, references = _a.references, matchedQueryIds = _a.matchedQueryIds;\n if (!outputs) {\n outputs = [];\n }\n if (!bindings) {\n bindings = [];\n }\n // Need to resolve forwardRefs as e.g. for `useValue` we\n // lowered the expression and then stopped evaluating it,\n // i.e. also didn't unwrap it.\n value = resolveForwardRef(value);\n var depDefs = splitDepsDsl(deps, stringify(token));\n return {\n // will bet set by the view definition\n nodeIndex: -1,\n parent: null,\n renderParent: null,\n bindingIndex: -1,\n outputIndex: -1,\n // regular values\n checkIndex: checkIndex,\n flags: flags,\n childFlags: 0,\n directChildFlags: 0,\n childMatchedQueries: 0, matchedQueries: matchedQueries, matchedQueryIds: matchedQueryIds, references: references,\n ngContentIndex: -1, childCount: childCount, bindings: bindings,\n bindingFlags: calcBindingFlags(bindings), outputs: outputs,\n element: null,\n provider: { token: token, value: value, deps: depDefs },\n text: null,\n query: null,\n ngContent: null\n };\n}\nfunction createProviderInstance(view, def) {\n return _createProviderInstance$1(view, def);\n}\nfunction createPipeInstance(view, def) {\n // deps are looked up from component.\n var compView = view;\n while (compView.parent && !isComponentView(compView)) {\n compView = compView.parent;\n }\n // pipes can see the private services of the component\n var allowPrivateServices = true;\n // pipes are always eager and classes!\n return createClass(compView.parent, viewParentEl(compView), allowPrivateServices, def.provider.value, def.provider.deps);\n}\nfunction createDirectiveInstance(view, def) {\n // components can see other private services, other directives can't.\n var allowPrivateServices = (def.flags & 32768 /* Component */) > 0;\n // directives are always eager and classes!\n var instance = createClass(view, def.parent, allowPrivateServices, def.provider.value, def.provider.deps);\n if (def.outputs.length) {\n for (var i = 0; i < def.outputs.length; i++) {\n var output = def.outputs[i];\n var outputObservable = instance[output.propName];\n if (isObservable(outputObservable)) {\n var subscription = outputObservable.subscribe(eventHandlerClosure(view, def.parent.nodeIndex, output.eventName));\n view.disposables[def.outputIndex + i] = subscription.unsubscribe.bind(subscription);\n }\n else {\n throw new Error(\"@Output \" + output.propName + \" not initialized in '\" + instance.constructor.name + \"'.\");\n }\n }\n }\n return instance;\n}\nfunction eventHandlerClosure(view, index, eventName) {\n return function (event) { return dispatchEvent(view, index, eventName, event); };\n}\nfunction checkAndUpdateDirectiveInline(view, def, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {\n var providerData = asProviderData(view, def.nodeIndex);\n var directive = providerData.instance;\n var changed = false;\n var changes = undefined;\n var bindLen = def.bindings.length;\n if (bindLen > 0 && checkBinding(view, def, 0, v0)) {\n changed = true;\n changes = updateProp(view, providerData, def, 0, v0, changes);\n }\n if (bindLen > 1 && checkBinding(view, def, 1, v1)) {\n changed = true;\n changes = updateProp(view, providerData, def, 1, v1, changes);\n }\n if (bindLen > 2 && checkBinding(view, def, 2, v2)) {\n changed =

true;\n changes = updateProp(view, providerData, def, 2, v2, changes);\n }\n if (bindLen > 3 && checkBinding(view, def, 3, v3)) {\n changed = true;\n changes = updateProp(view, providerData, def, 3, v3, changes);\n }\n if (bindLen > 4 && checkBinding(view, def, 4, v4)) {\n changed = true;\n changes = updateProp(view, providerData, def, 4, v4, changes);\n }\n if (bindLen > 5 && checkBinding(view, def, 5, v5)) {\n changed = true;\n changes = updateProp(view, providerData, def, 5, v5, changes);\n }\n if (bindLen > 6 && checkBinding(view, def, 6, v6)) {\n changed = true;\n changes = updateProp(view, providerData, def, 6, v6, changes);\n }\n if (bindLen > 7 && checkBinding(view, def, 7, v7)) {\n changed = true;\n changes = updateProp(view, providerData, def, 7, v7, changes);\n }\n if (bindLen > 8 && checkBinding(view, def, 8, v8)) {\n changed = true;\n changes = updateProp(view, providerData, def, 8, v8, changes);\n }\n if (bindLen > 9 && checkBinding(view, def, 9, v9)) {\n changed = true;\n changes = updateProp(view, providerData, def, 9, v9, changes);\n }\n if (changes) {\n directive.ngOnChanges(changes);\n }\n if ((def.flags & 65536 /* OnInit */) &&\n shouldCallLifecycleInitHook(view, 256 /* InitState_CallingOnInit */, def.nodeIndex)) {\n directive.ngOnInit();\n }\n if (def.flags & 262144 /* DoCheck */) {\n directive.ngDoCheck();\n }\n return changed;\n}\nfunction checkAndUpdateDirectiveDynamic(view, def, values) {\n var providerData = asProviderData(view, def.nodeIndex);\n var directive = providerData.instance;\n var changed = false;\n var changes = undefined;\n for (var i = 0; i < values.length; i++) {\n if (checkBinding(view, def, i, values[i])) {\n changed = true;\n changes = updateProp(view, providerData, def, i, values[i], changes);\n }\n }\n if (changes) {\n directive.ngOnChanges(changes);\n }\n if ((def.flags & 65536 /* OnInit */) &&\n shouldCallLifecycleInitHook(view, 256 /* InitState_CallingOnInit */, def.nodeIndex)) {\n directive.ngOnInit();\n }\n if (def.flags & 262144 /* DoCheck */) {\n directive.ngDoCheck();\n }\n return changed;\n}\nfunction _createProviderInstance$1(view, def) {\n // private services can see other private services\n var allowPrivateServices = (def.flags & 8192 /* PrivateProvider */) > 0;\n var providerDef = def.provider;\n switch (def.flags & 201347067 /* Types */) {\n case 512 /* TypeClassProvider */:\n return createClass(view, def.parent, allowPrivateServices, providerDef.value, providerDef.deps);\n case 1024 /* TypeFactoryProvider */:\n return callFactory(view, def.parent, allowPrivateServices, providerDef.value, providerDef.deps);\n case 2048 /* TypeUseExistingProvider */:\n return resolveDep(view, def.parent, allowPrivateServices, providerDef.deps[0]);\n case 256 /* TypeValueProvider */:\n return providerDef.value;\n }\n}\nfunction createClass(view, elDef, allowPrivateServices, ctor, deps) {\n var len = deps.length;\n switch (len) {\n case 0:\n return new ctor();\n case 1:\n return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]));\n case 2:\n return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]));\n case 3:\n return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]), resolveDep(view, elDef, allowPrivateServices, deps[2]));\n default:\n var depValues = new Array(len);\n for (var i = 0; i < len; i++) {\n depValues[i] = resolveDep(view, elDef, allowPrivateServices, deps[i]);\n }\n return new (ctor.bind.apply(ctor, __spread([void 0], depValues)))();\n }\n}\nfunction callFactory(view, elDef, allowPrivateServices, factory, deps) {\n var len = deps.length;\n switch (len) {\n case 0:\n return factory();\n case 1:\n return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]));\n case 2:\n return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]));\n case 3:\n return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]), resolveDep(view, elDef, allowPrivateServices, deps[2]));\n default:\n var depValues = Array(len);\n for (var i = 0; i < len; i++) {\n depValues[i] = resolveDep(view, elDef, allowPrivateServices, deps[i]);\n }\n return factory.apply(void 0, __spread(depValues));\n }\n}\n// This default value is when checking the hierarchy for a token.\n//\n// It means both:\n// - the token is not provided by the current injector,\n// - only the element injectors should be checked (ie do not check module injectors\n//\n// mod1\n// /\n// el1 mod2\n// \\ /\n// el2\n//\n// When requesting el2.injector.get(token), we should check in the following order and return the\n// first found value:\n// -

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el2.injector.get(token, default)\n// - el1.injector.get(token,
NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) -> do not check the module\n// -
mod2.injector.get(token, default)\nvar NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR = {};\nfunction
resolveDep(view, elDef, allowPrivateServices, depDef, notFoundValue) {\n    if (notFoundValue === void 0) {
notFoundValue = Injector.THROW_IF_NOT_FOUND; }\n    if (depDef.flags & 8 /* Value */) {\n        return
depDef.token;\n    }\n    var startView = view;\n    if (depDef.flags & 2 /* Optional */) {\n        notFoundValue =
null;\n    }\n    var tokenKey$$1 = depDef.tokenKey;\n    if (tokenKey$$1 === ChangeDetectorRefTokenKey) {\n
  // directives on the same element as a component should be able to control the change detector\n        // of that
component as well.\n        allowPrivateServices = !!(elDef && elDef.element.componentView);\n    }\n    if (elDef
&& (depDef.flags & 1 /* SkipSelf */)) {\n        allowPrivateServices = false;\n        elDef = elDef.parent;\n    }\n
var searchView = view;\n    while (searchView) {\n        if (elDef) {\n            switch (tokenKey$$1) {\n
case RendererV1TokenKey: {\n                var compView = findCompView(searchView, elDef,
allowPrivateServices);\n                return createRendererV1(compView);\n            }\n            case
Renderer2TokenKey: {\n                var compView = findCompView(searchView, elDef, allowPrivateServices);\n
            return compView.renderer;\n            }\n            case ElementRefTokenKey:\n                return new
ElementRef(asElementData(searchView, elDef.nodeIndex).renderElement);\n            case
ViewContainerRefTokenKey:\n                return asElementData(searchView, elDef.nodeIndex).viewContainer;\n
        case TemplateRefTokenKey: {\n                if (elDef.element.template) {\n                    return
asElementData(searchView, elDef.nodeIndex).template;\n                }\n                break;\n            }\n
case ChangeDetectorRefTokenKey: {\n                var cdView = findCompView(searchView, elDef,
allowPrivateServices);\n                return createChangeDetectorRef(cdView);\n            }\n            case
InjectorRefTokenKey$1:\n            case INJECTORRefTokenKey$1:\n                return
createInjector$1(searchView, elDef);\n            default:\n                var providerDef_1 = (allowPrivateServices ?
elDef.element.allProviders :\n                    elDef.element.publicProviders)[tokenKey$$1];\n                if
(providerDef_1) {\n                    var providerData = asProviderData(searchView, providerDef_1.nodeIndex);\n
            if (!providerData) {\n                    providerData = { instance: _createProviderInstance$1(searchView,
providerDef_1) };\n                    searchView.nodes[providerDef_1.nodeIndex] = providerData;\n
}\n                    return providerData.instance;\n                }\n        }\n    }\n    allowPrivateServices =
isComponentView(searchView);\n    elDef = viewParentEl(searchView);\n    searchView =
searchView.parent;\n    if (depDef.flags & 4 /* Self */) {\n        searchView = null;\n    }\n    }\n    var value
= startView.root.injector.get(depDef.token, NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR);\n    if
(value !== NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR ||\n    notFoundValue ===
NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {\n    // Return the value from the root element
injector when\n    // - it provides it\n    //   (value !==
NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR)\n    // - the module injector should not be checked\n
  //   (notFoundValue === NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR)\n    return value;\n    }\n
return startView.root.ngModule.injector.get(depDef.token, notFoundValue);\n}\nfunction findCompView(view,
elDef, allowPrivateServices) {\n    var compView;\n    if (allowPrivateServices) {\n        compView =
asElementData(view, elDef.nodeIndex).componentView;\n    }\n    else {\n        compView = view;\n        while
(compView.parent && !isComponentView(compView)) {\n            compView = compView.parent;\n        }\n    }\n
 return compView;\n}\nfunction updateProp(view, providerData, def, bindingIdx, value, changes) {\n    if (def.flags
& 32768 /* Component */) {\n        var compView = asElementData(view,
def.parent.nodeIndex).componentView;\n        if (compView.def.flags & 2 /* OnPush */) {\n            compView.state
|= 8 /* ChecksEnabled */;\n        }\n    }\n    var binding = def.bindings[bindingIdx];\n    var propName =
binding.name;\n    // Note: This is still safe with Closure Compiler as\n    // the user passed in the property name as
an object has to `providerDef`,\n    // so Closure Compiler will have renamed the property correctly already.\n
providerData.instance[propName] = value;\n    if (def.flags & 524288 /* OnChanges */) {\n        changes = changes
|| {};\n        var oldValue = WrappedValue.unwrap(view.oldValues[def.bindingIndex + bindingIdx]);\n        var
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binding_1 = def.bindings[bindingIdx];\n changes[binding_1.nonMinifiedName] =\n new SimpleChange(oldValue, value, (view.state & 2 /* FirstCheck */) !== 0);\n }\n view.oldValues[def.bindingIndex + bindingIdx] = value;\n return changes;\n}\n// This function calls the ngAfterContentCheck, ngAfterContentInit,\n// ngAfterViewCheck, and ngAfterViewInit lifecycle hooks (depending on the node\n// flags in lifecycle). Unlike ngDoCheck, ngOnChanges and ngOnInit, which are\n// called during a pre-order traversal of the view tree (that is calling the\n// parent hooks before the child hooks) these events are sent in using a\n// post-order traversal of the tree (children before parents). This changes the\n// meaning of initIndex in the view state. For ngOnInit, initIndex tracks the\n// expected nodeIndex which a ngOnInit should be called. When sending\n// ngAfterContentInit and ngAfterViewInit it is the expected count of\n// ngAfterContentInit or ngAfterViewInit methods that have been called. This\n// ensure that despite being called recursively or after picking up after an\n// exception, the ngAfterContentInit or ngAfterViewInit will be called on the\n// correct nodes. Consider for example, the following (where E is an element\n// and D is a directive)\n// Tree: pre-order index post-order index\n// E1 0 6\n// E2 1 1\n// D3 2 0\n// E4 3 5\n// E5 4 4\n// E6 5 2\n// E7 6 3\n// As can be seen, the post-order index has an unclear relationship to the\n// pre-order index (postOrderIndex === preOrderIndex - parentCount +\n// childCount). Since number of calls to ngAfterContentInit and ngAfterViewInit\n// are stable (will be the same for the same view regardless of exceptions or\n// recursion) we just need to count them which will roughly correspond to the\n// post-order index (it skips elements and directives that do not have\n// lifecycle hooks).\n//\n// For example, if an exception is raised in the E6.onAfterViewInit() the\n// initIndex is left at 3 (by shouldCallLifecycleInitHook() which set it to\n// initIndex + 1). When checkAndUpdateView() is called again D3, E2 and E6 will\n// not have their ngAfterViewInit() called but, starting with E7, the rest of\n// the view will begin getting ngAfterViewInit() called until a check and\n// pass is complete.\n//\n// This algorthim also handles recursion. Consider if E4's ngAfterViewInit()\n// indirectly calls E1's ChangeDetectorRef.detectChanges(). The expected\n// initIndex is set to 6, the recusive checkAndUpdateView() starts walk again.\n// D3, E2, E6, E7, E5 and E4 are skipped, ngAfterViewInit() is called on E1.\n// When the recursion returns the initIndex will be 7 so E1 is skipped as it\n// has already been called in the recursively called checkAnUpdateView().\nfunction callLifecycleHooksChildrenFirst(view, lifecycles) {\n if (!(view.def.nodeFlags & lifecycles)) {\n return;\n }\n var nodes = view.def.nodes;\n var initIndex = 0;\n for (var i = 0; i < nodes.length; i++) {\n var nodeDef = nodes[i];\n var parent_1 = nodeDef.parent;\n if (!parent_1 && nodeDef.flags & lifecycles) {\n // matching root node (e.g. a pipe)\n callProviderLifecycles(view, i, nodeDef.flags & lifecycles, initIndex++);\n }\n if ((nodeDef.childFlags & lifecycles) === 0) {\n // no child matches one of the lifecycles\n i += nodeDef.childCount;\n }\n while (parent_1 && (parent_1.flags & 1 /* TypeElement */) &&\n i === parent_1.nodeIndex + parent_1.childCount) {\n // last child of an element\n if (parent_1.directChildFlags & lifecycles) {\n initIndex = callElementProvidersLifecycles(view, parent_1, lifecycles, initIndex);\n }\n parent_1 = parent_1.parent;\n }\n }\n}\nfunction callElementProvidersLifecycles(view, elDef, lifecycles, initIndex) {\n for (var i = elDef.nodeIndex + 1; i <= elDef.nodeIndex + elDef.childCount; i++) {\n var nodeDef = view.def.nodes[i];\n if (nodeDef.flags & lifecycles) {\n callProviderLifecycles(view, i, nodeDef.flags & lifecycles, initIndex++);\n }\n // only visit direct children\n i += nodeDef.childCount;\n }\n return initIndex;\n}\nfunction callProviderLifecycles(view, index, lifecycles, initIndex) {\n var providerData = asProviderData(view, index);\n if (!providerData) {\n return;\n }\n var provider = providerData.instance;\n if (!provider) {\n return;\n }\n Services.setCurrentNode(view, index);\n if (lifecycles & 1048576 /* AfterContentInit */ &&\n shouldCallLifecycleInitHook(view, 512 /* InitState_CallingAfterContentInit */, initIndex)) {\n provider.ngAfterContentInit();\n }\n if (lifecycles & 2097152 /* AfterContentChecked */) {\n provider.ngAfterContentChecked();\n }\n if (lifecycles & 4194304 /* AfterViewInit */ &&\n shouldCallLifecycleInitHook(view, 768 /* InitState_CallingAfterViewInit */, initIndex)) {\n provider.ngAfterViewInit();\n }\n if (lifecycles & 8388608 /* AfterViewChecked */) {\n provider.ngAfterViewChecked();\n }\n if (lifecycles & 131072 /* OnDestroy */) {\n

provider.ngOnDestroy();\n   }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction queryDef(flags, id, bindings) {\n   var bindingDefs = [];\n   for (var propName in bindings) {\n   var bindingType = bindings[propName];\n   bindingDefs.push({ propName: propName, bindingType: bindingType });\n   }\n   return {\n   // will bet set by the view definition\n nodeIndex: -1,\n   parent: null,\n   renderParent: null,\n   bindingIndex: -1,\n   outputIndex: -1,\n   // regular values\n   // TODO(vicb): check\n   checkIndex: -1, flags: flags,\n   childFlags: 0,\n directChildFlags: 0,\n   childMatchedQueries: 0,\n   ngContentIndex: -1,\n   matchedQueries: {},\n matchedQueryIds: 0,\n   references: {},\n   childCount: 0,\n   bindings: [],\n   bindingFlags: 0,\n outputs: [],\n   element: null,\n   provider: null,\n   text: null,\n   query: { id: id, filterId: filterQueryId(id), bindings: bindingDefs },\n   ngContent: null\n   };\n}\nfunction createQuery$1() {\n   return new QueryList$1();\n}\nfunction dirtyParentQueries(view) {\n   var queryIds = view.def.nodeMatchedQueries;\n while (view.parent && isEmbeddedView(view)) {\n   var tplDef = view.parentNodeDef;\n   view = view.parent;\n   // content queries\n   var end = tplDef.nodeIndex + tplDef.childCount;\n   for (var i = 0; i <= end; i++) {\n   var nodeDef = view.def.nodes[i];\n   if ((nodeDef.flags & 67108864 /* TypeContentQuery */) &&\n   (nodeDef.flags & 536870912 /* DynamicQuery */) &&\n (nodeDef.query.filterId & queryIds) === nodeDef.query.filterId) {\n   asQueryList(view, i).setDirty();\n   }\n   if ((nodeDef.flags & 1 /* TypeElement */ && i + nodeDef.childCount < tplDef.nodeIndex) ||\n !(nodeDef.childFlags & 67108864 /* TypeContentQuery */) ||\n   !(nodeDef.childFlags & 536870912 /* DynamicQuery */)) {\n   // skip elements that don't contain the template element or no query.\n   i += nodeDef.childCount;\n   }\n   }\n   }\n   // view queries\n   if (view.def.nodeFlags & 134217728 /* TypeViewQuery */) {\n   for (var i = 0; i < view.def.nodes.length; i++) {\n   var nodeDef = view.def.nodes[i];\n   if ((nodeDef.flags & 134217728 /* TypeViewQuery */) && (nodeDef.flags & 536870912 /* DynamicQuery */)) {\n   asQueryList(view, i).setDirty();\n   }\n   // only visit the root nodes\n   i += nodeDef.childCount;\n   }\n   }\n}\nfunction checkAndUpdateQuery(view, nodeDef) {\n   var queryList = asQueryList(view, nodeDef.nodeIndex);\n   if (!queryList.dirty) {\n   return;\n   }\n   var directiveInstance;\n   var newValues = undefined;\n   if (nodeDef.flags & 67108864 /* TypeContentQuery */) {\n   var elementDef = nodeDef.parent.parent;\n   newValues = calcQueryValues(view, elementDef.nodeIndex, elementDef.nodeIndex + elementDef.childCount, nodeDef.query, []);\n   directiveInstance = asProviderData(view, nodeDef.parent.nodeIndex).instance;\n   }\n   else if (nodeDef.flags & 134217728 /* TypeViewQuery */) {\n   newValues = calcQueryValues(view, 0, view.def.nodes.length - 1, nodeDef.query, []);\n   directiveInstance = view.component;\n   }\n   queryList.reset(newValues);\n   var bindings = nodeDef.query.bindings;\n   var notify = false;\n   for (var i = 0; i < bindings.length; i++) {\n   var binding = bindings[i];\n   var boundValue = void 0;\n   switch (binding.bindingType) {\n   case 0 /* First */:\n   boundValue = queryList.first;\n   break;\n   case 1 /* All */:\n   boundValue = queryList;\n   notify = true;\n   break;\n   }\n   directiveInstance[binding.propName] = boundValue;\n   }\n if (notify) {\n   queryList.notifyOnChanges();\n   }\n}\nfunction calcQueryValues(view, startIndex, endIndex, queryDef, values) {\n   for (var i = startIndex; i <= endIndex; i++) {\n   var nodeDef = view.def.nodes[i];\n var valueType = nodeDef.matchedQueries[queryDef.id];\n   if (valueType != null) {\n values.push(getQueryValue(view, nodeDef, valueType));\n   }\n   if (nodeDef.flags & 1 /* TypeElement */ && nodeDef.element.template &&\n   (nodeDef.element.template.nodeMatchedQueries & queryDef.filterId) ===\n   queryDef.filterId) {\n   var elementData = asElementData(view, i);\n   // check embedded views that were attached at the place of their template,\n   // but process child nodes first if some match the query (see issue #16568)\n   if ((nodeDef.childMatchedQueries & queryDef.filterId) === queryDef.filterId) {\n   calcQueryValues(view, i + 1, i + nodeDef.childCount, queryDef, values);\n   i += nodeDef.childCount;\n   }\n   if (nodeDef.flags & 16777216 /* EmbeddedViews */) {\n   var embeddedViews = elementData.viewContainer._embeddedViews;\n   for (var k = 0; k < embeddedViews.length; k++) {\n   var embeddedView = embeddedViews[k];\n   var dvc =

declaredViewContainer(embeddedView);\n if (dvc && dvc === elementData) {\n calcQueryValues(embeddedView, 0, embeddedView.def.nodes.length - 1, queryDef, values);\n }\n }\n }\n var projectedViews = elementData.template._projectedViews;\n if (projectedViews) {\n for (var k = 0; k < projectedViews.length; k++) {\n var projectedView = projectedViews[k];\n calcQueryValues(projectedView, 0, projectedView.def.nodes.length - 1, queryDef, values);\n }\n }\n }\n if ((nodeDef.childMatchedQueries & queryDef.filterId) !== queryDef.filterId) {\n // if no child matches the query, skip the children.\n i += nodeDef.childCount;\n }\n }\n return values;\n}\nfunction getQueryValue(view, nodeDef, queryValueType) {\n if (queryValueType != null) {\n // a match\n switch (queryValueType) {\n case 1 /* RenderElement */:\n return asElementData(view, nodeDef.nodeIndex).renderElement;\n case 0 /* ElementRef */:\n return new ElementRef(asElementData(view, nodeDef.nodeIndex).renderElement);\n case 2 /* TemplateRef */:\n return asElementData(view, nodeDef.nodeIndex).template;\n case 3 /* ViewContainerRef */:\n return asElementData(view, nodeDef.nodeIndex).viewContainer;\n case 4 /* Provider */:\n return asProviderData(view, nodeDef.nodeIndex).instance;\n }\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction ngContentDef(ngContentIndex, index) {\n return {\n // will bet set by the view definition\n nodeIndex: -1,\n parent: null,\n renderParent: null,\n bindingIndex: -1,\n outputIndex: -1,\n // regular values\n checkIndex: -1,\n flags: 8 /* TypeNgContent */,\n childFlags: 0,\n directChildFlags: 0,\n childMatchedQueries: 0,\n matchedQueries: {},\n matchedQueryIds: 0,\n references: {}, ngContentIndex: ngContentIndex,\n childCount: 0,\n bindings: [],\n bindingFlags: 0,\n outputs: [],\n element: null,\n provider: null,\n text: null,\n query: null,\n ngContent: { index: index }\n };\n}\nfunction appendNgContent(view, renderHost, def) {\n var parentEl = getParentRenderElement(view, renderHost, def);\n if (!parentEl) {\n // Nothing to do if there is no parent element.\n return;\n }\n var ngContentIndex = def.ngContent.index;\n visitProjectedRenderNodes(view, ngContentIndex, 1 /* AppendChild */, parentEl, null, undefined);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction purePipeDef(checkIndex, argCount) {\n // argCount + 1 to include the pipe as first arg\n return _pureExpressionDef(128 /* TypePurePipe */, checkIndex, new Array(argCount + 1));\n}\nfunction pureArrayDef(checkIndex, argCount) {\n return _pureExpressionDef(32 /* TypePureArray */, checkIndex, new Array(argCount));\n}\nfunction pureObjectDef(checkIndex, propToIndex) {\n var keys = Object.keys(propToIndex);\n var nbKeys = keys.length;\n var propertyNames = new Array(nbKeys);\n for (var i = 0; i < nbKeys; i++) {\n var key = keys[i];\n var index = propToIndex[key];\n propertyNames[index] = key;\n }\n return _pureExpressionDef(64 /* TypePureObject */, checkIndex, propertyNames);\n}\nfunction _pureExpressionDef(flags, checkIndex, propertyNames) {\n var bindings = new Array(propertyNames.length);\n for (var i = 0; i < propertyNames.length; i++) {\n var prop = propertyNames[i];\n bindings[i] = {\n flags: 8 /* TypeProperty */,\n name: prop,\n ns: null,\n nonMinifiedName: prop,\n securityContext: null,\n suffix: null\n };\n }\n return {\n // will bet set by the view definition\n nodeIndex: -1,\n parent: null,\n renderParent: null,\n bindingIndex: -1,\n outputIndex: -1,\n // regular values\n checkIndex: checkIndex,\n flags: flags,\n childFlags: 0,\n directChildFlags: 0,\n childMatchedQueries: 0,\n matchedQueries: {},\n matchedQueryIds: 0,\n references: {},\n ngContentIndex: -1,\n childCount: 0, bindings: bindings,\n bindingFlags: calcBindingFlags(bindings),\n outputs: [],\n element: null,\n provider: null,\n text: null,\n query: null,\n ngContent: null\n };\n}\nfunction createPureExpression(view, def) {\n return { value: undefined };\n}\nfunction checkAndUpdatePureExpressionInline(view, def, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {\n var bindings = def.bindings;\n var changed = false;\n var bindLen = bindings.length;\n if (bindLen > 0 && checkAndUpdateBinding(view, def, 0, v0))\n changed = true;\n if (bindLen > 1 && checkAndUpdateBinding(view, def, 1, v1))\n changed = true;\n if (bindLen > 2 &&

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checkAndUpdateBinding(view, def, 2, v2))\n        changed = true;\n    if (bindLen > 3 &&
checkAndUpdateBinding(view, def, 3, v3))\n        changed = true;\n    if (bindLen > 4 &&
checkAndUpdateBinding(view, def, 4, v4))\n        changed = true;\n    if (bindLen > 5 &&
checkAndUpdateBinding(view, def, 5, v5))\n        changed = true;\n    if (bindLen > 6 &&
checkAndUpdateBinding(view, def, 6, v6))\n        changed = true;\n    if (bindLen > 7 &&
checkAndUpdateBinding(view, def, 7, v7))\n        changed = true;\n    if (bindLen > 8 &&
checkAndUpdateBinding(view, def, 8, v8))\n        changed = true;\n    if (bindLen > 9 &&
checkAndUpdateBinding(view, def, 9, v9))\n        changed = true;\n    if (changed) {\n        var data =
asPureExpressionData(view, def.nodeIndex);\n        var value = void 0;\n        switch (def.flags & 201347067 /*
Types */) {\n            case 32 /* TypePureArray */:\n                value = new Array(bindings.length);\n                if
(bindLen > 0)\n                    value[0] = v0;\n                if (bindLen > 1)\n                    value[1] = v1;\n                if
(bindLen > 2)\n                    value[2] = v2;\n                if (bindLen > 3)\n                    value[3] = v3;\n                if
(bindLen > 4)\n                    value[4] = v4;\n                if (bindLen > 5)\n                    value[5] = v5;\n                if
(bindLen > 6)\n                    value[6] = v6;\n                if (bindLen > 7)\n                    value[7] = v7;\n                if
(bindLen > 8)\n                    value[8] = v8;\n                if (bindLen > 9)\n                    value[9] = v9;\n
break;\n            case 64 /* TypePureObject */:\n                value = {};\n                if (bindLen > 0)\n
value[bindings[0].name] = v0;\n                if (bindLen > 1)\n                    value[bindings[1].name] = v1;\n                if
(bindLen > 2)\n                    value[bindings[2].name] = v2;\n                if (bindLen > 3)\n
value[bindings[3].name] = v3;\n                if (bindLen > 4)\n                    value[bindings[4].name] = v4;\n                if
(bindLen > 5)\n                    value[bindings[5].name] = v5;\n                if (bindLen > 6)\n
value[bindings[6].name] = v6;\n                if (bindLen > 7)\n                    value[bindings[7].name] = v7;\n                if
(bindLen > 8)\n                    value[bindings[8].name] = v8;\n                if (bindLen > 9)\n
value[bindings[9].name] = v9;\n                break;\n            case 128 /* TypePurePipe */:\n                var pipe = v0;\n
            switch (bindLen) {\n                case 1:\n                    value = pipe.transform(v0);\n
break;\n                case 2:\n                    value = pipe.transform(v1);\n                    break;\n                case
3:\n                    value = pipe.transform(v1, v2);\n                    break;\n                case 4:\n
value = pipe.transform(v1, v2, v3);\n                    break;\n                case 5:\n                    value =
pipe.transform(v1, v2, v3, v4);\n                    break;\n                case 6:\n                    value =
pipe.transform(v1, v2, v3, v4, v5);\n                    break;\n                case 7:\n                    value =
pipe.transform(v1, v2, v3, v4, v5, v6);\n                    break;\n                case 8:\n                    value =
pipe.transform(v1, v2, v3, v4, v5, v6, v7);\n                    break;\n                case 9:\n                    value =
pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8);\n                    break;\n                case 10:\n                    value =
pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8, v9);\n                    break;\n                }\n                break;\n        }\n
  data.value = value;\n    }\n    return changed;\n}\nfunction checkAndUpdatePureExpressionDynamic(view, def,
values) {\n    var bindings = def.bindings;\n    var changed = false;\n    for (var i = 0; i < values.length; i++) {\n
// Note: We need to loop over all values, so that\n        // the old values are updates as well!\n        if
(checkAndUpdateBinding(view, def, i, values[i])) {\n            changed = true;\n        }\n    }\n    if (changed) {\n
var data = asPureExpressionData(view, def.nodeIndex);\n        var value = void 0;\n        switch (def.flags &
201347067 /* Types */) {\n            case 32 /* TypePureArray */:\n                value = values;\n                break;\n
  case 64 /* TypePureObject */:\n                value = {};\n                for (var i = 0; i < values.length; i++) {\n
  value[bindings[i].name] = values[i];\n                }\n                break;\n            case 128 /* TypePurePipe */:\n
  var pipe = values[0];\n                var params = values.slice(1);\n                value = pipe.transform.apply(pipe,
__spread(params));\n                break;\n        }\n        data.value = value;\n    }\n    return changed;\n}\n\n/**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction
textDef(checkIndex, ngContentIndex, staticText) {\n    var bindings = new Array(staticText.length - 1);\n    for (var i
= 1; i < staticText.length; i++) {\n        bindings[i - 1] = {\n            flags: 8 /* TypeProperty */,\n            name: null,\n
            ns: null,\n            nonMinifiedName: null,\n            securityContext: null,\n            suffix: staticText[i],\n
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};\n    }\n    return {\n        // will bet set by the view definition\n        nodeIndex: -1,\n        parent: null,\n
renderParent: null,\n        bindingIndex: -1,\n        outputIndex: -1,\n        // regular values\n        checkIndex:
checkIndex,\n        flags: 2 /* TypeText */,\n        childFlags: 0,\n        directChildFlags: 0,\n
childMatchedQueries: 0,\n        matchedQueries: {},\n        matchedQueryIds: 0,\n        references: {},
ngContentIndex: ngContentIndex,\n        childCount: 0, bindings: bindings,\n        bindingFlags: 8 /* TypeProperty
*/,\n        outputs: [],\n        element: null,\n        provider: null,\n        text: { prefix: staticText[0] },\n        query:
null,\n        ngContent: null,\n    };\n}\nfunction createText(view, renderHost, def) {\n    var renderNode$$1;\n    var
renderer = view.renderer;\n    renderNode$$1 = renderer.createText(def.text.prefix);\n    var parentEl =
getParentRenderElement(view, renderHost, def);\n    if (parentEl) {\n        renderer.appendChild(parentEl,
renderNode$$1);\n    }\n    return { renderText: renderNode$$1 };\n}\nfunction checkAndUpdateTextInline(view,
def, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {\n    var changed = false;\n    var bindings = def.bindings;\n    var
bindLen = bindings.length;\n    if (bindLen > 0 && checkAndUpdateBinding(view, def, 0, v0))\n        changed =
true;\n    if (bindLen > 1 && checkAndUpdateBinding(view, def, 1, v1))\n        changed = true;\n    if (bindLen > 2
&& checkAndUpdateBinding(view, def, 2, v2))\n        changed = true;\n    if (bindLen > 3 &&
checkAndUpdateBinding(view, def, 3, v3))\n        changed = true;\n    if (bindLen > 4 &&
checkAndUpdateBinding(view, def, 4, v4))\n        changed = true;\n    if (bindLen > 5 &&
checkAndUpdateBinding(view, def, 5, v5))\n        changed = true;\n    if (bindLen > 6 &&
checkAndUpdateBinding(view, def, 6, v6))\n        changed = true;\n    if (bindLen > 7 &&
checkAndUpdateBinding(view, def, 7, v7))\n        changed = true;\n    if (bindLen > 8 &&
checkAndUpdateBinding(view, def, 8, v8))\n        changed = true;\n    if (bindLen > 9 &&
checkAndUpdateBinding(view, def, 9, v9))\n        changed = true;\n    if (changed) {\n        var value =
def.text.prefix;\n        if (bindLen > 0)\n            value += _addInterpolationPart(v0, bindings[0]);\n        if (bindLen >
1)\n            value += _addInterpolationPart(v1, bindings[1]);\n        if (bindLen > 2)\n            value +=
_addInterpolationPart(v2, bindings[2]);\n        if (bindLen > 3)\n            value += _addInterpolationPart(v3,
bindings[3]);\n        if (bindLen > 4)\n            value += _addInterpolationPart(v4, bindings[4]);\n        if (bindLen >
5)\n            value += _addInterpolationPart(v5, bindings[5]);\n        if (bindLen > 6)\n            value +=
_addInterpolationPart(v6, bindings[6]);\n        if (bindLen > 7)\n            value += _addInterpolationPart(v7,
bindings[7]);\n        if (bindLen > 8)\n            value += _addInterpolationPart(v8, bindings[8]);\n        if (bindLen >
9)\n            value += _addInterpolationPart(v9, bindings[9]);\n        var renderNode$$1 = asTextData(view,
def.nodeIndex).renderText;\n        view.renderer.setValue(renderNode$$1, value);\n    }\n    return
changed;\n}\nfunction checkAndUpdateTextDynamic(view, def, values) {\n    var bindings = def.bindings;\n    var
changed = false;\n    for (var i = 0; i < values.length; i++) {\n        // Note: We need to loop over all values, so that\n
    // the old values are updates as well!\n        if (checkAndUpdateBinding(view, def, i, values[i])) {\n
changed = true;\n        }\n    }\n    if (changed) {\n        var value = '';\n        for (var i = 0; i < values.length; i++) {\n
        value = value + _addInterpolationPart(values[i], bindings[i]);\n        }\n        value = def.text.prefix + value;\n
  var renderNode$$1 = asTextData(view, def.nodeIndex).renderText;\n        view.renderer.setValue(renderNode$$1,
value);\n    }\n    return changed;\n}\nfunction _addInterpolationPart(value, binding) {\n    var valueStr = value !=
null ? value.toString() : '';\n    return valueStr + binding.suffix;\n}\n\n/**\n * @license\n * Copyright Google Inc.
All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in
the LICENSE file at https://angular.io/license\n */\nfunction viewDef(flags, nodes, updateDirectives,
updateRenderer) {\n    // clone nodes and set auto calculated values\n    var viewBindingCount = 0;\n    var
viewDisposableCount = 0;\n    var viewNodeFlags = 0;\n    var viewRootNodeFlags = 0;\n    var
viewMatchedQueries = 0;\n    var currentParent = null;\n    var currentRenderParent = null;\n    var
currentElementHasPublicProviders = false;\n    var currentElementHasPrivateProviders = false;\n    var
lastRenderRootNode = null;\n    for (var i = 0; i < nodes.length; i++) {\n        var node = nodes[i];\n
node.nodeIndex = i;\n        node.parent = currentParent;\n        node.bindingIndex = viewBindingCount;\n
node.outputIndex = viewDisposableCount;\n        node.renderParent = currentRenderParent;\n        viewNodeFlags
|= node.flags;\n        viewMatchedQueries |= node.matchedQueryIds;\n        if (node.element) {\n            var elDef =
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node.element;\n            elDef.publicProviders =\n                currentParent ? currentParent.element.publicProviders :
Object.create(null);\n            elDef.allProviders = elDef.publicProviders;\n            // Note: We assume that all
providers of an element are before any child element!\n            currentElementHasPublicProviders = false;\n
currentElementHasPrivateProviders = false;\n            if (node.element.template) {\n                viewMatchedQueries
|= node.element.template.nodeMatchedQueries;\n            }\n        }\n        validateNode(currentParent, node,
nodes.length);\n        viewBindingCount += node.bindings.length;\n        viewDisposableCount +=
node.outputs.length;\n        if (!currentRenderParent && (node.flags & 3 /* CatRenderNode */)) {\n
lastRenderRootNode = node;\n        }\n        if (node.flags & 20224 /* CatProvider */) {\n            if
(!currentElementHasPublicProviders) {\n                currentElementHasPublicProviders = true;\n                // Use
prototypical inheritance to not get O(n^2) complexity...\n                currentParent.element.publicProviders =\n
        Object.create(currentParent.element.publicProviders);\n                currentParent.element.allProviders =
currentParent.element.publicProviders;\n            }\n            var isPrivateService = (node.flags & 8192 /*
PrivateProvider */) !== 0;\n            var isComponent = (node.flags & 32768 /* Component */) !== 0;\n            if
(!isPrivateService || isComponent) {\n
currentParent.element.publicProviders[tokenKey(node.provider.token)] = node;\n            }\n            else {\n
if (!currentElementHasPrivateProviders) {\n                currentElementHasPrivateProviders = true;\n                //
Use prototypical inheritance to not get O(n^2) complexity...\n                currentParent.element.allProviders =\n
                Object.create(currentParent.element.publicProviders);\n                }\n
currentParent.element.allProviders[tokenKey(node.provider.token)] = node;\n            }\n            if (isComponent)
{\n                currentParent.element.componentProvider = node;\n            }\n        }\n        if (currentParent) {\n
currentParent.childFlags |= node.flags;\n            currentParent.directChildFlags |= node.flags;\n
currentParent.childMatchedQueries |= node.matchedQueryIds;\n            if (node.element &&
node.element.template) {\n                currentParent.childMatchedQueries |=
node.element.template.nodeMatchedQueries;\n            }\n        }\n        else {\n            viewRootNodeFlags |=
node.flags;\n        }\n        if (node.childCount > 0) {\n            currentParent = node;\n            if
(!isNgContainer(node)) {\n                currentRenderParent = node;\n            }\n        }\n        else {\n            // When
the current node has no children, check if it is the last children of its parent.\n            // When it is, propagate the
flags up.\n            // The loop is required because an element could be the last transitive children of several\n
// elements. We loop to either the root or the highest opened element (= with remaining\n            // children)\n
while (currentParent && i === currentParent.nodeIndex + currentParent.childCount) {\n                var newParent =
currentParent.parent;\n                if (newParent) {\n                    newParent.childFlags |= currentParent.childFlags;\n
                newParent.childMatchedQueries |= currentParent.childMatchedQueries;\n                }\n
currentParent = newParent;\n                // We also need to update the render parent & account for ng-container\n
    if (currentParent && isNgContainer(currentParent)) {\n                    currentRenderParent =
currentParent.renderParent;\n                }\n                else {\n                    currentRenderParent = currentParent;\n
        }\n            }\n        }\n    }\n    var handleEvent = function (view, nodeIndex, eventName, event) {\n        return
nodes[nodeIndex].element.handleEvent(view, eventName, event);\n    };\n    return {\n        // Will be filled later...\n
    factory: null,\n        nodeFlags: viewNodeFlags,\n        rootNodeFlags: viewRootNodeFlags,\n
nodeMatchedQueries: viewMatchedQueries, flags: flags,\n        nodes: nodes,\n        updateDirectives:
updateDirectives || NOOP,\n        updateRenderer: updateRenderer || NOOP, handleEvent: handleEvent,\n
bindingCount: viewBindingCount,\n        outputCount: viewDisposableCount, lastRenderRootNode:
lastRenderRootNode\n    };\n}\nfunction isNgContainer(node) {\n    return (node.flags & 1 /* TypeElement */) !==
0 && node.element.name === null;\n}\nfunction validateNode(parent, node, nodeCount) {\n    var template =
node.element && node.element.template;\n    if (template) {\n        if (!template.lastRenderRootNode) {\n
throw new Error(\"Illegal State: Embedded templates without nodes are not allowed!\");\n        }\n        if
(template.lastRenderRootNode &&\n            template.lastRenderRootNode.flags & 16777216 /* EmbeddedViews
*/) {\n            throw new Error(\"Illegal State: Last root node of a template can't have embedded views, at index \" +
node.nodeIndex + \"!\");\n        }\n    }\n    if (node.flags & 20224 /* CatProvider */) {\n        var parentFlags =
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parent ? parent.flags : 0;\n        if ((parentFlags & 1 /* TypeElement */) === 0) {\n            throw new Error(\"Illegal
State: StaticProvider/Directive nodes need to be children of elements or anchors, at index \" + node.nodeIndex +
\"!\");\n        }\n    }\n    if (node.query) {\n        if (node.flags & 67108864 /* TypeContentQuery */ &&\n
(!parent || (parent.flags & 16384 /* TypeDirective */) === 0)) {\n            throw new Error(\"Illegal State: Content
Query nodes need to be children of directives, at index \" + node.nodeIndex + \"!\");\n        }\n        if (node.flags &
134217728 /* TypeViewQuery */ && parent) {\n            throw new Error(\"Illegal State: View Query nodes have to
be top level nodes, at index \" + node.nodeIndex + \"!\");\n        }\n    }\n    if (node.childCount) {\n        var
parentEnd = parent ? parent.nodeIndex + parent.childCount : nodeCount - 1;\n        if (node.nodeIndex <= parentEnd
&& node.nodeIndex + node.childCount > parentEnd) {\n            throw new Error(\"Illegal State: childCount of node
leads outside of parent, at index \" + node.nodeIndex + \"!\");\n        }\n    }\n}\nfunction
createEmbeddedView(parent, anchorDef$$1, viewDef, context) {\n    // embedded views are seen as siblings to the
anchor, so we need\n    // to get the parent of the anchor and use it as parentIndex.\n    var view =
createView(parent.root, parent.renderer, parent, anchorDef$$1, viewDef);\n    initView(view, parent.component,
context);\n    createViewNodes(view);\n    return view;\n}\nfunction createRootView(root, def, context) {\n    var
view = createView(root, root.renderer, null, null, def);\n    initView(view, context, context);\n
createViewNodes(view);\n    return view;\n}\nfunction createComponentView(parentView, nodeDef, viewDef,
hostElement) {\n    var rendererType = nodeDef.element.componentRendererType;\n    var compRenderer;\n    if
(!rendererType) {\n        compRenderer = parentView.root.renderer;\n    }\n    else {\n        compRenderer =
parentView.root.rendererFactory.createRenderer(hostElement, rendererType);\n    }\n    return
createView(parentView.root, compRenderer, parentView, nodeDef.element.componentProvider,
viewDef);\n}\nfunction createView(root, renderer, parent, parentNodeDef, def) {\n    var nodes = new
Array(def.nodes.length);\n    var disposables = def.outputCount ? new Array(def.outputCount) : null;\n    var view =
{\n        def: def,\n        parent: parent,\n        viewContainerParent: null, parentNodeDef: parentNodeDef,\n
context: null,\n        component: null, nodes: nodes,\n        state: 13 /* CatInit */, root: root, renderer: renderer,\n
oldValues: new Array(def.bindingCount), disposables: disposables,\n        initIndex: -1\n    };\n    return
view;\n}\nfunction initView(view, component, context) {\n    view.component = component;\n    view.context =
context;\n}\nfunction createViewNodes(view) {\n    var renderHost;\n    if (isComponentView(view)) {\n        var
hostDef = view.parentNodeDef;\n        renderHost = asElementData(view.parent,
hostDef.parent.nodeIndex).renderElement;\n    }\n    var def = view.def;\n    var nodes = view.nodes;\n    for (var i =
0; i < def.nodes.length; i++) {\n        var nodeDef = def.nodes[i];\n        Services.setCurrentNode(view, i);\n        var
nodeData = void 0;\n        switch (nodeDef.flags & 201347067 /* Types */) {\n            case 1 /* TypeElement */:\n
            var el = createElement(view, renderHost, nodeDef);\n                var componentView = undefined;\n
if (nodeDef.flags & 33554432 /* ComponentView */) {\n                    var compViewDef =
resolveDefinition(nodeDef.element.componentView);\n                    componentView =
Services.createComponentView(view, nodeDef, compViewDef, el);\n                }\n
listenToElementOutputs(view, componentView, nodeDef, el);\n                nodeData = {\n
renderElement: el,\n                    componentView: componentView,\n                    viewContainer: null,\n
template: nodeDef.element.template ? createTemplateData(view, nodeDef) : undefined\n                };\n                if
(nodeDef.flags & 16777216 /* EmbeddedViews */) {\n                    nodeData.viewContainer =
createViewContainerData(view, nodeDef, nodeData);\n                }\n                break;\n            case 2 /* TypeText
*/:\n                nodeData = createText(view, renderHost, nodeDef);\n                break;\n            case 512 /*
TypeClassProvider */:\n            case 1024 /* TypeFactoryProvider */:\n            case 2048 /*
TypeUseExistingProvider */:\n            case 256 /* TypeValueProvider */: {\n                nodeData = nodes[i];\n
    if (!nodeData && !(nodeDef.flags & 4096 /* LazyProvider */)) {\n                    var instance =
createProviderInstance(view, nodeDef);\n                    nodeData = { instance: instance };\n                }\n
break;\n            }\n            case 16 /* TypePipe */: {\n                var instance = createPipeInstance(view, nodeDef);\n
            nodeData = { instance: instance };\n                break;\n            }\n            case 16384 /* TypeDirective */: {\n
             nodeData = nodes[i];\n                if (!nodeData) {\n                    var instance = createDirectiveInstance(view,
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nodeDef);\n                nodeData = { instance: instance };\n            }\n            if (nodeDef.flags & 32768 /*
Component */) {\n                var compView = asElementData(view,
nodeDef.parent.nodeIndex).componentView;\n                initView(compView, nodeData.instance,
nodeData.instance);\n            }\n            break;\n        }\n        case 32 /* TypePureArray */:\n        case
64 /* TypePureObject */:\n        case 128 /* TypePurePipe */:\n            nodeData = createPureExpression(view,
nodeDef);\n            break;\n        case 67108864 /* TypeContentQuery */:\n        case 134217728 /*
TypeViewQuery */:\n            nodeData = createQuery$1();\n            break;\n        case 8 /* TypeNgContent
*/:\n            appendNgContent(view, renderHost, nodeDef);\n            // no runtime data needed for
NgContent...\n            nodeData = undefined;\n            break;\n        }\n        nodes[i] = nodeData;\n    }\n    //
Create the ViewData.nodes of component views after we created everything else,\n    // so that e.g. ng-content
works\n    execComponentViewsAction(view, ViewAction.CreateViewNodes);\n    // fill static content and view
queries\n    execQueriesAction(view, 67108864 /* TypeContentQuery */ | 134217728 /* TypeViewQuery */,
268435456 /* StaticQuery */, 0 /* CheckAndUpdate */);\n}\nfunction checkNoChangesView(view) {\n
markProjectedViewsForCheck(view);\n    Services.updateDirectives(view, 1 /* CheckNoChanges */);\n
execEmbeddedViewsAction(view, ViewAction.CheckNoChanges);\n    Services.updateRenderer(view, 1 /*
CheckNoChanges */);\n    execComponentViewsAction(view, ViewAction.CheckNoChanges);\n    // Note: We
don't check queries for changes as we didn't do this in v2.x.\n    // TODO(tbosch): investigate if we can enable the
check again in v5.x with a nicer error message.\n    view.state &= ~(64 /* CheckProjectedViews */ | 32 /*
CheckProjectedView */);\n}\nfunction checkAndUpdateView(view) {\n    if (view.state & 1 /* BeforeFirstCheck */)
{\n        view.state &= ~1 /* BeforeFirstCheck */;\n        view.state |= 2 /* FirstCheck */;\n    }\n    else {\n
view.state &= ~2 /* FirstCheck */;\n    }\n    shiftInitState(view, 0 /* InitState_BeforeInit */, 256 /*
InitState_CallingOnInit */);\n    markProjectedViewsForCheck(view);\n    Services.updateDirectives(view, 0 /*
CheckAndUpdate */);\n    execEmbeddedViewsAction(view, ViewAction.CheckAndUpdate);\n
execQueriesAction(view, 67108864 /* TypeContentQuery */, 536870912 /* DynamicQuery */, 0 /*
CheckAndUpdate */);\n    var callInit = shiftInitState(view, 256 /* InitState_CallingOnInit */, 512 /*
InitState_CallingAfterContentInit */);\n    callLifecycleHooksChildrenFirst(view, 2097152 /* AfterContentChecked
*/ | (callInit ? 1048576 /* AfterContentInit */ : 0));\n    Services.updateRenderer(view, 0 /* CheckAndUpdate */);\n
execComponentViewsAction(view, ViewAction.CheckAndUpdate);\n    execQueriesAction(view, 134217728 /*
TypeViewQuery */, 536870912 /* DynamicQuery */, 0 /* CheckAndUpdate */);\n    callInit = shiftInitState(view,
512 /* InitState_CallingAfterContentInit */, 768 /* InitState_CallingAfterViewInit */);\n
callLifecycleHooksChildrenFirst(view, 8388608 /* AfterViewChecked */ | (callInit ? 4194304 /* AfterViewInit */ :
0));\n    if (view.def.flags & 2 /* OnPush */) {\n        view.state &= ~8 /* ChecksEnabled */;\n    }\n    view.state &=
~(64 /* CheckProjectedViews */ | 32 /* CheckProjectedView */);\n    shiftInitState(view, 768 /*
InitState_CallingAfterViewInit */, 1024 /* InitState_AfterInit */);\n}\nfunction checkAndUpdateNode(view,
nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {\n    if (argStyle === 0 /* Inline */) {\n        return
checkAndUpdateNodeInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);\n    }\n    else {\n        return
checkAndUpdateNodeDynamic(view, nodeDef, v0);\n    }\n}\nfunction markProjectedViewsForCheck(view) {\n
var def = view.def;\n    if (!(def.nodeFlags & 4 /* ProjectedTemplate */)) {\n        return;\n    }\n    for (var i = 0; i <
def.nodes.length; i++) {\n        var nodeDef = def.nodes[i];\n        if (nodeDef.flags & 4 /* ProjectedTemplate */) {\n
            var projectedViews = asElementData(view, i).template._projectedViews;\n            if (projectedViews) {\n
        for (var i_1 = 0; i_1 < projectedViews.length; i_1++) {\n                var projectedView =
projectedViews[i_1];\n                projectedView.state |= 32 /* CheckProjectedView */;\n
markParentViewsForCheckProjectedViews(projectedView, view);\n            }\n        }\n    }\n    else if
((nodeDef.childFlags & 4 /* ProjectedTemplate */) === 0) {\n        // a parent with leafs\n        // no child is a
component,\n        // then skip the children\n        i += nodeDef.childCount;\n    }\n    }\n}\nfunction
checkAndUpdateNodeInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {\n    switch (nodeDef.flags &
201347067 /* Types */) {\n        case 1 /* TypeElement */:\n            return checkAndUpdateElementInline(view,
nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);\n        case 2 /* TypeText */:\n            return
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checkAndUpdateTextInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);\n case 16384 /* TypeDirective */:\n return checkAndUpdateDirectiveInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);\n case 32 /* TypePureArray */:\n case 64 /* TypePureObject */:\n case 128 /* TypePurePipe */:\n return checkAndUpdatePureExpressionInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);\n default:\n throw 'unreachable';\n }\n}\nfunction checkAndUpdateNodeDynamic(view, nodeDef, values) {\n switch (nodeDef.flags & 201347067 /* Types */) {\n case 1 /* TypeElement */:\n return checkAndUpdateElementDynamic(view, nodeDef, values);\n case 2 /* TypeText */:\n return checkAndUpdateTextDynamic(view, nodeDef, values);\n case 16384 /* TypeDirective */:\n return checkAndUpdateDirectiveDynamic(view, nodeDef, values);\n case 32 /* TypePureArray */:\n case 64 /* TypePureObject */:\n case 128 /* TypePurePipe */:\n return checkAndUpdatePureExpressionDynamic(view, nodeDef, values);\n default:\n throw 'unreachable';\n }\n}\nfunction checkNoChangesNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {\n if (argStyle === 0 /* Inline */) {\n checkNoChangesNodeInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);\n }\n else {\n checkNoChangesNodeDynamic(view, nodeDef, v0);\n }\n // Returning false is ok here as we would have thrown in case of a change.\n return false;\n}\nfunction checkNoChangesNodeInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {\n var bindLen = nodeDef.bindings.length;\n if (bindLen > 0)\n checkBindingNoChanges(view, nodeDef, 0, v0);\n if (bindLen > 1)\n checkBindingNoChanges(view, nodeDef, 1, v1);\n if (bindLen > 2)\n checkBindingNoChanges(view, nodeDef, 2, v2);\n if (bindLen > 3)\n checkBindingNoChanges(view, nodeDef, 3, v3);\n if (bindLen > 4)\n checkBindingNoChanges(view, nodeDef, 4, v4);\n if (bindLen > 5)\n checkBindingNoChanges(view, nodeDef, 5, v5);\n if (bindLen > 6)\n checkBindingNoChanges(view, nodeDef, 6, v6);\n if (bindLen > 7)\n checkBindingNoChanges(view, nodeDef, 7, v7);\n if (bindLen > 8)\n checkBindingNoChanges(view, nodeDef, 8, v8);\n if (bindLen > 9)\n checkBindingNoChanges(view, nodeDef, 9, v9);\n}\nfunction checkNoChangesNodeDynamic(view, nodeDef, values) {\n for (var i = 0; i < values.length; i++) {\n checkBindingNoChanges(view, nodeDef, i, values[i]);\n }\n}\n/**\n * Workaround https://github.com/angular/tsickle/issues/497\n * @suppress {misplacedTypeAnnotation}\n */\nfunction checkNoChangesQuery(view, nodeDef) {\n var queryList = asQueryList(view, nodeDef.nodeIndex);\n if (queryList.dirty) {\n throw expressionChangedAfterItHasBeenCheckedError(Services.createDebugContext(view, nodeDef.nodeIndex), \"Query \" + nodeDef.query.id + \" not dirty\", \"Query \" + nodeDef.query.id + \" dirty\", (view.state & 1 /* BeforeFirstCheck */) !== 0);\n }\n}\nfunction destroyView(view) {\n if (view.state & 128 /* Destroyed */) {\n return;\n }\n execEmbeddedViewsAction(view, ViewAction.Destroy);\n execComponentViewsAction(view, ViewAction.Destroy);\n callLifecycleHooksChildrenFirst(view, 131072 /* OnDestroy */);\n if (view.disposables) {\n for (var i = 0; i < view.disposables.length; i++) {\n view.disposables[i]();\n }\n }\n detachProjectedView(view);\n if (view.renderer.destroyNode) {\n destroyViewNodes(view);\n }\n if (isComponentView(view)) {\n view.renderer.destroy();\n }\n view.state |= 128 /* Destroyed */;\n}\nfunction destroyViewNodes(view) {\n var len = view.def.nodes.length;\n for (var i = 0; i < len; i++) {\n var def = view.def.nodes[i];\n if (def.flags & 1 /* TypeElement */) {\n view.renderer.destroyNode(asElementData(view, i).renderElement);\n }\n else if (def.flags & 2 /* TypeText */) {\n view.renderer.destroyNode(asTextData(view, i).renderText);\n }\n else if (def.flags & 67108864 /* TypeContentQuery */ || def.flags & 134217728 /* TypeViewQuery */) {\n asQueryList(view, i).destroy();\n }\n }\n}\nvar ViewAction;\n(function (ViewAction) {\n ViewAction[ViewAction[\"CreateViewNodes\"] = 0] = \"CreateViewNodes\";\n ViewAction[ViewAction[\"CheckNoChanges\"] = 1] = \"CheckNoChanges\";\n ViewAction[ViewAction[\"CheckNoChangesProjectedViews\"] = 2] = \"CheckNoChangesProjectedViews\";\n ViewAction[ViewAction[\"CheckAndUpdate\"] = 3] = \"CheckAndUpdate\";\n ViewAction[ViewAction[\"CheckAndUpdateProjectedViews\"] = 4] = \"CheckAndUpdateProjectedViews\";\n ViewAction[ViewAction[\"Destroy\"] = 5] = \"Destroy\";\n})(ViewAction || (ViewAction = {}));\nfunction execComponentViewsAction(view, action) {\n var def = view.def;\n if (!(def.nodeFlags & 33554432 /*

ComponentView */)) {\n return;\n }\n for (var i = 0; i < def.nodes.length; i++) {\n var nodeDef = def.nodes[i];\n if (nodeDef.flags & 33554432 /* ComponentView */) {\n // a leaf\n callViewAction(asElementData(view, i).componentView, action);\n }\n else if ((nodeDef.childFlags & 33554432 /* ComponentView */) === 0) {\n // a parent with leafs\n // no child is a component,\n // then skip the children\n i += nodeDef.childCount;\n }\n }\n}\nfunction execEmbeddedViewsAction(view, action) {\n var def = view.def;\n if (!(def.nodeFlags & 16777216 /* EmbeddedViews */)) {\n return;\n }\n for (var i = 0; i < def.nodes.length; i++) {\n var nodeDef = def.nodes[i];\n if (nodeDef.flags & 16777216 /* EmbeddedViews */) {\n // a leaf\n var embeddedViews = asElementData(view, i).viewContainer._embeddedViews;\n for (var k = 0; k < embeddedViews.length; k++) {\n callViewAction(embeddedViews[k], action);\n }\n }\n else if ((nodeDef.childFlags & 16777216 /* EmbeddedViews */) === 0) {\n // a parent with leafs\n // no child is a component,\n // then skip the children\n i += nodeDef.childCount;\n }\n }\n}\nfunction callViewAction(view, action) {\n var viewState = view.state;\n switch (action) {\n case ViewAction.CheckNoChanges:\n if ((viewState & 128 /* Destroyed */) === 0) {\n if ((viewState & 12 /* CatDetectChanges */) === 12 /* CatDetectChanges */) {\n checkNoChangesView(view);\n }\n else if (viewState & 64 /* CheckProjectedViews */) {\n execProjectedViewsAction(view, ViewAction.CheckNoChangesProjectedViews);\n }\n }\n }\n break;\n case ViewAction.CheckNoChangesProjectedViews:\n if ((viewState & 128 /* Destroyed */) === 0) {\n if (viewState & 32 /* CheckProjectedView */) {\n checkNoChangesView(view);\n }\n else if (viewState & 64 /* CheckProjectedViews */) {\n execProjectedViewsAction(view, action);\n }\n }\n }\n break;\n case ViewAction.CheckAndUpdate:\n if ((viewState & 128 /* Destroyed */) === 0) {\n if ((viewState & 12 /* CatDetectChanges */) === 12 /* CatDetectChanges */) {\n checkAndUpdateView(view);\n }\n else if (viewState & 64 /* CheckProjectedViews */) {\n execProjectedViewsAction(view, ViewAction.CheckAndUpdateProjectedViews);\n }\n }\n }\n break;\n case ViewAction.CheckAndUpdateProjectedViews:\n if ((viewState & 128 /* Destroyed */) === 0) {\n if (viewState & 32 /* CheckProjectedView */) {\n checkAndUpdateView(view);\n }\n else if (viewState & 64 /* CheckProjectedViews */) {\n execProjectedViewsAction(view, action);\n }\n }\n }\n break;\n case ViewAction.Destroy:\n // Note: destroyView recurses over all views,\n // so we don't need to special case projected views here.\n destroyView(view);\n break;\n case ViewAction.CreateViewNodes:\n createViewNodes(view);\n break;\n }\n}\nfunction execProjectedViewsAction(view, action) {\n execEmbeddedViewsAction(view, action);\n execComponentViewsAction(view, action);\n}\nfunction execQueriesAction(view, queryFlags, staticDynamicQueryFlag, checkType) {\n if (!(view.def.nodeFlags & queryFlags) || !(view.def.nodeFlags & staticDynamicQueryFlag)) {\n return;\n }\n var nodeCount = view.def.nodes.length;\n for (var i = 0; i < nodeCount; i++) {\n var nodeDef = view.def.nodes[i];\n if ((nodeDef.flags & queryFlags) && (nodeDef.flags & staticDynamicQueryFlag)) {\n Services.setCurrentNode(view, nodeDef.nodeIndex);\n switch (checkType) {\n case 0 /* CheckAndUpdate */:\n checkAndUpdateQuery(view, nodeDef);\n break;\n case 1 /* CheckNoChanges */:\n checkNoChangesQuery(view, nodeDef);\n break;\n }\n }\n if (!(nodeDef.childFlags & queryFlags) || !(nodeDef.childFlags & staticDynamicQueryFlag)) {\n // no child has a matching query\n // then skip the children\n i += nodeDef.childCount;\n }\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar initialized = false;\nfunction initServicesIfNeeded() {\n if (initialized) {\n return;\n }\n initialized = true;\n var services = isDevMode() ? createDebugServices() : createProdServices();\n Services.setCurrentNode = services.setCurrentNode;\n Services.createRootView = services.createRootView;\n Services.createEmbeddedView = services.createEmbeddedView;\n Services.createComponentView = services.createComponentView;\n

Services.createNgModuleRef = services.createNgModuleRef;\n Services.overrideProvider = services.overrideProvider;\n Services.overrideComponentView = services.overrideComponentView;\n Services.clearOverrides = services.clearOverrides;\n Services.checkAndUpdateView = services.checkAndUpdateView;\n Services.checkNoChangesView = services.checkNoChangesView;\n Services.destroyView = services.destroyView;\n Services.resolveDep = resolveDep;\n Services.createDebugContext = services.createDebugContext;\n Services.handleEvent = services.handleEvent;\n Services.updateDirectives = services.updateDirectives;\n Services.updateRenderer = services.updateRenderer;\n Services.dirtyParentQueries = dirtyParentQueries;\n}\nfunction createProdServices() {\n return {\n setCurrentNode: function () { },\n createRootView: createProdRootView,\n createEmbeddedView: createEmbeddedView,\n createComponentView: createComponentView,\n createNgModuleRef: createNgModuleRef,\n overrideProvider: NOOP,\n overrideComponentView: NOOP,\n clearOverrides: NOOP,\n checkAndUpdateView: checkAndUpdateView,\n checkNoChangesView: checkNoChangesView,\n destroyView: destroyView,\n createDebugContext: function (view, nodeIndex) { return new DebugContext_(view, nodeIndex); },\n handleEvent: function (view, nodeIndex, eventName, event) {\n return view.def.handleEvent(view, nodeIndex, eventName, event);\n },\n updateDirectives: function (view, checkType) { return view.def.updateDirectives(checkType === 0 /* CheckAndUpdate */ ? prodCheckAndUpdateNode :\n prodCheckNoChangesNode, view); },\n updateRenderer: function (view, checkType) { return view.def.updateRenderer(checkType === 0 /* CheckAndUpdate */ ? prodCheckAndUpdateNode :\n prodCheckNoChangesNode, view); },\n };\n}\nfunction createDebugServices() {\n return {\n setCurrentNode: debugSetCurrentNode,\n createRootView: debugCreateRootView,\n createEmbeddedView: debugCreateEmbeddedView,\n createComponentView: debugCreateComponentView,\n createNgModuleRef: debugCreateNgModuleRef,\n overrideProvider: debugOverrideProvider,\n overrideComponentView: debugOverrideComponentView,\n clearOverrides: debugClearOverrides,\n checkAndUpdateView: debugCheckAndUpdateView,\n checkNoChangesView: debugCheckNoChangesView,\n destroyView: debugDestroyView,\n createDebugContext: function (view, nodeIndex) { return new DebugContext_(view, nodeIndex); },\n handleEvent: debugHandleEvent,\n updateDirectives: debugUpdateDirectives,\n updateRenderer: debugUpdateRenderer,\n };\n}\nfunction createProdRootView(elInjector, projectableNodes, rootSelectorOrNode, def, ngModule, context) {\n var rendererFactory = ngModule.injector.get(RendererFactory2);\n return createRootView(createRootData(elInjector, ngModule, rendererFactory, projectableNodes, rootSelectorOrNode), def, context);\n}\nfunction debugCreateRootView(elInjector, projectableNodes, rootSelectorOrNode, def, ngModule, context) {\n var rendererFactory = ngModule.injector.get(RendererFactory2);\n var root = createRootData(elInjector, ngModule, new DebugRendererFactory2(rendererFactory), projectableNodes, rootSelectorOrNode);\n var defWithOverride = applyProviderOverridesToView(def);\n return callWithDebugContext(DebugAction.create, createRootView, null, [root, defWithOverride, context]);\n}\nfunction createRootData(elInjector, ngModule, rendererFactory, projectableNodes, rootSelectorOrNode) {\n var sanitizer = ngModule.injector.get(Sanitizer);\n var errorHandler = ngModule.injector.get(ErrorHandler);\n var renderer = rendererFactory.createRenderer(null, null);\n return {\n ngModule: ngModule,\n injector: elInjector, projectableNodes: projectableNodes,\n selectorOrNode: rootSelectorOrNode, sanitizer: sanitizer, rendererFactory: rendererFactory, renderer: renderer, errorHandler: errorHandler\n };\n}\nfunction debugCreateEmbeddedView(parentView, anchorDef, viewDef$$1, context) {\n var defWithOverride = applyProviderOverridesToView(viewDef$$1);\n return callWithDebugContext(DebugAction.create, createEmbeddedView, null, [parentView, anchorDef, defWithOverride, context]);\n}\nfunction debugCreateComponentView(parentView, nodeDef, viewDef$$1, hostElement) {\n var overrideComponentView = viewDefOverrides.get(nodeDef.element.componentProvider.provider.token);\n if (overrideComponentView) {\n viewDef$$1 = overrideComponentView;\n }\n else {\n viewDef$$1 = applyProviderOverridesToView(viewDef$$1);\n }\n return callWithDebugContext(DebugAction.create, createComponentView, null, [parentView, nodeDef, viewDef$$1, hostElement]);\n}\nfunction

debugCreateNgModuleRef(moduleType, parentInjector, bootstrapComponents, def) {\n var defWithOverride = applyProviderOverridesToNgModule(def);\n return createNgModuleRef(moduleType, parentInjector, bootstrapComponents, defWithOverride);\n}\nvar providerOverrides = new Map();\nvar providerOverridesWithScope = new Map();\nvar viewDefOverrides = new Map();\nfunction debugOverrideProvider(override) {\n providerOverrides.set(override.token, override);\n var injectableDef;\n if (typeof override.token === 'function' && (injectableDef = getInjectableDef(override.token)) &&\n typeof injectableDef.providedIn === 'function') {\n providerOverridesWithScope.set(override.token, override);\n }\n}\nfunction debugOverrideComponentView(comp, compFactory) {\n var hostViewDef = resolveDefinition(getComponentViewDefinitionFactory(compFactory));\n var compViewDef = resolveDefinition(hostViewDef.nodes[0].element.componentView);\n viewDefOverrides.set(comp, compViewDef);\n}\nfunction debugClearOverrides() {\n providerOverrides.clear();\n providerOverridesWithScope.clear();\n viewDefOverrides.clear();\n}\n// Notes about the algorithm:\n// 1) Locate the providers of an element and check if one of them was overwritten\n// 2) Change the providers of that element\n//\n// We only create new datastructures if we need to, to keep perf impact\n// reasonable.\nfunction applyProviderOverridesToView(def) {\n if (providerOverrides.size === 0) {\n return def;\n }\n var elementIndicesWithOverwrittenProviders = findElementIndicesWithOverwrittenProviders(def);\n if (elementIndicesWithOverwrittenProviders.length === 0) {\n return def;\n }\n // clone the whole view definition,\n // as it maintains references between the nodes that are hard to update.\n def = def.factory(function () { return NOOP; });\n for (var i = 0; i < elementIndicesWithOverwrittenProviders.length; i++) {\n applyProviderOverridesToElement(def, elementIndicesWithOverwrittenProviders[i]);\n }\n return def;\n function findElementIndicesWithOverwrittenProviders(def) {\n var elIndicesWithOverwrittenProviders = [];\n var lastElementDef = null;\n for (var i = 0; i < def.nodes.length; i++) {\n var nodeDef = def.nodes[i];\n if (nodeDef.flags & 1 /* TypeElement */) {\n lastElementDef = nodeDef;\n }\n if (lastElementDef && nodeDef.flags & 3840 /* CatProviderNoDirective */ &&\n providerOverrides.has(nodeDef.provider.token)) {\n elIndicesWithOverwrittenProviders.push(lastElementDef.nodeIndex);\n lastElementDef = null;\n }\n }\n return elIndicesWithOverwrittenProviders;\n }\n function applyProviderOverridesToElement(viewDef$$1, elIndex) {\n for (var i = elIndex + 1; i < viewDef$$1.nodes.length; i++) {\n var nodeDef = viewDef$$1.nodes[i];\n if (nodeDef.flags & 1 /* TypeElement */) {\n // stop at the next element\n return;\n }\n if (nodeDef.flags & 3840 /* CatProviderNoDirective */) {\n var provider = nodeDef.provider;\n var override = providerOverrides.get(provider.token);\n if (override) {\n nodeDef.flags = (nodeDef.flags & ~3840 /* CatProviderNoDirective */) | override.flags;\n provider.deps = splitDepsDsl(override.deps);\n provider.value = override.value;\n }\n }\n }\n }\n}\n// Notes about the algorithm:\n// We only create new datastructures if we need to, to keep perf impact\n// reasonable.\nfunction applyProviderOverridesToNgModule(def) {\n var _a = calcHasOverrides(def), hasOverrides = _a.hasOverrides, hasDeprecatedOverrides = _a.hasDeprecatedOverrides;\n if (!hasOverrides) {\n return def;\n }\n // clone the whole view definition,\n // as it maintains references between the nodes that are hard to update.\n def = def.factory(function () { return NOOP; });\n applyProviderOverrides(def);\n return def;\n function calcHasOverrides(def) {\n var hasOverrides = false;\n var hasDeprecatedOverrides = false;\n if (providerOverrides.size === 0) {\n return { hasOverrides: hasOverrides, hasDeprecatedOverrides: hasDeprecatedOverrides };\n }\n def.providers.forEach(function (node) {\n var override = providerOverrides.get(node.token);\n if ((node.flags & 3840 /* CatProviderNoDirective */) && override) {\n hasOverrides = true;\n hasDeprecatedOverrides = hasDeprecatedOverrides || override.deprecatedBehavior;\n }\n });\n def.modules.forEach(function (module) {\n providerOverridesWithScope.forEach(function (override, token) {\n if (getInjectableDef(token).providedIn === module) {\n hasOverrides = true;\n hasDeprecatedOverrides = hasDeprecatedOverrides || override.deprecatedBehavior;\n }\n });\n });\n return { hasOverrides: hasOverrides,

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hasDeprecatedOverrides: hasDeprecatedOverrides };\n    }\n    function applyProviderOverrides(def) {\n        for
(var i = 0; i < def.providers.length; i++) {\n            var provider = def.providers[i];\n            if
(hasDeprecatedOverrides) {\n                // We had a bug where me made\n                // all providers lazy. Keep this
logic behind a flag\n                // for migrating existing users.\n                provider.flags |= 4096 /* LazyProvider */;\n
            }\n            var override = providerOverrides.get(provider.token);\n            if (override) {\n
provider.flags = (provider.flags & ~3840 /* CatProviderNoDirective */) | override.flags;\n                provider.deps =
splitDepsDsl(override.deps);\n                provider.value = override.value;\n            }\n        }\n        if
(providerOverridesWithScope.size > 0) {\n            var moduleSet_1 = new Set(def.modules);\n
providerOverridesWithScope.forEach(function (override, token) {\n                if
(moduleSet_1.has(getInjectableDef(token).providedIn)) {\n                    var provider = {\n                        token:
token,\n                        flags: override.flags | (hasDeprecatedOverrides ? 4096 /* LazyProvider */ : 0 /* None */),\n
                deps: splitDepsDsl(override.deps),\n                        value: override.value,\n                        index:
def.providers.length,\n                    };\n                    def.providers.push(provider);\n
def.providersByKey[tokenKey(token)] = provider;\n                }\n            });\n        }\n    }\n}\nfunction
prodCheckAndUpdateNode(view, checkIndex, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {\n    var nodeDef =
view.def.nodes[checkIndex];\n    checkAndUpdateNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8,
v9);\n    return (nodeDef.flags & 224 /* CatPureExpression */) ?\n        asPureExpressionData(view,
checkIndex).value :\n        undefined;\n}\nfunction prodCheckNoChangesNode(view, checkIndex, argStyle, v0, v1,
v2, v3, v4, v5, v6, v7, v8, v9) {\n    var nodeDef = view.def.nodes[checkIndex];\n    checkNoChangesNode(view,
nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);\n    return (nodeDef.flags & 224 /* CatPureExpression */)
?\n        asPureExpressionData(view, checkIndex).value :\n        undefined;\n}\nfunction
debugCheckAndUpdateView(view) {\n    return callWithDebugContext(DebugAction.detectChanges,
checkAndUpdateView, null, [view]);\n}\nfunction debugCheckNoChangesView(view) {\n    return
callWithDebugContext(DebugAction.checkNoChanges, checkNoChangesView, null, [view]);\n}\nfunction
debugDestroyView(view) {\n    return callWithDebugContext(DebugAction.destroy, destroyView, null,
[view]);\n}\nvar DebugAction;\n(function (DebugAction) {\n    DebugAction[DebugAction[\"create\"] = 0] =
\"create\";\n    DebugAction[DebugAction[\"detectChanges\"] = 1] = \"detectChanges\";\n
DebugAction[DebugAction[\"checkNoChanges\"] = 2] = \"checkNoChanges\";\n
DebugAction[DebugAction[\"destroy\"] = 3] = \"destroy\";\n    DebugAction[DebugAction[\"handleEvent\"] = 4] =
\"handleEvent\";\n})(DebugAction || (DebugAction = {}));\nvar _currentAction;\nvar _currentView;\nvar
_currentNodeIndex;\nfunction debugSetCurrentNode(view, nodeIndex) {\n    _currentView = view;\n
_currentNodeIndex = nodeIndex;\n}\nfunction debugHandleEvent(view, nodeIndex, eventName, event) {\n
debugSetCurrentNode(view, nodeIndex);\n    return callWithDebugContext(DebugAction.handleEvent,
view.def.handleEvent, null, [view, nodeIndex, eventName, event]);\n}\nfunction debugUpdateDirectives(view,
checkType) {\n    if (view.state & 128 /* Destroyed */) {\n        throw
viewDestroyedError(DebugAction[_currentAction]);\n    }\n    debugSetCurrentNode(view,
nextDirectiveWithBinding(view, 0));\n    return view.def.updateDirectives(debugCheckDirectivesFn, view);\n
function debugCheckDirectivesFn(view, nodeIndex, argStyle) {\n        var values = [];\n        for (var _i = 3; _i <
arguments.length; _i++) {\n            values[_i - 3] = arguments[_i];\n        }\n        var nodeDef =
view.def.nodes[nodeIndex];\n        if (checkType === 0 /* CheckAndUpdate */) {\n
debugCheckAndUpdateNode(view, nodeDef, argStyle, values);\n        }\n        else {\n
debugCheckNoChangesNode(view, nodeDef, argStyle, values);\n        }\n        if (nodeDef.flags & 16384 /*
TypeDirective */) {\n            debugSetCurrentNode(view, nextDirectiveWithBinding(view, nodeIndex));\n        }\n
    return (nodeDef.flags & 224 /* CatPureExpression */) ?\n            asPureExpressionData(view,
nodeDef.nodeIndex).value :\n            undefined;\n    }\n}\nfunction debugUpdateRenderer(view, checkType) {\n    if
(view.state & 128 /* Destroyed */) {\n        throw viewDestroyedError(DebugAction[_currentAction]);\n    }\n
debugSetCurrentNode(view, nextRenderNodeWithBinding(view, 0));\n    return
view.def.updateRenderer(debugCheckRenderNodeFn, view);\n    function debugCheckRenderNodeFn(view,
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nodeIndex, argStyle) {\n var values = [];\n for (var _i = 3; _i < arguments.length; _i++) {\n values[_i - 3] = arguments[_i];\n }\n var nodeDef = view.def.nodes[nodeIndex];\n if (checkType === 0 /* CheckAndUpdate */) {\n debugCheckAndUpdateNode(view, nodeDef, argStyle, values);\n }\n else {\n debugCheckNoChangesNode(view, nodeDef, argStyle, values);\n }\n if (nodeDef.flags & 3 /* CatRenderNode */) {\n debugSetCurrentNode(view, nextRenderNodeWithBinding(view, nodeIndex));\n }\n return (nodeDef.flags & 224 /* CatPureExpression */) ?\n asPureExpressionData(view, nodeDef.nodeIndex).value :\n undefined;\n }\n}\nfunction debugCheckAndUpdateNode(view, nodeDef, argStyle, givenValues) {\n var changed = checkAndUpdateNode.apply(void 0, __spread([view, nodeDef, argStyle], givenValues));\n if (changed) {\n var values = argStyle === 1 /* Dynamic */ ? givenValues[0] : givenValues;\n if (nodeDef.flags & 16384 /* TypeDirective */) {\n var bindingValues = {};\n for (var i = 0; i < nodeDef.bindings.length; i++) {\n var binding = nodeDef.bindings[i];\n var value = values[i];\n if (binding.flags & 8 /* TypeProperty */) {\n bindingValues[normalizeDebugBindingName(binding.nonMinifiedName)] =\n normalizeDebugBindingValue(value);\n }\n }\n var elDef = nodeDef.parent;\n var el = asElementData(view, elDef.nodeIndex).renderElement;\n if (!elDef.element.name) {\n // a comment.\n view.renderer.setValue(el, \"bindings=\" + JSON.stringify(bindingValues, null, 2));\n }\n else {\n // a regular element.\n for (var attr in bindingValues) {\n var value = bindingValues[attr];\n if (value != null) {\n view.renderer.setAttribute(el, attr, value);\n }\n else {\n view.renderer.removeAttribute(el, attr);\n }\n }\n }\n }\n }\n}\nfunction debugCheckNoChangesNode(view, nodeDef, argStyle, values) {\n checkNoChangesNode.apply(void 0, __spread([view, nodeDef, argStyle], values));\n}\nfunction normalizeDebugBindingName(name) {\n // Attribute names with `$` (eg `x-y$`) are valid per spec, but unsupported by some browsers\n name = camelCaseToDashCase(name.replace(/[$@]/g, '_'));\n return \"ng-reflect-\" + name;\n}\nvar CAMEL_CASE_REGEXP = /([A-Z])/g;\nfunction camelCaseToDashCase(input) {\n return input.replace(CAMEL_CASE_REGEXP, function () {\n var m = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n m[_i] = arguments[_i];\n }\n return '-' + m[1].toLowerCase();\n });\n}\nfunction normalizeDebugBindingValue(value) {\n try {\n // Limit the size of the value as otherwise the DOM just gets polluted.\n return value != null ? value.toString().slice(0, 30) : value;\n }\n catch (e) {\n return '[ERROR] Exception while trying to serialize the value';\n }\n}\nfunction nextDirectiveWithBinding(view, nodeIndex) {\n for (var i = nodeIndex; i < view.def.nodes.length; i++) {\n var nodeDef = view.def.nodes[i];\n if (nodeDef.flags & 16384 /* TypeDirective */ && nodeDef.bindings && nodeDef.bindings.length) {\n return i;\n }\n }\n return null;\n}\nfunction nextRenderNodeWithBinding(view, nodeIndex) {\n for (var i = nodeIndex; i < view.def.nodes.length; i++) {\n var nodeDef = view.def.nodes[i];\n if ((nodeDef.flags & 3 /* CatRenderNode */) && nodeDef.bindings && nodeDef.bindings.length) {\n return i;\n }\n }\n return null;\n}\nvar DebugContext_ = /** @class */ (function () {\n function DebugContext_(view, nodeIndex) {\n this.view = view;\n this.nodeIndex = nodeIndex;\n if (nodeIndex == null) {\n this.nodeIndex = nodeIndex = 0;\n }\n this.nodeDef = view.def.nodes[nodeIndex];\n var elDef = this.nodeDef;\n var elView = view;\n while (elDef && (elDef.flags & 1 /* TypeElement */) === 0) {\n elDef = elDef.parent;\n }\n if (!elDef) {\n while (!elDef && elView) {\n elDef = viewParentEl(elView);\n elView = elView.parent;\n }\n }\n this.elDef = elDef;\n this.elView = elView;\n }\n Object.defineProperty(DebugContext_.prototype, \"elOrCompView\", {\n get: function () {\n // Has to be done lazily as we use the DebugContext also during creation of elements...\n return asElementData(this.elView, this.elDef.nodeIndex).componentView || this.view;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(DebugContext_.prototype, \"injector\", {\n get: function () { return createInjector$1(this.elView, this.elDef); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(DebugContext_.prototype, \"component\", {\n get: function () { return this.elOrCompView.component; },\n enumerable: true,\n configurable: true\n });\n

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Object.defineProperty(DebugContext_.prototype, \"context\", {\n        get: function () { return
this.elOrCompView.context; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(DebugContext_.prototype, \"providerTokens\", {\n        get: function () {\n            var tokens
= [];\n            if (this.elDef) {\n                for (var i = this.elDef.nodeIndex + 1; i <= this.elDef.nodeIndex +
this.elDef.childCount; i++) {\n                    var childDef = this.elView.def.nodes[i];\n                    if (childDef.flags
& 20224 /* CatProvider */) {\n                        tokens.push(childDef.provider.token);\n                    }\n                    i
+= childDef.childCount;\n                }\n            }\n            return tokens;\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(DebugContext_.prototype, \"references\", {\n        get: function
() {\n            var references = {};\n            if (this.elDef) {\n                collectReferences(this.elView, this.elDef,
references);\n                for (var i = this.elDef.nodeIndex + 1; i <= this.elDef.nodeIndex + this.elDef.childCount;
i++) {\n                    var childDef = this.elView.def.nodes[i];\n                    if (childDef.flags & 20224 /*
CatProvider */) {\n                        collectReferences(this.elView, childDef, references);\n                    }\n
i += childDef.childCount;\n                }\n            }\n            return references;\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(DebugContext_.prototype, \"componentRenderElement\", {\n
  get: function () {\n            var elData = findHostElement(this.elOrCompView);\n            return elData ?
elData.renderElement : undefined;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(DebugContext_.prototype, \"renderNode\", {\n        get: function () {\n            return
this.nodeDef.flags & 2 /* TypeText */ ? renderNode(this.view, this.nodeDef) :\n                renderNode(this.elView,
this.elDef);\n        },\n        enumerable: true,\n        configurable: true\n    });\n    DebugContext_.prototype.logError
= function (console) {\n        var values = [];\n        for (var _i = 1; _i < arguments.length; _i++) {\n            values[_i
- 1] = arguments[_i];\n        }\n        var logViewDef;\n        var logNodeIndex;\n        if (this.nodeDef.flags & 2 /*
TypeText */) {\n            logViewDef = this.view.def;\n            logNodeIndex = this.nodeDef.nodeIndex;\n        }\n
  else {\n            logViewDef = this.elView.def;\n            logNodeIndex = this.elDef.nodeIndex;\n        }\n        //
Note: we only generate a log function for text and element nodes\n        // to make the generated code as small as
possible.\n        var renderNodeIndex = getRenderNodeIndex(logViewDef, logNodeIndex);\n        var
currRenderNodeIndex = -1;\n        var nodeLogger = function () {\n            var _a;\n
currRenderNodeIndex++;\n            if (currRenderNodeIndex === renderNodeIndex) {\n                return (_a =
console.error).bind.apply(_a, __spread([console], values));\n            }\n            else {\n                return NOOP;\n
   }\n        };\n        logViewDef.factory(nodeLogger);\n        if (currRenderNodeIndex < renderNodeIndex) {\n
console.error('Illegal state: the ViewDefinitionFactory did not call the logger!');\n
console.error.apply(console, __spread(values));\n        }\n    };\n    return DebugContext_;\n}());\nfunction
getRenderNodeIndex(viewDef$$1, nodeIndex) {\n    var renderNodeIndex = -1;\n    for (var i = 0; i <= nodeIndex;
i++) {\n        var nodeDef = viewDef$$1.nodes[i];\n        if (nodeDef.flags & 3 /* CatRenderNode */) {\n
renderNodeIndex++;\n        }\n    }\n    return renderNodeIndex;\n}\nfunction findHostElement(view) {\n    while
(view && !isComponentView(view)) {\n        view = view.parent;\n    }\n    if (view.parent) {\n        return
asElementData(view.parent, viewParentEl(view).nodeIndex);\n    }\n    return null;\n}\nfunction
collectReferences(view, nodeDef, references) {\n    for (var refName in nodeDef.references) {\n
references[refName] = getQueryValue(view, nodeDef, nodeDef.references[refName]);\n    }\n}\nfunction
callWithDebugContext(action, fn, self, args) {\n    var oldAction = _currentAction;\n    var oldView =
_currentView;\n    var oldNodeIndex = _currentNodeIndex;\n    try {\n        _currentAction = action;\n        var result
= fn.apply(self, args);\n        _currentView = oldView;\n        _currentNodeIndex = oldNodeIndex;\n
_currentAction = oldAction;\n        return result;\n    }\n    catch (e) {\n        if (isViewDebugError(e) ||
!_currentView) {\n            throw e;\n        }\n        throw viewWrappedDebugError(e, getCurrentDebugContext());\n
  }\n}\nfunction getCurrentDebugContext() {\n    return _currentView ? new DebugContext_(_currentView,
_currentNodeIndex) : null;\n}\nvar DebugRendererFactory2 = /** @class */ (function () {\n    function
DebugRendererFactory2(delegate) {\n        this.delegate = delegate;\n    }\n
DebugRendererFactory2.prototype.createRenderer = function (element, renderData) {\n        return new
DebugRenderer2(this.delegate.createRenderer(element, renderData));\n    };\n
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DebugRendererFactory2.prototype.begin = function () {\n        if (this.delegate.begin) {\n
this.delegate.begin();\n        }\n    };\n    DebugRendererFactory2.prototype.end = function () {\n        if
(this.delegate.end) {\n            this.delegate.end();\n        }\n    };\n
DebugRendererFactory2.prototype.whenRenderingDone = function () {\n        if
(this.delegate.whenRenderingDone) {\n            return this.delegate.whenRenderingDone();\n        }\n        return
Promise.resolve(null);\n    };\n    return DebugRendererFactory2;\n}());\nvar DebugRenderer2 = /** @class */
(function () {\n    function DebugRenderer2(delegate) {\n        this.delegate = delegate;\n        /**\n         * Factory
function used to create a `DebugContext` when a node is created.\n         *\n         * The `DebugContext` allows to
retrieve information about the nodes that are useful in tests.\n         *\n         * The factory is configurable so that the
`DebugRenderer2` could instantiate either a View Engine\n         * or a Render context.\n         */\n
this.debugContextFactory = getCurrentDebugContext;\n        this.data = this.delegate.data;\n    }\n
DebugRenderer2.prototype.createDebugContext = function (nativeElement) { return
this.debugContextFactory(nativeElement); };\n    DebugRenderer2.prototype.destroyNode = function (node) {\n
removeDebugNodeFromIndex(getDebugNode(node));\n        if (this.delegate.destroyNode) {\n
this.delegate.destroyNode(node);\n        }\n    };\n    DebugRenderer2.prototype.destroy = function () {
this.delegate.destroy(); };\n    DebugRenderer2.prototype.createElement = function (name, namespace) {\n        var
el = this.delegate.createElement(name, namespace);\n        var debugCtx = this.createDebugContext(el);\n        if
(debugCtx) {\n            var debugEl = new DebugElement(el, null, debugCtx);\n            debugEl.name = name;\n
   indexDebugNode(debugEl);\n        }\n        return el;\n    };\n    DebugRenderer2.prototype.createComment =
function (value) {\n        var comment = this.delegate.createComment(value);\n        var debugCtx =
this.createDebugContext(comment);\n        if (debugCtx) {\n            indexDebugNode(new DebugNode(comment,
null, debugCtx));\n        }\n        return comment;\n    };\n    DebugRenderer2.prototype.createText = function (value)
{\n        var text = this.delegate.createText(value);\n        var debugCtx = this.createDebugContext(text);\n        if
(debugCtx) {\n            indexDebugNode(new DebugNode(text, null, debugCtx));\n        }\n        return text;\n    };\n
DebugRenderer2.prototype.appendChild = function (parent, newChild) {\n        var debugEl =
getDebugNode(parent);\n        var debugChildEl = getDebugNode(newChild);\n        if (debugEl && debugChildEl
&& debugEl instanceof DebugElement) {\n            debugEl.addChild(debugChildEl);\n        }\n
this.delegate.appendChild(parent, newChild);\n    };\n    DebugRenderer2.prototype.insertBefore = function (parent,
newChild, refChild) {\n        var debugEl = getDebugNode(parent);\n        var debugChildEl =
getDebugNode(newChild);\n        var debugRefEl = getDebugNode(refChild);\n        if (debugEl && debugChildEl
&& debugEl instanceof DebugElement) {\n            debugEl.insertBefore(debugRefEl, debugChildEl);\n        }\n
this.delegate.insertBefore(parent, newChild, refChild);\n    };\n    DebugRenderer2.prototype.removeChild =
function (parent, oldChild) {\n        var debugEl = getDebugNode(parent);\n        var debugChildEl =
getDebugNode(oldChild);\n        if (debugEl && debugChildEl && debugEl instanceof DebugElement) {\n
debugEl.removeChild(debugChildEl);\n        }\n        this.delegate.removeChild(parent, oldChild);\n    };\n
DebugRenderer2.prototype.selectRootElement = function (selectorOrNode, preserveContent) {\n        var el =
this.delegate.selectRootElement(selectorOrNode, preserveContent);\n        var debugCtx =
getCurrentDebugContext() || (ivyEnabled$1 ? this.createDebugContext(el) : null);\n        if (debugCtx) {\n
indexDebugNode(new DebugElement(el, null, debugCtx));\n        }\n        return el;\n    };\n
DebugRenderer2.prototype.setAttribute = function (el, name, value, namespace) {\n        var debugEl =
getDebugNode(el);\n        if (debugEl && debugEl instanceof DebugElement) {\n            var fullName = namespace
? namespace + ':' + name : name;\n            debugEl.attributes[fullName] = value;\n        }\n
this.delegate.setAttribute(el, name, value, namespace);\n    };\n    DebugRenderer2.prototype.removeAttribute =
function (el, name, namespace) {\n        var debugEl = getDebugNode(el);\n        if (debugEl && debugEl instanceof
DebugElement) {\n            var fullName = namespace ? namespace + ':' + name : name;\n
debugEl.attributes[fullName] = null;\n        }\n        this.delegate.removeAttribute(el, name, namespace);\n    };\n
DebugRenderer2.prototype.addClass = function (el, name) {\n        var debugEl = getDebugNode(el);\n        if
(debugEl && debugEl instanceof DebugElement) {\n            debugEl.classes[name] = true;\n        }\n
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this.delegate.addClass(el, name);\n   };\n   DebugRenderer2.prototype.removeClass = function (el, name) {\n var debugEl = getDebugNode(el);\n   if (debugEl && debugEl instanceof DebugElement) {\n debugEl.classes[name] = false;\n   }\n   this.delegate.removeClass(el, name);\n   };\n DebugRenderer2.prototype.setStyle = function (el, style, value, flags) {\n   var debugEl = getDebugNode(el);\n if (debugEl && debugEl instanceof DebugElement) {\n   debugEl.styles[style] = value;\n   }\n this.delegate.setStyle(el, style, value, flags);\n   };\n   DebugRenderer2.prototype.removeStyle = function (el, style, flags) {\n   var debugEl = getDebugNode(el);\n   if (debugEl && debugEl instanceof DebugElement) {\n debugEl.styles[style] = null;\n   }\n   this.delegate.removeStyle(el, style, flags);\n   };\n DebugRenderer2.prototype.setProperty = function (el, name, value) {\n   var debugEl = getDebugNode(el);\n if (debugEl && debugEl instanceof DebugElement) {\n   debugEl.properties[name] = value;\n   }\n this.delegate.setProperty(el, name, value);\n   };\n   DebugRenderer2.prototype.listen = function (target, eventName, callback) {\n   if (typeof target !== 'string') {\n   var debugEl = getDebugNode(target);\n if (debugEl) {\n   debugEl.listeners.push(new EventListener(eventName, callback));\n   }\n   }\n return this.delegate.listen(target, eventName, callback);\n   };\n   DebugRenderer2.prototype.parentNode = function (node) { return this.delegate.parentNode(node); };\n   DebugRenderer2.prototype.nextSibling = function (node) { return this.delegate.nextSibling(node); };\n   DebugRenderer2.prototype.setValue = function (node, value) { return this.delegate.setValue(node, value); };\n   return DebugRenderer2;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction overrideProvider(override) {\n initServicesIfNeeded();\n   return Services.overrideProvider(override);\n}\nfunction overrideComponentView(comp, componentFactory) {\n   initServicesIfNeeded();\n   return Services.overrideComponentView(comp, componentFactory);\n}\nfunction clearOverrides() {\n initServicesIfNeeded();\n   return Services.clearOverrides();\n}\n// Attention: this function is called as top level function.\n// Putting any logic in here will destroy closure tree shaking!\nfunction createNgModuleFactory(ngModuleType, bootstrapComponents, defFactory) {\n   return new NgModuleFactory_(ngModuleType, bootstrapComponents, defFactory);\n}\nfunction cloneNgModuleDefinition(def) {\n   var providers = Array.from(def.providers);\n   var modules = Array.from(def.modules);\n   var providersByKey = {};\n   for (var key in def.providersByKey) {\n providersByKey[key] = def.providersByKey[key];\n   }\n   return {\n   factory: def.factory,\n   isRoot: def.isRoot, providers: providers, modules: modules, providersByKey: providersByKey,\n   };\n}\nvar NgModuleFactory_ = /** @class */ (function (_super) {\n   __extends(NgModuleFactory_, _super);\n   function NgModuleFactory_(moduleType, _bootstrapComponents, _ngModuleDefFactory) {\n   var _this = \n   // Attention: this ctor is called as top level function.\n   // Putting any logic in here will destroy closure tree shaking!\n   _super.call(this) || this;\n   _this.moduleType = moduleType;\n   _this._bootstrapComponents = _bootstrapComponents;\n   _this._ngModuleDefFactory = _ngModuleDefFactory;\n   return _this;\n   }\n NgModuleFactory_.prototype.create = function (parentInjector) {\n   initServicesIfNeeded();\n   // Clone the NgModuleDefinition so that any tree shakeable provider definition\n   // added to this instance of the NgModuleRef doesn't affect the cached copy.\n   // See https://github.com/angular/angular/issues/25018.\n var def = cloneNgModuleDefinition(resolveDefinition(this._ngModuleDefFactory));\n   return Services.createNgModuleRef(this.moduleType, parentInjector || Injector.NULL, this._bootstrapComponents, def);\n };\n   return NgModuleFactory_;\n}(NgModuleFactory));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Returns the host component instance associated with the target.\n *\n * This will only return a component instance of the DOM node\n * contains an instance of a component on it.\n */\nfunction getHostComponent(target) {\n   var context = loadContext(target);\n   var tNode = context.lViewData[TVIEW].data[context.nodeIndex];\n   if (tNode.flags & 4096 /* isComponent */) {\n   var

componentView = getComponentViewByIndex(context.nodeIndex, context.lViewData);\n return componentView[CONTEXT];\n }\n return null;\n}\n/**\n * Returns the `RootContext` instance that is associated with\n * the application where the target is situated.\n */\nfunction getRootContext$2(target) {\n var lViewData = Array.isArray(target) ? target : loadContext(target).lViewData;\n var rootLViewData = getRootView$1(lViewData);\n return rootLViewData[CONTEXT];\n}\n/**\n * Returns the injector instance that is associated with\n * the element, component or directive.\n */\nfunction getInjector(target) {\n var context = loadContext(target);\n var tNode = context.lViewData[TVIEW].data[context.nodeIndex];\n return new NodeInjector(tNode, context.lViewData);\n}\n/**\n * Returns LContext associated with a target passed as an argument.\n * Throws if a given target doesn't have associated LContext.\n */\nfunction loadContext(target) {\n var context = getContext(target);\n if (!context) {\n throw new Error(ngDevMode ? 'Unable to find the given context data for the given target' :\n 'Invalid ng target');\n }\n return context;\n}\n/**\n * Retrieve the root view from any component by walking the parent `LViewData` until\n * reaching the root `LViewData`.\n *\n * @param componentOrView any component or view\n */\nfunction getRootView$1(componentOrView) {\n var lViewData;\n if (Array.isArray(componentOrView)) {\n ngDevMode && assertDefined(componentOrView, 'lViewData');\n lViewData = componentOrView;\n }\n else {\n ngDevMode && assertDefined(componentOrView, 'component');\n lViewData = readPatchedLViewData(componentOrView);\n }\n while (lViewData && !(lViewData[FLAGS] & 64 /* IsRoot */)) {\n lViewData = lViewData[PARENT];\n }\n return lViewData;\n}\n/**\n * Retrieve map of local references (local reference name => element or directive instance).\n */\nfunction getLocalRefs(target) {\n var context = loadContext(target);\n if (context.localRefs === undefined) {\n context.localRefs = discoverLocalRefs(context.lViewData, context.nodeIndex);\n }\n return context.localRefs || {};\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Adapts the DebugRendererFactory2 to create a DebugRenderer2 specific for IVY.\n *\n * The created DebugRenderer know how to create a Debug Context specific to IVY.\n */\nvar Render3DebugRendererFactory2 = /** @class */ (function (_super) {\n __extends(Render3DebugRendererFactory2, _super);\n function Render3DebugRendererFactory2() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n Render3DebugRendererFactory2.prototype.createRenderer = function (element, renderData) {\n var renderer = _super.prototype.createRenderer.call(this, element, renderData);\n renderer.debugContextFactory = function (nativeElement) { return new Render3DebugContext(nativeElement); };\n return renderer;\n };\n return Render3DebugRendererFactory2;\n}(DebugRendererFactory2));\n/**\n * Stores context information about view nodes.\n *\n * Used in tests to retrieve information those nodes.\n */\nvar Render3DebugContext = /** @class */ (function () {\n function Render3DebugContext(_nativeNode) {\n this._nativeNode = _nativeNode;\n }\n Object.defineProperty(Render3DebugContext.prototype, \"nodeIndex\", {\n get: function () { return loadContext(this._nativeNode).nodeIndex; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Render3DebugContext.prototype, \"view\", {\n get: function () { return loadContext(this._nativeNode).lViewData; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Render3DebugContext.prototype, \"injector\", {\n get: function () { return getInjector(this._nativeNode); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Render3DebugContext.prototype, \"component\", {\n get: function () { return getHostComponent(this._nativeNode); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Render3DebugContext.prototype, \"providerTokens\", {\n get: function () {\n var lDebugCtx = loadContext(this._nativeNode);\n var lViewData = lDebugCtx.lViewData;\n var tNode = lViewData[TVIEW].data[lDebugCtx.nodeIndex];\n var directivesCount = tNode.flags & 4095 /* DirectiveCountMask */;\n if (directivesCount > 0) {\n var directiveIdxStart = tNode.flags >> 15 /* DirectiveStartingIndexShift */;\n var directiveIdxEnd = directiveIdxStart + directivesCount;\n var viewDirectiveDefs = this.view[TVIEW].data;\n var directiveDefs = viewDirectiveDefs.slice(directiveIdxStart, directiveIdxEnd);\n return directiveDefs.map(function

(directiveDef) { return directiveDef.type; });\n }\n return [];\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Render3DebugContext.prototype, \"references\", {\n get: function () { return getLocalRefs(this._nativeNode); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Render3DebugContext.prototype, \"context\", {\n // TODO(pk): check previous implementation and re-implement\n get: function () { throw new Error('Not implemented in ivy'); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Render3DebugContext.prototype, \"componentRenderElement\", {\n // TODO(pk): check previous implementation and re-implement\n get: function () { throw new Error('Not implemented in ivy'); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(Render3DebugContext.prototype, \"renderNode\", {\n // TODO(pk): check previous implementation and re-implement\n get: function () { throw new Error('Not implemented in ivy'); },\n enumerable: true,\n configurable: true\n });\n // TODO(pk): check previous implementation and re-implement\n Render3DebugContext.prototype.logError = function (console) {\n var values = [];\n for (var _i = 1; _i < arguments.length; _i++) {\n values[_i - 1] = arguments[_i];\n }\n console.error.apply(console, __spread(values));\n };\n return Render3DebugContext;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Adds a player to an element, directive or component instance that will later be\n * animated once change detection has passed.\n *\n * When a player is added to a reference it will stay active until `player.destroy()`\n * is called. Once called then the player will be removed from the active players\n * present on the associated ref instance.\n *\n * To get a list of all the active players on an element see [getPlayers].\n *\n * @param ref The element, directive or component that the player will be placed on.\n * @param player The player that will be triggered to play once change detection has run.\n */\nfunction addPlayer(ref, player) {\n var context = getContext(ref);\n if (!context) {\n ngDevMode && throwInvalidRefError();\n return;\n }\n var element$$1 = context.native;\n var lViewData = context.lViewData;\n var playerContext = getOrCreatePlayerContext(element$$1, context);\n var rootContext = getRootContext$2(lViewData);\n addPlayerInternal(playerContext, rootContext, element$$1, player, 0, ref);\n scheduleTick(rootContext, 2 /* FlushPlayers */);\n}\n/**\n * Returns a list of all the active players present on the provided ref instance (which can\n * be an instance of a directive, component or element).\n *\n * This function will only return players that have been added to the ref instance using\n * `addPlayer` or any players that are active through any template styling bindings\n * (`[style]`, `[style.prop]`, `[class]` and `[class.name]`).\n */\nfunction getPlayers(ref) {\n var context = getContext(ref);\n if (!context) {\n ngDevMode && throwInvalidRefError();\n return [];\n }\n var stylingContext = getStylingContext(context.nodeIndex - HEADER_OFFSET, context.lViewData);\n var playerContext = stylingContext ? getPlayerContext(stylingContext) : null;\n return playerContext ? getPlayersInternal(playerContext) : [];\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// clang-format on\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// This file only reexports content of the `src` folder. Keep it that way.\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Generated bundle index. Do not edit.\n */\n\nexport { APPLICATION_MODULE_PROVIDERS as angular_packages_core_core_l, _iterableDiffersFactory as angular_packages_core_core_i, _keyValueDiffersFactory as angular_packages_core_core_j, _localeFactory as angular_packages_core_core_k, _appIdRandomProviderFactory as angular_packages_core_core_f, DefaultIterableDifferFactory as angular_packages_core_core_g, DefaultKeyValueDifferFactory as

angular_packages_core_core_h, ReflectiveInjector_ as angular_packages_core_core_c, ReflectiveDependency as angular_packages_core_core_d, resolveReflectiveProviders as angular_packages_core_core_e, wtfEnabled as angular_packages_core_core_m, createScope as angular_packages_core_core_o, detectWTF as angular_packages_core_core_n, endTimeRange as angular_packages_core_core_r, leave as angular_packages_core_core_p, startTimeRange as angular_packages_core_core_q, NG_INJECTABLE_DEF as angular_packages_core_core_bd, _getViewData as angular_packages_core_core_w, bindingUpdated as angular_packages_core_core_x, getPreviousOrParentTNode as angular_packages_core_core_v, BoundPlayerFactory as angular_packages_core_core_z, loadInternal as angular_packages_core_core_bg, createElementRef as angular_packages_core_core_ba, createTemplateRef as angular_packages_core_core_bb, createViewRef as angular_packages_core_core_bc, makeParamDecorator as angular_packages_core_core_a, makePropDecorator as angular_packages_core_core_b, getClosureSafeProperty as angular_packages_core_core_be, _def as angular_packages_core_core_s, DebugRendererFactory2 as angular_packages_core_core_t, DebugContext as angular_packages_core_core_u, createPlatform, assertPlatform, destroyPlatform, getPlatform, PlatformRef, ApplicationRef, createPlatformFactory, NgProbeToken, enableProdMode, isDevMode, APP_ID, PACKAGE_ROOT_URL, PLATFORM_INITIALIZER, PLATFORM_ID, APP_BOOTSTRAP_LISTENER, APP_INITIALIZER, ApplicationInitStatus, DebugElement, DebugNode, asNativeElements, getDebugNode, Testability, TestabilityRegistry, setTestabilityGetter, TRANSLATIONS, TRANSLATIONS_FORMAT, LOCALE_ID, MissingTranslationStrategy, ApplicationModule, wtfCreateScope, wtfLeave, wtfStartTimeRange, wtfEndTimeRange, Type, EventEmitter, ErrorHandler, Sanitizer, SecurityContext, ANALYZE_FOR_ENTRY_COMPONENTS, Attribute, ContentChild, ContentChildren, Query, ViewChild, ViewChildren, Component, Directive, HostBinding, HostListener, Input, Output, Pipe, CUSTOM_ELEMENTS_SCHEMA, NO_ERRORS_SCHEMA, NgModule, ViewEncapsulation, Version, VERSION, defineInjectable, defineInjector, forwardRef, resolveForwardRef, Injectable, inject, INJECTOR, Injector, ReflectiveInjector, createInjector, ResolvedReflectiveFactory, ReflectiveKey, InjectionToken, Inject, Optional, Self, SkipSelf, Host, NgZone, NoopNgZone as NoopNgZone, RenderComponentType, Renderer, Renderer2, RendererFactory2, RendererStyleFlags2, RootRenderer, COMPILER_OPTIONS, Compiler, CompilerFactory, ModuleWithComponentFactories, ComponentFactory, ComponentRef, ComponentFactoryResolver, ElementRef, NgModuleFactory, NgModuleRef, NgModuleFactoryLoader, getModuleFactory, QueryList$1 as QueryList, SystemJsNgModuleLoader, SystemJsNgModuleLoaderConfig, TemplateRef, ViewContainerRef, EmbeddedViewRef, ViewRef$1 as ViewRef, ChangeDetectionStrategy, ChangeDetectorRef, DefaultIterableDiffer, IterableDiffers, KeyValueDiffers, SimpleChange, WrappedValue, platformCore, ALLOW_MULTIPLE_PLATFORMS as ALLOW_MULTIPLE_PLATFORMS, APP_ID_RANDOM_PROVIDER as APP_ID_RANDOM_PROVIDER, defaultIterableDiffers as defaultIterableDiffers, defaultKeyValueDiffers as defaultKeyValueDiffers, devModeEqual as devModeEqual, isListLikeIterable as isListLikeIterable, ChangeDetectorStatus as ChangeDetectorStatus, isDefaultChangeDetectionStrategy as isDefaultChangeDetectionStrategy, Console as Console, getInjectableDef as getInjectableDef, inject as inject, setCurrentInjector as setCurrentInjector, APP_ROOT as APP_ROOT, ivyEnabled$1 as ivyEnabled, ComponentFactory as ComponentFactory, CodegenComponentFactoryResolver as CodegenComponentFactoryResolver, resolveComponentResources as resolveComponentResources, ReflectionCapabilities as ReflectionCapabilities, RenderDebugInfo as RenderDebugInfo, _sanitizeHtml as _sanitizeHtml, _sanitizeStyle as _sanitizeStyle, _sanitizeUrl as _sanitizeUrl, _global as global, looseIdentical as looseIdentical, stringify as stringify, makeDecorator as makeDecorator, isObservable as isObservable, isPromise as isPromise, clearOverrides as clearOverrides, initServicesIfNeeded as initServicesIfNeeded, overrideComponentView as overrideComponentView, overrideProvider as overrideProvider, NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR as NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR, defineBase as defineBase, defineComponent as defineComponent, defineDirective as defineDirective, definePipe as definePipe, defineNgModule as defineNgModule, detectChanges as detectChanges, renderComponent as renderComponent, ComponentFactory$1

as Render3ComponentFactory, ComponentRef$1 as Render3ComponentRef, directiveInject as directiveInject, injectAttribute as injectAttribute, getFactoryOf as getFactoryOf, getInheritedFactory as getInheritedFactory, templateRefExtractor as templateRefExtractor, PublicFeature as PublicFeature, InheritDefinitionFeature as InheritDefinitionFeature, NgOnChangesFeature as NgOnChangesFeature, NgModuleRef$1 as Render3NgModuleRef, markDirty as markDirty, NgModuleFactory$1 as NgModuleFactory, NO_CHANGE as NO_CHANGE, container as container, nextContext as nextContext, elementStart as elementStart, namespaceHTML as namespaceHTML, namespaceMathML as namespaceMathML, namespaceSVG as namespaceSVG, element as element, listener as listener, text as text, embeddedViewStart as embeddedViewStart, query as query, registerContentQuery as registerContentQuery, projection as projection, bind as bind, interpolation1 as interpolation1, interpolation2 as interpolation2, interpolation3 as interpolation3, interpolation4 as interpolation4, interpolation5 as interpolation5, interpolation6 as interpolation6, interpolation7 as interpolation7, interpolation8 as interpolation8, interpolationV as interpolationV, pipeBind1 as pipeBind1, pipeBind2 as pipeBind2, pipeBind3 as pipeBind3, pipeBind4 as pipeBind4, pipeBindV as pipeBindV, pureFunction0 as pureFunction0, pureFunction1 as pureFunction1, pureFunction2 as pureFunction2, pureFunction3 as pureFunction3, pureFunction4 as pureFunction4, pureFunction5 as pureFunction5, pureFunction6 as pureFunction6, pureFunction7 as pureFunction7, pureFunction8 as pureFunction8, pureFunctionV as pureFunctionV, getCurrentView as getCurrentView, restoreView as restoreView, containerRefreshStart as containerRefreshStart, containerRefreshEnd as containerRefreshEnd, queryRefresh as queryRefresh, loadQueryList as loadQueryList, elementEnd as elementEnd, elementProperty as elementProperty, projectionDef as projectionDef, reference as reference, enableBindings as enableBindings, disableBindings as disableBindings, elementAttribute as elementAttribute, elementStyling as elementStyling, elementStylingMap as elementStylingMap, elementStyleProp as elementStyleProp, elementStylingApply as elementStylingApply, elementClassProp as elementClassProp, textBinding as textBinding, template as template, embeddedViewEnd as embeddedViewEnd, store as store, load as load, pipe as pipe, whenRendered as whenRendered, i18nAttribute as i18nAttribute, i18nExp as i18nExp, i18nStart as i18nStart, i18nEnd as i18nEnd, i18nApply as i18nApply, i18nExpMapping as i18nExpMapping, i18nInterpolation1 as i18nInterpolation1, i18nInterpolation2 as i18nInterpolation2, i18nInterpolation3 as i18nInterpolation3, i18nInterpolation4 as i18nInterpolation4, i18nInterpolation5 as i18nInterpolation5, i18nInterpolation6 as i18nInterpolation6, i18nInterpolation7 as i18nInterpolation7, i18nInterpolation8 as i18nInterpolation8, i18nInterpolationV as i18nInterpolationV, i18nMapping as i18nMapping, WRAP_RENDERER_FACTORY2 as WRAP_RENDERER_FACTORY2, Render3DebugRendererFactory2 as Render3DebugRendererFactory2, R3_COMPILE_NGMODULE_DEFS as compileNgModuleDefs, R3_PATCH_COMPONENT_DEF_WTIH_SCOPE as patchComponentDefWithScope, R3_COMPILE_COMPONENT as compileComponent, R3_COMPILE_DIRECTIVE as compileDirective, R3_COMPILE_PIPE as compilePipe, sanitizeHtml as sanitizeHtml, sanitizeStyle as sanitizeStyle, sanitizeUrl as sanitizeUrl, sanitizeResourceUrl as sanitizeResourceUrl, bypassSanitizationTrustHtml as bypassSanitizationTrustHtml, bypassSanitizationTrustStyle as bypassSanitizationTrustStyle, bypassSanitizationTrustScript as bypassSanitizationTrustScript, bypassSanitizationTrustUrl as bypassSanitizationTrustUrl, bypassSanitizationTrustResourceUrl as bypassSanitizationTrustResourceUrl, getContext as getContext, bindPlayerFactory as bindPlayerFactory, addPlayer as addPlayer, getPlayers as getPlayers, compileNgModuleFactory__POST_NGCC__ as compileNgModuleFactory__POST_NGCC__, R3_COMPILE_COMPONENT__POST_NGCC__ as R3_COMPILE_COMPONENT__POST_NGCC__, R3_COMPILE_DIRECTIVE__POST_NGCC__ as R3_COMPILE_DIRECTIVE__POST_NGCC__, R3_COMPILE_INJECTABLE__POST_NGCC__ as R3_COMPILE_INJECTABLE__POST_NGCC__, R3_COMPILE_NGMODULE__POST_NGCC__ as R3_COMPILE_NGMODULE__POST_NGCC__, R3_COMPILE_PIPE__POST_NGCC__ as R3_COMPILE_PIPE__POST_NGCC__, ivyEnable__POST_NGCC__ as ivyEnable__POST_NGCC__, R3_ELEMENT_REF_FACTORY__POST_NGCC__ as R3_ELEMENT_REF_FACTORY__POST_NGCC__, R3_TEMPLATE_REF_FACTORY__POST_NGCC__ as R3_TEMPLATE_REF_FACTORY__POST_NGCC__,

R3_CHANGE_DETECTOR_REF_FACTORY__POST_NGCC__ as
R3_CHANGE_DETECTOR_REF_FACTORY__POST_NGCC__,
R3_VIEW_CONTAINER_REF_FACTORY__POST_NGCC__ as
R3_VIEW_CONTAINER_REF_FACTORY__POST_NGCC__, R3_RENDERER2_FACTORY__POST_NGCC__
as R3_RENDERER2_FACTORY__POST_NGCC__, registerModuleFactory as registerModuleFactory,
EMPTY_ARRAY$4 as EMPTY_ARRAY, EMPTY_MAP as EMPTY_MAP, anchorDef as and,
createComponentFactory as ccf, createNgModuleFactory as cmf, createRendererType2 as crt, directiveDef as did,
elementDef as eld, elementEventFullName as elementEventFullName, getComponentViewDefinitionFactory as
getComponentViewDefinitionFactory, inlineInterpolate as inlineInterpolate, interpolate as interpolate, moduleDef as
mod, moduleProvideDef as mpd, ngContentDef as ncd, nodeValue as nov, pipeDef as pid, providerDef as prd,
pureArrayDef as pad, pureObjectDef as pod, purePipeDef as ppd, queryDef as qud, textDef as ted, unwrapValue as
unv, viewDef as vid };\n//# sourceMappingURL=core.js.map\n","/**\n * @license\n * Copyright Google LLC All
Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nimport { APP_BOOTSTRAP_LISTENER, PLATFORM_ID,
InjectionToken, inject, Injectable, Inject, NgModule, NgZone, SimpleChange, Optional, defineInjectable } from
'@angular/core';\nimport { DOCUMENT, isPlatformBrowser, isPlatformServer } from
'@angular/common';\nimport { BehaviorSubject, Subject, merge } from 'rxjs';\nimport { filter, map } from
'rxjs/operators';\nimport { __extends, __assign } from 'tslib';\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Find all of the server-generated
stylings, if any, and remove them\n * This will be in the form of inline classes and the style block in the\n * head of
the DOM\n * @param {?} _document\n * @param {?} platformId\n * @return {?}\n */\nfunction
removeStyles(_document, platformId) {\n return function () {\n if (isPlatformBrowser(platformId)) {\n
/** @type {?} */\n var elements = Array.from(_document.querySelectorAll(\"[class*=\" + CLASS_NAME +
\"]\"));\n /** @type {?} */\n var classRegex_1 = /\\bflex-layout-.+?\\b/g;\n
elements.forEach(function (el) {\n el.classList.contains(CLASS_NAME + \"ssr\") && el.parentNode ?\n
el.parentNode.removeChild(el) : el.className.replace(classRegex_1, '');\n });\n }\n };\n}\n/**
*\n * Provider to remove SSR styles on the browser\n @type {?} */\nvar BROWSER_PROVIDER = {\n
provide: /** @type {?} */ (APP_BOOTSTRAP_LISTENER),\n useFactory: removeStyles,\n deps:
[DOCUMENT, PLATFORM_ID],\n multi: true\n};\n/** @type {?} */\nvar CLASS_NAME = 'flex-layout-
';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by
tsc\n */\n/** @type {?} */\nvar BREAKPOINT = new InjectionToken('Flex Layout token, collect all breakpoints
into one provider', {\n providedIn: 'root',\n factory: function () { return null; }\n});\n\n/**\n * @fileoverview
added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?}
*/\nvar RESPONSIVE_ALIASES = [\n 'xs', 'gt-xs', 'sm', 'gt-sm', 'md', 'gt-md', 'lg', 'gt-lg', 'xl'\n];\n/** @type {?}
*/\nvar DEFAULT_BREAKPOINTS = [\n {\n alias: 'xs',\n mediaQuery: '(min-width: 0px) and (max-
width: 599px)',\n priority: 100,\n },\n {\n alias: 'gt-xs',\n overlapping: true,\n mediaQuery:
'(min-width: 600px)',\n priority: 7,\n },\n {\n alias: 'lt-sm',\n overlapping: true,\n mediaQuery:
'(max-width: 599px)',\n priority: 10,\n },\n {\n alias: 'sm',\n mediaQuery: '(min-width: 600px) and
(max-width: 959px)',\n priority: 100,\n },\n {\n alias: 'gt-sm',\n overlapping: true,\n
mediaQuery: '(min-width: 960px)',\n priority: 8,\n },\n {\n alias: 'lt-md',\n overlapping: true,\n
mediaQuery: '(max-width: 959px)',\n priority: 9,\n },\n {\n alias: 'md',\n mediaQuery: '(min-width:
960px) and (max-width: 1279px)',\n priority: 100,\n },\n {\n alias: 'gt-md',\n overlapping: true,\n
mediaQuery: '(min-width: 1280px)',\n priority: 9,\n },\n {\n alias: 'lt-lg',\n overlapping: true,\n
mediaQuery: '(max-width: 1279px)',\n priority: 8,\n },\n {\n alias: 'lg',\n mediaQuery: '(min-width:
1280px) and (max-width: 1919px)',\n priority: 100,\n },\n {\n alias: 'gt-lg',\n overlapping: true,\n
mediaQuery: '(min-width: 1920px)',\n priority: 10,\n },\n {\n alias: 'lt-xl',\n overlapping: true,\n
mediaQuery: '(max-width: 1919px)',\n priority: 7,\n },\n {\n alias: 'xl',\n mediaQuery: '(min-width:
1920px) and (max-width: 5000px)',\n priority: 100,\n }\n];\n\n/**\n * @fileoverview added by tsickle\n *

@suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/** @type {?} */\nvar HANDSET_PORTRAIT = '(orientation: portrait) and (max-width: 599px)';\n/** @type {?} */\nvar HANDSET_LANDSCAPE = '(orientation: landscape) and (max-width: 959px)';\n/** @type {?} */\nvar TABLET_LANDSCAPE = '(orientation: landscape) and (min-width: 960px) and (max-width: 1279px)';\n/** @type {?} */\nvar TABLET_PORTRAIT = '(orientation: portrait) and (min-width: 600px) and (max-width: 839px)';\n/** @type {?} */\nvar WEB_PORTRAIT = '(orientation: portrait) and (min-width: 840px)';\n/** @type {?} */\nvar WEB_LANDSCAPE = '(orientation: landscape) and (min-width: 1280px)';\n/** @type {?} */\nvar ScreenTypes = {\n 'HANDSET': HANDSET_PORTRAIT + \", \" + HANDSET_LANDSCAPE,\n 'TABLET': TABLET_PORTRAIT + \" , \" + TABLET_LANDSCAPE,\n 'WEB': WEB_PORTRAIT + \", \" + WEB_LANDSCAPE + \" \",\n 'HANDSET_PORTRAIT': \"\" + HANDSET_PORTRAIT,\n 'TABLET_PORTRAIT': TABLET_PORTRAIT + \" \",\n 'WEB_PORTRAIT': \"\" + WEB_PORTRAIT,\n 'HANDSET_LANDSCAPE': HANDSET_LANDSCAPE + \"]\",\n 'TABLET_LANDSCAPE': \"\" + TABLET_LANDSCAPE,\n 'WEB_LANDSCAPE': \"\" + WEB_LANDSCAPE\n};\n/** *\n * Extended Breakpoints for handset/tablets with landscape or portrait orientations\n @type {?} */\nvar ORIENTATION_BREAKPOINTS = [\n { 'alias': 'handset', 'mediaQuery': ScreenTypes.HANDSET },\n { 'alias': 'handset.landscape', 'mediaQuery': ScreenTypes.HANDSET_LANDSCAPE },\n { 'alias': 'handset.portrait', 'mediaQuery': ScreenTypes.HANDSET_PORTRAIT },\n { 'alias': 'tablet', 'mediaQuery': ScreenTypes.TABLET },\n { 'alias': 'tablet.landscape', 'mediaQuery': ScreenTypes.TABLET },\n { 'alias': 'tablet.portrait', 'mediaQuery': ScreenTypes.TABLET_PORTRAIT },\n { 'alias': 'web', 'mediaQuery': ScreenTypes.WEB, overlapping: true },\n { 'alias': 'web.landscape', 'mediaQuery': ScreenTypes.WEB_LANDSCAPE, overlapping: true },\n { 'alias': 'web.portrait', 'mediaQuery': ScreenTypes.WEB_PORTRAIT, overlapping: true }\n];\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Extends an object with the *enumerable* and *own* properties of one or more source objects,\n * similar to Object.assign.\n *\n * @param {?} dest The object which will have properties copied to it.\n * @param {...?} sources The source objects from which properties will be copied.\n * @return {?}\n */\nfunction extendObject(dest) {\n var sources = [];\n for (var _i = 1; _i < arguments.length; _i++) {\n   sources[_i - 1] = arguments[_i];\n }\n if (dest == null) {\n   throw TypeError('Cannot convert undefined or null to object');\n }\n for (var _a = 0, sources_1 = sources; _a < sources_1.length; _a++) {\n   var source = sources_1[_a];\n   if (source != null) {\n   for (var key in source) {\n   if (source.hasOwnProperty(key)) {\n   dest[key] = source[key];\n   }\n   }\n   }\n }\n return dest;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar ALIAS_DELIMITERS = /(\\.|-|_)/g;\n/**\n * @param {?} part\n * @return {?}\n */\nfunction firstUpperCase(part) {\n /** @type {?} */\n var first = part.length > 0 ? part.charAt(0) : '';\n /** @type {?} */\n var remainder = (part.length > 1) ? part.slice(1) : '';\n return first.toUpperCase() + remainder;\n}\n/**\n * Converts snake-case to SnakeCase.\n * @param {?} name Text to UpperCamelCase\n * @return {?}\n */\nfunction camelCase(name) {\n return name\n .replace(ALIAS_DELIMITERS, '|')\n   .split('|')\n   .map(firstUpperCase)\n   .join('');\n}\n/**\n * For each breakpoint, ensure that a Suffix is defined;\n * fallback to UpperCamelCase the unique Alias value\n * @param {?} list\n * @return {?}\n */\nfunction validateSuffixes(list) {\n list.forEach(function (bp) {\n   if (!bp.suffix) {\n   bp.suffix = camelCase(bp.alias); // create Suffix value based on alias\n   bp.overlapping = !!bp.overlapping; // ensure default value\n   }\n });\n return list;\n}\n/**\n * Merge a custom breakpoint list with the default list based on unique alias values\n * - Items are added if the alias is not in the default list\n * - Items are merged with the custom override if the alias exists in the default list\n * @param {?} defaults\n * @param {?=} custom\n * @return {?}\n */\nfunction mergeByAlias(defaults, custom) {\n if (custom === void 0) { custom = []; }\n /** @type {?} */\n var dict = {};\n defaults.forEach(function (bp) {\n   dict[bp.alias] = bp;\n });\n // Merge custom breakpoints\n custom.forEach(function (bp) {\n   if (dict[bp.alias]) {\n   extendObject(dict[bp.alias], bp);\n   }\n   else {\n   dict[bp.alias] = bp;\n   }\n });\n return validateSuffixes(Object.keys(dict).map(function (k) { return dict[k]; }));\n}\n/**\n * HOF to sort the breakpoints by priority\n * @param {?} a\n * @param {?} b\n * @return {?}\n */\nfunction prioritySort(a, b) {\n /** @type {?}

*/\n var priorityA = a.priority || 0;\n /** @type {?} */\n var priorityB = b.priority || 0;\n return priorityB - priorityA;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_CONFIG = {\n addFlexToParent: true,\n addOrientationBps: false,\n disableDefaultBps: false,\n disableVendorPrefixes: false,\n serverLoaded: false,\n useColumnBasisZero: true,\n};\n/** @type {?} */\nvar LAYOUT_CONFIG = new InjectionToken('Flex Layout token, config options for the library', {\n providedIn: 'root',\n factory: function () { return DEFAULT_CONFIG; }\n});\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** *\n * Injection token unique to the flex-layout library.\n * Use this token when build a custom provider (see below).\n @type {?} */\nvar BREAKPOINTS = new InjectionToken('Token (@angular/flex-layout) Breakpoints', {\n providedIn: 'root',\n factory: function () {\n /** @type {?} */\n var breakpoints = inject(BREAKPOINT);\n /** @type {?} */\n var layoutConfig = inject(LAYOUT_CONFIG);\n /** @type {?} */\n var bpFlattenArray = [].concat.apply([], (breakpoints || [])\n .map(function (v) { return Array.isArray(v) ? v : [v]; }));\n /** @type {?} */\n var builtIns = (layoutConfig.disableDefaultBps ? [] : DEFAULT_BREAKPOINTS)\n .concat(layoutConfig.addOrientationBps ? ORIENTATION_BREAKPOINTS : []);\n return mergeByAlias(builtIns, bpFlattenArray);\n }\n});\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Registry of 1..n MediaQuery breakpoint ranges\n * This is published as a provider and may be overridden from custom, application-specific ranges\n *\n */\nvar BreakPointRegistry = /** @class */ (function () {\n function BreakPointRegistry(_registry) {\n this._registry = _registry;\n }\n Object.defineProperty(BreakPointRegistry.prototype, \"items\", {\n /**\n * Accessor to raw list\n */\n get: /**\n * Accessor to raw list\n * @return {?}\n */\n function () {\n return this._registry.slice();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(BreakPointRegistry.prototype, \"sortedItems\", {\n /**\n * Accessor to sorted list used for registration with matchMedia API\n *\n * NOTE: During breakpoint registration, we want to register the overlaps FIRST\n * so the non-overlaps will trigger the MatchMedia:BehaviorSubject last!\n * And the largest, non-overlap, matching breakpoint should be the lastReplay value\n */\n get: /**\n * Accessor to sorted list used for registration with matchMedia API\n *\n * NOTE: During breakpoint registration, we want to register the overlaps FIRST\n * so the non-overlaps will trigger the MatchMedia:BehaviorSubject last!\n * And the largest, non-overlap, matching breakpoint should be the lastReplay value\n * @return {?}\n */\n function () {\n /** @type {?} */\n var overlaps = this._registry.filter(function (it) { return it.overlapping === true; });\n /** @type {?} */\n var nonOverlaps = this._registry.filter(function (it) { return it.overlapping !== true; });\n return overlaps.concat(nonOverlaps);\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Search breakpoints by alias (e.g. gt-xs)\n */\n /**\n * Search breakpoints by alias (e.g. gt-xs)\n * @param {?} alias\n * @return {?}\n */\n BreakPointRegistry.prototype.findByAlias = /**\n * Search breakpoints by alias (e.g. gt-xs)\n * @param {?} alias\n * @return {?}\n */\n function (alias) {\n return this._registry.find(function (bp) { return bp.alias == alias; }) || null;\n };\n /**\n * @param {?} query\n * @return {?}\n */\n BreakPointRegistry.prototype.findByQuery = /**\n * @param {?} query\n * @return {?}\n */\n function (query) {\n return this._registry.find(function (bp) { return bp.mediaQuery == query; }) || null;\n };\n Object.defineProperty(BreakPointRegistry.prototype, \"overlappings\", {\n /**\n * Get all the breakpoints whose ranges could overlapping `normal` ranges;\n * e.g. gt-sm overlaps md, lg, and xl\n */\n get: /**\n * Get all the breakpoints whose ranges could overlapping `normal` ranges;\n * e.g. gt-sm overlaps md, lg, and xl\n * @return {?}\n */\n function () {\n return this._registry.filter(function (it) { return it.overlapping == true; });\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(BreakPointRegistry.prototype, \"aliases\", {\n /**\n * Get list of all registered (non-empty) breakpoint aliases\n */\n get: /**\n * Get list of all registered (non-empty) breakpoint aliases\n * @return {?}\n */\n function () {\n return this._registry.map(function (it) { return it.alias; });\n },\n enumerable: true,\n configurable: true\n

});\n Object.defineProperty(BreakPointRegistry.prototype, \"suffixes\", {\n /**\n * Aliases are mapped to properties using suffixes\n * e.g. 'gt-sm' for property 'layout' uses suffix 'GtSm'\n * for property layoutGtSM.\n */\n get: /**\n * Aliases are mapped to properties using suffixes\n * e.g. 'gt-sm' for property 'layout' uses suffix 'GtSm'\n * for property layoutGtSM.\n * @return {?}\n */\n function () {\n return this._registry.map(function (it) { return !!it.suffix ? it.suffix : ''; });\n },\n enumerable: true,\n configurable: true\n });\n BreakPointRegistry.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n BreakPointRegistry.ctorParameters = function () { return [\n { type: Array, decorators: [{ type: Inject, args: [BREAKPOINTS,] }] }\n]; };\n /** @nocollapse */ BreakPointRegistry.ngInjectableDef = defineInjectable({ factory: function BreakPointRegistry_Factory() { return new BreakPointRegistry(inject(BREAKPOINTS)); }, token: BreakPointRegistry, providedIn: \"root\" });\n return BreakPointRegistry;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Class instances emitted [to observers] for each mql notification\n */\nvar /**\n * Class instances emitted [to observers] for each mql notification\n */\nMediaChange = /** @class */ (function () {\n /**\n * @param matches whether the mediaQuery is currently activated\n * @param mediaQuery e.g. (min-width: 600px) and (max-width: 959px)\n * @param mqAlias e.g. gt-sm, md, gt-lg\n * @param suffix e.g. GtSM, Md, GtLg\n */\n function MediaChange(matches, mediaQuery, mqAlias, suffix) {\n if (matches === void 0) { matches = false; }\n if (mediaQuery === void 0) { mediaQuery = 'all'; }\n if (mqAlias === void 0) { mqAlias = ''; }\n if (suffix === void 0) { suffix = ''; }\n this.matches = matches;\n this.mediaQuery = mediaQuery;\n this.mqAlias = mqAlias;\n this.suffix = suffix;\n this.property = '';\n }\n /** Create an exact copy of the MediaChange */\n /**\n * Create an exact copy of the MediaChange\n * @return {?}\n */\n MediaChange.prototype.clone = /**\n * Create an exact copy of the MediaChange\n * @return {?}\n */\n function () {\n return new MediaChange(this.matches, this.mediaQuery, this.mqAlias, this.suffix);\n };\n return MediaChange;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * MediaMonitor configures listeners to mediaQuery changes and publishes an Observable facade to\n * convert mediaQuery change callbacks to subscriber notifications. These notifications will be\n * performed within the ng Zone to trigger change detections and component updates.\n *\n * NOTE: both mediaQuery activations and de-activations are announced in notifications\n */\nvar MatchMedia = /** @class */ (function () {\n function MatchMedia(_zone, _platformId, _document) {\n this._zone = _zone;\n this._platformId = _platformId;\n this._document = _document;\n this._registry = new Map();\n this._source = new BehaviorSubject(new MediaChange(true));\n this._observable$ = this._source.asObservable();\n }\n /**\n * For the specified mediaQuery?\n */\n /**\n * For the specified mediaQuery?\n * @param {?} mediaQuery\n * @return {?}\n */\n MatchMedia.prototype.isActive = /**\n * For the specified mediaQuery?\n * @param {?} mediaQuery\n * @return {?}\n */\n function (mediaQuery) {\n /** @type {?} */\n var mql = this._registry.get(mediaQuery);\n return !!mql ? mql.matches : false;\n };\n /**\n * External observers can watch for all (or a specific) mql changes.\n * Typically used by the MediaQueryAdaptor; optionally available to components\n * who wish to use the MediaMonitor as mediaMonitor$ observable service.\n *\n * NOTE: if a mediaQuery is not specified, then ALL mediaQuery activations will\n * be announced.\n */\n /**\n * External observers can watch for all (or a specific) mql changes.\n * Typically used by the MediaQueryAdaptor; optionally available to components\n * who wish to use the MediaMonitor as mediaMonitor$ observable service.\n *\n * NOTE: if a mediaQuery is not specified, then ALL mediaQuery activations will\n * be announced.\n * @param {?=} mediaQuery\n * @return {?}\n */\n MatchMedia.prototype.observe = /**\n * External observers can watch for all (or a specific) mql changes.\n * Typically used by the MediaQueryAdaptor; optionally available to components\n * who wish to use the MediaMonitor as mediaMonitor$ observable service.\n *\n * NOTE: if a mediaQuery is not specified, then ALL mediaQuery activations will\n * be announced.\n * @param {?=} mediaQuery\n * @return {?}\n */\n function (mediaQuery) {\n if (mediaQuery) {\n this.registerQuery(mediaQuery);\n }\n return

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this._observable$.pipe(filter(function (change) { return (mediaQuery ? (change.mediaQuery === mediaQuery) :
true); }));\n    };\n    /**\n     * Based on the BreakPointRegistry provider, register internal listeners for each unique\n
   * mediaQuery. Each listener emits specific MediaChange data to observers\n     */\n    /**\n     * Based on the
BreakPointRegistry provider, register internal listeners for each unique\n     * mediaQuery. Each listener emits
specific MediaChange data to observers\n     * @param {?} mediaQuery\n     * @return {?}\n     */\n
MatchMedia.prototype.registerQuery = /**\n     * Based on the BreakPointRegistry provider, register internal
listeners for each unique\n     * mediaQuery. Each listener emits specific MediaChange data to observers\n     *
@param {?} mediaQuery\n     * @return {?}\n     */\n    function (mediaQuery) {\n        var _this = this;\n        /**
@type {?} */\n        var list = Array.isArray(mediaQuery) ? Array.from(new Set(mediaQuery)) : [mediaQuery];\n
 if (list.length > 0) {\n            buildQueryCss(list, this._document);\n        }\n        list.forEach(function (query) {\n
      /** @type {?} */\n            var onMQLEvent = function (e) {\n                _this._zone.run(function () { return
_this._source.next(new MediaChange(e.matches, query)); });\n            };\n            /** @type {?} */\n            var mql
= _this._registry.get(query);\n            if (!mql) {\n                mql = _this._buildMQL(query);\n
mql.addListener(onMQLEvent);\n                _this._registry.set(query, mql);\n            }\n            if (mql.matches) {\n
            onMQLEvent(/** @type {?} */ ((mql)));\n            }\n        });\n    };\n    /**\n     * Call
window.matchMedia() to build a MediaQueryList; which\n     * supports 0..n listeners for activation/deactivation\n
 */\n    /**\n     * Call window.matchMedia() to build a MediaQueryList; which\n     * supports 0..n listeners for
activation/deactivation\n     * @param {?} query\n     * @return {?}\n     */\n    MatchMedia.prototype._buildMQL
= /**\n     * Call window.matchMedia() to build a MediaQueryList; which\n     * supports 0..n listeners for
activation/deactivation\n     * @param {?} query\n     * @return {?}\n     */\n    function (query) {\n        return
constructMql(query, isPlatformBrowser(this._platformId));\n    };\n    MatchMedia.decorators = [\n        { type:
Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /** @nocollapse */\n    MatchMedia.ctorParameters = function
() { return [\n        { type: NgZone },\n        { type: Object, decorators: [{ type: Inject, args: [PLATFORM_ID,] }]
},\n        { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n    ]; };\n    /** @nocollapse */
MatchMedia.ngInjectableDef = defineInjectable({ factory: function MatchMedia_Factory() { return new
MatchMedia(inject(NgZone), inject(PLATFORM_ID), inject(DOCUMENT)); }, token: MatchMedia, providedIn:
\"root\" });\n    return MatchMedia;\n}());\n/** *\n * Private global registry for all dynamically-created, injected
style tags\n * @see prepare(query)\n  @type {?} */\nvar ALL_STYLES = {};\n/**\n * For Webkit engines that only
trigger the MediaQueryList Listener\n * when there is at least one CSS selector for the respective media query.\n *\n
* @param {?} mediaQueries\n * @param {?} _document\n * @return {?}\n */\nfunction
buildQueryCss(mediaQueries, _document) {\n    /** @type {?} */\n    var list = mediaQueries.filter(function (it) {
return !ALL_STYLES[it]; });\n    if (list.length > 0) {\n        /** @type {?} */\n        var query = list.join(', ');\n
try {\n            /** @type {?} */\n            var styleEl_1 = _document.createElement('style');\n
styleEl_1.setAttribute('type', 'text/css');\n            if (!(/** @type {?} */ (styleEl_1)).styleSheet) {\n                /**
@type {?} */\n                var cssText = \"\\n/*\\n  @angular/flex-layout - workaround for possible browser quirk
with mediaQuery listeners\\n  see http://bit.ly/2sd4HMP\\n*/\\n@media \" + query + \" {.fx-query-test{ }}\\n\";\n
        styleEl_1.appendChild(_document.createTextNode(cssText));\n            } /** @type {?} */\n
((_document.head)).appendChild(styleEl_1);\n            // Store in private global registry\n
list.forEach(function (mq) { return ALL_STYLES[mq] = styleEl_1; });\n        }\n        catch (e) {\n
console.error(e);\n        }\n    }\n}\n/**\n * @param {?} query\n * @param {?} isBrowser\n * @return {?}\n
*/\nfunction constructMql(query, isBrowser) {\n    /** @type {?} */\n    var canListen = isBrowser && !!(/**
@type {?} */ (window)).matchMedia('all').addListener;\n    return canListen ? (/** @type {?} */
(window)).matchMedia(query) : /** @type {?} */ (({\n        matches: query === 'all' || query === '',\n        media:
query,\n        addListener: function () {\n        },\n        removeListener: function () {\n        }\n    }));\n}\n\n/**\n *
@fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n
* For the specified MediaChange, make sure it contains the breakpoint alias\n * and suffix (if available).\n *
@param {?} dest\n * @param {?} source\n * @return {?}\n */\nfunction mergeAlias(dest, source) {\n    return
extendObject(dest, source ? {\n        mqAlias: source.alias,\n        suffix: source.suffix\n    } : {});\n}\n\n/**\n *
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@fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Base class for MediaService and pseudo-token for\n * @deprecated use MediaObserver instead\n * \\@deletion-target v7.0.0-beta.21\n * @abstract\n */\nvar /**\n * Base class for MediaService and pseudo-token for\n * @deprecated use MediaObserver instead\n * \\@deletion-target v7.0.0-beta.21\n * @abstract\n */\nObservableMedia = /** @class */ (function () {\n   function ObservableMedia() {\n   }\n   return ObservableMedia;\n}());\n/**\n * Class internalizes a MatchMedia service and exposes an Subscribable and Observable interface.\n * This an Observable with that exposes a feature to subscribe to mediaQuery\n * changes and a validator method (`isActive(<alias>)`) to test if a mediaQuery (or alias) is\n * currently active.\n *\n * !! Only mediaChange activations (not de-activations) are announced by the ObservableMedia\n *\n * This class uses the BreakPoint Registry to inject alias information into the raw MediaChange\n * notification. For custom mediaQuery notifications, alias information will not be injected and\n * those fields will be ".\n *\n * !! This is not an actual Observable. It is a wrapper of an Observable used to publish additional\n * methods like `isActive(<alias>). To access the Observable and use RxJS operators, use\n * `.asObservable()` with syntax like media.asObservable().map(....).\n *\n * \\@usage\n *\n * // RxJS\n * import {filter} from 'rxjs/operators/filter';\n * import { ObservableMedia } from '\\@angular/flex-layout';\n *\n * \\@Component({ ... })\n * export class AppComponent {\n *   status : string = '';\n *\n *   constructor(media:ObservableMedia) {\n *   let onChange = (change:MediaChange) => {\n *   this.status = change ? `'${change.mqAlias}' = (${change.mediaQuery})` : '';\n *   };\n *\n *   // Subscribe directly or access observable to use filter/map operators\n *   // e.g.\n *   // media.subscribe(onChange);\n *\n *   media.asObservable()\n *   .pipe(\n *   filter((change:MediaChange) => true)   // silly noop filter\n *   ).subscribe(onChange);\n *   }\n * }\n * @deprecated use MediaObserver instead\n * \\@deletion-target v7.0.0-beta.21\n */\nvar MediaService = /** @class */ (function () {\n   function MediaService(breakpoints, mediaWatcher) {\n   this.breakpoints = breakpoints;\n   this.mediaWatcher = mediaWatcher;\n   /**\n   * Should we announce gt-<xxx> breakpoint activations ?\n   */\n   this.filterOverlaps = true;\n   this._registerBreakPoints();\n   this.observable$ = this._buildObservable();\n   }\n   /**\n   * Test if specified query/alias is active.\n   */\n   /**\n   * Test if specified query/alias is active.\n   * @param {?} alias\n   * @return {?}\n   */\n   MediaService.prototype.isActive = /**\n   * Test if specified query/alias is active.\n   * @param {?} alias\n   * @return {?}\n   */\n   function (alias) {\n   return this.mediaWatcher.isActive(this._toMediaQuery(alias));\n   };\n   /**\n   * Proxy to the Observable subscribe method\n   */\n   /**\n   * Proxy to the Observable subscribe method\n   * @param {?=} observerOrNext\n   * @param {?=} error\n   * @param {?=} complete\n   * @return {?}\n   */\n   MediaService.prototype.subscribe = /**\n   * Proxy to the Observable subscribe method\n   * @param {?=} observerOrNext\n   * @param {?=} error\n   * @param {?=} complete\n   * @return {?}\n   */\n   function (observerOrNext, error, complete) {\n if (observerOrNext) {\n   if (typeof observerOrNext === 'object') {\n   return this.observable$.subscribe(observerOrNext.next, observerOrNext.error, observerOrNext.complete);\n   }\n   }\n   return this.observable$.subscribe(observerOrNext, error, complete);\n   };\n   /**\n   * Access to observable for use with operators like\n   * .filter(), .map(), etc.\n   */\n   /**\n   * Access to observable for use with operators like\n   * .filter(), .map(), etc.\n   * @return {?}\n   */\n   MediaService.prototype.asObservable = /**\n   * Access to observable for use with operators like\n   * .filter(), .map(), etc.\n   * @return {?}\n   */\n   function () {\n   return this.observable$;\n   };\n   /**\n   * Register all the mediaQueries registered in the BreakPointRegistry\n   * This is needed so subscribers can be auto-notified of all standard, registered\n   * mediaQuery activations\n   * @return {?}\n   */\n   MediaService.prototype._registerBreakPoints = /**\n   * Register all the mediaQueries registered in the BreakPointRegistry\n   * This is needed so subscribers can be auto-notified of all standard, registered\n   * mediaQuery activations\n   * @return {?}\n   */\n   function () {\n /** @type {?} */\n   var queries = this.breakpoints.sortedItems.map(function (bp) { return bp.mediaQuery; });\n   this.mediaWatcher.registerQuery(queries);\n   };\n   /**\n   * Prepare internal observable\n   *\n   * NOTE: the raw MediaChange events [from MatchMedia] do not\n   *   contain important alias information; as such this info\n   *   must be injected into the MediaChange\n   * @return {?}\n   */\n   MediaService.prototype._buildObservable = /**\n   * Prepare internal observable\n   *\n   * NOTE: the raw

MediaChange events [from MatchMedia] do not\n * contain important alias information; as such this info\n * must be injected into the MediaChange\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var excludeOverlaps = function (change) {\n /** @type {?} */\n var bp = _this.breakpoints.findByQuery(change.mediaQuery);\n return !bp ? true : !(_this.filterOverlaps && bp.overlapping);\n };\n /**\n * Only pass/announce activations (not de-activations)\n * Inject associated (if any) alias information into the MediaChange event\n * Exclude mediaQuery activations for overlapping mQs. List bounded mQ ranges only\n */\n return this.mediaWatcher.observe().pipe(filter(function (change) { return change.matches; }), filter(excludeOverlaps), map(function (change) {\n return mergeAlias(change, _this._findByQuery(change.mediaQuery));\n }));\n };\n /**\n * Breakpoint locator by alias\n * @param {?} alias\n * @return {?}\n */\n MediaService.prototype._findByAlias = /**\n * Breakpoint locator by alias\n * @param {?} alias\n * @return {?}\n */\n function (alias) {\n return this.breakpoints.findByAlias(alias);\n };\n /**\n * Breakpoint locator by mediaQuery\n * @param {?} query\n * @return {?}\n */\n MediaService.prototype._findByQuery = /**\n * Breakpoint locator by mediaQuery\n * @param {?} query\n * @return {?}\n */\n function (query) {\n return this.breakpoints.findByQuery(query);\n };\n /**\n * Find associated breakpoint (if any)\n * @param {?} query\n * @return {?}\n */\n MediaService.prototype._toMediaQuery = /**\n * Find associated breakpoint (if any)\n * @param {?} query\n * @return {?}\n */\n function (query) {\n /** @type {?} */\n var bp = this._findByAlias(query) || this._findByQuery(query);\n return bp ? bp.mediaQuery : query;\n };\n MediaService.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n MediaService.ctorParameters = function () { return [\n { type: BreakPointRegistry },\n { type: MatchMedia }\n]; };\n /** @nocollapse */ MediaService.ngInjectableDef = defineInjectable({ factory: function MediaService_Factory() { return new MediaService(inject(BreakPointRegistry), inject(MatchMedia)); }, token: MediaService, providedIn: \"root\" });\n return MediaService;\n}());\n/** *\n * @deprecated\n * \\@deletion-target v7.0.0-beta.21\n @type {?} */\nvar ObservableMediaProvider = {\n // tslint:disable-line:variable-name\n provide: ObservableMedia,\n useClass: MediaService\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * **\n * Define module for the MediaQuery API\n * **\n */\nvar CoreModule = /** @class */ (function () {\n function CoreModule() {\n }\n CoreModule.decorators = [\n { type: NgModule, args: [{\n providers: [BROWSER_PROVIDER, ObservableMediaProvider]\n }],] },\n];\n return CoreModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Utility to emulate a CSS stylesheet\n *\n * This utility class stores all of the styles for a given HTML element\n * as a readonly `stylesheet` map.\n */\nvar StylesheetMap = /** @class */ (function () {\n function StylesheetMap() {\n this.stylesheet = new Map();\n }\n /**\n * Add an individual style to an HTML element\n */\n /**\n * Add an individual style to an HTML element\n * @param {?} element\n * @param {?} style\n * @param {?} value\n * @return {?}\n */\n StylesheetMap.prototype.addStyleToElement = /**\n * Add an individual style to an HTML element\n * @param {?} element\n * @param {?} style\n * @param {?} value\n * @return {?}\n */\n function (element, style, value) {\n /** @type {?} */\n var stylesheet = this.stylesheet.get(element);\n if (stylesheet) {\n stylesheet.set(style, value);\n }\n else {\n this.stylesheet.set(element, new Map([[style, value]]));\n }\n };\n /**\n * Clear the virtual stylesheet\n */\n /**\n * Clear the virtual stylesheet\n * @return {?}\n */\n StylesheetMap.prototype.clearStyles = /**\n * Clear the virtual stylesheet\n * @return {?}\n */\n function () {\n this.stylesheet.clear();\n };\n /**\n * Retrieve a given style for an HTML element\n */\n /**\n * Retrieve a given style for an HTML element\n * @param {?} el\n * @param {?} styleName\n * @return {?}\n */\n StylesheetMap.prototype.getStyleForElement = /**\n * Retrieve a given style for an HTML element\n * @param {?} el\n * @param {?} styleName\n * @return {?}\n */\n function (el, styleName) {\n /** @type {?} */\n var styles =

this.stylesheet.get(el);\n /** @type {?} */\n var value = '';\n if (styles) {\n /** @type {?} */\n var style = styles.get(styleName);\n if (typeof style === 'number' || typeof style === 'string') {\n value = style + '';\n }\n }\n return value;\n };\n StylesheetMap.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ StylesheetMap.ngInjectableDef = defineInjectable({ factory: function StylesheetMap_Factory() { return new StylesheetMap(); }, token: StylesheetMap, providedIn: \"root\" });\n return StylesheetMap;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** *\n * Token that is provided to tell whether the FlexLayoutServerModule\n * has been included in the bundle\n *\n * NOTE: This can be manually provided to disable styles when using SSR\n @type {?} */\nvar SERVER_TOKEN = new InjectionToken('FlexLayoutServerLoaded', {\n providedIn: 'root',\n factory: function () { return false; }\n});\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** *\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n @type {?} */\nvar INLINE = 'inline';\n/** @type {?} */\nvar LAYOUT_VALUES = ['row', 'column', 'row-reverse', 'column-reverse'];\n/**\n * Validate the direction|'direction wrap' value and then update the host's inline flexbox styles\n * @param {?} value\n * @return {?}\n */\nfunction buildLayoutCSS(value) {\n var _a = validateValue(value), direction = _a[0], wrap = _a[1], isInline = _a[2];\n return buildCSS(direction, wrap, isInline);\n}\n/**\n * Validate the value to be one of the acceptable value options\n * Use default fallback of 'row'\n * @param {?} value\n * @return {?}\n */\nfunction validateValue(value) {\n value = value ? value.toLowerCase() : '';\n var _a = value.split(' '), direction = _a[0], wrap = _a[1], inline = _a[2];\n // First value must be the `flex-direction`\n if (!LAYOUT_VALUES.find(function (x) { return x === direction; })) {\n direction = LAYOUT_VALUES[0];\n }\n if (wrap === INLINE) {\n wrap = (inline !== INLINE) ? inline : '';\n inline = INLINE;\n }\n return [direction, validateWrapValue(wrap), !!inline];\n}\n/**\n * Convert layout-wrap='<value>' to expected flex-wrap style\n * @param {?} value\n * @return {?}\n */\nfunction validateWrapValue(value) {\n if (!!value) {\n switch (value.toLowerCase()) {\n case 'reverse':\n case 'wrap-reverse':\n case 'reverse-wrap':\n value = 'wrap-reverse';\n break;\n case 'no':\n case 'none':\n case 'nowrap':\n value = 'nowrap';\n break;\n // All other values fallback to 'wrap'\n default:\n value = 'wrap';\n break;\n }\n }\n return value;\n}\n/**\n * Build the CSS that should be assigned to the element instance\n * BUG:\n * 1) min-height on a column flex container won’t apply to its flex item children in IE 10-11.\n * Use height instead if possible; height : <xxx>vh;\n *\n * This way any padding or border specified on the child elements are\n * laid out and drawn inside that element's specified width and height.\n * @param {?} direction\n * @param {?=} wrap\n * @param {?=} inline\n * @return {?}\n */\nfunction buildCSS(direction, wrap, inline) {\n if (wrap === void 0) { wrap = null; }\n if (inline === void 0) { inline = false; }\n return {\n 'display': inline ? 'inline-flex' : 'flex',\n 'box-sizing': 'border-box',\n 'flex-direction': direction,\n 'flex-wrap': !!wrap ? wrap : null\n };\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * @deprecated\n * \\@deletion-target v7.0.0-beta.21\n */\nvar /**\n * @deprecated\n * \\@deletion-target v7.0.0-beta.21\n */\nKeyOptions = /** @class */ (function () {\n function KeyOptions(baseKey, defaultValue, inputKeys) {\n this.baseKey = baseKey;\n this.defaultValue = defaultValue;\n this.inputKeys = inputKeys;\n }\n return KeyOptions;\n}());\n/**\n * ResponsiveActivation acts as a proxy between the MonitorMedia service (which emits mediaQuery\n * changes) and the fx API directives. The MQA proxies mediaQuery change events and notifies the\n * directive via the specified callback.\n *\n * - The MQA also determines which directive property should be used to determine the\n * current change 'value'... BEFORE the original `onMediaQueryChanges()` method is called.\n * - The `ngOnDestroy()` method is also head-hooked to enable auto-unsubscribe from the\n * MediaQueryServices.\n *\n * NOTE: these interceptions enables the logic in the fx API directives to remain terse and clean.\n * @deprecated\n * \\@deletion-target v7.0.0-beta.21\n */\nvar

/**\n * ResponsiveActivation acts as a proxy between the MonitorMedia service (which emits mediaQuery\n * changes) and the fx API directives. The MQA proxies mediaQuery change events and notifies the\n * directive via the specified callback.\n *\n * - The MQA also determines which directive property should be used to determine the\n * current change 'value'... BEFORE the original `onMediaQueryChanges()` method is called.\n * - The `ngOnDestroy()` method is also head-hooked to enable auto-unsubscribe from the\n * MediaQueryServices.\n *\n * NOTE: these interceptions enables the logic in the fx API directives to remain terse and clean.\n * @deprecated\n * \\@deletion-target v7.0.0-beta.21\n */\nResponsiveActivation = /** @class */ (function () {\n /**\n * Constructor\n */\n function ResponsiveActivation(_options, _mediaMonitor, _onMediaChanges) {\n this._options = _options;\n this._mediaMonitor = _mediaMonitor;\n this._onMediaChanges = _onMediaChanges;\n this._activatedInputKey = '';\n this._registryMap = this._buildRegistryMap();\n this._subscribers = this._configureChangeObservers();\n }\n Object.defineProperty(ResponsiveActivation.prototype, \"registryFromLargest\", {\n /**\n * Get a readonly sorted list of the breakpoints corresponding to the directive properties\n * defined in the HTML markup: the sorting is done from largest to smallest. The order is\n * important when several media queries are 'registered' and from which, the browser uses the\n * first matching media query.\n */\n get: /**\n * Get a readonly sorted list of the breakpoints corresponding to the directive properties\n * defined in the HTML markup: the sorting is done from largest to smallest. The order is\n * important when several media queries are 'registered' and from which, the browser uses the\n * first matching media query.\n * @return {?}\n */\n function () {\n return this._registryMap.slice().reverse();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(ResponsiveActivation.prototype, \"activatedInputKey\", {\n /**\n * Determine which directive @Input() property is currently active (for the viewport size):\n * The key must be defined (in use) or fallback to the 'closest' overlapping property key\n * that is defined; otherwise the default property key will be used.\n * e.g.\n * if `<div fxHide fxHide.gt-sm=\"false\">` is used but the current activated mediaQuery alias\n * key is `.md` then `.gt-sm` should be used instead\n */\n get: /**\n * Determine which directive \\@Input() property is currently active (for the viewport size):\n * The key must be defined (in use) or fallback to the 'closest' overlapping property key\n * that is defined; otherwise the default property key will be used.\n * e.g.\n * if `<div fxHide fxHide.gt-sm=\"false\">` is used but the current activated mediaQuery alias\n * key is `.md` then `.gt-sm` should be used instead\n * @return {?}\n */\n function () {\n return this._activatedInputKey || this._options.baseKey;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(ResponsiveActivation.prototype, \"activatedInput\", {\n /**\n * Get the currently activated @Input value or the fallback default @Input value\n */\n get: /**\n * Get the currently activated \\@Input value or the fallback default \\@Input value\n * @return {?}\n */\n function () {\n /** @type {?} */\n var key = this.activatedInputKey;\n return this.hasKeyValue(key) ? this._lookupKeyValue(key) : this._options.defaultValue;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Fast validator for presence of attribute on the host element\n */\n /**\n * Fast validator for presence of attribute on the host element\n * @param {?} key\n * @return {?}\n */\n ResponsiveActivation.prototype.hasKeyValue = /**\n * Fast validator for presence of attribute on the host element\n * @param {?} key\n * @return {?}\n */\n function (key) {\n return this._options.inputKeys[key] !== undefined;\n };\n /**\n * Remove interceptors, restore original functions, and forward the onDestroy() call\n */\n /**\n * Remove interceptors, restore original functions, and forward the onDestroy() call\n * @return {?}\n */\n ResponsiveActivation.prototype.destroy = /**\n * Remove interceptors, restore original functions, and forward the onDestroy() call\n * @return {?}\n */\n function () {\n this._subscribers.forEach(function (link) { return link.unsubscribe(); });\n this._subscribers = [];\n };\n /**\n * For each *defined* API property, register a callback to `_onMonitorEvents( )`\n * Cache 1..n subscriptions for internal auto-unsubscribes when the the directive destructs\n * @return {?}\n */\n ResponsiveActivation.prototype._configureChangeObservers = /**\n * For each *defined* API property, register a callback to `_onMonitorEvents( )`\n * Cache 1..n subscriptions for internal auto-unsubscribes when the the

directive destructs\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var subscriptions = [];\n this._registryMap.forEach(function (bp) {\n if (_this._keyInUse(bp.key)) {\n /** @type {?} */\n var buildChanges = function (change) {\n change = change.clone();\n change.property = _this._options.baseKey;\n return change;\n };\n subscriptions.push(_this._mediaMonitor\n .observe(bp.alias)\n .pipe(map(buildChanges))\n .subscribe(function (change) {\n _this._onMonitorEvents(change);\n }));\n }\n });\n return subscriptions;\n };\n /**\n * Build mediaQuery key-hashmap; only for the directive properties that are actually defined/used\n * in the HTML markup\n * @return {?}\n */\n ResponsiveActivation.prototype._buildRegistryMap = /**\n * Build mediaQuery key-hashmap; only for the directive properties that are actually defined/used\n * in the HTML markup\n * @return {?}\n */\n function () {\n var _this = this;\n return this._mediaMonitor.breakpoints\n .map(function (bp) { return (extendObject({}, bp, {\n baseKey: _this._options.baseKey,\n // e.g. layout, hide, self-align, flex-wrap\n key: _this._options.baseKey + bp.suffix // e.g. layoutGtSm, layoutMd, layoutGtLg\n })); })\n .filter(function (bp) { return _this._keyInUse(bp.key); });\n };\n /**\n * Synchronizes change notifications with the current mq-activated @Input and calculates the\n * mq-activated input value or the default value\n */\n /**\n * Synchronizes change notifications with the current mq-activated \\@Input and calculates the\n * mq-activated input value or the default value\n * @param {?} change\n * @return {?}\n */\n ResponsiveActivation.prototype._onMonitorEvents = /**\n * Synchronizes change notifications with the current mq-activated \\@Input and calculates the\n * mq-activated input value or the default value\n * @param {?} change\n * @return {?}\n */\n function (change) {\n if (change.property === this._options.baseKey) {\n change.value = this._calculateActivatedValue(change);\n this._onMediaChanges(change);\n }\n };\n /**\n * Has the key been specified in the HTML markup and thus is intended\n * to participate in activation processes.\n * @param {?} key\n * @return {?}\n */\n ResponsiveActivation.prototype._keyInUse = /**\n * Has the key been specified in the HTML markup and thus is intended\n * to participate in activation processes.\n * @param {?} key\n * @return {?}\n */\n function (key) {\n return this._lookupKeyValue(key) !== undefined;\n };\n /**\n * Map input key associated with mediaQuery activation to closest defined input key\n * then return the values associated with the targeted input property\n *\n * !! change events may arrive out-of-order (activate before deactivate)\n * so make sure the deactivate is used ONLY when the keys match\n * (since a different activate may be in use)\n * @param {?} current\n * @return {?}\n */\n ResponsiveActivation.prototype._calculateActivatedValue = /**\n * Map input key associated with mediaQuery activation to closest defined input key\n * then return the values associated with the targeted input property\n *\n * !! change events may arrive out-of-order (activate before deactivate)\n * so make sure the deactivate is used ONLY when the keys match\n * (since a different activate may be in use)\n * @param {?} current\n * @return {?}\n */\n function (current) {\n /** @type {?} */\n var currentKey = this._options.baseKey + current.suffix;\n /** @type {?} */\n var newKey = this._activatedInputKey; // e.g. newKey == hideGtSm\n newKey = current.matches ? currentKey : ((newKey === currentKey) ? '' : newKey);\n this._activatedInputKey = this._validateInputKey(newKey);\n return this.activatedInput;\n };\n /**\n * For the specified input property key, validate it is defined (used in the markup)\n * If not see if a overlapping mediaQuery-related input key fallback has been defined\n *\n * NOTE: scans in the order defined by activeOverLaps (largest viewport ranges -> smallest ranges)\n * @param {?} inputKey\n * @return {?}\n */\n ResponsiveActivation.prototype._validateInputKey = /**\n * For the specified input property key, validate it is defined (used in the markup)\n * If not see if a overlapping mediaQuery-related input key fallback has been defined\n *\n * NOTE: scans in the order defined by activeOverLaps (largest viewport ranges -> smallest ranges)\n * @param {?} inputKey\n * @return {?}\n */\n function (inputKey) {\n var _this = this;\n /** @type {?} */\n var isMissingKey = function (key) { return !_this._keyInUse(key); };\n if (isMissingKey(inputKey)) {\n this._mediaMonitor.activeOverlaps.some(function (bp) {\n /** @type {?} */\n var key = _this._options.baseKey + bp.suffix;\n if (!isMissingKey(key)) {\n inputKey = key;\n

return true; // exit .some()\n }\n return false;\n });\n }\n return inputKey;\n };\n /**\n * Get the value (if any) for the directive instances \\@Input property (aka key)\n * @param {?} key\n * @return {?}\n */\n ResponsiveActivation.prototype._lookupKeyValue = /**\n * Get the value (if any) for the directive instances \\@Input property (aka key)\n * @param {?} key\n * @return {?}\n */\n function (key) {\n return this._options.inputKeys[key];\n };\n return ResponsiveActivation;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Abstract base class for the Layout API styling directives.\n * @deprecated\n * \\@deletion-target v7.0.0-beta.21\n * @abstract\n */\nvar /**\n * Abstract base class for the Layout API styling directives.\n * @deprecated\n * \\@deletion-target v7.0.0-beta.21\n * @abstract\n */\nBaseDirective = /** @class */ (function () {\n function BaseDirective(_mediaMonitor, _elementRef, _styler, _styleBuilder) {\n this._mediaMonitor = _mediaMonitor;\n this._elementRef = _elementRef;\n this._styler = _styler;\n this._styleBuilder = _styleBuilder;\n /**\n * Dictionary of input keys with associated values\n */\n this._inputMap = {};\n /**\n * Has the `ngOnInit()` method fired\n *\n * Used to allow *ngFor tasks to finish and support queries like\n * getComputedStyle() during ngOnInit().\n */\n this._hasInitialized = false;\n /**\n * Cache map for style computation\n */\n this._styleCache = new Map();\n }\n Object.defineProperty(BaseDirective.prototype, \"activatedValue\", {\n /**\n * Imperatively determine the current activated [input] value;\n * if called before ngOnInit() this will return `undefined`\n */\n get: /**\n * Imperatively determine the current activated [input] value;\n * if called before ngOnInit() this will return `undefined`\n * @return {?}\n */\n function () {\n return this._mqActivation ? this._mqActivation.activatedInput : undefined;\n },\n /**\n * Change the currently activated input value and force-update\n * the injected CSS (by-passing change detection).\n *\n * NOTE: Only the currently activated input value will be modified;\n * other input values will NOT be affected.\n */\n set: /**\n * Change the currently activated input value and force-update\n * the injected CSS (by-passing change detection).\n *\n * NOTE: Only the currently activated input value will be modified;\n * other input values will NOT be affected.\n * @param {?} value\n * @return {?}\n */\n function (value) {\n var _a;\n /** @type {?} */\n var key = 'baseKey';\n /** @type {?} */\n var previousVal;\n if (this._mqActivation) {\n key = this._mqActivation.activatedInputKey;\n previousVal = this._inputMap[key];\n this._inputMap[key] = value;\n }\n /** @type {?} */\n var change = new SimpleChange(previousVal, value, false);\n this.ngOnChanges(/** @type {?} */ (_a = {}, _a[key] = change, _a));\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Does this directive have 1 or more responsive keys defined\n * Note: we exclude the 'baseKey' key (which is NOT considered responsive)\n */\n /**\n * Does this directive have 1 or more responsive keys defined\n * Note: we exclude the 'baseKey' key (which is NOT considered responsive)\n * @param {?} baseKey\n * @return {?}\n */\n BaseDirective.prototype.hasResponsiveAPI = /**\n * Does this directive have 1 or more responsive keys defined\n * Note: we exclude the 'baseKey' key (which is NOT considered responsive)\n * @param {?} baseKey\n * @return {?}\n */\n function (baseKey) {\n /** @type {?} */\n var totalKeys = Object.keys(this._inputMap).length;\n /** @type {?} */\n var baseValue = this._inputMap[baseKey];\n return (totalKeys - (!!baseValue ? 1 : 0)) > 0;\n };\n // **********\n // Lifecycle Methods\n // **********\n /**\n * Use post-component-initialization event to perform extra\n * querying such as computed Display style\n */\n /**\n * Use post-component-initialization event to perform extra\n * querying such as computed Display style\n * @return {?}\n */\n BaseDirective.prototype.ngOnInit = /**\n * Use post-component-initialization event to perform extra\n * querying such as computed Display style\n * @return {?}\n */\n function () {\n this._hasInitialized = true;\n };\n /**\n * @param {?} change\n * @return {?}\n */\n BaseDirective.prototype.ngOnChanges = /**\n * @param {?} change\n * @return {?}\n */\n function (change) {\n throw new Error(\"BaseDirective::ngOnChanges should be overridden in subclass: \" + change);\n };\n /**\n * @return {?}\n */\n BaseDirective.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n if

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(this._mqActivation) {\n            this._mqActivation.destroy();\n        }\n        delete this._mediaMonitor;\n    };\n
Object.defineProperty(BaseDirective.prototype, \"parentElement\", {\n        //
**********\n        // Protected Methods\n        //
**********\n        /** Access to host element's parent DOM node */\n
  get: /**\n         * Access to host element's parent DOM node\n         * @return {?}\n         */\n         function () {\n
      return this._elementRef.nativeElement.parentNode;\n         },\n         enumerable: true,\n         configurable: true\n
 });\n    Object.defineProperty(BaseDirective.prototype, \"nativeElement\", {\n         get: /**\n         * @return {?}\n
    */\n         function () {\n            return this._elementRef.nativeElement;\n         },\n         enumerable: true,\n
configurable: true\n    });\n    /** Add styles to the element using predefined style builder */\n    /**\n     * Add styles
to the element using predefined style builder\n     * @param {?} input\n     * @param {?=} parent\n     * @return
{?}\n     */\n    BaseDirective.prototype.addStyles = /**\n     * Add styles to the element using predefined style
builder\n     * @param {?} input\n     * @param {?=} parent\n     * @return {?}\n     */\n    function (input, parent)
{\n         /** @type {?} */\n         var builder = /** @type {?} */ ((this._styleBuilder));\n         /** @type {?} */\n
var useCache = builder.shouldCache;\n         /** @type {?} */\n         var genStyles = this._styleCache.get(input);\n
  if (!genStyles || !useCache) {\n            genStyles = builder.buildStyles(input, parent);\n            if (useCache) {\n
      this._styleCache.set(input, genStyles);\n            }\n         }\n         this._applyStyleToElement(genStyles);\n
builder.sideEffect(input, genStyles, parent);\n    };\n    /** Access the current value (if any) of the @Input property
*/\n    /**\n     * Access the current value (if any) of the \\@Input property\n     * @param {?} key\n     * @return
{?}\n     */\n    BaseDirective.prototype._queryInput = /**\n     * Access the current value (if any) of the \\@Input
property\n     * @param {?} key\n     * @return {?}\n     */\n    function (key) {\n         return this._inputMap[key];\n
 };\n    /**\n     * Was the directive's default selector used ?\n     * If not, use the fallback value!\n     */\n    /**\n     *
Was the directive's default selector used ?\n     * If not, use the fallback value!\n     * @param {?} key\n     *
@param {?} fallbackVal\n     * @return {?}\n     */\n    BaseDirective.prototype._getDefaultVal = /**\n     * Was
the directive's default selector used ?\n     * If not, use the fallback value!\n     * @param {?} key\n     * @param {?}
fallbackVal\n     * @return {?}\n     */\n    function (key, fallbackVal) {\n         /** @type {?} */\n         var val =
this._queryInput(key);\n         /** @type {?} */\n         var hasDefaultVal = (val !== undefined && val !== null);\n
 return (hasDefaultVal && val !== '') ? val : fallbackVal;\n    };\n    /**\n     * Quick accessor to the current
HTMLElement's `display` style\n     * Note: this allows us to preserve the original style\n     * and optional restore it
when the mediaQueries deactivate\n     */\n    /**\n     * Quick accessor to the current HTMLElement's `display`
style\n     * Note: this allows us to preserve the original style\n     * and optional restore it when the mediaQueries
deactivate\n     * @param {?=} source\n     * @return {?}\n     */\n    BaseDirective.prototype._getDisplayStyle =
/**\n     * Quick accessor to the current HTMLElement's `display` style\n     * Note: this allows us to preserve the
original style\n     * and optional restore it when the mediaQueries deactivate\n     * @param {?=} source\n     *
@return {?}\n     */\n    function (source) {\n         if (source === void 0) { source = this.nativeElement; }\n         /**
@type {?} */\n         var query = 'display';\n         return this._styler.lookupStyle(source, query);\n    };\n    /** Quick
accessor to raw attribute value on the target DOM element */\n    /**\n     * Quick accessor to raw attribute value on
the target DOM element\n     * @param {?} attribute\n     * @param {?=} source\n     * @return {?}\n     */\n
BaseDirective.prototype._getAttributeValue = /**\n     * Quick accessor to raw attribute value on the target DOM
element\n     * @param {?} attribute\n     * @param {?=} source\n     * @return {?}\n     */\n    function (attribute,
source) {\n         if (source === void 0) { source = this.nativeElement; }\n         return
this._styler.lookupAttributeValue(source, attribute);\n    };\n    /**\n     * Determine the DOM element's Flexbox
flow (flex-direction).\n     *\n     * Check inline style first then check computed (stylesheet) style.\n     * And
optionally add the flow value to element's inline style.\n     */\n    /**\n     * Determine the DOM element's Flexbox
flow (flex-direction).\n     *\n     * Check inline style first then check computed (stylesheet) style.\n     * And
optionally add the flow value to element's inline style.\n     * @param {?} target\n     * @param {?=}
addIfMissing\n     * @return {?}\n     */\n    BaseDirective.prototype._getFlexFlowDirection = /**\n     * Determine
the DOM element's Flexbox flow (flex-direction).\n     *\n     * Check inline style first then check computed
(stylesheet) style.\n     * And optionally add the flow value to element's inline style.\n     * @param {?} target\n     *
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@param {?=} addIfMissing\n * @return {?}\n */\n function (target, addIfMissing) {\n if (addIfMissing === void 0) { addIfMissing = false; }\n if (target) {\n var _a = this._styler.getFlowDirection(target), value = _a[0], hasInlineValue = _a[1];\n if (!hasInlineValue && addIfMissing) {\n /** @type {?} */\n var style = buildLayoutCSS(value);\n /** @type {?} */\n var elements = [target];\n this._styler.applyStyleToElements(style, elements);\n }\n return value.trim();\n }\n return 'row';\n };\n /** Applies styles given via string pair or object map to the directive element */\n /**\n * Applies styles given via string pair or object map to the directive element\n * @param {?} style\n * @param {?=} value\n * @param {?=} element\n * @return {?}\n */\n BaseDirective.prototype._applyStyleToElement = /**\n * Applies styles given via string pair or object map to the directive element\n * @param {?} style\n * @param {?=} value\n * @param {?=} element\n * @return {?}\n */\n function (style, value, element) {\n if (element === void 0) { element = this.nativeElement; }\n this._styler.applyStyleToElement(element, style, value);\n };\n /** Applies styles given via string pair or object map to the directive's element */\n /**\n * Applies styles given via string pair or object map to the directive's element\n * @param {?} style\n * @param {?} elements\n * @return {?}\n */\n BaseDirective.prototype._applyStyleToElements = /**\n * Applies styles given via string pair or object map to the directive's element\n * @param {?} style\n * @param {?} elements\n * @return {?}\n */\n function (style, elements) {\n this._styler.applyStyleToElements(style, elements);\n };\n /**\n * Save the property value; which may be a complex object.\n * Complex objects support property chains\n */\n /**\n * Save the property value; which may be a complex object.\n * Complex objects support property chains\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n BaseDirective.prototype._cacheInput = /**\n * Save the property value; which may be a complex object.\n * Complex objects support property chains\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n function (key, source) {\n if (typeof source === 'object') {\n for (var prop in source) {\n this._inputMap[prop] = source[prop];\n }\n }\n else {\n if (!!key) {\n this._inputMap[key] = source;\n }\n }\n };\n /**\n * Build a ResponsiveActivation object used to manage subscriptions to mediaChange notifications\n * and intelligent lookup of the directive's property value that corresponds to that mediaQuery\n * (or closest match).\n */\n /**\n * Build a ResponsiveActivation object used to manage subscriptions to mediaChange notifications\n * and intelligent lookup of the directive's property value that corresponds to that mediaQuery\n * (or closest match).\n * @param {?} key\n * @param {?} defaultValue\n * @param {?} onMediaQueryChange\n * @return {?}\n */\n BaseDirective.prototype._listenForMediaQueryChanges = /**\n * Build a ResponsiveActivation object used to manage subscriptions to mediaChange notifications\n * and intelligent lookup of the directive's property value that corresponds to that mediaQuery\n * (or closest match).\n * @param {?} key\n * @param {?} defaultValue\n * @param {?} onMediaQueryChange\n * @return {?}\n */\n function (key, defaultValue, onMediaQueryChange) {\n // tslint:disable-line:max-line-length\n if (!this._mqActivation) {\n /** @type {?} */\n var keyOptions = new KeyOptions(key, defaultValue, this._inputMap);\n this._mqActivation = new ResponsiveActivation(keyOptions, this._mediaMonitor, function (change) { return onMediaQueryChange(change); });\n }\n return this._mqActivation;\n };\n Object.defineProperty(BaseDirective.prototype, \"childrenNodes\", {\n /** Special accessor to query for all child 'element' nodes regardless of type, class, etc */\n get: /**\n * Special accessor to query for all child 'element' nodes regardless of type, class, etc\n * @return {?}\n */\n function () {\n /** @type {?} */\n var obj = this.nativeElement.children;\n /** @type {?} */\n var buffer = [];\n // iterate backwards ensuring that length is an UInt32\n for (var i = obj.length; i--;) {\n buffer[i] = obj[i];\n }\n return buffer;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(BaseDirective.prototype, \"hasInitialized\", {\n get: /**\n * @return {?}\n */\n function () {\n return this._hasInitialized;\n },\n enumerable: true,\n configurable: true\n });\n return BaseDirective;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Adapter to the BaseDirective abstract class so it can be used via composition.\n * @see BaseDirective\n * @deprecated\n * \\@deletion-target

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v7.0.0-beta.21\n */\nvar  /**\n * Adapter to the BaseDirective abstract class so it can be used via composition.\n *
@see BaseDirective\n * @deprecated\n * \\@deletion-target v7.0.0-beta.21\n */\nBaseDirectiveAdapter = /**
@class */ (function (_super) {\n    __extends(BaseDirectiveAdapter, _super);\n    /**\n     * BaseDirectiveAdapter
constructor\n     */\n    function BaseDirectiveAdapter(_baseKey, // non-responsive @Input property name\n    //
non-responsive @Input property name\n    _mediaMonitor, _elementRef, _styler) {\n        var _this =
_super.call(this, _mediaMonitor, _elementRef, _styler) || this;\n        _this._baseKey = _baseKey;\n
_this._mediaMonitor = _mediaMonitor;\n        _this._elementRef = _elementRef;\n        _this._styler = _styler;\n
return _this;\n    }\n    Object.defineProperty(BaseDirectiveAdapter.prototype, \"activeKey\", {\n        /**\n         *
Accessor to determine which @Input property is \"active\"\n         * e.g. which property value will be used.\n
*/\n        get: /**\n         * Accessor to determine which \\@Input property is \"active\"\n         * e.g. which property
value will be used.\n         * @return {?}\n         */\n        function () {\n            /** @type {?} */\n            var mqa =
this._mqActivation;\n            /** @type {?} */\n            var key = mqa ? mqa.activatedInputKey : this._baseKey;\n
        // Note: ClassDirective::SimpleChanges uses 'klazz' instead of 'class' as a key\n            return (key === 'class') ?
'klazz' : key;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(BaseDirectiveAdapter.prototype, \"inputMap\", {\n        /** Hash map of all @Input
keys/values defined/used */\n        get: /**\n         * Hash map of all \\@Input keys/values defined/used\n         *
@return {?}\n         */\n        function () {\n            return this._inputMap;\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(BaseDirectiveAdapter.prototype, \"mqActivation\", {\n
/**\n         * @see BaseDirective._mqActivation\n         */\n        get: /**\n         * @see
BaseDirective._mqActivation\n         * @return {?}\n         */\n        function () {\n            return /** @type {?} */
((this._mqActivation));\n        },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * Does this
directive have 1 or more responsive keys defined\n     * Note: we exclude the 'baseKey' key (which is NOT
considered responsive)\n     */\n    /**\n     * Does this directive have 1 or more responsive keys defined\n     * Note:
we exclude the 'baseKey' key (which is NOT considered responsive)\n     * @return {?}\n     */\n
BaseDirectiveAdapter.prototype.hasResponsiveAPI = /**\n     * Does this directive have 1 or more responsive keys
defined\n     * Note: we exclude the 'baseKey' key (which is NOT considered responsive)\n     * @return {?}\n
*/\n    function () {\n        return _super.prototype.hasResponsiveAPI.call(this, this._baseKey);\n    };\n    /**\n     *
@see BaseDirective._queryInput\n     */\n    /**\n     * @see BaseDirective._queryInput\n     * @param {?} key\n
* @return {?}\n     */\n    BaseDirectiveAdapter.prototype.queryInput = /**\n     * @see
BaseDirective._queryInput\n     * @param {?} key\n     * @return {?}\n     */\n    function (key) {\n        return key ?
this._queryInput(key) : undefined;\n    };\n    /**\n     *  Save the property value.\n     */\n    /**\n     *  Save the
property value.\n     * @param {?=} key\n     * @param {?=} source\n     * @param {?=} cacheRaw\n     * @return
{?}\n     */\n    BaseDirectiveAdapter.prototype.cacheInput = /**\n     *  Save the property value.\n     * @param
{?=} key\n     * @param {?=} source\n     * @param {?=} cacheRaw\n     * @return {?}\n     */\n    function (key,
source, cacheRaw) {\n        if (cacheRaw === void 0) { cacheRaw = false; }\n        if (cacheRaw) {\n
this._cacheInputRaw(key, source);\n        }\n        else if (Array.isArray(source)) {\n
this._cacheInputArray(key, source);\n        }\n        else if (typeof source === 'object') {\n
this._cacheInputObject(key, source);\n        }\n        else if (typeof source === 'string') {\n
this._cacheInputString(key, source);\n        }\n        else {\n            throw new Error(\"Invalid class value '\" + key +
\'" provided. Did you want to cache the raw value?\");\n        }\n    };\n    /**\n     * @see
BaseDirective._listenForMediaQueryChanges\n     */\n    /**\n     * @see
BaseDirective._listenForMediaQueryChanges\n     * @param {?} key\n     * @param {?} defaultValue\n     *
@param {?} onMediaQueryChange\n     * @return {?}\n     */\n
BaseDirectiveAdapter.prototype.listenForMediaQueryChanges = /**\n     * @see
BaseDirective._listenForMediaQueryChanges\n     * @param {?} key\n     * @param {?} defaultValue\n     *
@param {?} onMediaQueryChange\n     * @return {?}\n     */\n    function (key, defaultValue,
onMediaQueryChange) {\n        return this._listenForMediaQueryChanges(key, defaultValue,
onMediaQueryChange);\n    };\n    // ************************************************************\n
```

// Protected Methods\n // **********\n /**\n * No implicit transforms of the source.\n * Required when caching values expected later for KeyValueDiffers\n */\n /**\n * No implicit transforms of the source.\n * Required when caching values expected later for KeyValueDiffers\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n BaseDirectiveAdapter.prototype._cacheInputRaw = /**\n * No implicit transforms of the source.\n * Required when caching values expected later for KeyValueDiffers\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n function (key, source) {\n if (key) {\n this._inputMap[key] = source;\n }\n };\n /**\n * Save the property value for Array values.\n */\n /**\n * Save the property value for Array values.\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n BaseDirectiveAdapter.prototype._cacheInputArray = /**\n * Save the property value for Array values.\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n function (key, source) {\n if (key === void 0) { key = ''; }\n this._inputMap[key] = source ? source.join(' ') : '';\n };\n /**\n * Save the property value for key/value pair values.\n */\n /**\n * Save the property value for key/value pair values.\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n BaseDirectiveAdapter.prototype._cacheInputObject = /**\n * Save the property value for key/value pair values.\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n function (key, source) {\n if (key === void 0) { key = ''; }\n /** @type {?} */\n var classes = [];\n if (source) {\n for (var prop in source) {\n if (!!source[prop]) {\n classes.push(prop);\n }\n }\n }\n this._inputMap[key] = classes.join(' ');\n };\n /**\n * Save the property value for string values.\n */\n /**\n * Save the property value for string values.\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n BaseDirectiveAdapter.prototype._cacheInputString = /**\n * Save the property value for string values.\n * @param {?=} key\n * @param {?=} source\n * @return {?}\n */\n function (key, source) {\n if (key === void 0) { key = ''; }\n this._inputMap[key] = source;\n };\n return BaseDirectiveAdapter;\n}(BaseDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * @abstract\n */\nvar /**\n * @abstract\n */\nBaseDirective2 = /** @class */ (function () {\n function BaseDirective2(elementRef, styleBuilder, styler, marshal) {\n this.elementRef = elementRef;\n this.styleBuilder = styleBuilder;\n this.styler = styler;\n this.marshal = marshal;\n this.DIRECTIVE_KEY = '';\n this.inputs = [];\n /**\n * The most recently used styles for the builder\n */\n this.mru = {};\n this.destroySubject = new Subject();\n /**\n * Cache map for style computation\n */\n this.styleCache = new Map();\n }\n Object.defineProperty(BaseDirective2.prototype, \"parentElement\", {\n /** Access to host element's parent DOM node */\n get: /**\n * Access to host element's parent DOM node\n * @return {?}\n */\n function () {\n return this.elementRef.nativeElement.parentElement;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(BaseDirective2.prototype, \"nativeElement\", {\n /** Access to the HTMLElement for the directive */\n get: /**\n * Access to the HTMLElement for the directive\n * @return {?}\n */\n function () {\n return this.elementRef.nativeElement;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(BaseDirective2.prototype, \"activatedValue\", {\n /** Access to the activated value for the directive */\n get: /**\n * Access to the activated value for the directive\n * @return {?}\n */\n function () {\n return this.marshal.getValue(this.nativeElement, this.DIRECTIVE_KEY);\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.marshal.setValue(this.nativeElement, this.DIRECTIVE_KEY, value, this.marshal.activatedBreakpoint);\n },\n enumerable: true,\n configurable: true\n });\n /** For @Input changes */\n /**\n * For \\@Input changes\n * @param {?} changes\n * @return {?}\n */\n BaseDirective2.prototype.ngOnChanges = /**\n * For \\@Input changes\n * @param {?} changes\n * @return {?}\n */\n function (changes) {\n var _this = this;\n Object.keys(changes).forEach(function (key) {\n if (_this.inputs.indexOf(key) !== -1) {\n /** @type {?} */\n var bp = key.split('.').slice(1).join('.');\n /** @type {?} */\n var val = changes[key].currentValue;\n _this.setValue(val, bp);\n }\n });\n };\n /**\n * @return

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{?}\n     */\n    BaseDirective2.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this.destroySubject.next();\n        this.destroySubject.complete();\n
this.marshal.releaseElement(this.nativeElement);\n    };\n    /** Register with central marshaller service */\n    /**\n
 * Register with central marshaller service\n     * @param {?=} extraTriggers\n     * @return {?}\n     */\n
BaseDirective2.prototype.init = /**\n     * Register with central marshaller service\n     * @param {?=}
extraTriggers\n     * @return {?}\n     */\n    function (extraTriggers) {\n        if (extraTriggers === void 0) {
extraTriggers = []; }\n        this.marshal.init(this.elementRef.nativeElement, this.DIRECTIVE_KEY,
this.updateWithValue.bind(this), this.clearStyles.bind(this), extraTriggers);\n    };\n    /** Add styles to the element
using predefined style builder */\n    /**\n     * Add styles to the element using predefined style builder\n     *
@param {?} input\n     * @param {?=} parent\n     * @return {?}\n     */\n    BaseDirective2.prototype.addStyles =
/**\n     * Add styles to the element using predefined style builder\n     * @param {?} input\n     * @param {?=}
parent\n     * @return {?}\n     */\n    function (input, parent) {\n        /** @type {?} */\n        var builder =
this.styleBuilder;\n        /** @type {?} */\n        var useCache = builder.shouldCache;\n        /** @type {?} */\n
var genStyles = this.styleCache.get(input);\n        if (!genStyles || !useCache) {\n            genStyles =
builder.buildStyles(input, parent);\n            if (useCache) {\n                this.styleCache.set(input, genStyles);\n
}\n        }\n        this.mru = __assign({}, genStyles);\n        this.applyStyleToElement(genStyles);\n
builder.sideEffect(input, genStyles, parent);\n    };\n    /** Remove generated styles from an element using
predefined style builder */\n    /**\n     * Remove generated styles from an element using predefined style builder\n
 * @return {?}\n     */\n    BaseDirective2.prototype.clearStyles = /**\n     * Remove generated styles from an
element using predefined style builder\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n
Object.keys(this.mru).forEach(function (k) {\n            _this.mru[k] = '';\n        });\n
this.applyStyleToElement(this.mru);\n        this.mru = {};\n    };\n    /** Force trigger style updates on DOM element
*/\n    /**\n     * Force trigger style updates on DOM element\n     * @return {?}\n     */\n
BaseDirective2.prototype.triggerUpdate = /**\n     * Force trigger style updates on DOM element\n     * @return
{?}\n     */\n    function () {\n        /** @type {?} */\n        var val = this.marshal.getValue(this.nativeElement,
this.DIRECTIVE_KEY);\n        this.marshal.updateElement(this.nativeElement, this.DIRECTIVE_KEY, val);\n
};\n    /**\n     * Determine the DOM element's Flexbox flow (flex-direction).\n     *\n     * Check inline style first
then check computed (stylesheet) style.\n     * And optionally add the flow value to element's inline style.\n     */\n
/**\n     * Determine the DOM element's Flexbox flow (flex-direction).\n     *\n     * Check inline style first then
check computed (stylesheet) style.\n     * And optionally add the flow value to element's inline style.\n     * @param
{?} target\n     * @param {?=} addIfMissing\n     * @return {?}\n     */\n
BaseDirective2.prototype.getFlexFlowDirection = /**\n     * Determine the DOM element's Flexbox flow (flex-
direction).\n     *\n     * Check inline style first then check computed (stylesheet) style.\n     * And optionally add the
flow value to element's inline style.\n     * @param {?} target\n     * @param {?=} addIfMissing\n     * @return
{?}\n     */\n    function (target, addIfMissing) {\n        if (addIfMissing === void 0) { addIfMissing = false; }\n
if (target) {\n            var _a = this.styler.getFlowDirection(target), value = _a[0], hasInlineValue = _a[1];\n            if
(!hasInlineValue && addIfMissing) {\n                /** @type {?} */\n                var style = buildLayoutCSS(value);\n
            /** @type {?} */\n                var elements = [target];\n                this.styler.applyStyleToElements(style,
elements);\n            }\n            return value.trim();\n        }\n        return 'row';\n    };\n    /** Applies styles given via
string pair or object map to the directive element */\n    /**\n     * Applies styles given via string pair or object map
to the directive element\n     * @param {?} style\n     * @param {?=} value\n     * @param {?=} element\n     *
@return {?}\n     */\n    BaseDirective2.prototype.applyStyleToElement = /**\n     * Applies styles given via string
pair or object map to the directive element\n     * @param {?} style\n     * @param {?=} value\n     * @param {?=}
element\n     * @return {?}\n     */\n    function (style, value, element) {\n        if (element === void 0) { element =
this.nativeElement; }\n        this.styler.applyStyleToElement(element, style, value);\n    };\n    /**\n     * @param {?}
val\n     * @param {?} bp\n     * @return {?}\n     */\n    BaseDirective2.prototype.setValue = /**\n     * @param
{?} val\n     * @param {?} bp\n     * @return {?}\n     */\n    function (val, bp) {\n
this.marshal.setValue(this.nativeElement, this.DIRECTIVE_KEY, val, bp);\n    };\n    /**\n     * @param {?}
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input\n     * @return {?}\n     */\n    BaseDirective2.prototype.updateWithValue = /**\n     * @param {?} input\n
* @return {?}\n     */\n    function (input) {\n        this.addStyles(input);\n    };\n    return
BaseDirective2;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by
tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * MockMatchMedia
mocks calls to the Window API matchMedia with a build of a simulated\n * MockMediaQueryListener. Methods
are available to simulate an activation of a mediaQuery\n * range and to clearAll mediaQuery listeners.\n */\nvar
MockMatchMedia = /** @class */ (function (_super) {\n    __extends(MockMatchMedia, _super);\n    function
MockMatchMedia(_zone, _platformId, _document, _breakpoints) {\n        var _this = _super.call(this, _zone,
_platformId, _document) || this;\n        _this._breakpoints = _breakpoints;\n        /**\n         * Special flag used to test
BreakPoint registrations with MatchMedia\n         */\n        _this.autoRegisterQueries = true;\n        /**\n         *
Allow fallback to overlapping mediaQueries to determine\n         * activatedInput(s).\n         */\n
_this.useOverlaps = false;\n        _this._registry = new Map();\n        _this._actives = [];\n        return _this;\n    }\n
/** Easy method to clear all listeners for all mediaQueries */\n    /**\n     * Easy method to clear all listeners for all
mediaQueries\n     * @return {?}\n     */\n    MockMatchMedia.prototype.clearAll = /**\n     * Easy method to clear
all listeners for all mediaQueries\n     * @return {?}\n     */\n    function () {\n        this._registry.forEach(function
(mql) {\n            mql.destroy();\n        });\n        this._registry.clear();\n        this.useOverlaps = false;\n    };\n    /**
Feature to support manual, simulated activation of a mediaQuery. */\n    /**\n     * Feature to support manual,
simulated activation of a mediaQuery.\n     * @param {?} mediaQuery\n     * @param {?=} useOverlaps\n     *
@return {?}\n     */\n    MockMatchMedia.prototype.activate = /**\n     * Feature to support manual, simulated
activation of a mediaQuery.\n     * @param {?} mediaQuery\n     * @param {?=} useOverlaps\n     * @return {?}\n
  */\n    function (mediaQuery, useOverlaps) {\n        if (useOverlaps === void 0) { useOverlaps = false; }\n
useOverlaps = useOverlaps || this.useOverlaps;\n        mediaQuery = this._validateQuery(mediaQuery);\n        if
(useOverlaps || !this.isActive(mediaQuery)) {\n            this._deactivateAll();\n
this._registerMediaQuery(mediaQuery);\n            this._activateWithOverlaps(mediaQuery, useOverlaps);\n        }\n
    return this.hasActivated;\n    };\n    /** Converts an optional mediaQuery alias to a specific, valid mediaQuery
*/\n    /**\n     * Converts an optional mediaQuery alias to a specific, valid mediaQuery\n     * @param {?}
queryOrAlias\n     * @return {?}\n     */\n    MockMatchMedia.prototype._validateQuery = /**\n     * Converts an
optional mediaQuery alias to a specific, valid mediaQuery\n     * @param {?} queryOrAlias\n     * @return {?}\n
*/\n    function (queryOrAlias) {\n        /** @type {?} */\n        var bp =
this._breakpoints.findByAlias(queryOrAlias);\n        return (bp && bp.mediaQuery) || queryOrAlias;\n    };\n    /**\n
   * Manually activate any overlapping mediaQueries to simulate\n     * similar functionality in the
window.matchMedia()\n     * @param {?} mediaQuery\n     * @param {?} useOverlaps\n     * @return {?}\n     */\n
  MockMatchMedia.prototype._activateWithOverlaps = /**\n     * Manually activate any overlapping mediaQueries
to simulate\n     * similar functionality in the window.matchMedia()\n     * @param {?} mediaQuery\n     * @param
{?} useOverlaps\n     * @return {?}\n     */\n    function (mediaQuery, useOverlaps) {\n        if (useOverlaps) {\n
   /** @type {?} */\n            var bp = this._breakpoints.findByQuery(mediaQuery);\n            /** @type {?} */\n
  var alias = bp ? bp.alias : 'unknown';\n            // Simulate activation of overlapping lt-<XXX> ranges\n
switch (alias) {\n                case 'lg':\n                    this._activateByAlias('lt-xl');\n                    break;\n                case
'md':\n                    this._activateByAlias('lt-xl, lt-lg');\n                    break;\n                case 'sm':\n
this._activateByAlias('lt-xl, lt-lg, lt-md');\n                    break;\n                case 'xs':\n
this._activateByAlias('lt-xl, lt-lg, lt-md, lt-sm');\n                    break;\n            }\n            // Simulate activate of
overlapping gt-<xxxx> mediaQuery ranges\n            switch (alias) {\n                case 'xl':\n
this._activateByAlias('gt-lg, gt-md, gt-sm, gt-xs');\n                    break;\n                case 'lg':\n
this._activateByAlias('gt-md, gt-sm, gt-xs');\n                    break;\n                case 'md':\n
this._activateByAlias('gt-sm, gt-xs');\n                    break;\n                case 'sm':\n
this._activateByAlias('gt-xs');\n                    break;\n            }\n        }\n        // Activate last since the
```

responsiveActivation is watching *this* mediaQuery\n return this._activateByQuery(mediaQuery);\n };\n /**\n *\n * @param {?} aliases\n * @return {?}\n */\n MockMatchMedia.prototype._activateByAlias = /**\n *\n * @param {?} aliases\n * @return {?}\n */\n function (aliases) {\n var _this = this;\n /** @type {?} */\n var activate = function (alias) {\n /** @type {?} */\n var bp = _this._breakpoints.findByAlias(alias);\n _this._activateByQuery(bp ? bp.mediaQuery : alias);\n };\n aliases.split(',').forEach(function (alias) { return activate(alias.trim()); });\n };\n /**\n *\n * @param {?} mediaQuery\n * @return {?}\n */\n MockMatchMedia.prototype._activateByQuery = /**\n *\n * @param {?} mediaQuery\n * @return {?}\n */\n function (mediaQuery) {\n /** @type {?} */\n var mql = this._registry.get(mediaQuery);\n /** @type {?} */\n var alreadyAdded = this._actives\n .reduce(function (found, it) { return (found || (mql ? (it.media === mql.media) : false)); }, false);\n if (mql && !alreadyAdded) {\n this._actives.push(mql.activate());\n }\n return this.hasActivated;\n };\n /**\n * Deactivate all current Mock MQLs\n * @return {?}\n */\n MockMatchMedia.prototype._deactivateAll = /**\n * Deactivate all current Mock MQLs\n * @return {?}\n */\n function () {\n if (this._actives.length) {\n // Deactivate all current MQLs and reset the buffer\n for (var _i = 0, _a = this._actives; _i < _a.length; _i++) {\n var it = _a[_i];\n it.deactivate();\n }\n this._actives = [];\n }\n return this;\n };\n /**\n * Insure the mediaQuery is registered with MatchMedia\n * @param {?} mediaQuery\n * @return {?}\n */\n MockMatchMedia.prototype._registerMediaQuery = /**\n * Insure the mediaQuery is registered with MatchMedia\n * @param {?} mediaQuery\n * @return {?}\n */\n function (mediaQuery) {\n if (!this._registry.has(mediaQuery) && this.autoRegisterQueries) {\n this.registerQuery(mediaQuery);\n }\n };\n /**\n * Call window.matchMedia() to build a MediaQueryList; which\n * supports 0..n listeners for activation/deactivation\n */\n /**\n * Call window.matchMedia() to build a MediaQueryList; which\n * supports 0..n listeners for activation/deactivation\n * @param {?} query\n * @return {?}\n */\n MockMatchMedia.prototype._buildMQL = /**\n * Call window.matchMedia() to build a MediaQueryList; which\n * supports 0..n listeners for activation/deactivation\n * @param {?} query\n * @return {?}\n */\n function (query) {\n return new MockMediaQueryList(query);\n };\n Object.defineProperty(MockMatchMedia.prototype, \"hasActivated\", {\n get: /**\n * @return {?}\n */\n function () {\n return this._actives.length > 0;\n },\n enumerable: true,\n configurable: true\n });\n MockMatchMedia.decorators = [\n { type: Injectable },\n];\n /** @nocollapse */\n MockMatchMedia.ctorParameters = function () { return [\n { type: NgZone },\n { type: Object, decorators: [{ type: Inject, args: [PLATFORM_ID,] }] },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] },\n { type: BreakPointRegistry }\n]; };\n return MockMatchMedia;\n}(MatchMedia));\n/**\n * Special internal class to simulate a MediaQueryList and\n * - supports manual activation to simulate mediaQuery matching\n * - manages listeners\n */\nvar /**\n * Special internal class to simulate a MediaQueryList and\n * - supports manual activation to simulate mediaQuery matching\n * - manages listeners\n */\nMockMediaQueryList = /** @class */ (function () {\n function MockMediaQueryList(_mediaQuery) {\n this._mediaQuery = _mediaQuery;\n this._isActive = false;\n this._listeners = [];\n this.onchange = null;\n }\n Object.defineProperty(MockMediaQueryList.prototype, \"matches\", {\n get: /**\n * @return {?}\n */\n function () {\n return this._isActive;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MockMediaQueryList.prototype, \"media\", {\n get: /**\n * @return {?}\n */\n function () {\n return this._mediaQuery;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Destroy the current list by deactivating the\n * listeners and clearing the internal list\n */\n /**\n * Destroy the current list by deactivating the\n * listeners and clearing the internal list\n * @return {?}\n */\n MockMediaQueryList.prototype.destroy = /**\n * Destroy the current list by deactivating the\n * listeners and clearing the internal list\n * @return {?}\n */\n function () {\n this.deactivate();\n this._listeners = [];\n };\n /** Notify all listeners that 'matches === TRUE' */\n /**\n * Notify all listeners that 'matches === TRUE'\n * @return {?}\n */\n MockMediaQueryList.prototype.activate = /**\n * Notify

all listeners that 'matches === TRUE'\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._isActive) {\n this._isActive = true;\n this._listeners.forEach(function (callback) {\n /** @type {?} */\n var cb = /** @type {?} */ ((callback));\n cb.call(null, _this);\n });\n }\n return this;\n };\n /** Notify all listeners that 'matches === false' */\n /**\n * Notify all listeners that 'matches === false'\n * @return {?}\n */\n MockMediaQueryList.prototype.deactivate = /**\n * Notify all listeners that 'matches === false'\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._isActive) {\n this._isActive = false;\n this._listeners.forEach(function (callback) {\n /** @type {?} */\n var cb = /** @type {?} */ ((callback));\n cb.call(null, _this);\n });\n }\n return this;\n };\n /** Add a listener to our internal list to activate later */\n /**\n * Add a listener to our internal list to activate later\n * @param {?} listener\n * @return {?}\n */\n MockMediaQueryList.prototype.addListener = /**\n * Add a listener to our internal list to activate later\n * @param {?} listener\n * @return {?}\n */\n function (listener) {\n if (this._listeners.indexOf(listener) === -1) {\n this._listeners.push(listener);\n }\n if (this._isActive) {\n /** @type {?} */\n var cb = /** @type {?} */ ((listener));\n cb.call(null, this);\n }\n };\n /** Don't need to remove listeners in the testing environment */\n /**\n * Don't need to remove listeners in the testing environment\n * @param {?} _\n * @return {?}\n */\n MockMediaQueryList.prototype.removeListener = /**\n * Don't need to remove listeners in the testing environment\n * @param {?} _\n * @return {?}\n */\n function (_) {\n };\n /**\n * @param {?} _\n * @param {?} __\n * @param {?=} ___\n * @return {?}\n */\n MockMediaQueryList.prototype.addEventListener = /**\n * @param {?} _\n * @param {?} __\n * @param {?=} ___\n * @return {?}\n */\n function (_, __, ___) {\n };\n /**\n * @param {?} _\n * @param {?} __\n * @param {?=} ___\n * @return {?}\n */\n MockMediaQueryList.prototype.removeEventListener = /**\n * @param {?} _\n * @param {?} __\n * @param {?=} ___\n * @return {?}\n */\n function (_, __, ___) {\n };\n /**\n * @param {?} _\n * @return {?}\n */\n MockMediaQueryList.prototype.dispatchEvent = /**\n * @param {?} _\n * @return {?}\n */\n function (_) {\n return false;\n };\n return MockMediaQueryList;\n}());\n/** *\n * Pre-configured provider for MockMatchMedia\n @type {?} */\nvar MockMatchMediaProvider = {\n // tslint:disable-line:variable-name\n provide: MatchMedia,\n useClass: MockMatchMedia\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Special server-only class to simulate a MediaQueryList and\n * - supports manual activation to simulate mediaQuery matching\n * - manages listeners\n */\nvar /**\n * Special server-only class to simulate a MediaQueryList and\n * - supports manual activation to simulate mediaQuery matching\n * - manages listeners\n */\nServerMediaQueryList = /** @class */ (function () {\n function ServerMediaQueryList(_mediaQuery) {\n this._mediaQuery = _mediaQuery;\n this._isActive = false;\n this._listeners = [];\n this.onchange = null;\n }\n Object.defineProperty(ServerMediaQueryList.prototype, \"matches\", {\n get: /**\n * @return {?}\n */\n function () {\n return this._isActive;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(ServerMediaQueryList.prototype, \"media\", {\n get: /**\n * @return {?}\n */\n function () {\n return this._mediaQuery;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Destroy the current list by deactivating the\n * listeners and clearing the internal list\n */\n /**\n * Destroy the current list by deactivating the\n * listeners and clearing the internal list\n * @return {?}\n */\n ServerMediaQueryList.prototype.destroy = /**\n * Destroy the current list by deactivating the\n * listeners and clearing the internal list\n * @return {?}\n */\n function () {\n this.deactivate();\n this._listeners = [];\n };\n /** Notify all listeners that 'matches === TRUE' */\n /**\n * Notify all listeners that 'matches === TRUE'\n * @return {?}\n */\n ServerMediaQueryList.prototype.activate = /**\n * Notify all listeners that 'matches === TRUE'\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._isActive) {\n this._isActive = true;\n this._listeners.forEach(function (callback) {\n /** @type {?} */\n var cb = /** @type {?} */ ((callback));\n cb.call(null, _this);\n });\n }\n return this;\n };\n /** Notify all listeners that 'matches === false' */\n /**\n * Notify all listeners that 'matches === false'\n * @return {?}\n */\n ServerMediaQueryList.prototype.deactivate = /**\n * Notify all

listeners that 'matches === false'\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._isActive) {\n this._isActive = false;\n this._listeners.forEach(function (callback) {\n /** @type {?} */\n var cb = /** @type {?} */ ((callback));\n cb.call(null, _this);\n });\n }\n return this;\n };\n /** Add a listener to our internal list to activate later */\n /**\n * Add a listener to our internal list to activate later\n * @param {?} listener\n * @return {?}\n */\n ServerMediaQueryList.prototype.addListener = /**\n * Add a listener to our internal list to activate later\n * @param {?} listener\n * @return {?}\n */\n function (listener) {\n if (this._listeners.indexOf(listener) === -1) {\n this._listeners.push(listener);\n }\n if (this._isActive) {\n /** @type {?} */\n var cb = /** @type {?} */ ((listener));\n cb.call(null, this);\n }\n };\n /** Don't need to remove listeners in the server environment */\n /**\n * Don't need to remove listeners in the server environment\n * @param {?} _\n * @return {?}\n */\n ServerMediaQueryList.prototype.removeListener = /**\n * Don't need to remove listeners in the server environment\n * @param {?} _\n * @return {?}\n */\n function (_) {\n };\n /**\n * @param {?} _\n * @param {?} __\n * @param {?=} ___\n * @return {?}\n */\n ServerMediaQueryList.prototype.addEventListener = /**\n * @param {?} _\n * @param {?} __\n * @param {?=} ___\n * @return {?}\n */\n function (_, __, ___) {\n };\n /**\n * @param {?} _\n * @param {?} __\n * @param {?=} ___\n * @return {?}\n */\n ServerMediaQueryList.prototype.removeEventListener = /**\n * @param {?} _\n * @param {?} __\n * @param {?=} ___\n * @return {?}\n */\n function (_, __, ___) {\n };\n /**\n * @param {?} _\n * @return {?}\n */\n ServerMediaQueryList.prototype.dispatchEvent = /**\n * @param {?} _\n * @return {?}\n */\n function (_) {\n return false;\n };\n return ServerMediaQueryList;\n}());\n/**\n * Special server-only implementation of MatchMedia that uses the above\n * ServerMediaQueryList as its internal representation\n *\n * Also contains methods to activate and deactivate breakpoints\n */\nvar ServerMatchMedia = /** @class */ (function (_super) {\n __extends(ServerMatchMedia, _super);\n function ServerMatchMedia(_zone, _platformId, _document) {\n var _this = _super.call(this, _zone, _platformId, _document) || this;\n _this._zone = _zone;\n _this._platformId = _platformId;\n _this._document = _document;\n _this._registry = new Map();\n return _this;\n }\n /** Activate the specified breakpoint if we're on the server, no-op otherwise */\n /**\n * Activate the specified breakpoint if we're on the server, no-op otherwise\n * @param {?} bp\n * @return {?}\n */\n ServerMatchMedia.prototype.activateBreakpoint = /**\n * Activate the specified breakpoint if we're on the server, no-op otherwise\n * @param {?} bp\n * @return {?}\n */\n function (bp) {\n /** @type {?} */\n var lookupBreakpoint = this._registry.get(bp.mediaQuery);\n if (lookupBreakpoint) {\n lookupBreakpoint.activate();\n }\n };\n /** Deactivate the specified breakpoint if we're on the server, no-op otherwise */\n /**\n * Deactivate the specified breakpoint if we're on the server, no-op otherwise\n * @param {?} bp\n * @return {?}\n */\n ServerMatchMedia.prototype.deactivateBreakpoint = /**\n * Deactivate the specified breakpoint if we're on the server, no-op otherwise\n * @param {?} bp\n * @return {?}\n */\n function (bp) {\n /** @type {?} */\n var lookupBreakpoint = this._registry.get(bp.mediaQuery);\n if (lookupBreakpoint) {\n lookupBreakpoint.deactivate();\n }\n };\n /**\n * Call window.matchMedia() to build a MediaQueryList; which\n * supports 0..n listeners for activation/deactivation\n */\n /**\n * Call window.matchMedia() to build a MediaQueryList; which\n * supports 0..n listeners for activation/deactivation\n * @param {?} query\n * @return {?}\n */\n ServerMatchMedia.prototype._buildMQL = /**\n * Call window.matchMedia() to build a MediaQueryList; which\n * supports 0..n listeners for activation/deactivation\n * @param {?} query\n * @return {?}\n */\n function (query) {\n return new ServerMediaQueryList(query);\n };\n ServerMatchMedia.decorators = [\n { type: Injectable },\n];\n /** @nocollapse */\n ServerMatchMedia.ctorParameters = function () { return [\n { type: NgZone },\n { type: Object, decorators: [{ type: Inject, args: [PLATFORM_ID,] }] },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n return ServerMatchMedia;\n}(MatchMedia));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * MediaMonitor uses

the MatchMedia service to observe mediaQuery changes (both activations and\n * deactivations). These changes are are published as MediaChange notifications.\n *\n * Note: all notifications will be performed within the\n * ng Zone to trigger change detections and component updates.\n *\n * It is the MediaMonitor that:\n * - auto registers all known breakpoints\n * - injects alias information into each raw MediaChange event\n * - provides accessor to the currently active BreakPoint\n * - publish list of overlapping BreakPoint(s); used by ResponsiveActivation\n * @deprecated\n * \\@deletion-target v7.0.0-beta.21\n */\nvar MediaMonitor = /** @class */ (function () {\n function MediaMonitor(_breakpoints, _matchMedia) {\n this._breakpoints = _breakpoints;\n this._matchMedia = _matchMedia;\n this._registerBreakpoints();\n }\n Object.defineProperty(MediaMonitor.prototype, \"breakpoints\", {\n /**\n * Read-only accessor to the list of breakpoints configured in the BreakPointRegistry provider\n */\n get: /**\n * Read-only accessor to the list of breakpoints configured in the BreakPointRegistry provider\n * @return {?}\n */\n function () {\n return this._breakpoints.items.slice();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MediaMonitor.prototype, \"activeOverlaps\", {\n get: /**\n * @return {?}\n */\n function () {\n var _this = this;\n return this._breakpoints.overlappings\n .reverse()\n .filter(function (bp) { return _this._matchMedia.isActive(bp.mediaQuery); });\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MediaMonitor.prototype, \"active\", {\n get: /**\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var items = this.breakpoints.reverse();\n /** @type {?} */\n var first = items.find(function (bp) { return bp.alias !== '' && _this._matchMedia.isActive(bp.mediaQuery); });\n return first || null;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * For the specified mediaQuery alias, is the mediaQuery range active?\n */\n /**\n * For the specified mediaQuery alias, is the mediaQuery range active?\n * @param {?} alias\n * @return {?}\n */\n MediaMonitor.prototype.isActive = /**\n * For the specified mediaQuery alias, is the mediaQuery range active?\n * @param {?} alias\n * @return {?}\n */\n function (alias) {\n /** @type {?} */\n var bp = this._breakpoints.findByAlias(alias) || this._breakpoints.findByQuery(alias);\n return this._matchMedia.isActive(bp ? bp.mediaQuery : alias);\n };\n /**\n * External observers can watch for all (or a specific) mql changes.\n * If specific breakpoint is observed, only return *activated* events\n * otherwise return all events for BOTH activated + deactivated changes.\n */\n /**\n * External observers can watch for all (or a specific) mql changes.\n * If specific breakpoint is observed, only return *activated* events\n * otherwise return all events for BOTH activated + deactivated changes.\n * @param {?=} alias\n * @return {?}\n */\n MediaMonitor.prototype.observe = /**\n * External observers can watch for all (or a specific) mql changes.\n * If specific breakpoint is observed, only return *activated* events\n * otherwise return all events for BOTH activated + deactivated changes.\n * @param {?=} alias\n * @return {?}\n */\n function (alias) {\n if (alias === void 0) { alias = ''; }\n /** @type {?} */\n var bp = this._breakpoints.findByAlias(alias) || this._breakpoints.findByQuery(alias);\n /** @type {?} */\n var hasAlias = function (change) { return (bp ? change.mqAlias !== '' : true); };\n /** @type {?} */\n var media$ = this._matchMedia.observe(bp ? bp.mediaQuery : alias);\n return media$.pipe(map(function (change) { return mergeAlias(change, bp); }), filter(hasAlias));\n };\n /**\n * Immediate calls to matchMedia() to establish listeners\n * and prepare for immediate subscription notifications\n * @return {?}\n */\n MediaMonitor.prototype._registerBreakpoints = /**\n * Immediate calls to matchMedia() to establish listeners\n * and prepare for immediate subscription notifications\n * @return {?}\n */\n function () {\n /** @type {?} */\n var queries = this._breakpoints.sortedItems.map(function (bp) { return bp.mediaQuery; });\n this._matchMedia.registerQuery(queries);\n };\n MediaMonitor.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n MediaMonitor.ctorParameters = function () { return [\n { type: BreakPointRegistry },\n { type: MatchMedia }\n]; };\n /** @nocollapse */ MediaMonitor.ngInjectableDef = defineInjectable({ factory: function MediaMonitor_Factory() { return new MediaMonitor(inject(BreakPointRegistry), inject(MatchMedia)); }, token: MediaMonitor, providedIn: \"root\" });\n return MediaMonitor;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n *

@suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Class internalizes a MatchMedia service and exposes an Observable interface.\n * This exposes an Observable with a feature to subscribe to mediaQuery\n * changes and a validator method (`isActive(<alias>)`) to test if a mediaQuery (or alias) is\n * currently active.\n *\n * !! Only mediaChange activations (not de-activations) are announced by the MediaObserver\n *\n * This class uses the BreakPoint Registry to inject alias information into the raw MediaChange\n * notification. For custom mediaQuery notifications, alias information will not be injected and\n * those fields will be ".\n *\n * !! This is not an actual Observable. It is a wrapper of an Observable used to publish additional\n * methods like `isActive(<alias>). To access the Observable and use RxJS operators, use\n * `.media$` with syntax like mediaObserver.media$.map(....).\n *\n * \\@usage\n *\n * // RxJS\n * import { filter } from 'rxjs/operators';\n * import { MediaObserver } from '\\@angular/flex-layout';\n *\n * \\@Component({ ... })\n * export class AppComponent {\n *   status: string = '';\n *\n *   constructor(mediaObserver: MediaObserver) {\n * const onChange = (change: MediaChange) => {\n *   this.status = change ? `'${change.mqAlias}' = (${change.mediaQuery})` : '';\n *   };\n *\n *   // Subscribe directly or access observable to use filter/map operators\n *   // e.g. mediaObserver.media$.subscribe(onChange);\n *\n *   mediaObserver.media$()\n * .pipe(\n *   filter((change: MediaChange) => true)   // silly noop filter\n *   ).subscribe(onChange);\n *   }\n * }\n */\nvar MediaObserver = /** @class */ (function () {\n   function MediaObserver(breakpoints, mediaWatcher) {\n   this.breakpoints = breakpoints;\n   this.mediaWatcher = mediaWatcher;\n   /**\n * Whether to announce gt-<xxx> breakpoint activations\n   */\n   this.filterOverlaps = true;\n this._registerBreakPoints();\n   this.media$ = this._buildObservable();\n   }\n   /**\n   * Test if specified query/alias is active.\n   */\n   /**\n   * Test if specified query/alias is active.\n   * @param {?} alias\n   * @return {?}\n   */\n   MediaObserver.prototype.isActive = /**\n   * Test if specified query/alias is active.\n   * @param {?} alias\n   * @return {?}\n   */\n   function (alias) {\n   return this.mediaWatcher.isActive(this._toMediaQuery(alias));\n   };\n   /**\n   * Register all the mediaQueries registered in the BreakPointRegistry\n   * This is needed so subscribers can be auto-notified of all standard, registered\n   * mediaQuery activations\n   * @return {?}\n   */\n MediaObserver.prototype._registerBreakPoints = /**\n   * Register all the mediaQueries registered in the BreakPointRegistry\n   * This is needed so subscribers can be auto-notified of all standard, registered\n   * mediaQuery activations\n   * @return {?}\n   */\n   function () {\n   /** @type {?} */\n   var queries = this.breakpoints.sortedItems.map(function (bp) { return bp.mediaQuery; });\n this.mediaWatcher.registerQuery(queries);\n   };\n   /**\n   * Prepare internal observable\n   *\n   * NOTE: the raw MediaChange events [from MatchMedia] do not\n   *   contain important alias information; as such this info\n   *   must be injected into the MediaChange\n   * @return {?}\n   */\n MediaObserver.prototype._buildObservable = /**\n   * Prepare internal observable\n   *\n   * NOTE: the raw MediaChange events [from MatchMedia] do not\n   *   contain important alias information; as such this info\n   *   must be injected into the MediaChange\n   * @return {?}\n   */\n   function () {\n   var _this = this;\n   /** @type {?} */\n   var excludeOverlaps = function (change) {\n   /** @type {?} */\n   var bp = _this.breakpoints.findByQuery(change.mediaQuery);\n   return !bp ? true : !(_this.filterOverlaps && bp.overlapping);\n   };\n   /**\n   * Only pass/announce activations (not de-activations)\n   * Inject associated (if any) alias information into the MediaChange event\n   * Exclude mediaQuery activations for overlapping mQs. List bounded mQ ranges only\n   */\n   return this.mediaWatcher.observe()\n .pipe(filter(function (change) { return change.matches; }), filter(excludeOverlaps), map(function (change) {\n return mergeAlias(change, _this._findByQuery(change.mediaQuery));\n   }));\n   };\n   /**\n   * Breakpoint locator by alias\n   * @param {?} alias\n   * @return {?}\n   */\n   MediaObserver.prototype._findByAlias = /**\n   * Breakpoint locator by alias\n   * @param {?} alias\n   * @return {?}\n   */\n   function (alias) {\n return this.breakpoints.findByAlias(alias);\n   };\n   /**\n   * Breakpoint locator by mediaQuery\n   * @param {?} query\n   * @return {?}\n   */\n   MediaObserver.prototype._findByQuery = /**\n   * Breakpoint locator by mediaQuery\n   * @param {?} query\n   * @return {?}\n   */\n   function (query) {\n   return

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this.breakpoints.findByQuery(query);\n    };\n    /**\n     * Find associated breakpoint (if any)\n     * @param {?}
query\n     * @return {?}\n     */\n    MediaObserver.prototype._toMediaQuery = /**\n     * Find associated
breakpoint (if any)\n     * @param {?} query\n     * @return {?}\n     */\n    function (query) {\n        /** @type {?}
*/\n        var bp = this._findByAlias(query) || this._findByQuery(query);\n        return bp ? bp.mediaQuery : query;\n
};\n    MediaObserver.decorators = [\n        { type: Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /**
@nocollapse */\n    MediaObserver.ctorParameters = function () { return [\n        { type: BreakPointRegistry },\n
{ type: MatchMedia }\n    ]; };\n    /** @nocollapse */ MediaObserver.ngInjectableDef = defineInjectable({ factory:
function MediaObserver_Factory() { return new MediaObserver(inject(BreakPointRegistry), inject(MatchMedia));
}, token: MediaObserver, providedIn: \"root\" });\n    return MediaObserver;\n}());\n\n/**\n * @fileoverview added
by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview
added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Applies CSS
prefixes to appropriate style keys.\n *\n * Note: `-ms-`, `-moz` and `-webkit-box` are no longer supported. e.g.\n *
{\n *      display: -webkit-flex;     NEW - Safari 6.1+. iOS 7.1+, BB10\n *      display: flex;             NEW, Spec -
Firefox, Chrome, Opera\n *      // display: -webkit-box;   OLD - iOS 6-, Safari 3.1-6, BB7\n *      // display: -ms-
flexbox;   TWEENER - IE 10\n *      // display: -moz-flexbox;  OLD - Firefox\n *    }\n * @param {?} target\n *
@return {?}\n */\nfunction applyCssPrefixes(target) {\n    for (var key in target) {\n        /** @type {?} */\n        var
value = target[key] || '';\n        switch (key) {\n            case 'display':\n                if (value === 'flex') {\n
target['display'] = [\n                    '-webkit-flex',\n                    'flex'\n                ];\n            }\n            else
if (value === 'inline-flex') {\n                target['display'] = [\n                    '-webkit-inline-flex',\n
'inline-flex'\n                ];\n            }\n            else {\n                target['display'] = value;\n            }\n
break;\n            case 'align-items':\n            case 'align-self':\n            case 'align-content':\n            case 'flex':\n
case 'flex-basis':\n            case 'flex-flow':\n            case 'flex-grow':\n            case 'flex-shrink':\n            case 'flex-
wrap':\n            case 'justify-content':\n                target['-webkit-' + key] = value;\n                break;\n            case
'flex-direction':\n                value = value || 'row';\n                target['-webkit-flex-direction'] = value;\n
target['flex-direction'] = value;\n                break;\n            case 'order':\n                target['order'] = target['-webkit-' +
key] = isNaN(+value) ? '0' : value;\n                break;\n        }\n    }\n    return target;\n}\n\n/**\n * @fileoverview
added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\nvar StyleUtils = /**
@class */ (function () {\n    function StyleUtils(_serverStylesheet, _serverModuleLoaded, _platformId,
layoutConfig) {\n        this._serverStylesheet = _serverStylesheet;\n        this._serverModuleLoaded =
_serverModuleLoaded;\n        this._platformId = _platformId;\n        this.layoutConfig = layoutConfig;\n    }\n
/**\n     * Applies styles given via string pair or object map to the directive element\n     */\n    /**\n     * Applies
styles given via string pair or object map to the directive element\n     * @param {?} element\n     * @param {?}
style\n     * @param {?=} value\n     * @return {?}\n     */\n    StyleUtils.prototype.applyStyleToElement = /**\n
* Applies styles given via string pair or object map to the directive element\n     * @param {?} element\n     *
@param {?} style\n     * @param {?=} value\n     * @return {?}\n     */\n    function (element, style, value) {\n
if (value === void 0) { value = null; }\n        /** @type {?} */\n        var styles = {};\n        if (typeof style ===
'string') {\n            styles[style] = value;\n            style = styles;\n        }\n        styles =
this.layoutConfig.disableVendorPrefixes ? style : applyCssPrefixes(style);\n
this._applyMultiValueStyleToElement(styles, element);\n    };\n    /**\n     * Applies styles given via string pair or
object map to the directive's element\n     */\n    /**\n     * Applies styles given via string pair or object map to the
directive's element\n     * @param {?} style\n     * @param {?=} elements\n     * @return {?}\n     */\n
StyleUtils.prototype.applyStyleToElements = /**\n     * Applies styles given via string pair or object map to the
directive's element\n     * @param {?} style\n     * @param {?=} elements\n     * @return {?}\n     */\n    function
(style, elements) {\n        var _this = this;\n        if (elements === void 0) { elements = []; }\n        /** @type {?} */\n
var styles = this.layoutConfig.disableVendorPrefixes ? style : applyCssPrefixes(style);\n
elements.forEach(function (el) {\n            _this._applyMultiValueStyleToElement(styles, el);\n        });\n    };\n
/**\n     * Determine the DOM element's Flexbox flow (flex-direction)\n     *\n     * Check inline style first then
check computed (stylesheet) style\n     */\n    /**\n     * Determine the DOM element's Flexbox flow (flex-
```

direction)\n *\n * Check inline style first then check computed (stylesheet) style\n * @param {?} target\n * @return {?}\n */\n StyleUtils.prototype.getFlowDirection = /**\n * Determine the DOM element's Flexbox flow (flex-direction)\n *\n * Check inline style first then check computed (stylesheet) style\n * @param {?} target\n * @return {?}\n */\n function (target) {\n /** @type {?} */\n var query = 'flex-direction';\n /** @type {?} */\n var value = this.lookupStyle(target, query);\n /** @type {?} */\n var hasInlineValue = this.lookupInlineStyle(target, query) ||\n (isPlatformServer(this._platformId) && this._serverModuleLoaded) ? value : '';\n return [value || 'row', hasInlineValue];\n };\n /**\n * Find the DOM element's raw attribute value (if any)\n */\n /**\n * Find the DOM element's raw attribute value (if any)\n * @param {?} element\n * @param {?} attribute\n * @return {?}\n */\n StyleUtils.prototype.lookupAttributeValue = /**\n * Find the DOM element's raw attribute value (if any)\n * @param {?} element\n * @param {?} attribute\n * @return {?}\n */\n function (element, attribute) {\n return element.getAttribute(attribute) || '';\n };\n /**\n * Find the DOM element's inline style value (if any)\n */\n /**\n * Find the DOM element's inline style value (if any)\n * @param {?} element\n * @param {?} styleName\n * @return {?}\n */\n StyleUtils.prototype.lookupInlineStyle = /**\n * Find the DOM element's inline style value (if any)\n * @param {?} element\n * @param {?} styleName\n * @return {?}\n */\n function (element, styleName) {\n return isPlatformBrowser(this._platformId) ?\n element.style.getPropertyValue(styleName) : this._getServerStyle(element, styleName);\n };\n /**\n * Determine the inline or inherited CSS style\n * NOTE: platform-server has no implementation for getComputedStyle\n */\n /**\n * Determine the inline or inherited CSS style\n * NOTE: platform-server has no implementation for getComputedStyle\n * @param {?} element\n * @param {?} styleName\n * @param {?=} inlineOnly\n * @return {?}\n */\n StyleUtils.prototype.lookupStyle = /**\n * Determine the inline or inherited CSS style\n * NOTE: platform-server has no implementation for getComputedStyle\n * @param {?} element\n * @param {?} styleName\n * @param {?=} inlineOnly\n * @return {?}\n */\n function (element, styleName, inlineOnly) {\n if (inlineOnly === void 0) { inlineOnly = false; }\n /** @type {?} */\n var value = '';\n if (element) {\n /** @type {?} */\n var immediateValue = value = this.lookupInlineStyle(element, styleName);\n if (!immediateValue) {\n if (isPlatformBrowser(this._platformId)) {\n if (!inlineOnly) {\n value = getComputedStyle(element).getPropertyValue(styleName);\n }\n }\n else {\n if (this._serverModuleLoaded) {\n value = this._serverStylesheet.getStyleForElement(element, styleName);\n }\n }\n }\n }\n // Note: 'inline' is the default of all elements, unless UA stylesheet overrides;\n // in which case getComputedStyle() should determine a valid value.\n return value.trim();\n };\n /**\n * Applies the styles to the element. The styles object map may contain an array of values\n * Each value will be added as element style\n * Keys are sorted to add prefixed styles (like -webkit-x) first, before the standard ones\n * @param {?} styles\n * @param {?} element\n * @return {?}\n */\n StyleUtils.prototype._applyMultiValueStyleToElement = /**\n * Applies the styles to the element. The styles object map may contain an array of values\n * Each value will be added as element style\n * Keys are sorted to add prefixed styles (like -webkit-x) first, before the standard ones\n * @param {?} styles\n * @param {?} element\n * @return {?}\n */\n function (styles, element) {\n var _this = this;\n Object.keys(styles).sort().forEach(function (key) {\n /** @type {?} */\n var el = styles[key];\n /** @type {?} */\n var values = Array.isArray(el) ? el : [el];\n values.sort();\n for (var _i = 0, values_1 = values; _i < values_1.length; _i++) {\n var value = values_1[_i];\n value = value ? value + '' : '';\n if (isPlatformBrowser(_this._platformId) || !_this._serverModuleLoaded) {\n isPlatformBrowser(_this._platformId) ?\n element.style.setProperty(key, value) : _this._setServerStyle(element, key, value);\n }\n else {\n _this._serverStylesheet.addStyleToElement(element, key, value);\n }\n }\n });\n };\n /**\n * @param {?} element\n * @param {?} styleName\n * @param {?=} styleValue\n * @return {?}\n */\n StyleUtils.prototype._setServerStyle = /**\n * @param {?} element\n * @param {?} styleName\n * @param {?=} styleValue\n * @return {?}\n */\n function (element, styleName, styleValue) {\n styleName =

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styleName.replace(/([a-z])([A-Z])/g, '$1-$2').toLowerCase();\n        /** @type {?} */\n        var styleMap =
this._readStyleAttribute(element);\n        styleMap[styleName] = styleValue || '';\n
this._writeStyleAttribute(element, styleMap);\n    };\n    /**\n     * @param {?} element\n     * @param {?}
styleName\n     * @return {?}\n     */\n    StyleUtils.prototype._getServerStyle = /**\n     * @param {?} element\n
* @param {?} styleName\n     * @return {?}\n     */\n    function (element, styleName) {\n        /** @type {?} */\n
   var styleMap = this._readStyleAttribute(element);\n        return styleMap[styleName] || '';\n    };\n    /**\n     *
@param {?} element\n     * @return {?}\n     */\n    StyleUtils.prototype._readStyleAttribute = /**\n     * @param
{?} element\n     * @return {?}\n     */\n    function (element) {\n        /** @type {?} */\n        var styleMap = {};\n
   /** @type {?} */\n        var styleAttribute = element.getAttribute('style');\n        if (styleAttribute) {\n            /**
@type {?} */\n            var styleList = styleAttribute.split(/;+/g);\n            for (var i = 0; i < styleList.length; i++) {\n
            /** @type {?} */\n                var style = styleList[i].trim();\n                if (style.length > 0) {\n                /**
@type {?} */\n                    var colonIndex = style.indexOf(':');\n                    if (colonIndex === -1) {\n
 throw new Error(\"Invalid CSS style: \" + style);\n                    }\n                    /** @type {?} */\n                    var
name_1 = style.substr(0, colonIndex).trim();\n                    styleMap[name_1] = style.substr(colonIndex +
1).trim();\n                }\n            }\n        }\n        return styleMap;\n    };\n    /**\n     * @param {?} element\n     *
@param {?} styleMap\n     * @return {?}\n     */\n    StyleUtils.prototype._writeStyleAttribute = /**\n     * @param
{?} element\n     * @param {?} styleMap\n     * @return {?}\n     */\n    function (element, styleMap) {\n        /**
@type {?} */\n        var styleAttrValue = '';\n        for (var key in styleMap) {\n            /** @type {?} */\n            var
newValue = styleMap[key];\n            if (newValue) {\n                styleAttrValue += key + ':' + styleMap[key] + ';';\n
        }\n        }\n        element.setAttribute('style', styleAttrValue);\n    };\n    StyleUtils.decorators = [\n        { type:
Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /** @nocollapse */\n    StyleUtils.ctorParameters = function ()
{ return [\n        { type: StylesheetMap, decorators: [{ type: Optional }] },\n        { type: Boolean, decorators: [{ type:
Optional }, { type: Inject, args: [SERVER_TOKEN,] }] },\n        { type: Object, decorators: [{ type: Inject, args:
[PLATFORM_ID,] }] },\n        { type: undefined, decorators: [{ type: Inject, args: [LAYOUT_CONFIG,] }] }\n    ];
};\n    /** @nocollapse */ StyleUtils.ngInjectableDef = defineInjectable({ factory: function StyleUtils_Factory() {
return new StyleUtils(inject(StylesheetMap, 8), inject(SERVER_TOKEN, 8), inject(PLATFORM_ID),
inject(LAYOUT_CONFIG)); }, token: StyleUtils, providedIn: \"root\" });\n    return StyleUtils;\n}());\n\n/**\n *
@fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n
* A class that encapsulates CSS style generation for common directives\n * @abstract\n */\nvar  /**\n * A class that
encapsulates CSS style generation for common directives\n * @abstract\n */\nStyleBuilder = /** @class */
(function () {\n    function StyleBuilder() {\n        /**\n         * Whether to cache the generated output styles\n
*/\n        this.shouldCache = true;\n    }\n    /**\n     * Run a side effect computation given the input string and the
computed styles\n     * from the build task and the host configuration object\n     * NOTE: This should be a no-op
unless an algorithm is provided in a subclass\n     */\n    /**\n     * Run a side effect computation given the input
string and the computed styles\n     * from the build task and the host configuration object\n     * NOTE: This should
be a no-op unless an algorithm is provided in a subclass\n     * @param {?} _input\n     * @param {?} _styles\n     *
@param {?=} _parent\n     * @return {?}\n     */\n    StyleBuilder.prototype.sideEffect = /**\n     * Run a side effect
computation given the input string and the computed styles\n     * from the build task and the host configuration
object\n     * NOTE: This should be a no-op unless an algorithm is provided in a subclass\n     * @param {?}
_input\n     * @param {?} _styles\n     * @param {?=} _parent\n     * @return {?}\n     */\n    function (_input,
_styles, _parent) {\n    };\n    return StyleBuilder;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * The flex API permits 3 or 1 parts of the
value:\n *    - `flex-grow flex-shrink flex-basis`, or\n *    - `flex-basis`\n * @param {?} basis\n * @param {?=}
grow\n * @param {?=} shrink\n * @return {?}\n */\nfunction validateBasis(basis, grow, shrink) {\n    if (grow ===
void 0) { grow = '1'; }\n    if (shrink === void 0) { shrink = '1'; }\n    /** @type {?} */\n    var parts = [grow, shrink,
basis];\n    /** @type {?} */\n    var j = basis.indexOf('calc');\n    if (j > 0) {\n        parts[2] =
_validateCalcValue(basis.substring(j).trim());\n        /** @type {?} */\n        var matches = basis.substr(0,
j).trim().split(' ');\n        if (matches.length == 2) {\n            parts[0] = matches[0];\n            parts[1] = matches[1];\n
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    }\n    }\n    else if (j == 0) {\n        parts[2] = _validateCalcValue(basis.trim());\n    }\n    else {\n        /** @type
{?} */\n        var matches = basis.split(' ');\n        parts = (matches.length === 3) ? matches : [\n            grow, shrink,
basis\n        ];\n    }\n    return parts;\n}\n/**\n * Calc expressions require whitespace before & after any expression
operators\n * This is a simple, crude whitespace padding solution.\n *   - '3 3 calc(15em + 20px)'\n *   - calc(100% /
7 * 2)\n *   - 'calc(15em + 20px)'\n *   - 'calc(15em+20px)'\n *   - '37px'\n *   = '43%'\n * @param {?} calc\n *
@return {?}\n */\nfunction _validateCalcValue(calc) {\n    return calc.replace(/[\\s]/g, '').replace(/[\\/\\*\\+\\-]/g, ' $&
');\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked
by tsc\n */\n/**\n * MediaMarshaller - register responsive values from directives and\n *                trigger them
based on media query events\n */\nvar MediaMarshaller = /** @class */ (function () {\n    function
MediaMarshaller(matchMedia, breakpoints) {\n        this.matchMedia = matchMedia;\n        this.breakpoints =
breakpoints;\n        this.activatedBreakpoints = [];\n        this.elementMap = new Map();\n        this.elementKeyMap
= new WeakMap();\n        this.watcherMap = new WeakMap();\n        this.builderMap = new WeakMap();\n
this.clearBuilderMap = new WeakMap();\n        this.subject = new Subject();\n        this.matchMedia\n
.observe()\n            .subscribe(this.activate.bind(this));\n        this.registerBreakpoints();\n    }\n
Object.defineProperty(MediaMarshaller.prototype, \"activatedBreakpoint\", {\n        get: /**\n         * @return {?}\n
     */\n        function () {\n            return this.activatedBreakpoints[0] ? this.activatedBreakpoints[0].alias : '';\n
},\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * activate or deactivate a given breakpoint\n
 * @param mc\n     */\n    /**\n     * activate or deactivate a given breakpoint\n     * @param {?} mc\n     * @return
{?}\n     */\n    MediaMarshaller.prototype.activate = /**\n     * activate or deactivate a given breakpoint\n     *
@param {?} mc\n     * @return {?}\n     */\n    function (mc) {\n        /** @type {?} */\n        var bp =
this.findByQuery(mc.mediaQuery);\n        if (bp) {\n            if (mc.matches &&
this.activatedBreakpoints.indexOf(bp) === -1) {\n                this.activatedBreakpoints.push(bp);\n
this.activatedBreakpoints.sort(prioritySort);\n                this.updateStyles();\n            }\n            else if (!mc.matches
&& this.activatedBreakpoints.indexOf(bp) !== -1) {\n                // Remove the breakpoint when it's deactivated\n
        this.activatedBreakpoints.splice(this.activatedBreakpoints.indexOf(bp), 1);\n                this.updateStyles();\n
    }\n        }\n    };\n    /**\n     * initialize the marshaller with necessary elements for delegation on an element\n
* @param element\n     * @param key\n     * @param updateFn optional callback so that custom bp directives don't
have to re-provide this\n     * @param clearFn optional callback so that custom bp directives don't have to re-provide
this\n     * @param extraTriggers other triggers to force style updates (e.g. layout, directionality, etc)\n     */\n
/**\n     * initialize the marshaller with necessary elements for delegation on an element\n     * @param {?}
element\n     * @param {?} key\n     * @param {?=} updateFn optional callback so that custom bp directives don't
have to re-provide this\n     * @param {?=} clearFn optional callback so that custom bp directives don't have to re-
provide this\n     * @param {?=} extraTriggers other triggers to force style updates (e.g. layout, directionality, etc)\n
 * @return {?}\n     */\n    MediaMarshaller.prototype.init = /**\n     * initialize the marshaller with necessary
elements for delegation on an element\n     * @param {?} element\n     * @param {?} key\n     * @param {?=}
updateFn optional callback so that custom bp directives don't have to re-provide this\n     * @param {?=} clearFn
optional callback so that custom bp directives don't have to re-provide this\n     * @param {?=} extraTriggers other
triggers to force style updates (e.g. layout, directionality, etc)\n     * @return {?}\n     */\n    function (element, key,
updateFn, clearFn, extraTriggers) {\n        if (extraTriggers === void 0) { extraTriggers = []; }\n
this.buildElementKeyMap(element, key);\n        initBuilderMap(this.builderMap, element, key, updateFn);\n
initBuilderMap(this.clearBuilderMap, element, key, clearFn);\n        this.watchExtraTriggers(element, key,
extraTriggers);\n    };\n    /**\n     * get the value for an element and key and optionally a given breakpoint\n     *
@param element\n     * @param key\n     * @param bp\n     */\n    /**\n     * get the value for an element and key
and optionally a given breakpoint\n     * @param {?} element\n     * @param {?} key\n     * @param {?=} bp\n     *
@return {?}\n     */\n    MediaMarshaller.prototype.getValue = /**\n     * get the value for an element and key and
optionally a given breakpoint\n     * @param {?} element\n     * @param {?} key\n     * @param {?=} bp\n     *
@return {?}\n     */\n    function (element, key, bp) {\n        /** @type {?} */\n        var bpMap =
this.elementMap.get(element);\n        if (bpMap) {\n            /** @type {?} */\n            var values = bp !== undefined
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? bpMap.get(bp) : this.getFallback(bpMap, key);\n if (values) {\n /** @type {?} */\n var value = values.get(key);\n return value !== undefined ? value : '';\n }\n }\n return '';\n };\n /**\n * whether the element has values for a given key\n * @param element\n * @param key\n */\n /**\n * whether the element has values for a given key\n * @param {?} element\n * @param {?} key\n * @return {?}\n */\n MediaMarshaller.prototype.hasValue = /**\n * whether the element has values for a given key\n * @param {?} element\n * @param {?} key\n * @return {?}\n */\n function (element, key) {\n /** @type {?} */\n var bpMap = this.elementMap.get(element);\n if (bpMap) {\n /** @type {?} */\n var values = this.getFallback(bpMap, key);\n if (values) {\n return values.get(key) !== undefined || false;\n }\n }\n return false;\n };\n /**\n * Set the value for an input on a directive\n * @param element the element in question\n * @param key the type of the directive (e.g. flex, layout-gap, etc)\n * @param bp the breakpoint suffix (empty string = default)\n * @param val the value for the breakpoint\n */\n /**\n * Set the value for an input on a directive\n * @param {?} element the element in question\n * @param {?} key the type of the directive (e.g. flex, layout-gap, etc)\n * @param {?} val the value for the breakpoint\n * @param {?} bp the breakpoint suffix (empty string = default)\n * @return {?}\n */\n MediaMarshaller.prototype.setValue = /**\n * Set the value for an input on a directive\n * @param {?} element the element in question\n * @param {?} key the type of the directive (e.g. flex, layout-gap, etc)\n * @param {?} val the value for the breakpoint\n * @param {?} bp the breakpoint suffix (empty string = default)\n * @return {?}\n */\n function (element, key, val, bp) {\n /** @type {?} */\n var bpMap = this.elementMap.get(element);\n if (!bpMap) {\n bpMap = new Map().set(bp, new Map().set(key, val));\n this.elementMap.set(element, bpMap);\n }\n else {\n /** @type {?} */\n var values = (bpMap.get(bp) || new Map()).set(key, val);\n bpMap.set(bp, values);\n this.elementMap.set(element, bpMap);\n }\n this.updateElement(element, key, this.getValue(element, key));\n };\n /** Track element value changes for a specific key */\n /**\n * Track element value changes for a specific key\n * @param {?} element\n * @param {?} key\n * @return {?}\n */\n MediaMarshaller.prototype.trackValue = /**\n * Track element value changes for a specific key\n * @param {?} element\n * @param {?} key\n * @return {?}\n */\n function (element, key) {\n return this.subject.asObservable()\n .pipe(filter(function (v) { return v.element === element && v.key === key; }));\n };\n /** update all styles for all elements on the current breakpoint */\n /**\n * update all styles for all elements on the current breakpoint\n * @return {?}\n */\n MediaMarshaller.prototype.updateStyles = /**\n * update all styles for all elements on the current breakpoint\n * @return {?}\n */\n function () {\n var _this = this;\n this.elementMap.forEach(function (bpMap, el) {\n /** @type {?} */\n var valueMap = _this.getFallback(bpMap);\n /** @type {?} */\n var keyMap = new Set(/** @type {?} */ ((_this.elementKeyMap.get(el))));\n if (valueMap) {\n valueMap.forEach(function (v, k) {\n _this.updateElement(el, k, v);\n keyMap.delete(k);\n });\n }\n keyMap.forEach(function (k) {\n /** @type {?} */\n var fallbackMap = _this.getFallback(bpMap, k);\n if (fallbackMap) {\n /** @type {?} */\n var value = fallbackMap.get(k);\n _this.updateElement(el, k, value);\n }\n else {\n _this.clearElement(el, k);\n }\n });\n });\n };\n /**\n * clear the styles for a given element\n * @param element\n * @param key\n */\n /**\n * clear the styles for a given element\n * @param {?} element\n * @param {?} key\n * @return {?}\n */\n MediaMarshaller.prototype.clearElement = /**\n * clear the styles for a given element\n * @param {?} element\n * @param {?} key\n * @return {?}\n */\n function (element, key) {\n /** @type {?} */\n var builders = this.clearBuilderMap.get(element);\n if (builders) {\n /** @type {?} */\n var builder = builders.get(key);\n if (builder) {\n builder();\n this.subject.next({ element: element, key: key, value: '' });\n }\n }\n };\n /**\n * update a given element with the activated values for a given key\n * @param element\n * @param key\n * @param value\n */\n /**\n * update a given element with the activated values for a given key\n * @param {?} element\n * @param {?} key\n * @param {?} value\n * @return {?}\n */\n MediaMarshaller.prototype.updateElement = /**\n * update a given element with the activated values for a given key\n * @param {?} element\n * @param {?} key\n *

@param {?} value\n * @return {?}\n */\n function (element, key, value) {\n /** @type {?} */\n var builders = this.builderMap.get(element);\n if (builders) {\n /** @type {?} */\n var builder = builders.get(key);\n if (builder) {\n builder(value);\n this.subject.next({ element: element, key: key, value: value });\n }\n }\n };\n /**\n * release all references to a given element\n * @param element\n */\n /**\n * release all references to a given element\n * @param {?} element\n * @return {?}\n */\n MediaMarshaller.prototype.releaseElement = /**\n * release all references to a given element\n * @param {?} element\n * @return {?}\n */\n function (element) {\n /** @type {?} */\n var watcherMap = this.watcherMap.get(element);\n if (watcherMap) {\n watcherMap.forEach(function (s) { return s.unsubscribe(); });\n this.watcherMap.delete(element);\n }\n /** @type {?} */\n var elementMap = this.elementMap.get(element);\n if (elementMap) {\n elementMap.forEach(function (_, s) { return elementMap.delete(s); });\n this.elementMap.delete(element);\n }\n };\n /**\n * Cross-reference for HTMLElement with directive key\n * @param {?} element\n * @param {?} key\n * @return {?}\n */\n MediaMarshaller.prototype.buildElementKeyMap = /**\n * Cross-reference for HTMLElement with directive key\n * @param {?} element\n * @param {?} key\n * @return {?}\n */\n function (element, key) {\n /** @type {?} */\n var keyMap = this.elementKeyMap.get(element);\n if (!keyMap) {\n keyMap = new Set();\n this.elementKeyMap.set(element, keyMap);\n }\n keyMap.add(key);\n };\n /**\n * Other triggers that should force style updates:\n * - directionality\n * - layout changes\n * - mutationobserver updates\n * @param {?} element\n * @param {?} key\n * @param {?} triggers\n * @return {?}\n */\n MediaMarshaller.prototype.watchExtraTriggers = /**\n * Other triggers that should force style updates:\n * - directionality\n * - layout changes\n * - mutationobserver updates\n * @param {?} element\n * @param {?} key\n * @param {?} triggers\n * @return {?}\n */\n function (element, key, triggers) {\n var _this = this;\n if (triggers && triggers.length) {\n /** @type {?} */\n var watchers = this.watcherMap.get(element);\n if (!watchers) {\n watchers = new Map();\n this.watcherMap.set(element, watchers);\n }\n /** @type {?} */\n var subscription = watchers.get(key);\n if (!subscription) {\n /** @type {?} */\n var newSubscription = merge.apply(void 0, triggers).subscribe(function () {\n /** @type {?} */\n var currentValue = _this.getValue(element, key);\n _this.updateElement(element, key, currentValue);\n });\n watchers.set(key, newSubscription);\n }\n }\n };\n /**\n * Breakpoint locator by mediaQuery\n * @param {?} query\n * @return {?}\n */\n MediaMarshaller.prototype.findByQuery = /**\n * Breakpoint locator by mediaQuery\n * @param {?} query\n * @return {?}\n */\n function (query) {\n return this.breakpoints.findByQuery(query);\n };\n /**\n * get the fallback breakpoint for a given element, starting with the current breakpoint\n * @param {?} bpMap\n * @param {?=} key\n * @return {?}\n */\n MediaMarshaller.prototype.getFallback = /**\n * get the fallback breakpoint for a given element, starting with the current breakpoint\n * @param {?} bpMap\n * @param {?=} key\n * @return {?}\n */\n function (bpMap, key) {\n for (var i = 0; i < this.activatedBreakpoints.length; i++) {\n /** @type {?} */\n var activatedBp = this.activatedBreakpoints[i];\n /** @type {?} */\n var valueMap = bpMap.get(activatedBp.alias);\n if (valueMap) {\n if (key === undefined || valueMap.has(key)) {\n return valueMap;\n }\n }\n }\n return bpMap.get('');\n };\n /**\n * @return {?}\n */\n MediaMarshaller.prototype.registerBreakpoints = /**\n * @return {?}\n */\n function () {\n /** @type {?} */\n var queries = this.breakpoints.sortedItems.map(function (bp) { return bp.mediaQuery; });\n this.matchMedia.registerQuery(queries);\n };\n MediaMarshaller.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n MediaMarshaller.ctorParameters = function () { return [\n { type: MatchMedia },\n { type: BreakPointRegistry }\n]; };\n /** @nocollapse */ MediaMarshaller.ngInjectableDef = defineInjectable({ factory: function MediaMarshaller_Factory() { return new MediaMarshaller(inject(MatchMedia), inject(BreakPointRegistry)); }, token: MediaMarshaller, providedIn: \"root\" });\n return MediaMarshaller;\n}());\n/**\n * @param {?} map\n * @param {?} element\n * @param {?} key\n * @param {?=} input\n * @return {?}\n */\nfunction initBuilderMap(map$$1, element, key, input) {\n if (input !==

undefined) {\n /** @type {?} */\n var oldMap = map$$1.get(element);\n if (!oldMap) {\n oldMap = new Map();\n map$$1.set(element, oldMap);\n }\n oldMap.set(key, input);\n }\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\nexport { removeStyles, BROWSER_PROVIDER, CLASS_NAME, CoreModule, MediaChange, StylesheetMap, DEFAULT_CONFIG, LAYOUT_CONFIG, SERVER_TOKEN, BREAKPOINT, BaseDirective, BaseDirectiveAdapter, BaseDirective2, prioritySort, RESPONSIVE_ALIASES, DEFAULT_BREAKPOINTS, ScreenTypes, ORIENTATION_BREAKPOINTS, BreakPointRegistry, BREAKPOINTS, MatchMedia, MockMatchMedia, MockMediaQueryList, MockMatchMediaProvider, ServerMediaQueryList, ServerMatchMedia, MediaMonitor, ObservableMedia, MediaService, ObservableMediaProvider, MediaObserver, KeyOptions, ResponsiveActivation, StyleUtils, StyleBuilder, validateBasis, MediaMarshaller };\n//# sourceMappingURL=core.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends, __assign } from 'tslib';\nimport { Directive, ElementRef, Inject, PLATFORM_ID, Injectable, Input, NgModule, IterableDiffers, KeyValueDiffers, Optional, Renderer2, Self, SecurityContext, defineInjectable } from '@angular/core';\nimport { isPlatformServer, NgClass, NgStyle } from '@angular/common';\nimport { MediaMarshaller, BaseDirective2, SERVER_TOKEN, StyleBuilder, StyleUtils, LAYOUT_CONFIG, CoreModule } from '@angular/flex-layout/core';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { takeUntil } from 'rxjs/operators';\nimport { DomSanitizer } from '@angular/platform-browser';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\nvar ImgSrcStyleBuilder = /** @class */ (function (_super) {\n __extends(ImgSrcStyleBuilder, _super);\n function ImgSrcStyleBuilder() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n * @param {?} url\n * @return {?}\n */\n ImgSrcStyleBuilder.prototype.buildStyles = /**\n * @param {?} url\n * @return {?}\n */\n function (url) {\n return { 'content': url ? \"url(\" + url + \")\" : '' };\n };\n ImgSrcStyleBuilder.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ ImgSrcStyleBuilder.ngInjectableDef = defineInjectable({ factory: function ImgSrcStyleBuilder_Factory() { return new ImgSrcStyleBuilder(); }, token: ImgSrcStyleBuilder, providedIn: \"root\" });\n return ImgSrcStyleBuilder;\n}(StyleBuilder));\nvar ImgSrcDirective = /** @class */ (function (_super) {\n __extends(ImgSrcDirective, _super);\n function ImgSrcDirective(elementRef, styleBuilder, styler, marshal, platformId, serverModuleLoaded) {\n var _this = _super.call(this, elementRef, styleBuilder, styler, marshal) || this;\n _this.elementRef = elementRef;\n _this.styleBuilder = styleBuilder;\n _this.styler = styler;\n _this.marshal = marshal;\n _this.platformId = platformId;\n _this.serverModuleLoaded = serverModuleLoaded;\n _this.DIRECTIVE_KEY = 'img-src';\n _this.defaultSrc = '';\n _this.styleCache = imgSrcCache;\n _this.init();\n _this.setValue('', _this.nativeElement.getAttribute('src') || '');\n if (isPlatformServer(_this.platformId) && _this.serverModuleLoaded) {\n _this.nativeElement.setAttribute('src', '');\n }\n return _this;\n }\n Object.defineProperty(ImgSrcDirective.prototype, \"src\", {\n set: /**\n * @param {?} val\n * @return {?}\n */\n function (val) {\n this.defaultSrc = val;\n this.setValue('', this.defaultSrc);\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Use the [responsively] activated input value to update\n * the host img src attribute or assign a default `img.src=''`\n * if the src has not been defined.\n *\n * Do nothing to standard `<img src=\"\">` usages, only when responsive\n * keys are present do we actually call `setAttribute()`\n */\n /**\n * Use the [responsively] activated input value to update\n * the host img src attribute or assign a default `img.src=''`\n * if the src has not been defined.\n *\n * Do nothing to standard `<img src=\"\">` usages, only when responsive\n * keys are present do we actually call `setAttribute()`\n * @return {?}\n */\n ImgSrcDirective.prototype.updateWithValue = /**\n * Use the [responsively] activated input value to update\n * the host img src attribute or assign a default `img.src=''`\n * if the src has not been defined.\n *\n * Do nothing to standard `<img src=\"\">` usages, only when responsive\n * keys are present do we actually call `setAttribute()`\n * @return {?}\n */\n function ()

{\n /** @type {?} */\n var url = this.activatedValue || this.defaultSrc;\n if (isPlatformServer(this.platformId) && this.serverModuleLoaded) {\n this.addStyles(url);\n }\n else {\n this.nativeElement.setAttribute('src', String(url));\n }\n };\n /** @nocollapse */\n ImgSrcDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ImgSrcStyleBuilder },\n { type: StyleUtils },\n { type: MediaMarshaller },\n { type: Object, decorators: [{ type: Inject, args: [PLATFORM_ID,] }] },\n { type: Boolean, decorators: [{ type: Inject, args: [SERVER_TOKEN,] }] }\n]; };\n ImgSrcDirective.propDecorators = {\n src: [{ type: Input, args: ['src',] }]\n };\n return ImgSrcDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar imgSrcCache = new Map();\n/** @type {?} */\nvar inputs = [\n 'src.xs', 'src.sm', 'src.md', 'src.lg', 'src.xl',\n 'src.lt-sm', 'src.lt-md', 'src.lt-lg', 'src.lt-xl',\n 'src.gt-xs', 'src.gt-sm', 'src.gt-md', 'src.gt-lg'\n];\n/** @type {?} */\nvar selector = \"\\n img[src.xs], img[src.sm], img[src.md], img[src.lg], img[src.xl],\\n img[src.lt-sm], img[src.lt-md], img[src.lt-lg], img[src.lt-xl],\\n img[src.gt-xs], img[src.gt-sm], img[src.gt-md], img[src.gt-lg]\\n\";\n/**\n * This directive provides a responsive API for the HTML <img> 'src' attribute\n * and will update the img.src property upon each responsive activation.\n *\n * e.g.\n * <img src=\"defaultScene.jpg\" src.xs=\"mobileScene.jpg\"></img>\n *\n * @see https://css-tricks.com/responsive-images-youre-just-changing-resolutions-use-src/\n */\nvar DefaultImgSrcDirective = /** @class */ (function (_super) {\n __extends(DefaultImgSrcDirective, _super);\n function DefaultImgSrcDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs;\n return _this;\n }\n DefaultImgSrcDirective.decorators = [\n { type: Directive, args: [{ selector: selector, inputs: inputs },] },\n];\n return DefaultImgSrcDirective;\n}(ImgSrcDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\nvar ClassDirective = /** @class */ (function (_super) {\n __extends(ClassDirective, _super);\n function ClassDirective(elementRef, styler, marshal, iterableDiffers, keyValueDiffers, renderer, ngClassInstance) {\n var _this = _super.call(this, elementRef, /** @type {?} */ ((null)), styler, marshal) || this;\n _this.elementRef = elementRef;\n _this.styler = styler;\n _this.marshal = marshal;\n _this.iterableDiffers = iterableDiffers;\n _this.keyValueDiffers = keyValueDiffers;\n _this.renderer = renderer;\n _this.ngClassInstance = ngClassInstance;\n _this.DIRECTIVE_KEY = 'ngClass';\n if (!_this.ngClassInstance) {\n // Create an instance NgClass Directive instance only if `ngClass=\"\"` has NOT been defined on\n // the same host element; since the responsive variations may be defined...\n _this.ngClassInstance = new NgClass(_this.iterableDiffers, _this.keyValueDiffers, _this.elementRef, _this.renderer);\n }\n _this.init();\n return _this;\n }\n Object.defineProperty(ClassDirective.prototype, \"klass\", {\n /**\n * Capture class assignments so we cache the default classes\n * which are merged with activated styles and used as fallbacks.\n */\n set: /**\n * Capture class assignments so we cache the default classes\n * which are merged with activated styles and used as fallbacks.\n * @param {?} val\n * @return {?}\n */\n function (val) {\n this.ngClassInstance.klass = val;\n this.setValue(val, '');\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @param {?} value\n * @return {?}\n */\n ClassDirective.prototype.updateWithValue = /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.ngClassInstance.ngClass = value;\n this.ngClassInstance.ngDoCheck();\n };\n // **\n // Lifecycle Hooks\n // **\n /**\n * For ChangeDetectionStrategy.onPush and ngOnChanges() updates\n */\n /**\n * For ChangeDetectionStrategy.onPush and ngOnChanges() updates\n * @return {?}\n */\n ClassDirective.prototype.ngDoCheck = /**\n * For ChangeDetectionStrategy.onPush and ngOnChanges() updates\n * @return {?}\n */\n function () {\n this.ngClassInstance.ngDoCheck();\n };\n /** @nocollapse */\n ClassDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: StyleUtils },\n { type: MediaMarshaller },\n { type: IterableDiffers },\n { type: KeyValueDiffers },\n { type: Renderer2 },\n { type: NgClass, decorators: [{ type: Optional }, { type: Self }] }\n]; };\n ClassDirective.propDecorators = {\n klass: [{ type: Input, args: ['class',] }]\n };\n return

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ClassDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar inputs$1 = [\n    'ngClass', 'ngClass.xs', 'ngClass.sm',
'ngClass.md', 'ngClass.lg', 'ngClass.xl',\n    'ngClass.lt-sm', 'ngClass.lt-md', 'ngClass.lt-lg', 'ngClass.lt-xl',\n
'ngClass.gt-xs', 'ngClass.gt-sm', 'ngClass.gt-md', 'ngClass.gt-lg'\n];\n/** @type {?} */\nvar selector$1 = \"\\n
[ngClass], [ngClass.xs], [ngClass.sm], [ngClass.md], [ngClass.lg], [ngClass.xl],\\n  [ngClass.lt-sm], [ngClass.lt-md],
[ngClass.lt-lg], [ngClass.lt-xl],\\n  [ngClass.gt-xs], [ngClass.gt-sm], [ngClass.gt-md], [ngClass.gt-lg]\\n\";\n/**\n *
Directive to add responsive support for ngClass.\n * This maintains the core functionality of 'ngClass' and adds
responsive API\n * Note: this class is a no-op when rendered on the server\n */\nvar DefaultClassDirective = /**
@class */ (function (_super) {\n    __extends(DefaultClassDirective, _super);\n    function DefaultClassDirective()
{\n        var _this = _super !== null && _super.apply(this, arguments) || this;\n        _this.inputs = inputs$1;\n
return _this;\n    }\n    DefaultClassDirective.decorators = [\n        { type: Directive, args: [{ selector: selector$1,
inputs: inputs$1 },] },\n    ];\n    return DefaultClassDirective;\n}(ClassDirective));\n\n/**\n * @fileoverview added
by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * For fxHide selectors,
we invert the 'value'\n * and assign to the equivalent fxShow selector cache\n *  - When 'hide' === '' === true, do
NOT show the element\n *  - When 'hide' === false or 0... we WILL show the element\n * @deprecated\n *
\\@deletion-target v7.0.0-beta.21\n * @param {?} hide\n * @return {?}\n */\nfunction negativeOf(hide) {\n    return
(hide === '') ? false :\n        ((hide === 'false') || (hide === 0)) ? true : !hide;\n}\nvar ShowHideStyleBuilder = /**
@class */ (function (_super) {\n    __extends(ShowHideStyleBuilder, _super);\n    function ShowHideStyleBuilder()
{\n        return _super !== null && _super.apply(this, arguments) || this;\n    }\n    /**\n     * @param {?} show\n     *
@param {?} parent\n     * @return {?}\n     */\n    ShowHideStyleBuilder.prototype.buildStyles = /**\n     * @param
{?} show\n     * @param {?} parent\n     * @return {?}\n     */\n    function (show, parent) {\n        /** @type {?}
*/\n        var shouldShow = show === 'true';\n        return { 'display': shouldShow ? parent.display : 'none' };\n    };\n
 ShowHideStyleBuilder.decorators = [\n        { type: Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /**
@nocollapse */ ShowHideStyleBuilder.ngInjectableDef = defineInjectable({ factory: function
ShowHideStyleBuilder_Factory() { return new ShowHideStyleBuilder(); }, token: ShowHideStyleBuilder,
providedIn: \"root\" });\n    return ShowHideStyleBuilder;\n}(StyleBuilder));\nvar ShowHideDirective = /** @class
*/ (function (_super) {\n    __extends(ShowHideDirective, _super);\n    function ShowHideDirective(elementRef,
styleBuilder, styler, marshal, layoutConfig, platformId, serverModuleLoaded) {\n        var _this = _super.call(this,
elementRef, styleBuilder, styler, marshal) || this;\n        _this.elementRef = elementRef;\n        _this.styleBuilder =
styleBuilder;\n        _this.styler = styler;\n        _this.marshal = marshal;\n        _this.layoutConfig = layoutConfig;\n
    _this.platformId = platformId;\n        _this.serverModuleLoaded = serverModuleLoaded;\n
_this.DIRECTIVE_KEY = 'show-hide';\n        /**\n         * Original dom Elements CSS display style\n         */\n
_this.display = '';\n        _this.hasLayout = false;\n        _this.hasFlexChild = false;\n        return _this;\n    }\n    //
**********************************************\n    // Lifecycle Methods\n    //
**********************************************\n    /**\n     * @return {?}\n     */\n
ShowHideDirective.prototype.ngAfterViewInit = /**\n     * @return {?}\n     */\n    function () {\n
this.hasLayout = this.marshal.hasValue(this.nativeElement, 'layout');\n
this.marshal.trackValue(this.nativeElement, 'layout')\n            .pipe(takeUntil(this.destroySubject))\n
.subscribe(this.updateWithValue.bind(this));\n        /** @type {?} */\n        var children =
Array.from(this.nativeElement.children);\n        for (var i = 0; i < children.length; i++) {\n            if
(this.marshal.hasValue(/** @type {?} */ (children[i]), 'flex')) {\n                this.hasFlexChild = true;\n
break;\n            }\n        }\n        if (DISPLAY_MAP.has(this.nativeElement)) {\n            this.display = /** @type
{?} */ ((DISPLAY_MAP.get(this.nativeElement)));\n        }\n        else {\n            this.display =
this.getDisplayStyle();\n            DISPLAY_MAP.set(this.nativeElement, this.display);\n        }\n        this.init();\n
 /** @type {?} */\n        var defaultValue = this.marshal.getValue(this.nativeElement, this.DIRECTIVE_KEY, '');\n
     if (defaultValue === undefined || defaultValue === '') {\n            this.setValue(true, '');\n        }\n        else {\n
   this.triggerUpdate();\n        }\n    };\n    /**\n     * On changes to any @Input properties...\n     * Default to use the
non-responsive Input value ('fxShow')\n     * Then conditionally override with the mq-activated Input's current
value\n     */\n    /**\n     * On changes to any \\@Input properties...\n     * Default to use the non-responsive Input
```

value ('fxShow')\n * Then conditionally override with the mq-activated Input's current value\n * @param {?} changes\n * @return {?}\n */\n ShowHideDirective.prototype.ngOnChanges = /**\n * On changes to any \\@Input properties...\n * Default to use the non-responsive Input value ('fxShow')\n * Then conditionally override with the mq-activated Input's current value\n * @param {?} changes\n * @return {?}\n */\n function (changes) {\n var _this = this;\n Object.keys(changes).forEach(function (key) {\n if (_this.inputs.indexOf(key) !== -1) {\n /** @type {?} */\n var inputKey = key.split('.');\n /** @type {?} */\n var bp = inputKey.slice(1).join('.');\n /** @type {?} */\n var inputValue = changes[key].currentValue;\n /** @type {?} */\n var shouldShow = inputValue !== '' ?\n inputValue !== 0 ? coerceBooleanProperty(inputValue) : false\n : true;\n if (inputKey[0] === 'fxHide') {\n shouldShow = !shouldShow;\n }\n _this.setValue(shouldShow, bp);\n }\n });\n };\n // **********\n // Protected methods\n // **********\n /**\n * Override accessor to the current HTMLElement's `display` style\n * Note: Show/Hide will not change the display to 'flex' but will set it to 'block'\n * unless it was already explicitly specified inline or in a CSS stylesheet.\n */\n /**\n * Override accessor to the current HTMLElement's `display` style\n * Note: Show/Hide will not change the display to 'flex' but will set it to 'block'\n * unless it was already explicitly specified inline or in a CSS stylesheet.\n * @return {?}\n */\n ShowHideDirective.prototype.getDisplayStyle = /**\n * Override accessor to the current HTMLElement's `display` style\n * Note: Show/Hide will not change the display to 'flex' but will set it to 'block'\n * unless it was already explicitly specified inline or in a CSS stylesheet.\n * @return {?}\n */\n function () {\n return (this.hasLayout || (this.hasFlexChild && this.layoutConfig.addFlexToParent)) ?\n 'flex' : this.styler.lookupStyle(this.nativeElement, 'display', true);\n };\n /** Validate the visibility value and then update the host's inline display style */\n /**\n * Validate the visibility value and then update the host's inline display style\n * @param {?=} value\n * @return {?}\n */\n ShowHideDirective.prototype.updateWithValue = /**\n * Validate the visibility value and then update the host's inline display style\n * @param {?=} value\n * @return {?}\n */\n function (value) {\n if (value === void 0) { value = true; }\n if (value === '') {\n return;\n }\n this.addStyles(value ? 'true' : 'false', { display: this.display });\n if (isPlatformServer(this.platformId) && this.serverModuleLoaded) {\n this.nativeElement.style.setProperty('display', '');\n }\n };\n /** @nocollapse */\n ShowHideDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ShowHideStyleBuilder },\n { type: StyleUtils },\n { type: MediaMarshaller },\n { type: undefined, decorators: [{ type: Inject, args: [LAYOUT_CONFIG,] }] },\n { type: Object, decorators: [{ type: Inject, args: [PLATFORM_ID,] }] },\n { type: Boolean, decorators: [{ type: Optional }, { type: Inject, args: [SERVER_TOKEN,] }] }\n]; };\n return ShowHideDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar DISPLAY_MAP = new WeakMap();\n/** @type {?} */\nvar inputs$2 = [\n 'fxShow',\n 'fxShow.xs', 'fxShow.sm', 'fxShow.md', 'fxShow.lg', 'fxShow.xl',\n 'fxShow.lt-sm', 'fxShow.lt-md', 'fxShow.lt-lg', 'fxShow.lt-xl',\n 'fxShow.gt-xs', 'fxShow.gt-sm', 'fxShow.gt-md', 'fxShow.gt-lg',\n 'fxHide',\n 'fxHide.xs', 'fxHide.sm', 'fxHide.md', 'fxHide.lg', 'fxHide.xl',\n 'fxHide.lt-sm', 'fxHide.lt-md', 'fxHide.lt-lg', 'fxHide.lt-xl',\n 'fxHide.gt-xs', 'fxHide.gt-sm', 'fxHide.gt-md', 'fxHide.gt-lg'\n];\n/** @type {?} */\nvar selector$2 = \"\\n [fxShow],\\n [fxShow.xs], [fxShow.sm], [fxShow.md], [fxShow.lg], [fxShow.xl],\\n [fxShow.lt-sm], [fxShow.lt-md], [fxShow.lt-lg], [fxShow.lt-xl],\\n [fxShow.gt-xs], [fxShow.gt-sm], [fxShow.gt-md], [fxShow.gt-lg],\\n [fxHide],\\n [fxHide.xs], [fxHide.sm], [fxHide.md], [fxHide.lg], [fxHide.xl],\\n [fxHide.lt-sm], [fxHide.lt-md], [fxHide.lt-lg], [fxHide.lt-xl],\\n [fxHide.gt-xs], [fxHide.gt-sm], [fxHide.gt-md], [fxHide.gt-lg]\\n\";\n/**\n * 'show' Layout API directive\n */\nvar DefaultShowHideDirective = /** @class */ (function (_super) {\n __extends(DefaultShowHideDirective, _super);\n function DefaultShowHideDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$2;\n return _this;\n }\n DefaultShowHideDirective.decorators = [\n { type: Directive, args: [{ selector: selector$2, inputs: inputs$2 },] },\n];\n return DefaultShowHideDirective;\n}(ShowHideDirective));\n\n/**\n * @fileoverview added by

tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * NgStyle allowed inputs\n */\nvar /**\n * NgStyle allowed inputs\n */\nNgStyleKeyValue = /** @class */ (function () {\n function NgStyleKeyValue(key, value, noQuotes) {\n if (noQuotes === void 0) { noQuotes = true; }\n this.key = key;\n this.value = value;\n this.key = noQuotes ? key.replace(/['\"]/g, '').trim() : key.trim();\n this.value = noQuotes ? value.replace(/['\"]/g, '').trim() : value.trim();\n this.value = this.value.replace(/;/, '');\n }\n return NgStyleKeyValue;\n}));\n/**\n * @param {?} target\n * @return {?}\n */\nfunction getType(target) {\n /** @type {?} */\n var what = typeof target;\n if (what === 'object') {\n return (target.constructor === Array) ? 'array' :\n (target.constructor === Set) ? 'set' : 'object';\n }\n return what;\n}\n/**\n * Split string of key:value pairs into Array of k-v pairs\n * e.g. 'key:value; key:value; key:value;' -> ['key:value',...]\n * @param {?} source\n * @param {?=} delimiter\n * @return {?}\n */\nfunction buildRawList(source, delimiter) {\n if (delimiter === void 0) { delimiter = ';'; }\n return String(source)\n .trim()\n .split(delimiter)\n .map(function (val) { return val.trim(); })\n .filter(function (val) { return val !== ''; });\n}\n/**\n * Convert array of key:value strings to a iterable map object\n * @param {?} styles\n * @param {?=} sanitize\n * @return {?}\n */\nfunction buildMapFromList(styles, sanitize) {\n /** @type {?} */\n var sanitizeValue = function (it) {\n if (sanitize) {\n it.value = sanitize(it.value);\n }\n return it;\n };\n return styles\n .map(stringToKeyValue)\n .filter(function (entry) { return !!entry; })\n .map(sanitizeValue)\n .reduce(keyValuesToMap, /** @type {?} */ ({}));\n}\n/**\n * Convert Set<string> or raw Object to an iterable NgStyleMap\n * @param {?} source\n * @param {?=} sanitize\n * @return {?}\n */\nfunction buildMapFromSet(source, sanitize) {\n /** @type {?} */\n var list = [];\n if (getType(source) === 'set') {\n (/** @type {?} */ (source)).forEach(function (entry) { return list.push(entry); });\n }\n else {\n Object.keys(source).forEach(function (key) {\n list.push(key + \":\" + ((/** @type {?} */ (source)))[key]);\n });\n }\n return buildMapFromList(list, sanitize);\n}\n/**\n * Convert 'key:value' -> [key, value]\n * @param {?} it\n * @return {?}\n */\nfunction stringToKeyValue(it) {\n var _a = it.split(':'), key = _a[0], vals = _a.slice(1);\n return new NgStyleKeyValue(key, vals.join(':'));\n}\n/**\n * Convert [[key,value]] -> { key : value }\n * @param {?} map\n * @param {?} entry\n * @return {?}\n */\nfunction keyValuesToMap(map, entry) {\n if (!!entry.key) {\n map[entry.key] = entry.value;\n }\n return map;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\nvar StyleDirective = /** @class */ (function (_super) {\n __extends(StyleDirective, _super);\n function StyleDirective(elementRef, styler, marshal, keyValueDiffers, renderer, sanitizer, ngStyleInstance) {\n var _this = _super.call(this, elementRef, /** @type {?} */ ((null)), styler, marshal) || this;\n _this.elementRef = elementRef;\n _this.styler = styler;\n _this.marshal = marshal;\n _this.keyValueDiffers = keyValueDiffers;\n _this.renderer = renderer;\n _this.sanitizer = sanitizer;\n _this.ngStyleInstance = ngStyleInstance;\n _this.DIRECTIVE_KEY = 'ngStyle';\n _this.fallbackStyles = {};\n if (!_this.ngStyleInstance) {\n // Create an instance NgClass Directive instance only if `ngClass=\"\"` has NOT been\n // defined on the same host element; since the responsive variations may be defined...\n _this.ngStyleInstance = new NgStyle(_this.keyValueDiffers, _this.elementRef, _this.renderer);\n }\n _this.init();\n /** @type {?} */\n var styles = _this.nativeElement.getAttribute('style') || '';\n _this.fallbackStyles = _this.buildStyleMap(styles);\n return _this;\n }\n /**\n * @param {?} value\n * @return {?}\n */\n StyleDirective.prototype.updateWithValue = /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var styles = this.buildStyleMap(value);\n this.ngStyleInstance.ngStyle = __assign({}, this.fallbackStyles, styles);\n this.ngStyleInstance.ngDoCheck();\n };\n /**\n * Convert raw strings to ngStyleMap; which is required by ngStyle\n * NOTE: Raw string key-value pairs MUST be delimited by `;`\n * Comma-delimiters are not supported due to complexities of\n * possible style values such as `rgba(x,x,x,x)` and others\n */\n /**\n * Convert raw strings to ngStyleMap; which is required by ngStyle\n * NOTE: Raw string key-value pairs MUST be delimited by `;`\n * Comma-delimiters are not supported due to complexities of\n * possible style values such as `rgba(x,x,x,x)` and others\n * @param {?} styles\n * @return {?}\n */\n StyleDirective.prototype.buildStyleMap = /**\n * Convert raw strings to ngStyleMap; which is required by ngStyle\n * NOTE: Raw string key-value pairs MUST be delimited by `;`\n * Comma-

delimiters are not supported due to complexities of\n * possible style values such as `rgba(x,x,x,x)` and others\n * @param {?} styles\n * @return {?}\n */\n function (styles) {\n var _this = this;\n /** @type {?} */\n var sanitizer = function (val) {\n return _this.sanitizer.sanitize(SecurityContext.STYLE, val) || '';\n };\n if (styles) {\n switch (getType(styles)) {\n case 'string': return buildMapFromList$1(buildRawList(styles), sanitizer);\n case 'array': return buildMapFromList$1(/** @type {?} */ (styles), sanitizer);\n case 'set': return buildMapFromSet(styles, sanitizer);\n default: return buildMapFromSet(styles, sanitizer);\n }\n }\n return {};\n };\n // **********\n // Lifecycle Hooks\n // **********\n /** For ChangeDetectionStrategy.onPush and ngOnChanges() updates */\n /**\n * For ChangeDetectionStrategy.onPush and ngOnChanges() updates\n * @return {?}\n */\n StyleDirective.prototype.ngDoCheck = /**\n * For ChangeDetectionStrategy.onPush and ngOnChanges() updates\n * @return {?}\n */\n function () {\n this.ngStyleInstance.ngDoCheck();\n };\n /** @nocollapse */\n StyleDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: StyleUtils },\n { type: MediaMarshaller },\n { type: KeyValueDiffers },\n { type: Renderer2 },\n { type: DomSanitizer },\n { type: NgStyle, decorators: [{ type: Optional }, { type: Self }] }\n]; };\n return StyleDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar inputs$3 = [\n 'ngStyle',\n 'ngStyle.xs', 'ngStyle.sm', 'ngStyle.md', 'ngStyle.lg', 'ngStyle.xl',\n 'ngStyle.lt-sm', 'ngStyle.lt-md', 'ngStyle.lt-lg', 'ngStyle.lt-xl',\n 'ngStyle.gt-xs', 'ngStyle.gt-sm', 'ngStyle.gt-md', 'ngStyle.gt-lg'\n];\n/** @type {?} */\nvar selector$3 = \"\\n [ngStyle],\\n [ngStyle.xs], [ngStyle.sm], [ngStyle.md], [ngStyle.lg], [ngStyle.xl],\\n [ngStyle.lt-sm], [ngStyle.lt-md], [ngStyle.lt-lg], [ngStyle.lt-xl],\\n [ngStyle.gt-xs], [ngStyle.gt-sm], [ngStyle.gt-md], [ngStyle.gt-lg]\\n\";\n/**\n * Directive to add responsive support for ngStyle.\n *\n */\nvar DefaultStyleDirective = /** @class */ (function (_super) {\n __extends(DefaultStyleDirective, _super);\n function DefaultStyleDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$3;\n return _this;\n }\n DefaultStyleDirective.decorators = [\n { type: Directive, args: [{ selector: selector$3, inputs: inputs$3 },] },\n];\n return DefaultStyleDirective;\n}(StyleDirective));\n/**\n * Build a styles map from a list of styles, while sanitizing bad values first\n * @param {?} styles\n * @param {?=} sanitize\n * @return {?}\n */\nfunction buildMapFromList$1(styles, sanitize) {\n /** @type {?} */\n var sanitizeValue = function (it) {\n if (sanitize) {\n it.value = sanitize(it.value);\n }\n return it;\n };\n return styles\n .map(stringToKeyValue)\n .filter(function (entry) { return !!entry; })\n .map(sanitizeValue)\n .reduce(keyValuesToMap, /** @type {?} */ ({}));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar ALL_DIRECTIVES = [\n DefaultShowHideDirective,\n DefaultClassDirective,\n DefaultStyleDirective,\n DefaultImgSrcDirective\n];\n/**\n * **********\n * Define module for the Extended API\n * **********\n */\nvar ExtendedModule = /** @class */ (function () {\n function ExtendedModule() {\n }\n ExtendedModule.decorators = [\n { type: NgModule, args: [{\n imports: [CoreModule],\n declarations: ALL_DIRECTIVES.slice(),\n exports: ALL_DIRECTIVES.slice()\n },] },\n];\n return ExtendedModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\nexport { ExtendedModule, ClassDirective, DefaultClassDirective, ImgSrcStyleBuilder, ImgSrcDirective, DefaultImgSrcDirective, negativeOf, ShowHideStyleBuilder, ShowHideDirective, DefaultShowHideDirective, StyleDirective, DefaultStyleDirective };\n//# sourceMappingURL=extended.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Version, Inject, NgModule, Optional, PLATFORM_ID } from '@angular/core';\nimport { isPlatformServer } from '@angular/common';\nimport { SERVER_TOKEN,

LAYOUT_CONFIG, BREAKPOINT } from '@angular/flex-layout/core';\nexport { removeStyles, BROWSER_PROVIDER, CLASS_NAME, CoreModule, MediaChange, StylesheetMap, DEFAULT_CONFIG, LAYOUT_CONFIG, SERVER_TOKEN, BREAKPOINT, BaseDirective, BaseDirectiveAdapter, BaseDirective2, prioritySort, RESPONSIVE_ALIASES, DEFAULT_BREAKPOINTS, ScreenTypes, ORIENTATION_BREAKPOINTS, BreakPointRegistry, BREAKPOINTS, MatchMedia, MockMatchMedia, MockMediaQueryList, MockMatchMediaProvider, ServerMediaQueryList, ServerMatchMedia, MediaMonitor, ObservableMedia, MediaService, ObservableMediaProvider, MediaObserver, KeyOptions, ResponsiveActivation, StyleUtils, StyleBuilder, validateBasis, MediaMarshaller } from '@angular/flex-layout/core';\nimport { ExtendedModule } from '@angular/flex-layout/extended';\nexport { ExtendedModule, ClassDirective, DefaultClassDirective, ImgSrcStyleBuilder, ImgSrcDirective, DefaultImgSrcDirective, negativeOf, ShowHideStyleBuilder, ShowHideDirective, DefaultShowHideDirective, StyleDirective, DefaultStyleDirective } from '@angular/flex-layout/extended';\nimport { FlexModule } from '@angular/flex-layout/flex';\nexport { FlexModule, FlexStyleBuilder, FlexDirective, DefaultFlexDirective, FlexAlignStyleBuilder, FlexAlignDirective, DefaultFlexAlignDirective, FlexFillStyleBuilder, FlexFillDirective, FlexOffsetStyleBuilder, FlexOffsetDirective, DefaultFlexOffsetDirective, FlexOrderStyleBuilder, FlexOrderDirective, DefaultFlexOrderDirective, LayoutStyleBuilder, LayoutDirective, DefaultLayoutDirective, LayoutAlignStyleBuilder, LayoutAlignDirective, DefaultLayoutAlignDirective, LayoutGapStyleBuilder, LayoutGapDirective, DefaultLayoutGapDirective } from '@angular/flex-layout/flex';\nimport { GridModule } from '@angular/flex-layout/grid';\nexport { f, e, d, i, h, g, l, k, j, o, n, m, r, q, p, u, t, s, x, w, v, ba, z, y, c, b, a, bd, bc, bb, bg, bf, be, GridModule } from '@angular/flex-layout/grid';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** *\n * Current version of Angular Flex-Layout.\n @type {?} */\nvar VERSION = new Version('7.0.0-beta.22');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * FlexLayoutModule -- the main import for all utilities in the Angular Layout library\n * * Will automatically provide Flex, Grid, and Extended modules for use in the application\n * * Can be configured using the static withConfig method, options viewable on the Wiki's\n * Configuration page\n */\nvar FlexLayoutModule = /** @class */ (function () {\n   function FlexLayoutModule(serverModuleLoaded, platformId) {\n   if (isPlatformServer(platformId) && !serverModuleLoaded) {\n   console.warn('Warning: Flex Layout loaded on the server without FlexLayoutServerModule');\n   }\n   }\n   /**\n   * Initialize the FlexLayoutModule with a set of config options,\n   * which sets the corresponding tokens accordingly\n   */\n   /**\n   * Initialize the FlexLayoutModule with a set of config options,\n   * which sets the corresponding tokens accordingly\n   * @param {?} configOptions\n   * @param {?=} breakpoints\n   * @return {?}\n   */\n   FlexLayoutModule.withConfig = /**\n   * Initialize the FlexLayoutModule with a set of config options,\n   * which sets the corresponding tokens accordingly\n   * @param {?} configOptions\n   * @param {?=} breakpoints\n   * @return {?}\n   */\n   function (configOptions, breakpoints) {\n   if (breakpoints === void 0) { breakpoints = []; }\n   return {\n   ngModule: FlexLayoutModule,\n   providers: configOptions.serverLoaded ?\n   [\n   { provide: LAYOUT_CONFIG, useValue: configOptions },\n   { provide: BREAKPOINT, useValue: breakpoints, multi: true },\n   { provide: SERVER_TOKEN, useValue: true },\n   ] : [\n   { provide: LAYOUT_CONFIG, useValue: configOptions },\n   { provide: BREAKPOINT, useValue: breakpoints, multi: true },\n   ]\n   };\n   };\n   FlexLayoutModule.decorators = [\n   { type: NgModule, args: [{\n   imports: [FlexModule, ExtendedModule, GridModule],\n   exports: [FlexModule, ExtendedModule, GridModule]\n   },] },\n   ];\n   /** @nocollapse */\n   FlexLayoutModule.ctorParameters = function () { return [\n   { type: Boolean, decorators: [{ type: Optional }, { type: Inject, args: [SERVER_TOKEN,] }] },\n   { type: Object, decorators: [{ type: Inject, args: [PLATFORM_ID,] }] }\n   ]; };\n   return FlexLayoutModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\nexport { VERSION, FlexLayoutModule };\n//# sourceMappingURL=flex-layout.es5.js.map\n","/**\n *

@license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends, __assign } from 'tslib';\nimport { Directive, ElementRef, Injectable, Optional, NgModule, NgZone, Inject, Input, defineInjectable, inject } from '@angular/core';\nimport { BaseDirective2, StyleBuilder, StyleUtils, MediaMarshaller, CoreModule, LAYOUT_CONFIG, validateBasis } from '@angular/flex-layout/core';\nimport { Directionality, BidiModule } from '@angular/cdk/bidi';\nimport { Subject } from 'rxjs';\nimport { takeUntil } from 'rxjs/operators';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** *\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n @type {?} */\nvar INLINE = 'inline';\n/** @type {?} */\nvar LAYOUT_VALUES = ['row', 'column', 'row-reverse', 'column-reverse'];\n/**\n * Validate the direction|'direction wrap' value and then update the host's inline flexbox styles\n * @param {?} value\n * @return {?}\n */\nfunction buildLayoutCSS(value) {\n var _a = validateValue(value), direction = _a[0], wrap = _a[1], isInline = _a[2];\n return buildCSS(direction, wrap, isInline);\n}\n/**\n * Validate the value to be one of the acceptable value options\n * Use default fallback of 'row'\n * @param {?} value\n * @return {?}\n */\nfunction validateValue(value) {\n value = value ? value.toLowerCase() : '';\n var _a = value.split(' '), direction = _a[0], wrap = _a[1], inline = _a[2];\n // First value must be the `flex-direction`\n if (!LAYOUT_VALUES.find(function (x) { return x === direction; })) {\n direction = LAYOUT_VALUES[0];\n }\n if (wrap === INLINE) {\n wrap = (inline !== INLINE) ? inline : '';\n inline = INLINE;\n }\n return [direction, validateWrapValue(wrap), !!inline];\n}\n/**\n * Determine if the validated, flex-direction value specifies\n * a horizontal/row flow.\n * @param {?} value\n * @return {?}\n */\nfunction isFlowHorizontal(value) {\n var flow = validateValue(value)[0];\n return flow.indexOf('row') > -1;\n}\n/**\n * Convert layout-wrap='<value>' to expected flex-wrap style\n * @param {?} value\n * @return {?}\n */\nfunction validateWrapValue(value) {\n if (!!value) {\n switch (value.toLowerCase()) {\n case 'reverse':\n case 'wrap-reverse':\n case 'reverse-wrap':\n value = 'wrap-reverse';\n break;\n case 'no':\n case 'none':\n case 'nowrap':\n value = 'nowrap';\n break;\n // All other values fallback to 'wrap'\n default:\n value = 'wrap';\n break;\n }\n }\n return value;\n}\n/**\n * Build the CSS that should be assigned to the element instance\n * BUG:\n * 1) min-height on a column flex container won’t apply to its flex item children in IE 10-11.\n * Use height instead if possible; height : <xxx>vh;\n *\n * This way any padding or border specified on the child elements are\n * laid out and drawn inside that element's specified width and height.\n * @param {?} direction\n * @param {?=} wrap\n * @param {?=} inline\n * @return {?}\n */\nfunction buildCSS(direction, wrap, inline) {\n if (wrap === void 0) { wrap = null; }\n if (inline === void 0) { inline = false; }\n return {\n 'display': inline ? 'inline-flex' : 'flex',\n 'box-sizing': 'border-box',\n 'flex-direction': direction,\n 'flex-wrap': !!wrap ? wrap : null\n };\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\nvar LayoutStyleBuilder = /** @class */ (function (_super) {\n __extends(LayoutStyleBuilder, _super);\n function LayoutStyleBuilder() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n * @param {?} input\n * @return {?}\n */\n LayoutStyleBuilder.prototype.buildStyles = /**\n * @param {?} input\n * @return {?}\n */\n function (input) {\n return buildLayoutCSS(input);\n };\n LayoutStyleBuilder.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ LayoutStyleBuilder.ngInjectableDef = defineInjectable({ factory: function LayoutStyleBuilder_Factory() { return new LayoutStyleBuilder(); }, token: LayoutStyleBuilder, providedIn: \"root\" });\n return LayoutStyleBuilder;\n}(StyleBuilder));\n/** @type {?} */\nvar inputs = [\n 'fxLayout', 'fxLayout.xs', 'fxLayout.sm', 'fxLayout.md',\n 'fxLayout.lg', 'fxLayout.xl', 'fxLayout.lt-sm', 'fxLayout.lt-md',\n 'fxLayout.lt-lg', 'fxLayout.lt-xl', 'fxLayout.gt-xs', 'fxLayout.gt-sm',\n 'fxLayout.gt-md', 'fxLayout.gt-lg'\n];\n/** @type {?} */\nvar selector = \"\\n [fxLayout], [fxLayout.xs], [fxLayout.sm], [fxLayout.md],\\n [fxLayout.lg], [fxLayout.xl], [fxLayout.lt-sm], [fxLayout.lt-md],\\n [fxLayout.lt-lg], [fxLayout.lt-xl], [fxLayout.gt-xs], [fxLayout.gt-sm],\\n [fxLayout.gt-md], [fxLayout.gt-lg]\\n\";\n/**\n * 'layout' flexbox styling directive\n * Defines the positioning flow direction for the child elements: row or column\n * Optional values: column or row (default)\n * @see https://css-

tricks.com/almanac/properties/f/flex-direction/\n *\n */\nvar LayoutDirective = /** @class */ (function (_super) {\n __extends(LayoutDirective, _super);\n function LayoutDirective(elRef, styleUtils, \n // NOTE: not actually optional, but we need to force DI without a\n // constructor call\n styleBuilder, marshal) {\n var _this = _super.call(this, elRef, styleBuilder, styleUtils, marshal) || this;\n _this.elRef = elRef;\n _this.styleUtils = styleUtils;\n _this.styleBuilder = styleBuilder;\n _this.marshal = marshal;\n _this.DIRECTIVE_KEY = 'layout';\n _this.styleCache = layoutCache;\n _this.init();\n return _this;\n }\n /** @nocollapse */\n LayoutDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: StyleUtils },\n { type: LayoutStyleBuilder, decorators: [{ type: Optional }] },\n { type: MediaMarshaller }\n]; };\n return LayoutDirective;\n}(BaseDirective2));\nvar DefaultLayoutDirective = /** @class */ (function (_super) {\n __extends(DefaultLayoutDirective, _super);\n function DefaultLayoutDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs;\n return _this;\n }\n DefaultLayoutDirective.decorators = [\n { type: Directive, args: [{ selector: selector, inputs: inputs },] },\n];\n return DefaultLayoutDirective;\n}(LayoutDirective));\n/** @type {?} */\nvar layoutCache = new Map();\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar CLEAR_MARGIN_CSS = {\n 'margin-left': null,\n 'margin-right': null,\n 'margin-top': null,\n 'margin-bottom': null\n};\nvar LayoutGapStyleBuilder = /** @class */ (function (_super) {\n __extends(LayoutGapStyleBuilder, _super);\n function LayoutGapStyleBuilder(_styler) {\n var _this = _super.call(this) || this;\n _this._styler = _styler;\n return _this;\n }\n /**\n * @param {?} gapValue\n * @param {?} parent\n * @return {?}\n */\n LayoutGapStyleBuilder.prototype.buildStyles = /**\n * @param {?} gapValue\n * @param {?} parent\n * @return {?}\n */\n function (gapValue, parent) {\n if (gapValue.endsWith(GRID_SPECIFIER)) {\n gapValue = gapValue.slice(0, gapValue.indexOf(GRID_SPECIFIER));\n // Add the margin to the host element\n return buildGridMargin(gapValue, parent.directionality);\n }\n else {\n return {};\n }\n };\n /**\n * @param {?} gapValue\n * @param {?} _styles\n * @param {?} parent\n * @return {?}\n */\n LayoutGapStyleBuilder.prototype.sideEffect = /**\n * @param {?} gapValue\n * @param {?} _styles\n * @param {?} parent\n * @return {?}\n */\n function (gapValue, _styles, parent) {\n /** @type {?} */\n var items = parent.items;\n if (gapValue.endsWith(GRID_SPECIFIER)) {\n gapValue = gapValue.slice(0, gapValue.indexOf(GRID_SPECIFIER));\n /** @type {?} */\n var paddingStyles = buildGridPadding(gapValue, parent.directionality);\n this._styler.applyStyleToElements(paddingStyles, parent.items);\n }\n else {\n /** @type {?} */\n var lastItem = items.pop();\n /** @type {?} */\n var gapCss = buildGapCSS(gapValue, parent);\n this._styler.applyStyleToElements(gapCss, items);\n // Clear all gaps for all visible elements\n this._styler.applyStyleToElements(CLEAR_MARGIN_CSS, [/** @type {?} */ ((lastItem))]);\n }\n };\n LayoutGapStyleBuilder.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n LayoutGapStyleBuilder.ctorParameters = function () { return [\n { type: StyleUtils }\n]; };\n /** @nocollapse */ LayoutGapStyleBuilder.ngInjectableDef = defineInjectable({ factory: function LayoutGapStyleBuilder_Factory() { return new LayoutGapStyleBuilder(inject(StyleUtils)); }, token: LayoutGapStyleBuilder, providedIn: \"root\" });\n return LayoutGapStyleBuilder;\n}(StyleBuilder));\n/** @type {?} */\nvar inputs$1 = [\n 'fxLayoutGap', 'fxLayoutGap.xs', 'fxLayoutGap.sm', 'fxLayoutGap.md',\n 'fxLayoutGap.lg', 'fxLayoutGap.xl', 'fxLayoutGap.lt-sm', 'fxLayoutGap.lt-md',\n 'fxLayoutGap.lt-lg', 'fxLayoutGap.lt-xl', 'fxLayoutGap.gt-xs', 'fxLayoutGap.gt-sm',\n 'fxLayoutGap.gt-md', 'fxLayoutGap.gt-lg'\n];\n/** @type {?} */\nvar selector$1 = \"\\n [fxLayoutGap], [fxLayoutGap.xs], [fxLayoutGap.sm], [fxLayoutGap.md],\\n [fxLayoutGap.lg], [fxLayoutGap.xl], [fxLayoutGap.lt-sm], [fxLayoutGap.lt-md],\\n [fxLayoutGap.lt-lg], [fxLayoutGap.lt-xl], [fxLayoutGap.gt-xs], [fxLayoutGap.gt-sm],\\n [fxLayoutGap.gt-md], [fxLayoutGap.gt-lg]\\n\";\n/**\n * 'layout-padding' styling directive\n * Defines padding of child elements in a layout container\n */\nvar LayoutGapDirective = /** @class */ (function (_super) {\n __extends(LayoutGapDirective, _super);\n function LayoutGapDirective(elRef, zone, directionality, styleUtils, \n // NOTE: not actually optional, but we need to force DI without a\n // constructor call\n styleBuilder, marshal)

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{\n        var _this = _super.call(this, elRef, styleBuilder, styleUtils, marshal) || this;\n        _this.elRef = elRef;\n
_this.zone = zone;\n        _this.directionality = directionality;\n        _this.styleUtils = styleUtils;\n
_this.styleBuilder = styleBuilder;\n        _this.marshal = marshal;\n        _this.layout = 'row'; // default flex-
direction\n        _this.DIRECTIVE_KEY = 'layout-gap';\n        _this.observerSubject = new Subject();\n        /**
@type {?} */\n        var extraTriggers = [_this.directionality.change, _this.observerSubject.asObservable()];\n
_this.init(extraTriggers);\n        _this.marshal\n            .trackValue(_this.nativeElement, 'layout')\n
.pipe(takeUntil(_this.destroySubject))\n            .subscribe(_this.onLayoutChange.bind(_this));\n        return _this;\n
}\n    Object.defineProperty(LayoutGapDirective.prototype, \"childrenNodes\", {\n        /** Special accessor to
query for all child 'element' nodes regardless of type, class, etc */\n        get: /**\n         * Special accessor to query
for all child 'element' nodes regardless of type, class, etc\n         * @return {?}\n         */\n        function () {\n
/** @type {?} */\n            var obj = this.nativeElement.children;\n            /** @type {?} */\n            var buffer =
[];\n            // iterate backwards ensuring that length is an UInt32\n            for (var i = obj.length; i--;) {\n
buffer[i] = obj[i];\n            }\n            return buffer;\n        },\n        enumerable: true,\n        configurable: true\n
});\n    // ************************************************\n    // Lifecycle Methods\n    //
************************************************\n    /**\n     * @return {?}\n     */\n
LayoutGapDirective.prototype.ngAfterContentInit = /**\n     * @return {?}\n     */\n    function () {\n
this.buildChildObservable();\n        this.triggerUpdate();\n    };\n    /**\n     * @return {?}\n     */\n
LayoutGapDirective.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
_super.prototype.ngOnDestroy.call(this);\n        if (this.observer) {\n            this.observer.disconnect();\n        }\n
};\n    // ************************************************\n    // Protected methods\n    //
************************************************\n    /**\n     * Cache the parent container 'flex-direction' and
update the 'margin' styles\n     */\n    /**\n     * Cache the parent container 'flex-direction' and update the 'margin'
styles\n     * @param {?} matcher\n     * @return {?}\n     */\n    LayoutGapDirective.prototype.onLayoutChange =
/**\n     * Cache the parent container 'flex-direction' and update the 'margin' styles\n     * @param {?} matcher\n     *
@return {?}\n     */\n    function (matcher) {\n        var _this = this;\n        /** @type {?} */\n        var layout =
matcher.value;\n        /** @type {?} */\n        var direction = layout.split(' ');\n        this.layout = direction[0];\n
if (!LAYOUT_VALUES.find(function (x) { return x === _this.layout; })) {\n            this.layout = 'row';\n        }\n
  this.triggerUpdate();\n    };\n    /**\n     *\n     */\n    /**\n     *\n     * @param {?} value\n     * @return {?}\n     */\n
  LayoutGapDirective.prototype.updateWithValue = /**\n     *\n     * @param {?} value\n     * @return {?}\n     */\n
  function (value) {\n        var _this = this;\n        if (!value) {\n            value =
this.marshal.getValue(this.nativeElement, this.DIRECTIVE_KEY);\n        }\n        /** @type {?} */\n        var items
= this.childrenNodes\n            .filter(function (el) { return el.nodeType === 1 && _this.willDisplay(el); })\n
.sort(function (a, b) {\n            /** @type {?} */\n            var orderA = +_this.styler.lookupStyle(a, 'order');\n
/** @type {?} */\n            var orderB = +_this.styler.lookupStyle(b, 'order');\n            if (isNaN(orderA) ||
isNaN(orderB) || orderA === orderB) {\n                return 0;\n            }\n            else {\n                return orderA >
orderB ? 1 : -1;\n            }\n        });\n        if (items.length > 0) {\n            /** @type {?} */\n            var
directionality = this.directionality.value;\n            /** @type {?} */\n            var layout = this.layout;\n            if
(layout === 'row' && directionality === 'rtl') {\n                this.styleCache = layoutGapCacheRowRtl;\n            }\n
        else if (layout === 'row' && directionality !== 'rtl') {\n                this.styleCache = layoutGapCacheRowLtr;\n
        }\n            else if (layout === 'column' && directionality === 'rtl') {\n                this.styleCache =
layoutGapCacheColumnRtl;\n            }\n            else if (layout === 'column' && directionality !== 'rtl') {\n
this.styleCache = layoutGapCacheColumnLtr;\n            }\n            this.addStyles(value, { directionality:
directionality, items: items, layout: layout });\n        }\n    };\n    /** Determine if an element will show or hide based
on current activation */\n    /**\n     * Determine if an element will show or hide based on current activation\n     *
@param {?} source\n     * @return {?}\n     */\n    LayoutGapDirective.prototype.willDisplay = /**\n     *
Determine if an element will show or hide based on current activation\n     * @param {?} source\n     * @return
{?}\n     */\n    function (source) {\n        /** @type {?} */\n        var value = this.marshal.getValue(source, 'show-
hide');\n        return value === true ||\n            (value === '' && this.styleUtils.lookupStyle(source, 'display') !==
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'none');\n   };\n   /**\n   * @return {?}\n   */\n   LayoutGapDirective.prototype.buildChildObservable = /**\n
* @return {?}\n   */\n   function () {\n   var _this = this;\n   this.zone.runOutsideAngular(function () {\n
  if (typeof MutationObserver !== 'undefined') {\n   _this.observer = new MutationObserver(function
(mutations) {\n   /** @type {?} */\n   var validatedChanges = function (it) {\n
return (it.addedNodes && it.addedNodes.length > 0) ||\n   (it.removedNodes &&
it.removedNodes.length > 0);\n   };\n   // update gap styles only for child 'added' or 'removed'
events\n   if (mutations.some(validatedChanges)) {\n   _this.observerSubject.next();\n
    }\n   });\n   _this.observer.observe(_this.nativeElement, { childList: true });\n   }\n
});\n   };\n   /** @nocollapse */\n   LayoutGapDirective.ctorParameters = function () { return [\n   { type:
ElementRef },\n   { type: NgZone },\n   { type: Directionality },\n   { type: StyleUtils },\n   { type:
LayoutGapStyleBuilder, decorators: [{ type: Optional }] },\n   { type: MediaMarshaller }\n   ]; };\n   return
LayoutGapDirective;\n}(BaseDirective2));\nvar DefaultLayoutGapDirective = /** @class */ (function (_super) {\n
__extends(DefaultLayoutGapDirective, _super);\n   function DefaultLayoutGapDirective() {\n   var _this =
_super !== null && _super.apply(this, arguments) || this;\n   _this.inputs = inputs$1;\n   return _this;\n   }\n
DefaultLayoutGapDirective.decorators = [\n   { type: Directive, args: [{ selector: selector$1, inputs: inputs$1 },]
},\n   ];\n   return DefaultLayoutGapDirective;\n}(LayoutGapDirective));\n/** @type {?} */\nvar
layoutGapCacheRowRtl = new Map();\n/** @type {?} */\nvar layoutGapCacheColumnRtl = new Map();\n/**
@type {?} */\nvar layoutGapCacheRowLtr = new Map();\n/** @type {?} */\nvar layoutGapCacheColumnLtr =
new Map();\n/** @type {?} */\nvar GRID_SPECIFIER = ' grid';\n/**\n * @param {?} value\n * @param {?}
directionality\n * @return {?}\n */\nfunction buildGridPadding(value, directionality) {\n   /** @type {?} */\n   var
paddingTop = '0px';\n   /** @type {?} */\n   var paddingRight = '0px';\n   /** @type {?} */\n   var paddingBottom
= value;\n   /** @type {?} */\n   var paddingLeft = '0px';\n   if (directionality === 'rtl') {\n   paddingLeft =
value;\n   }\n   else {\n   paddingRight = value;\n   }\n   return { 'padding': paddingTop + \" \" + paddingRight
+ \" \" + paddingBottom + \" \" + paddingLeft };\n}\n/**\n * @param {?} value\n * @param {?} directionality\n *
@return {?}\n */\nfunction buildGridMargin(value, directionality) {\n   /** @type {?} */\n   var marginTop =
'0px';\n   /** @type {?} */\n   var marginRight = '0px';\n   /** @type {?} */\n   var marginBottom = '-' + value;\n
/** @type {?} */\n   var marginLeft = '0px';\n   if (directionality === 'rtl') {\n   marginLeft = '-' + value;\n   }\n
else {\n   marginRight = '-' + value;\n   }\n   return { 'margin': marginTop + \" \" + marginRight + \" \" +
marginBottom + \" \" + marginLeft };\n}\n/**\n * @param {?} gapValue\n * @param {?} parent\n * @return {?}\n
*/\nfunction buildGapCSS(gapValue, parent) {\n   /** @type {?} */\n   var key;\n   /** @type {?} */\n   var
margins = __assign({}, CLEAR_MARGIN_CSS);\n   switch (parent.layout) {\n   case 'column':\n   key =
'margin-bottom';\n   break;\n   case 'column-reverse':\n   key = 'margin-top';\n   break;\n   case
'row':\n   key = parent.directionality === 'rtl' ? 'margin-left' : 'margin-right';\n   break;\n   case 'row-
reverse':\n   key = parent.directionality === 'rtl' ? 'margin-right' : 'margin-left';\n   break;\n   default:\n
        key = parent.directionality === 'rtl' ? 'margin-left' : 'margin-right';\n   break;\n   }\n   margins[key] =
gapValue;\n   return margins;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/**\n * Extends an object with the *enumerable* and
own properties of one or more source objects,\n * similar to Object.assign.\n *\n * @param {?} dest The object
which will have properties copied to it.\n * @param {...?} sources The source objects from which properties will be
copied.\n * @return {?}\n */\nfunction extendObject(dest) {\n   var sources = [];\n   for (var _i = 1; _i <
arguments.length; _i++) {\n   sources[_i - 1] = arguments[_i];\n   }\n   if (dest == null) {\n   throw
TypeError('Cannot convert undefined or null to object');\n   }\n   for (var _a = 0, sources_1 = sources; _a <
sources_1.length; _a++) {\n   var source = sources_1[_a];\n   if (source != null) {\n   for (var key in
source) {\n   if (source.hasOwnProperty(key)) {\n   dest[key] = source[key];\n   }\n
}\n   }\n   }\n   return dest;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,uselessCode} checked by tsc\n */\nvar FlexStyleBuilder = /** @class */ (function
(_super) {\n   __extends(FlexStyleBuilder, _super);\n   function FlexStyleBuilder(layoutConfig) {\n   var _this =
_super.call(this) || this;\n   _this.layoutConfig = layoutConfig;\n   return _this;\n   }\n   /**\n   * @param {?}

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input\n     * @param {?} parent\n     * @return {?}\n     */\n    FlexStyleBuilder.prototype.buildStyles = /**\n     *
@param {?} input\n     * @param {?} parent\n     * @return {?}\n     */\n    function (input, parent) {\n        var _a =
input.split(' '), grow = _a[0], shrink = _a[1], basisParts = _a.slice(2);\n        /** @type {?} */\n        var basis =
basisParts.join(' ');\n        /** @type {?} */\n        var direction = (parent.direction.indexOf('column') > -1) ? 'column'
: 'row';\n        /** @type {?} */\n        var max = isFlowHorizontal(direction) ? 'max-width' : 'max-height';\n        /**
@type {?} */\n        var min = isFlowHorizontal(direction) ? 'min-width' : 'min-height';\n        /** @type {?} */\n
var hasCalc = String(basis).indexOf('calc') > -1;\n        /** @type {?} */\n        var usingCalc = hasCalc || (basis ===
'auto');\n        /** @type {?} */\n        var isPercent = String(basis).indexOf('%') > -1 && !hasCalc;\n        /** @type
{?} */\n        var hasUnits = String(basis).indexOf('px') > -1 || String(basis).indexOf('rem') > -1 ||\n
String(basis).indexOf('em') > -1 || String(basis).indexOf('vw') > -1 ||\n            String(basis).indexOf('vh') > -1;\n
/** @type {?} */\n        var isValue = (hasCalc || hasUnits);\n        grow = (grow == '0') ? 0 : grow;\n        shrink =
(shrink == '0') ? 0 : shrink;\n        /** @type {?} */\n        var isFixed = !grow && !shrink;\n        /** @type {?} */\n
        var css = {};\n        /** @type {?} */\n        var clearStyles = {\n            'max-width': null,\n            'max-height':
null,\n            'min-width': null,\n            'min-height': null\n        };\n        switch (basis || '') {\n            case '':\n
    /** @type {?} */\n                var useColumnBasisZero = this.layoutConfig.useColumnBasisZero !== false;\n
      basis = direction === 'row' ? '0%' : (useColumnBasisZero ? '0.000000001px' : 'auto');\n                break;\n
case 'initial': // default\n            case 'nogrow':\n                grow = 0;\n                basis = 'auto';\n                break;\n
    case 'grow':\n                basis = '100%';\n                break;\n            case 'noshrink':\n                shrink = 0;\n
 basis = 'auto';\n                break;\n            case 'auto':\n                break;\n            case 'none':\n                grow = 0;\n
            shrink = 0;\n                basis = 'auto';\n                break;\n            default:\n                // Defaults to percentage
sizing unless `px` is explicitly set\n                if (!isValue && !isPercent && !isNaN(/** @type {?} */ (basis))) {\n
                basis = basis + '%';\n                }\n                // Fix for issue 280\n                if (basis === '0%') {\n
  isValue = true;\n                }\n                if (basis === '0px') {\n                    basis = '0%';\n                }\n                //
fix issue #5345\n                if (hasCalc) {\n                    css = extendObject(clearStyles, {\n                        'flex-grow':
grow,\n                        'flex-shrink': shrink,\n                        'flex-basis': isValue ? basis : '100%'\n                    });\n
            }\n                else {\n                    css = extendObject(clearStyles, {\n                        'flex': grow + \" \" + shrink
+ \" \" + (isValue ? basis : '100%')\n                    });\n                }\n                break;\n            }\n        if (!(css['flex'] ||
css['flex-grow'])) {\n            if (hasCalc) {\n                css = extendObject(clearStyles, {\n                    'flex-grow':
grow,\n                    'flex-shrink': shrink,\n                    'flex-basis': basis\n                });\n            }\n            else {\n
            css = extendObject(clearStyles, {\n                    'flex': grow + \" \" + shrink + \" \" + basis\n                });\n
  }\n        }\n        // Fix for issues 277, 534, and 728\n        if (basis !== '0%' && basis !== '0px' && basis !==
'0.000000001px' && basis !== 'auto') {\n            css[min] = isFixed || (isValue && grow) ? basis : null;\n
css[max] = isFixed || (!usingCalc && shrink) ? basis : null;\n        }\n        // Fix for issue 528\n        if (!css[min] &&
!css[max]) {\n            if (hasCalc) {\n                css = extendObject(clearStyles, {\n                    'flex-grow': grow,\n
                'flex-shrink': shrink,\n                    'flex-basis': basis\n                });\n            }\n            else {\n                css
= extendObject(clearStyles, {\n                    'flex': grow + \" \" + shrink + \" \" + basis\n                });\n            }\n
}\n        else {\n            // Fix for issue 660\n            if (parent.hasWrap) {\n                css[hasCalc ? 'flex-basis' :
'flex'] = css[max] ?\n                    (hasCalc ? css[max] : grow + \" \" + shrink + \" \" + css[max]) :\n
(hasCalc ? css[min] : grow + \" \" + shrink + \" \" + css[min]);\n            }\n        }\n        return /** @type {?} */
(extendObject(css, { 'box-sizing': 'border-box' }));\n    };\n    FlexStyleBuilder.decorators = [\n        { type:
Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /** @nocollapse */\n    FlexStyleBuilder.ctorParameters =
function () { return [\n        { type: undefined, decorators: [{ type: Inject, args: [LAYOUT_CONFIG,] }] }\n    ]; };\n
  /** @nocollapse */ FlexStyleBuilder.ngInjectableDef = defineInjectable({ factory: function
FlexStyleBuilder_Factory() { return new FlexStyleBuilder(inject(LAYOUT_CONFIG)); }, token: FlexStyleBuilder,
providedIn: \"root\" });\n    return FlexStyleBuilder;\n}(StyleBuilder));\n/** @type {?} */\nvar inputs$2 = [\n
'fxFlex', 'fxFlex.xs', 'fxFlex.sm', 'fxFlex.md',\n    'fxFlex.lg', 'fxFlex.xl', 'fxFlex.lt-sm', 'fxFlex.lt-md',\n    'fxFlex.lt-
lg', 'fxFlex.lt-xl', 'fxFlex.gt-xs', 'fxFlex.gt-sm',\n    'fxFlex.gt-md', 'fxFlex.gt-lg'\n];\n/** @type {?} */\nvar selector$2
= \"\\n  [fxFlex], [fxFlex.xs], [fxFlex.sm], [fxFlex.md],\\n  [fxFlex.lg], [fxFlex.xl], [fxFlex.lt-sm], [fxFlex.lt-md],\\n
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[fxFlex.lt-lg], [fxFlex.lt-xl], [fxFlex.gt-xs], [fxFlex.gt-sm],\\n [fxFlex.gt-md], [fxFlex.gt-lg]\\n\";\n/**\n * Directive to control the size of a flex item using flex-basis, flex-grow, and flex-shrink.\n * Corresponds to the css `flex` shorthand property.\n *\n * @see https://css-tricks.com/snippets/css/a-guide-to-flexbox/\n */\nvar FlexDirective = /** @class */ (function (_super) {\n   __extends(FlexDirective, _super);\n   function FlexDirective(elRef, styleUtils, layoutConfig, styleBuilder, marshal) {\n   var _this = _super.call(this, elRef, styleBuilder, styleUtils, marshal) || this;\n   _this.elRef = elRef;\n   _this.styleUtils = styleUtils;\n   _this.layoutConfig = layoutConfig;\n   _this.styleBuilder = styleBuilder;\n   _this.marshal = marshal;\n   _this.DIRECTIVE_KEY = 'flex';\n   _this.direction = '';\n   _this.wrap = false;\n   _this.flexGrow = '1';\n   _this.flexShrink = '1';\n   _this.init();\n   if (_this.parentElement) {\n   _this.marshal.trackValue(_this.parentElement, 'layout')\n   .pipe(takeUntil(_this.destroySubject))\n   .subscribe(_this.onLayoutChange.bind(_this));\n   }\n   return _this;\n   }\n   Object.defineProperty(FlexDirective.prototype, \"shrink\", {\n   get: /**\n   * @return {?}\n   */\n   function () { return this.flexShrink; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this.flexShrink = value || '1';\n   this.triggerReflow();\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(FlexDirective.prototype, \"grow\", {\n   get: /**\n   * @return {?}\n   */\n   function () { return this.flexGrow; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this.flexGrow = value || '1';\n   this.triggerReflow();\n   },\n   enumerable: true,\n   configurable: true\n   });\n   /**\n   * Caches the parent container's 'flex-direction' and updates the element's style.\n   * Used as a handler for layout change events from the parent flex container.\n   */\n   /**\n   * Caches the parent container's 'flex-direction' and updates the element's style.\n   * Used as a handler for layout change events from the parent flex container.\n   * @param {?} matcher\n   * @return {?}\n   */\n   FlexDirective.prototype.onLayoutChange = /**\n   * Caches the parent container's 'flex-direction' and updates the element's style.\n   * Used as a handler for layout change events from the parent flex container.\n   * @param {?} matcher\n   * @return {?}\n   */\n   function (matcher) {\n   /** @type {?} */\n   var layout = matcher.value;\n   /** @type {?} */\n   var layoutParts = layout.split(' ');\n   this.direction = layoutParts[0];\n   this.wrap = layoutParts[1] !== undefined && layoutParts[1] === 'wrap';\n   this.triggerUpdate();\n   };\n   /** Input to this is exclusively the basis input value */\n   /**\n   * Input to this is exclusively the basis input value\n   * @param {?} value\n   * @return {?}\n   */\n   FlexDirective.prototype.updateWithValue = /**\n   * Input to this is exclusively the basis input value\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   /** @type {?} */\n   var addFlexToParent = this.layoutConfig.addFlexToParent !== false;\n   if (!this.direction) {\n   this.direction = this.getFlexFlowDirection(/** @type {?} */ ((this.parentElement)), addFlexToParent);\n   }\n   /** @type {?} */\n   var direction = this.direction;\n   /** @type {?} */\n   var isHorizontal = direction.startsWith('row');\n   /** @type {?} */\n   var hasWrap = this.wrap;\n   if (isHorizontal && hasWrap) {\n   this.styleCache = flexRowWrapCache;\n   }\n   else if (isHorizontal && !hasWrap) {\n   this.styleCache = flexRowCache;\n   }\n   else if (!isHorizontal && hasWrap) {\n   this.styleCache = flexColumnWrapCache;\n   }\n   else if (!isHorizontal && !hasWrap) {\n   this.styleCache = flexColumnCache;\n   }\n   /** @type {?} */\n   var basis = String(value).replace(';', '');\n   /** @type {?} */\n   var parts = validateBasis(basis, this.flexGrow, this.flexShrink);\n   this.addStyles(parts.join(' '), { direction: direction, hasWrap: hasWrap });\n   };\n   /** Trigger a style reflow, usually based on a shrink/grow input event */\n   /**\n   * Trigger a style reflow, usually based on a shrink/grow input event\n   * @return {?}\n   */\n   FlexDirective.prototype.triggerReflow = /**\n   * Trigger a style reflow, usually based on a shrink/grow input event\n   * @return {?}\n   */\n   function () {\n   /** @type {?} */\n   var parts = validateBasis(this.activatedValue, this.flexGrow, this.flexShrink);\n   this.marshal.updateElement(this.nativeElement, this.DIRECTIVE_KEY, parts.join(' '));\n   };\n   /** @nocollapse */\n   FlexDirective.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: StyleUtils },\n   { type: undefined, decorators: [{ type: Inject, args: [LAYOUT_CONFIG,] }] },\n   { type: FlexStyleBuilder },\n   { type: MediaMarshaller }\n   ]; };\n   FlexDirective.propDecorators = {\n   shrink: [{ type: Input, args:

['fxShrink',] }],\n grow: [{ type: Input, args: ['fxGrow',] }]\n };\n return FlexDirective;\n}(BaseDirective2));\nvar DefaultFlexDirective = /** @class */ (function (_super) {\n __extends(DefaultFlexDirective, _super);\n function DefaultFlexDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$2;\n return _this;\n }\n DefaultFlexDirective.decorators = [\n { type: Directive, args: [{ inputs: inputs$2, selector: selector$2 },] },\n];\n return DefaultFlexDirective;\n}(FlexDirective));\n/** @type {?} */\nvar flexRowCache = new Map();\n/** @type {?} */\nvar flexColumnCache = new Map();\n/** @type {?} */\nvar flexRowWrapCache = new Map();\n/** @type {?} */\nvar flexColumnWrapCache = new Map();\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\nvar FlexOrderStyleBuilder = /** @class */ (function (_super) {\n __extends(FlexOrderStyleBuilder, _super);\n function FlexOrderStyleBuilder() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n * @param {?} value\n * @return {?}\n */\n FlexOrderStyleBuilder.prototype.buildStyles = /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n return { order: (value && parseInt(value, 10)) || '' };\n };\n FlexOrderStyleBuilder.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ FlexOrderStyleBuilder.ngInjectableDef = defineInjectable({ factory: function FlexOrderStyleBuilder_Factory() { return new FlexOrderStyleBuilder(); }, token: FlexOrderStyleBuilder, providedIn: \"root\" });\n return FlexOrderStyleBuilder;\n}(StyleBuilder));\n/** @type {?} */\nvar inputs$3 = [\n 'fxFlexOrder', 'fxFlexOrder.xs', 'fxFlexOrder.sm', 'fxFlexOrder.md',\n 'fxFlexOrder.lg', 'fxFlexOrder.xl', 'fxFlexOrder.lt-sm', 'fxFlexOrder.lt-md',\n 'fxFlexOrder.lt-lg', 'fxFlexOrder.lt-xl', 'fxFlexOrder.gt-xs', 'fxFlexOrder.gt-sm',\n 'fxFlexOrder.gt-md', 'fxFlexOrder.gt-lg'\n];\n/** @type {?} */\nvar selector$3 = \"\\n [fxFlexOrder], [fxFlexOrder.xs], [fxFlexOrder.sm], [fxFlexOrder.md],\\n [fxFlexOrder.lg], [fxFlexOrder.xl], [fxFlexOrder.lt-sm], [fxFlexOrder.lt-md],\\n [fxFlexOrder.lt-lg], [fxFlexOrder.lt-xl], [fxFlexOrder.gt-xs], [fxFlexOrder.gt-sm],\\n [fxFlexOrder.gt-md], [fxFlexOrder.gt-lg]\\n\";\n/**\n * 'flex-order' flexbox styling directive\n * Configures the positional ordering of the element in a sorted layout container\n * @see https://css-tricks.com/almanac/properties/o/order/\n */\nvar FlexOrderDirective = /** @class */ (function (_super) {\n __extends(FlexOrderDirective, _super);\n function FlexOrderDirective(elRef, styleUtils, \n // NOTE: not actually optional, but we need to force DI without a\n // constructor call\n styleBuilder, marshal) {\n var _this = _super.call(this, elRef, styleBuilder, styleUtils, marshal) || this;\n _this.elRef = elRef;\n _this.styleUtils = styleUtils;\n _this.styleBuilder = styleBuilder;\n _this.marshal = marshal;\n _this.DIRECTIVE_KEY = 'flex-order';\n _this.styleCache = flexOrderCache;\n _this.init();\n return _this;\n }\n /** @nocollapse */\n FlexOrderDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: StyleUtils },\n { type: FlexOrderStyleBuilder, decorators: [{ type: Optional }] },\n { type: MediaMarshaller }\n]; };\n return FlexOrderDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar flexOrderCache = new Map();\nvar DefaultFlexOrderDirective = /** @class */ (function (_super) {\n __extends(DefaultFlexOrderDirective, _super);\n function DefaultFlexOrderDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$3;\n return _this;\n }\n DefaultFlexOrderDirective.decorators = [\n { type: Directive, args: [{ selector: selector$3, inputs: inputs$3 },] },\n];\n return DefaultFlexOrderDirective;\n}(FlexOrderDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\nvar FlexOffsetStyleBuilder = /** @class */ (function (_super) {\n __extends(FlexOffsetStyleBuilder, _super);\n function FlexOffsetStyleBuilder() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n * @param {?} offset\n * @param {?} parent\n * @return {?}\n */\n FlexOffsetStyleBuilder.prototype.buildStyles = /**\n * @param {?} offset\n * @param {?} parent\n * @return {?}\n */\n function (offset, parent) {\n var _a;\n if (offset === '') {\n offset = '0';\n }\n /** @type {?} */\n var isPercent = String(offset).indexOf('%') > -1;\n /** @type {?} */\n var isPx = String(offset).indexOf('px') > -1;\n if (!isPx && !isPercent && !isNaN(+offset)) {\n offset = offset + '%';\n }\n /** @type {?} */\n var horizontalLayoutKey = parent.isRtl ? 'margin-right' : 'margin-left';\n /** @type {?} */\n var styles = isFlowHorizontal(parent.layout) ? (_a = {},

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_a[horizontalLayoutKey] = \"\" + offset, _a) : { 'margin-top': \"\" + offset };\n        return styles;\n    };\n
FlexOffsetStyleBuilder.decorators = [\n        { type: Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /**
@nocollapse */ FlexOffsetStyleBuilder.ngInjectableDef = defineInjectable({ factory: function
FlexOffsetStyleBuilder_Factory() { return new FlexOffsetStyleBuilder(); }, token: FlexOffsetStyleBuilder,
providedIn: \"root\" });\n    return FlexOffsetStyleBuilder;\n}(StyleBuilder));\n/** @type {?} */\nvar inputs$4 = [\n
 'fxFlexOffset', 'fxFlexOffset.xs', 'fxFlexOffset.sm', 'fxFlexOffset.md',\n    'fxFlexOffset.lg', 'fxFlexOffset.xl',
'fxFlexOffset.lt-sm', 'fxFlexOffset.lt-md',\n    'fxFlexOffset.lt-lg', 'fxFlexOffset.lt-xl', 'fxFlexOffset.gt-xs',
'fxFlexOffset.gt-sm',\n    'fxFlexOffset.gt-md', 'fxFlexOffset.gt-lg'\n];\n/** @type {?} */\nvar selector$4 = \"\\n
[fxFlexOffset], [fxFlexOffset.xs], [fxFlexOffset.sm], [fxFlexOffset.md],\\n  [fxFlexOffset.lg], [fxFlexOffset.xl],
[fxFlexOffset.lt-sm], [fxFlexOffset.lt-md],\\n  [fxFlexOffset.lt-lg], [fxFlexOffset.lt-xl], [fxFlexOffset.gt-xs],
[fxFlexOffset.gt-sm],\\n  [fxFlexOffset.gt-md], [fxFlexOffset.gt-lg]\\n\";\n/**\n * 'flex-offset' flexbox styling
directive\n * Configures the 'margin-left' of the element in a layout container\n */\nvar FlexOffsetDirective = /**
@class */ (function (_super) {\n    __extends(FlexOffsetDirective, _super);\n    function FlexOffsetDirective(elRef,
directionality, \n    // NOTE: not actually optional, but we need to force DI without a\n    // constructor call\n
styleBuilder, marshal, styler) {\n        var _this = _super.call(this, elRef, styleBuilder, styler, marshal) || this;\n
_this.elRef = elRef;\n        _this.directionality = directionality;\n        _this.styleBuilder = styleBuilder;\n
_this.marshal = marshal;\n        _this.styler = styler;\n        _this.DIRECTIVE_KEY = 'flex-offset';\n
_this.init([_this.directionality.change]);\n        // Parent DOM `layout-gap` with affect the nested child with `flex-
offset`\n        if (_this.parentElement) {\n            _this.marshal\n                .trackValue(_this.parentElement, 'layout-
gap')\n                .pipe(takeUntil(_this.destroySubject))\n                .subscribe(_this.triggerUpdate.bind(_this));\n
}\n        return _this;\n    }\n    // ************************************************\n    // Protected methods\n
// ************************************************\n    /**\n     * Using the current fxFlexOffset value,
update the inline CSS\n     * NOTE: this will assign `margin-left` if the parent flex-direction == 'row',\n     *
otherwise `margin-top` is used for the offset.\n     */\n    /**\n     * Using the current fxFlexOffset value, update the
inline CSS\n     * NOTE: this will assign `margin-left` if the parent flex-direction == 'row',\n     *       otherwise
`margin-top` is used for the offset.\n     * @param {?=} value\n     * @return {?}\n     */\n
FlexOffsetDirective.prototype.updateWithValue = /**\n     * Using the current fxFlexOffset value, update the inline
CSS\n     * NOTE: this will assign `margin-left` if the parent flex-direction == 'row',\n     *       otherwise `margin-
top` is used for the offset.\n     * @param {?=} value\n     * @return {?}\n     */\n    function (value) {\n        if (value
=== void 0) { value = ''; }\n        /** @type {?} */\n        var layout = this.getFlexFlowDirection(/** @type {?} */
((this.parentElement)), true);\n        /** @type {?} */\n        var isRtl = this.directionality.value === 'rtl';\n        if
(layout === 'row' && isRtl) {\n            this.styleCache = flexOffsetCacheRowRtl;\n        }\n        else if (layout ===
'row' && !isRtl) {\n            this.styleCache = flexOffsetCacheRowLtr;\n        }\n        else if (layout === 'column'
&& isRtl) {\n            this.styleCache = flexOffsetCacheColumnRtl;\n        }\n        else if (layout === 'column' &&
!isRtl) {\n            this.styleCache = flexOffsetCacheColumnLtr;\n        }\n        this.addStyles(value + '', { layout:
layout, isRtl: isRtl });\n    };\n    /** @nocollapse */\n    FlexOffsetDirective.ctorParameters = function () { return [\n
        { type: ElementRef },\n        { type: Directionality },\n        { type: FlexOffsetStyleBuilder, decorators: [{ type:
Optional }] },\n        { type: MediaMarshaller },\n        { type: StyleUtils }\n    ]; };\n    return
FlexOffsetDirective;\n}(BaseDirective2));\nvar DefaultFlexOffsetDirective = /** @class */ (function (_super) {\n
__extends(DefaultFlexOffsetDirective, _super);\n    function DefaultFlexOffsetDirective() {\n        var _this =
_super !== null && _super.apply(this, arguments) || this;\n        _this.inputs = inputs$4;\n        return _this;\n    }\n
DefaultFlexOffsetDirective.decorators = [\n        { type: Directive, args: [{ selector: selector$4, inputs: inputs$4 },]
},\n    ];\n    return DefaultFlexOffsetDirective;\n}(FlexOffsetDirective));\n/** @type {?} */\nvar
flexOffsetCacheRowRtl = new Map();\n/** @type {?} */\nvar flexOffsetCacheColumnRtl = new Map();\n/**
@type {?} */\nvar flexOffsetCacheRowLtr = new Map();\n/** @type {?} */\nvar flexOffsetCacheColumnLtr = new
Map();\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked
by tsc\n */\nvar FlexAlignStyleBuilder = /** @class */ (function (_super) {\n    __extends(FlexAlignStyleBuilder,
_super);\n    function FlexAlignStyleBuilder() {\n        return _super !== null && _super.apply(this, arguments) ||
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this;\n   }\n   /**\n   * @param {?} input\n   * @return {?}\n   */\n FlexAlignStyleBuilder.prototype.buildStyles = /**\n   * @param {?} input\n   * @return {?}\n   */\n   function (input) {\n   input = input || 'stretch';\n   /** @type {?} */\n   var styles = {};\n   // Cross-axis\n switch (input) {\n   case 'start':\n   styles['align-self'] = 'flex-start';\n   break;\n   case 'end':\n   styles['align-self'] = 'flex-end';\n   break;\n   default:\n   styles['align-self'] = input;\n   break;\n   }\n   return styles;\n   };\n   FlexAlignStyleBuilder.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n   ];\n   /** @nocollapse */ FlexAlignStyleBuilder.ngInjectableDef = defineInjectable({ factory: function FlexAlignStyleBuilder_Factory() { return new FlexAlignStyleBuilder(); }, token: FlexAlignStyleBuilder, providedIn: \"root\" });\n   return FlexAlignStyleBuilder;\n}(StyleBuilder));\n/** @type {?} */\nvar inputs$5 = [\n   'fxFlexAlign', 'fxFlexAlign.xs', 'fxFlexAlign.sm', 'fxFlexAlign.md',\n 'fxFlexAlign.lg', 'fxFlexAlign.xl', 'fxFlexAlign.lt-sm', 'fxFlexAlign.lt-md',\n   'fxFlexAlign.lt-lg', 'fxFlexAlign.lt-xl', 'fxFlexAlign.gt-xs', 'fxFlexAlign.gt-sm',\n   'fxFlexAlign.gt-md', 'fxFlexAlign.gt-lg'\n];\n/** @type {?} */\nvar selector$5 = \"\\n [fxFlexAlign], [fxFlexAlign.xs], [fxFlexAlign.sm], [fxFlexAlign.md],\\n [fxFlexAlign.lg], [fxFlexAlign.xl], [fxFlexAlign.lt-sm], [fxFlexAlign.lt-md],\\n [fxFlexAlign.lt-lg], [fxFlexAlign.lt-xl], [fxFlexAlign.gt-xs], [fxFlexAlign.gt-sm],\\n [fxFlexAlign.gt-md], [fxFlexAlign.gt-lg]\\n\";\n/**\n * 'flex-align' flexbox styling directive\n * Allows element-specific overrides for cross-axis alignments in a layout container\n * @see https://css-tricks.com/almanac/properties/a/align-self/\n */\nvar FlexAlignDirective = /** @class */ (function (_super) {\n   __extends(FlexAlignDirective, _super);\n   function FlexAlignDirective(elRef, styleUtils, \n   // NOTE: not actually optional, but we need to force DI without a\n   // constructor call\n   styleBuilder, marshal) {\n   var _this = _super.call(this, elRef, styleBuilder, styleUtils, marshal) || this;\n   _this.elRef = elRef;\n _this.styleUtils = styleUtils;\n   _this.styleBuilder = styleBuilder;\n   _this.marshal = marshal;\n _this.DIRECTIVE_KEY = 'flex-align';\n   _this.styleCache = flexAlignCache;\n   _this.init();\n   return _this;\n   }\n   /** @nocollapse */\n   FlexAlignDirective.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: StyleUtils },\n   { type: FlexAlignStyleBuilder, decorators: [{ type: Optional }] },\n   { type: MediaMarshaller }\n   ]; };\n   return FlexAlignDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar flexAlignCache = new Map();\nvar DefaultFlexAlignDirective = /** @class */ (function (_super) {\n __extends(DefaultFlexAlignDirective, _super);\n   function DefaultFlexAlignDirective() {\n   var _this = _super !== null && _super.apply(this, arguments) || this;\n   _this.inputs = inputs$5;\n   return _this;\n   }\n DefaultFlexAlignDirective.decorators = [\n   { type: Directive, args: [{ selector: selector$5, inputs: inputs$5 },] },\n   ];\n   return DefaultFlexAlignDirective;\n}(FlexAlignDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar FLEX_FILL_CSS = {\n   'margin': 0,\n   'width': '100%',\n   'height': '100%',\n   'min-width': '100%',\n   'min-height': '100%'\n};\nvar FlexFillStyleBuilder = /** @class */ (function (_super) {\n __extends(FlexFillStyleBuilder, _super);\n   function FlexFillStyleBuilder() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   /**\n   * @param {?} _input\n   * @return {?}\n   */\n FlexFillStyleBuilder.prototype.buildStyles = /**\n   * @param {?} _input\n   * @return {?}\n   */\n   function (_input) {\n   return FLEX_FILL_CSS;\n   };\n   FlexFillStyleBuilder.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n   ];\n   /** @nocollapse */ FlexFillStyleBuilder.ngInjectableDef = defineInjectable({ factory: function FlexFillStyleBuilder_Factory() { return new FlexFillStyleBuilder(); }, token: FlexFillStyleBuilder, providedIn: \"root\" });\n   return FlexFillStyleBuilder;\n}(StyleBuilder));\n/**\n * 'fxFill' flexbox styling directive\n * Maximizes width and height of element in a layout container\n *\n * NOTE: fxFill is NOT responsive API!!\n */\nvar FlexFillDirective = /** @class */ (function (_super) {\n __extends(FlexFillDirective, _super);\n   function FlexFillDirective(elRef, styleUtils, styleBuilder, marshal) {\n var _this = _super.call(this, elRef, styleBuilder, styleUtils, marshal) || this;\n   _this.elRef = elRef;\n _this.styleUtils = styleUtils;\n   _this.styleBuilder = styleBuilder;\n   _this.marshal = marshal;\n _this.styleCache = flexFillCache;\n   _this.addStyles('');\n   return _this;\n   }\n   FlexFillDirective.decorators = [\n   { type: Directive, args: [{ selector: \"[fxFill], [fxFlexFill]\" },] },\n   ];\n   /** @nocollapse */\n FlexFillDirective.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: StyleUtils },\n

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 { type: FlexFillStyleBuilder },\n        { type: MediaMarshaller }\n    ]; };\n    return
FlexFillDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar flexFillCache = new Map();\n\n/**\n *
@fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\nvar
LayoutAlignStyleBuilder = /** @class */ (function (_super) {\n    __extends(LayoutAlignStyleBuilder, _super);\n
function LayoutAlignStyleBuilder() {\n        return _super !== null && _super.apply(this, arguments) || this;\n    }\n
 /**\n     * @param {?} align\n     * @param {?} parent\n     * @return {?}\n     */\n
LayoutAlignStyleBuilder.prototype.buildStyles = /**\n     * @param {?} align\n     * @param {?} parent\n     *
@return {?}\n     */\n    function (align, parent) {\n        /** @type {?} */\n        var css = {};\n        var _a =
align.split(' '), mainAxis = _a[0], crossAxis = _a[1];\n        // Main axis\n        switch (mainAxis) {\n            case
'center':\n                css['justify-content'] = 'center';\n                break;\n            case 'space-around':\n
css['justify-content'] = 'space-around';\n                break;\n            case 'space-between':\n                css['justify-
content'] = 'space-between';\n                break;\n            case 'space-evenly':\n                css['justify-content'] = 'space-
evenly';\n                break;\n            case 'end':\n            case 'flex-end':\n                css['justify-content'] = 'flex-end';\n
            break;\n            case 'start':\n            case 'flex-start':\n            default:\n                css['justify-content'] =
'flex-start'; // default main axis\n                break;\n        }\n        // Cross-axis\n        switch (crossAxis) {\n
case 'start':\n            case 'flex-start':\n                css['align-items'] = css['align-content'] = 'flex-start';\n
break;\n            case 'center':\n                css['align-items'] = css['align-content'] = 'center';\n                break;\n
case 'end':\n            case 'flex-end':\n                css['align-items'] = css['align-content'] = 'flex-end';\n
break;\n            case 'space-between':\n                css['align-content'] = 'space-between';\n                css['align-items']
= 'stretch';\n                break;\n            case 'space-around':\n                css['align-content'] = 'space-around';\n
css['align-items'] = 'stretch';\n                break;\n            case 'baseline':\n                css['align-content'] = 'stretch';\n
        css['align-items'] = 'baseline';\n                break;\n            case 'stretch':\n            default: // 'stretch'\n                //
'stretch'\n                css['align-items'] = css['align-content'] = 'stretch'; // default cross axis\n                break;\n
}\n        return /** @type {?} */ (extendObject(css, {\n            'display': 'flex',\n            'flex-direction':
parent.layout,\n            'box-sizing': 'border-box',\n            'max-width': crossAxis === 'stretch' ?\n
!isFlowHorizontal(parent.layout) ? '100%' : null : null,\n            'max-height': crossAxis === 'stretch' ?\n
isFlowHorizontal(parent.layout) ? '100%' : null : null,\n        }));\n    };\n    LayoutAlignStyleBuilder.decorators = [\n
    { type: Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /** @nocollapse */
LayoutAlignStyleBuilder.ngInjectableDef = defineInjectable({ factory: function LayoutAlignStyleBuilder_Factory()
{ return new LayoutAlignStyleBuilder(); }, token: LayoutAlignStyleBuilder, providedIn: \"root\" });\n    return
LayoutAlignStyleBuilder;\n}(StyleBuilder));\n/** @type {?} */\nvar inputs$6 = [\n    'fxLayoutAlign',
'fxLayoutAlign.xs', 'fxLayoutAlign.sm', 'fxLayoutAlign.md',\n    'fxLayoutAlign.lg', 'fxLayoutAlign.xl',
'fxLayoutAlign.lt-sm', 'fxLayoutAlign.lt-md',\n    'fxLayoutAlign.lt-lg', 'fxLayoutAlign.lt-xl', 'fxLayoutAlign.gt-xs',
'fxLayoutAlign.gt-sm',\n    'fxLayoutAlign.gt-md', 'fxLayoutAlign.gt-lg'\n];\n/** @type {?} */\nvar selector$6 =
\"\\n  [fxLayoutAlign], [fxLayoutAlign.xs], [fxLayoutAlign.sm], [fxLayoutAlign.md],\\n  [fxLayoutAlign.lg],
[fxLayoutAlign.xl], [fxLayoutAlign.lt-sm], [fxLayoutAlign.lt-md],\\n  [fxLayoutAlign.lt-lg], [fxLayoutAlign.lt-xl],
[fxLayoutAlign.gt-xs], [fxLayoutAlign.gt-sm],\\n  [fxLayoutAlign.gt-md], [fxLayoutAlign.gt-lg]\\n\";\n/**\n *
'layout-align' flexbox styling directive\n *  Defines positioning of child elements along main and cross axis in a
layout container\n *  Optional values: {main-axis} values or {main-axis cross-axis} value pairs\n *\n * @see
https://css-tricks.com/almanac/properties/j/justify-content/\n * @see https://css-
tricks.com/almanac/properties/a/align-items/\n * @see https://css-tricks.com/almanac/properties/a/align-content/\n
*/\nvar LayoutAlignDirective = /** @class */ (function (_super) {\n    __extends(LayoutAlignDirective, _super);\n
function LayoutAlignDirective(elRef, styleUtils, \n    // NOTE: not actually optional, but we need to force DI
without a\n    // constructor call\n    styleBuilder, marshal) {\n        var _this = _super.call(this, elRef, styleBuilder,
styleUtils, marshal) || this;\n        _this.elRef = elRef;\n        _this.styleUtils = styleUtils;\n        _this.styleBuilder =
styleBuilder;\n        _this.marshal = marshal;\n        _this.DIRECTIVE_KEY = 'layout-align';\n        _this.layout =
'row';\n        _this.init();\n        _this.marshal.trackValue(_this.nativeElement, 'layout')\n
.pipe(takeUntil(_this.destroySubject))\n            .subscribe(_this.onLayoutChange.bind(_this));\n        return _this;\n
```

}\n // **********\n // Protected methods\n // **********\n /**\n *\n */\n /**\n *\n * @param {?} value\n * @return {?}\n */\n LayoutAlignDirective.prototype.updateWithValue = /**\n *\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var layout = this.layout || 'row';\n if (layout === 'row') {\n this.styleCache = layoutAlignHorizontalCache;\n }\n else if (layout === 'row-reverse') {\n this.styleCache = layoutAlignHorizontalRevCache;\n }\n else if (layout === 'column') {\n this.styleCache = layoutAlignVerticalCache;\n }\n else if (layout === 'column-reverse') {\n this.styleCache = layoutAlignVerticalRevCache;\n }\n this.addStyles(value, { layout: layout });\n };\n /**\n * Cache the parent container 'flex-direction' and update the 'flex' styles\n */\n /**\n * Cache the parent container 'flex-direction' and update the 'flex' styles\n * @param {?} matcher\n * @return {?}\n */\n LayoutAlignDirective.prototype.onLayoutChange = /**\n * Cache the parent container 'flex-direction' and update the 'flex' styles\n * @param {?} matcher\n * @return {?}\n */\n function (matcher) {\n var _this = this;\n /** @type {?} */\n var layout = matcher.value;\n this.layout = layout.split(' ')[0];\n if (!LAYOUT_VALUES.find(function (x) { return x === _this.layout; })) {\n this.layout = 'row';\n }\n this.triggerUpdate();\n };\n /** @nocollapse */\n LayoutAlignDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: StyleUtils },\n { type: LayoutAlignStyleBuilder, decorators: [{ type: Optional }] },\n { type: MediaMarshaller }\n]; };\n return LayoutAlignDirective;\n}(BaseDirective2));\nvar DefaultLayoutAlignDirective = /** @class */ (function (_super) {\n __extends(DefaultLayoutAlignDirective, _super);\n function DefaultLayoutAlignDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$6;\n return _this;\n }\n DefaultLayoutAlignDirective.decorators = [\n { type: Directive, args: [{ selector: selector$6, inputs: inputs$6 },] },\n];\n return DefaultLayoutAlignDirective;\n}(LayoutAlignDirective));\n/** @type {?} */\nvar layoutAlignHorizontalCache = new Map();\n/** @type {?} */\nvar layoutAlignVerticalCache = new Map();\n/** @type {?} */\nvar layoutAlignHorizontalRevCache = new Map();\n/** @type {?} */\nvar layoutAlignVerticalRevCache = new Map();\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar ALL_DIRECTIVES = [\n DefaultLayoutDirective,\n DefaultLayoutGapDirective,\n DefaultLayoutAlignDirective,\n DefaultFlexOrderDirective,\n DefaultFlexOffsetDirective,\n FlexFillDirective,\n DefaultFlexAlignDirective,\n DefaultFlexDirective,\n];\n/**\n * **********\n * Define module for the Flex API\n * **********\n */\nvar FlexModule = /** @class */ (function () {\n function FlexModule() {\n }\n FlexModule.decorators = [\n { type: NgModule, args: [{\n imports: [CoreModule, BidiModule],\n declarations: ALL_DIRECTIVES.slice(),\n exports: ALL_DIRECTIVES.slice()\n },] },\n];\n return FlexModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\nexport { FlexModule, FlexStyleBuilder, FlexDirective, DefaultFlexDirective, FlexAlignStyleBuilder, FlexAlignDirective, DefaultFlexAlignDirective, FlexFillStyleBuilder, FlexFillDirective, FlexOffsetStyleBuilder, FlexOffsetDirective, DefaultFlexOffsetDirective, FlexOrderStyleBuilder, FlexOrderDirective, DefaultFlexOrderDirective, LayoutStyleBuilder, LayoutDirective, DefaultLayoutDirective, LayoutAlignStyleBuilder, LayoutAlignDirective, DefaultLayoutAlignDirective, LayoutGapStyleBuilder, LayoutGapDirective, DefaultLayoutGapDirective };\n//# sourceMappingURL=flex.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { Directive, ElementRef, Injectable, Optional, NgModule, Input, defineInjectable } from '@angular/core';\nimport { MediaMarshaller, BaseDirective2, StyleBuilder, StyleUtils, CoreModule } from '@angular/flex-layout/core';\nimport { coerceBooleanProperty } from

'@angular/cdk/coercion';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar ROW_DEFAULT = 'stretch';\n/** @type {?} */\nvar COL_DEFAULT = 'stretch';\nvar GridAlignStyleBuilder = /** @class */ (function (_super) {\n __extends(GridAlignStyleBuilder, _super);\n function GridAlignStyleBuilder() {\n   return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n   * @param {?} input\n   * @return {?}\n   */\n GridAlignStyleBuilder.prototype.buildStyles = /**\n   * @param {?} input\n   * @return {?}\n   */\n function (input) {\n   return buildCss(input || ROW_DEFAULT);\n };\n GridAlignStyleBuilder.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ GridAlignStyleBuilder.ngInjectableDef = defineInjectable({ factory: function GridAlignStyleBuilder_Factory() { return new GridAlignStyleBuilder(); }, token: GridAlignStyleBuilder, providedIn: \"root\" });\n return GridAlignStyleBuilder;\n}(StyleBuilder));\nvar GridAlignDirective = /** @class */ (function (_super) {\n __extends(GridAlignDirective, _super);\n function GridAlignDirective(elementRef, \n // NOTE: not actually optional, but we need to force DI without a\n // constructor call\n styleBuilder, styler, marshal) {\n   var _this = _super.call(this, elementRef, styleBuilder, styler, marshal) || this;\n   _this.elementRef = elementRef;\n   _this.styleBuilder = styleBuilder;\n   _this.styler = styler;\n   _this.marshal = marshal;\n   _this.DIRECTIVE_KEY = 'grid-align';\n   _this.styleCache = alignCache;\n   _this.init();\n   return _this;\n }\n /** @nocollapse */\n GridAlignDirective.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: GridAlignStyleBuilder, decorators: [{ type: Optional }] },\n   { type: StyleUtils },\n   { type: MediaMarshaller }\n]; };\n return GridAlignDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar alignCache = new Map();\n/** @type {?} */\nvar inputs = [\n 'gdGridAlign',\n 'gdGridAlign.xs', 'gdGridAlign.sm', 'gdGridAlign.md', 'gdGridAlign.lg', 'gdGridAlign.xl',\n 'gdGridAlign.lt-sm', 'gdGridAlign.lt-md', 'gdGridAlign.lt-lg', 'gdGridAlign.lt-xl',\n 'gdGridAlign.gt-xs', 'gdGridAlign.gt-sm', 'gdGridAlign.gt-md', 'gdGridAlign.gt-lg'\n];\n/** @type {?} */\nvar selector = \"\\n [gdGridAlign],\\n [gdGridAlign.xs], [gdGridAlign.sm], [gdGridAlign.md], [gdGridAlign.lg],[gdGridAlign.xl],\\n [gdGridAlign.lt-sm], [gdGridAlign.lt-md], [gdGridAlign.lt-lg], [gdGridAlign.lt-xl],\\n [gdGridAlign.gt-xs], [gdGridAlign.gt-sm], [gdGridAlign.gt-md], [gdGridAlign.gt-lg]\\n\";\n/**\n * 'align' CSS Grid styling directive for grid children\n * Defines positioning of child elements along row and column axis in a grid container\n * Optional values: {row-axis} values or {row-axis column-axis} value pairs\n *\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#prop-justify-self\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#prop-align-self\n */\nvar DefaultGridAlignDirective = /** @class */ (function (_super) {\n __extends(DefaultGridAlignDirective, _super);\n function DefaultGridAlignDirective() {\n   var _this = _super !== null && _super.apply(this, arguments) || this;\n   _this.inputs = inputs;\n   return _this;\n }\n DefaultGridAlignDirective.decorators = [\n   { type: Directive, args: [{ selector: selector, inputs: inputs },] },\n];\n return DefaultGridAlignDirective;\n}(GridAlignDirective));\n/**\n * @param {?=} align\n * @return {?}\n */\nfunction buildCss(align) {\n if (align === void 0) { align = ''; }\n /** @type {?} */\n var css = {};\n var _a = align.split(' '), rowAxis = _a[0], columnAxis = _a[1];\n // Row axis\n switch (rowAxis) {\n   case 'end':\n   css['justify-self'] = 'end';\n   break;\n   case 'center':\n   css['justify-self'] = 'center';\n   break;\n   case 'stretch':\n   css['justify-self'] = 'stretch';\n   break;\n   case 'start':\n   css['justify-self'] = 'start';\n   break;\n   default:\n   css['justify-self'] = ROW_DEFAULT; // default row axis\n break;\n }\n // Column axis\n switch (columnAxis) {\n   case 'end':\n   css['align-self'] = 'end';\n break;\n   case 'center':\n   css['align-self'] = 'center';\n   break;\n   case 'stretch':\n   css['align-self'] = 'stretch';\n   break;\n   case 'start':\n   css['align-self'] = 'start';\n   break;\n   default:\n   css['align-self'] = COL_DEFAULT; // default column axis\n   break;\n }\n return css;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_MAIN = 'start';\n/** @type {?} */\nvar DEFAULT_CROSS = 'stretch';\nvar GridAlignColumnsStyleBuilder = /** @class */ (function (_super) {\n __extends(GridAlignColumnsStyleBuilder, _super);\n function GridAlignColumnsStyleBuilder() {\n   return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n   * @param {?} input\n   * @param {?} parent\n   * @return {?}\n   */\n

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GridAlignColumnsStyleBuilder.prototype.buildStyles = /**\n     * @param {?} input\n     * @param {?} parent\n
* @return {?}\n     */\n    function (input, parent) {\n        return buildCss$1(input || DEFAULT_MAIN + \" \" +
DEFAULT_CROSS, parent.inline);\n    };\n    GridAlignColumnsStyleBuilder.decorators = [\n        { type:
Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /** @nocollapse */
GridAlignColumnsStyleBuilder.ngInjectableDef = defineInjectable({ factory: function
GridAlignColumnsStyleBuilder_Factory() { return new GridAlignColumnsStyleBuilder(); }, token:
GridAlignColumnsStyleBuilder, providedIn: \"root\" });\n    return
GridAlignColumnsStyleBuilder;\n}(StyleBuilder));\nvar GridAlignColumnsDirective = /** @class */ (function
(_super) {\n    __extends(GridAlignColumnsDirective, _super);\n    function
GridAlignColumnsDirective(elementRef, \n    // NOTE: not actually optional, but we need to force DI without a\n
// constructor call\n    styleBuilder, styler, marshal) {\n        var _this = _super.call(this, elementRef, styleBuilder,
styler, marshal) || this;\n        _this.elementRef = elementRef;\n        _this.styleBuilder = styleBuilder;\n
_this.styler = styler;\n        _this.marshal = marshal;\n        _this.DIRECTIVE_KEY = 'grid-align-columns';\n
_this._inline = false;\n        _this.init();\n        return _this;\n    }\n
Object.defineProperty(GridAlignColumnsDirective.prototype, \"inline\", {\n        get: /**\n         * @return {?}\n
 */\n        function () { return this._inline; },\n        set: /**\n         * @param {?} val\n         * @return {?}\n         */\n
        function (val) { this._inline = coerceBooleanProperty(val); },\n        enumerable: true,\n        configurable: true\n
 });\n    // ***********************************************\n    // Protected methods\n    //
***********************************************\n    /**\n     * @param {?} value\n     * @return {?}\n
*/\n    GridAlignColumnsDirective.prototype.updateWithValue = /**\n     * @param {?} value\n     * @return {?}\n
  */\n    function (value) {\n        this.styleCache = this.inline ? alignColumnsInlineCache : alignColumnsCache;\n
 this.addStyles(value, { inline: this.inline });\n    };\n    /** @nocollapse */\n
GridAlignColumnsDirective.ctorParameters = function () { return [\n        { type: ElementRef },\n        { type:
GridAlignColumnsStyleBuilder, decorators: [{ type: Optional }] },\n        { type: StyleUtils },\n        { type:
MediaMarshaller }\n    ]; };\n    GridAlignColumnsDirective.propDecorators = {\n        inline: [{ type: Input, args:
['gdInline',] }]\n    };\n    return GridAlignColumnsDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar
alignColumnsCache = new Map();\n/** @type {?} */\nvar alignColumnsInlineCache = new Map();\n/** @type {?}
*/\nvar inputs$1 = [\n    'gdAlignColumns',\n    'gdAlignColumns.xs', 'gdAlignColumns.sm',
'gdAlignColumns.md',\n    'gdAlignColumns.lg', 'gdAlignColumns.xl', 'gdAlignColumns.lt-sm',\n
'gdAlignColumns.lt-md', 'gdAlignColumns.lt-lg', 'gdAlignColumns.lt-xl',\n    'gdAlignColumns.gt-xs',
'gdAlignColumns.gt-sm', 'gdAlignColumns.gt-md',\n    'gdAlignColumns.gt-lg'\n];\n/** @type {?} */\nvar
selector$1 = \"\\n  [gdAlignColumns],\\n  [gdAlignColumns.xs], [gdAlignColumns.sm], [gdAlignColumns.md],\\n
[gdAlignColumns.lg], [gdAlignColumns.xl], [gdAlignColumns.lt-sm],\\n  [gdAlignColumns.lt-md],
[gdAlignColumns.lt-lg], [gdAlignColumns.lt-xl],\\n  [gdAlignColumns.gt-xs], [gdAlignColumns.gt-sm],
[gdAlignColumns.gt-md],\\n  [gdAlignColumns.gt-lg]\\n\";\n/**\n * 'column alignment' CSS Grid styling directive\n
* Configures the alignment in the column direction\n * @see https://css-tricks.com/snippets/css/complete-guide-
grid/#article-header-id-19\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-21\n
*/\nvar DefaultGridAlignColumnsDirective = /** @class */ (function (_super) {\n
__extends(DefaultGridAlignColumnsDirective, _super);\n    function DefaultGridAlignColumnsDirective() {\n
var _this = _super !== null && _super.apply(this, arguments) || this;\n        _this.inputs = inputs$1;\n        return
_this;\n    }\n    DefaultGridAlignColumnsDirective.decorators = [\n        { type: Directive, args: [{ selector:
selector$1, inputs: inputs$1 },] },\n    ];\n    return
DefaultGridAlignColumnsDirective;\n}(GridAlignColumnsDirective));\n/**\n * @param {?} align\n * @param {?}
inline\n * @return {?}\n */\nfunction buildCss$1(align, inline) {\n    /** @type {?} */\n    var css = {};\n    var _a =
align.split(' '), mainAxis = _a[0], crossAxis = _a[1];\n    // Main axis\n    switch (mainAxis) {\n        case 'center':\n
        css['align-content'] = 'center';\n            break;\n        case 'space-around':\n            css['align-content'] = 'space-
around';\n            break;\n        case 'space-between':\n            css['align-content'] = 'space-between';\n            break;\n
        case 'space-evenly':\n            css['align-content'] = 'space-evenly';\n            break;\n        case 'end':\n
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css['align-content'] = 'end';\n            break;\n        case 'start':\n            css['align-content'] = 'start';\n            break;\n
    case 'stretch':\n            css['align-content'] = 'stretch';\n            break;\n        default:\n            css['align-content'] =
DEFAULT_MAIN; // default main axis\n            break;\n    }\n    // Cross-axis\n    switch (crossAxis) {\n        case
'start':\n            css['align-items'] = 'start';\n            break;\n        case 'center':\n            css['align-items'] = 'center';\n
        break;\n        case 'end':\n            css['align-items'] = 'end';\n            break;\n        case 'stretch':\n
css['align-items'] = 'stretch';\n            break;\n        default: // 'stretch'\n            // 'stretch'\n            css['align-items'] =
DEFAULT_CROSS; // default cross axis\n            break;\n    }\n    css['display'] = inline ? 'inline-grid' : 'grid';\n
return css;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode}
checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_MAIN$1 = 'start';\n/** @type {?} */\nvar
DEFAULT_CROSS$1 = 'stretch';\nvar GridAlignRowsStyleBuilder = /** @class */ (function (_super) {\n
__extends(GridAlignRowsStyleBuilder, _super);\n    function GridAlignRowsStyleBuilder() {\n        return _super
!== null && _super.apply(this, arguments) || this;\n    }\n    /**\n     * @param {?} input\n     * @param {?} parent\n
    * @return {?}\n     */\n    GridAlignRowsStyleBuilder.prototype.buildStyles = /**\n     * @param {?} input\n     *
@param {?} parent\n     * @return {?}\n     */\n    function (input, parent) {\n        return buildCss$2(input ||
DEFAULT_MAIN$1 + \" \" + DEFAULT_CROSS$1, parent.inline);\n    };\n
GridAlignRowsStyleBuilder.decorators = [\n        { type: Injectable, args: [{ providedIn: 'root' },] },\n    ];\n    /**
@nocollapse */ GridAlignRowsStyleBuilder.ngInjectableDef = defineInjectable({ factory: function
GridAlignRowsStyleBuilder_Factory() { return new GridAlignRowsStyleBuilder(); }, token:
GridAlignRowsStyleBuilder, providedIn: \"root\" });\n    return
GridAlignRowsStyleBuilder;\n}(StyleBuilder));\nvar GridAlignRowsDirective = /** @class */ (function (_super)
{\n    __extends(GridAlignRowsDirective, _super);\n    function GridAlignRowsDirective(elementRef, \n    //
NOTE: not actually optional, but we need to force DI without a\n    // constructor call\n    styleBuilder, styler,
marshal) {\n        var _this = _super.call(this, elementRef, styleBuilder, styler, marshal) || this;\n
_this.elementRef = elementRef;\n        _this.styleBuilder = styleBuilder;\n        _this.styler = styler;\n
_this.marshal = marshal;\n        _this.DIRECTIVE_KEY = 'grid-align-rows';\n        _this._inline = false;\n
_this.init();\n        return _this;\n    }\n    Object.defineProperty(GridAlignRowsDirective.prototype, \"inline\", {\n
 get: /**\n         * @return {?}\n         */\n        function () { return this._inline; },\n        set: /**\n         * @param {?}
val\n         * @return {?}\n         */\n        function (val) { this._inline = coerceBooleanProperty(val); },\n
enumerable: true,\n        configurable: true\n    });\n    // ***********************************************\n
// Protected methods\n    // ***********************************************\n    /**\n     * @param {?}
value\n     * @return {?}\n     */\n    GridAlignRowsDirective.prototype.updateWithValue = /**\n     * @param {?}
value\n     * @return {?}\n     */\n    function (value) {\n        this.styleCache = this.inline ? alignRowsInlineCache :
alignRowsCache;\n        this.addStyles(value, { inline: this.inline });\n    };\n    /** @nocollapse */\n
GridAlignRowsDirective.ctorParameters = function () { return [\n        { type: ElementRef },\n        { type:
GridAlignRowsStyleBuilder, decorators: [{ type: Optional }] },\n        { type: StyleUtils },\n        { type:
MediaMarshaller }\n    ]; };\n    GridAlignRowsDirective.propDecorators = {\n        inline: [{ type: Input, args:
['gdInline',] }]\n    };\n    return GridAlignRowsDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar
alignRowsCache = new Map();\n/** @type {?} */\nvar alignRowsInlineCache = new Map();\n/** @type {?}
*/\nvar inputs$2 = [\n    'gdAlignRows',\n    'gdAlignRows.xs', 'gdAlignRows.sm', 'gdAlignRows.md',\n
'gdAlignRows.lg', 'gdAlignRows.xl', 'gdAlignRows.lt-sm',\n    'gdAlignRows.lt-md', 'gdAlignRows.lt-lg',
'gdAlignRows.lt-xl',\n    'gdAlignRows.gt-xs', 'gdAlignRows.gt-sm', 'gdAlignRows.gt-md',\n    'gdAlignRows.gt-
lg'\n];\n/** @type {?} */\nvar selector$2 = \"\\n  [gdAlignRows],\\n  [gdAlignRows.xs], [gdAlignRows.sm],
[gdAlignRows.md],\\n  [gdAlignRows.lg], [gdAlignRows.xl], [gdAlignRows.lt-sm],\\n  [gdAlignRows.lt-md],
[gdAlignRows.lt-lg], [gdAlignRows.lt-xl],\\n  [gdAlignRows.gt-xs], [gdAlignRows.gt-sm], [gdAlignRows.gt-
md],\\n  [gdAlignRows.gt-lg]\\n\";\n/**\n * 'row alignment' CSS Grid styling directive\n * Configures the alignment
in the row direction\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-18\n *
@see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-20\n */\nvar
DefaultGridAlignRowsDirective = /** @class */ (function (_super) {\n
```

__extends(DefaultGridAlignRowsDirective, _super);\n function DefaultGridAlignRowsDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$2;\n return _this;\n }\n DefaultGridAlignRowsDirective.decorators = [\n { type: Directive, args: [{ selector: selector$2, inputs: inputs$2 },] },\n];\n return DefaultGridAlignRowsDirective;\n}(GridAlignRowsDirective));\n/**\n * @param {?} align\n * @param {?} inline\n * @return {?}\n */\nfunction buildCss$2(align, inline) {\n /** @type {?} */\n var css = {};\n var _a = align.split(' '), mainAxis = _a[0], crossAxis = _a[1];\n // Main axis\n switch (mainAxis) {\n case 'center':\n case 'space-around':\n case 'space-between':\n case 'space-evenly':\n case 'end':\n case 'start':\n case 'stretch':\n css['justify-content'] = mainAxis;\n break;\n default:\n css['justify-content'] = DEFAULT_MAIN$1; // default main axis\n break;\n }\n // Cross-axis\n switch (crossAxis) {\n case 'start':\n case 'center':\n case 'end':\n case 'stretch':\n css['justify-items'] = crossAxis;\n break;\n default: // 'stretch'\n // 'stretch'\n css['justify-items'] = DEFAULT_CROSS$1; // default cross axis\n break;\n }\n css['display'] = inline ? 'inline-grid' : 'grid';\n return css;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_VALUE = 'auto';\nvar GridAreaStyleBuilder = /** @class */ (function (_super) {\n __extends(GridAreaStyleBuilder, _super);\n function GridAreaStyleBuilder() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n * @param {?} input\n * @return {?}\n */\n GridAreaStyleBuilder.prototype.buildStyles = /**\n * @param {?} input\n * @return {?}\n */\n function (input) {\n return { 'grid-area': input || DEFAULT_VALUE };\n };\n GridAreaStyleBuilder.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ GridAreaStyleBuilder.ngInjectableDef = defineInjectable({ factory: function GridAreaStyleBuilder_Factory() { return new GridAreaStyleBuilder(); }, token: GridAreaStyleBuilder, providedIn: \"root\" });\n return GridAreaStyleBuilder;\n}(StyleBuilder));\nvar GridAreaDirective = /** @class */ (function (_super) {\n __extends(GridAreaDirective, _super);\n function GridAreaDirective(elRef, styleUtils, \n // NOTE: not actually optional, but we need to force DI without a\n // constructor call\n styleBuilder, marshal) {\n var _this = _super.call(this, elRef, styleBuilder, styleUtils, marshal) || this;\n _this.elRef = elRef;\n _this.styleUtils = styleUtils;\n _this.styleBuilder = styleBuilder;\n _this.marshal = marshal;\n _this.DIRECTIVE_KEY = 'grid-area';\n _this.styleCache = gridAreaCache;\n _this.init();\n return _this;\n }\n /** @nocollapse */\n GridAreaDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: StyleUtils },\n { type: GridAreaStyleBuilder, decorators: [{ type: Optional }] },\n { type: MediaMarshaller }\n]; };\n return GridAreaDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar gridAreaCache = new Map();\n/** @type {?} */\nvar inputs$3 = [\n 'gdArea',\n 'gdArea.xs', 'gdArea.sm', 'gdArea.md', 'gdArea.lg', 'gdArea.xl',\n 'gdArea.lt-sm', 'gdArea.lt-md', 'gdArea.lt-lg', 'gdArea.lt-xl',\n 'gdArea.gt-xs', 'gdArea.gt-sm', 'gdArea.gt-md', 'gdArea.gt-lg'\n];\n/** @type {?} */\nvar selector$3 = \"\\n [gdArea],\\n [gdArea.xs], [gdArea.sm], [gdArea.md], [gdArea.lg], [gdArea.xl],\\n [gdArea.lt-sm], [gdArea.lt-md], [gdArea.lt-lg], [gdArea.lt-xl],\\n [gdArea.gt-xs], [gdArea.gt-sm], [gdArea.gt-md], [gdArea.gt-lg]\\n\";\n/**\n * 'grid-area' CSS Grid styling directive\n * Configures the name or position of an element within the grid\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-27\n */\nvar DefaultGridAreaDirective = /** @class */ (function (_super) {\n __extends(DefaultGridAreaDirective, _super);\n function DefaultGridAreaDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$3;\n return _this;\n }\n DefaultGridAreaDirective.decorators = [\n { type: Directive, args: [{ selector: selector$3, inputs: inputs$3 },] },\n];\n return DefaultGridAreaDirective;\n}(GridAreaDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_VALUE$1 = 'none';\n/** @type {?} */\nvar DELIMETER = '|';\nvar GridAreasStyleBuiler = /** @class */ (function (_super) {\n __extends(GridAreasStyleBuiler, _super);\n function GridAreasStyleBuiler() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n * @param {?} input\n * @param {?} parent\n * @return {?}\n */\n GridAreasStyleBuiler.prototype.buildStyles = /**\n * @param {?} input\n * @param {?} parent\n * @return

{?}\n */\n function (input, parent) {\n /** @type {?} */\n var areas = (input || DEFAULT_VALUE$1).split(DELIMETER).map(function (v) { return \"\\\"\" + v.trim() + \"\\\"\"; });\n return {\n 'display': parent.inline ? 'inline-grid' : 'grid',\n 'grid-template-areas': areas.join(' ')\n };\n };\n GridAreasStyleBuiler.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ GridAreasStyleBuiler.ngInjectableDef = defineInjectable({ factory: function GridAreasStyleBuiler_Factory() { return new GridAreasStyleBuiler(); }, token: GridAreasStyleBuiler, providedIn: \"root\" });\n return GridAreasStyleBuiler;\n}(StyleBuilder));\nvar GridAreasDirective = /** @class */ (function (_super) {\n __extends(GridAreasDirective, _super);\n function GridAreasDirective(elRef, styleUtils, \n // NOTE: not actually optional, but we need to force DI without a\n // constructor call\n styleBuilder, marshal) {\n var _this = _super.call(this, elRef, styleBuilder, styleUtils, marshal) || this;\n _this.elRef = elRef;\n _this.styleUtils = styleUtils;\n _this.styleBuilder = styleBuilder;\n _this.marshal = marshal;\n _this.DIRECTIVE_KEY = 'grid-areas';\n _this._inline = false;\n _this.init();\n return _this;\n }\n Object.defineProperty(GridAreasDirective.prototype, \"inline\", {\n get: /**\n * @return {?}\n */\n function () { return this._inline; },\n set: /**\n * @param {?} val\n * @return {?}\n */\n function (val) { this._inline = coerceBooleanProperty(val); },\n enumerable: true,\n configurable: true\n });\n // **********\n // Protected methods\n // **********\n /**\n * @param {?} value\n * @return {?}\n */\n GridAreasDirective.prototype.updateWithValue = /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.styleCache = this.inline ? areasInlineCache : areasCache;\n this.addStyles(value, { inline: this.inline });\n };\n /** @nocollapse */\n GridAreasDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: StyleUtils },\n { type: GridAreasStyleBuiler, decorators: [{ type: Optional }] },\n { type: MediaMarshaller }\n]; };\n GridAreasDirective.propDecorators = {\n inline: [{ type: Input, args: ['gdInline',] }]\n };\n return GridAreasDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar areasCache = new Map();\n/** @type {?} */\nvar areasInlineCache = new Map();\n/** @type {?} */\nvar inputs$4 = [\n 'gdAreas',\n 'gdAreas.xs', 'gdAreas.sm', 'gdAreas.md', 'gdAreas.lg', 'gdAreas.xl',\n 'gdAreas.lt-sm', 'gdAreas.lt-md', 'gdAreas.lt-lg', 'gdAreas.lt-xl',\n 'gdAreas.gt-xs', 'gdAreas.gt-sm', 'gdAreas.gt-md', 'gdAreas.gt-lg'\n];\n/** @type {?} */\nvar selector$4 = \"\\n [gdAreas],\\n [gdAreas.xs], [gdAreas.sm], [gdAreas.md], [gdAreas.lg], [gdAreas.xl],\\n [gdAreas.lt-sm], [gdAreas.lt-md], [gdAreas.lt-lg], [gdAreas.lt-xl],\\n [gdAreas.gt-xs], [gdAreas.gt-sm], [gdAreas.gt-md], [gdAreas.gt-lg]\\n\";\n/**\n * 'grid-template-areas' CSS Grid styling directive\n * Configures the names of elements within the grid\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-14\n */\nvar DefaultGridAreasDirective = /** @class */ (function (_super) {\n __extends(DefaultGridAreasDirective, _super);\n function DefaultGridAreasDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$4;\n return _this;\n }\n DefaultGridAreasDirective.decorators = [\n { type: Directive, args: [{ selector: selector$4, inputs: inputs$4 },] },\n];\n return DefaultGridAreasDirective;\n}(GridAreasDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_VALUE$2 = 'initial';\nvar GridAutoStyleBuilder = /** @class */ (function (_super) {\n __extends(GridAutoStyleBuilder, _super);\n function GridAutoStyleBuilder() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n * @param {?} input\n * @param {?} parent\n * @return {?}\n */\n GridAutoStyleBuilder.prototype.buildStyles = /**\n * @param {?} input\n * @param {?} parent\n * @return {?}\n */\n function (input, parent) {\n var _a = (input || DEFAULT_VALUE$2).split(' '), direction = _a[0], dense = _a[1];\n if (direction !== 'column' && direction !== 'row' && direction !== 'dense') {\n direction = 'row';\n }\n dense = (dense === 'dense' && direction !== 'dense') ? ' dense' : '';\n return {\n 'display': parent.inline ? 'inline-grid' : 'grid',\n 'grid-auto-flow': direction + dense\n };\n };\n GridAutoStyleBuilder.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ GridAutoStyleBuilder.ngInjectableDef = defineInjectable({ factory: function GridAutoStyleBuilder_Factory() { return new GridAutoStyleBuilder(); }, token: GridAutoStyleBuilder, providedIn: \"root\" });\n return GridAutoStyleBuilder;\n}(StyleBuilder));\nvar GridAutoDirective = /** @class */ (function

(_super) {\n   __extends(GridAutoDirective, _super);\n   function GridAutoDirective(elementRef, \n   // NOTE: not actually optional, but we need to force DI without a\n   // constructor call\n   styleBuilder, styler, marshal) {\n   var _this = _super.call(this, elementRef, styleBuilder, styler, marshal) || this;\n   _this.elementRef = elementRef;\n   _this.styleBuilder = styleBuilder;\n   _this.styler = styler;\n   _this.marshal = marshal;\n   _this._inline = false;\n   _this.DIRECTIVE_KEY = 'grid-auto';\n   _this.init();\n   return _this;\n   }\n   Object.defineProperty(GridAutoDirective.prototype, \"inline\", {\n   get: /**\n   * @return {?}\n   */\n   function () { return this._inline; },\n   set: /**\n   * @param {?} val\n   * @return {?}\n   */\n   function (val) { this._inline = coerceBooleanProperty(val); },\n   enumerable: true,\n   configurable: true\n   });\n   // **\n   // Protected methods\n   // **\n   /**\n   * @param {?} value\n   * @return {?}\n   */\n   GridAutoDirective.prototype.updateWithValue = /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this.styleCache = this.inline ? autoInlineCache : autoCache;\n   this.addStyles(value, { inline: this.inline });\n   };\n   /** @nocollapse */\n   GridAutoDirective.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: GridAutoStyleBuilder, decorators: [{ type: Optional }] },\n   { type: StyleUtils },\n   { type: MediaMarshaller }\n   ]; };\n   GridAutoDirective.propDecorators = {\n   inline: [{ type: Input, args: ['gdInline',] }]\n   };\n   return GridAutoDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar autoCache = new Map();\n/** @type {?} */\nvar autoInlineCache = new Map();\n/** @type {?} */\nvar inputs$5 = [\n   'gdAuto',\n   'gdAuto.xs', 'gdAuto.sm', 'gdAuto.md', 'gdAuto.lg', 'gdAuto.xl',\n   'gdAuto.lt-sm', 'gdAuto.lt-md', 'gdAuto.lt-lg', 'gdAuto.lt-xl',\n   'gdAuto.gt-xs', 'gdAuto.gt-sm', 'gdAuto.gt-md', 'gdAuto.gt-lg'\n];\n/** @type {?} */\nvar selector$5 = \"\\n [gdAuto],\\n [gdAuto.xs], [gdAuto.sm], [gdAuto.md], [gdAuto.lg], [gdAuto.xl],\\n [gdAuto.lt-sm], [gdAuto.lt-md], [gdAuto.lt-lg], [gdAuto.lt-xl],\\n [gdAuto.gt-xs], [gdAuto.gt-sm], [gdAuto.gt-md], [gdAuto.gt-lg]\\n\";\n/**\n * 'grid-auto-flow' CSS Grid styling directive\n * Configures the auto placement algorithm for the grid\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-23\n */\nvar DefaultGridAutoDirective = /** @class */ (function (_super) {\n   __extends(DefaultGridAutoDirective, _super);\n   function DefaultGridAutoDirective() {\n   var _this = _super !== null && _super.apply(this, arguments) || this;\n   _this.inputs = inputs$5;\n   return _this;\n   }\n   DefaultGridAutoDirective.decorators = [\n   { type: Directive, args: [{ selector: selector$5, inputs: inputs$5 },] },\n   ];\n   return DefaultGridAutoDirective;\n}(GridAutoDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_VALUE$3 = 'auto';\nvar GridColumnStyleBuilder = /** @class */ (function (_super) {\n   __extends(GridColumnStyleBuilder, _super);\n   function GridColumnStyleBuilder() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   /**\n   * @param {?} input\n   * @return {?}\n   */\n   GridColumnStyleBuilder.prototype.buildStyles = /**\n   * @param {?} input\n   * @return {?}\n   */\n   function (input) {\n   return { 'grid-column': input || DEFAULT_VALUE$3 };\n   };\n   GridColumnStyleBuilder.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n   ];\n   /** @nocollapse */ GridColumnStyleBuilder.ngInjectableDef = defineInjectable({ factory: function GridColumnStyleBuilder_Factory() { return new GridColumnStyleBuilder(); }, token: GridColumnStyleBuilder, providedIn: \"root\" });\n   return GridColumnStyleBuilder;\n}(StyleBuilder));\nvar GridColumnDirective = /** @class */ (function (_super) {\n   __extends(GridColumnDirective, _super);\n   function GridColumnDirective(elementRef, \n   // NOTE: not actually optional, but we need to force DI without a\n   // constructor call\n   styleBuilder, styler, marshal) {\n   var _this = _super.call(this, elementRef, styleBuilder, styler, marshal) || this;\n   _this.elementRef = elementRef;\n   _this.styleBuilder = styleBuilder;\n   _this.styler = styler;\n   _this.marshal = marshal;\n   _this.DIRECTIVE_KEY = 'grid-column';\n   _this.styleCache = columnCache;\n   _this.init();\n   return _this;\n   }\n   /** @nocollapse */\n   GridColumnDirective.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: GridColumnStyleBuilder, decorators: [{ type: Optional }] },\n   { type: StyleUtils },\n   { type: MediaMarshaller }\n   ]; };\n   return GridColumnDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar columnCache = new Map();\n/** @type {?} */\nvar inputs$6 = [\n   'gdColumn',\n   'gdColumn.xs',

'gdColumn.sm', 'gdColumn.md', 'gdColumn.lg', 'gdColumn.xl',\n   'gdColumn.lt-sm', 'gdColumn.lt-md', 'gdColumn.lt-lg', 'gdColumn.lt-xl',\n   'gdColumn.gt-xs', 'gdColumn.gt-sm', 'gdColumn.gt-md', 'gdColumn.gt-lg'\n];\n/** @type {?} */\nvar selector$6 = \"\\n [gdColumn],\\n [gdColumn.xs], [gdColumn.sm], [gdColumn.md], [gdColumn.lg], [gdColumn.xl],\\n [gdColumn.lt-sm], [gdColumn.lt-md], [gdColumn.lt-lg], [gdColumn.lt-xl],\\n [gdColumn.gt-xs], [gdColumn.gt-sm], [gdColumn.gt-md], [gdColumn.gt-lg]\\n\";\n/**\n * 'grid-column' CSS Grid styling directive\n * Configures the name or position of an element within the grid\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-26\n */\nvar DefaultGridColumnDirective = /** @class */ (function (_super) {\n   __extends(DefaultGridColumnDirective, _super);\n   function DefaultGridColumnDirective() {\n   var _this = _super !== null && _super.apply(this, arguments) || this;\n   _this.inputs = inputs$6;\n   return _this;\n   }\n   DefaultGridColumnDirective.decorators = [\n   { type: Directive, args: [{ selector: selector$6, inputs: inputs$6 },] },\n   ];\n   return DefaultGridColumnDirective;\n}(GridColumnDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_VALUE$4 = 'none';\n/** @type {?} */\nvar AUTO_SPECIFIER = '!';\nvar GridColumnsStyleBuilder = /** @class */ (function (_super) {\n   __extends(GridColumnsStyleBuilder, _super);\n   function GridColumnsStyleBuilder() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   /**\n   * @param {?} input\n   * @param {?} parent\n   * @return {?}\n   */\n   GridColumnsStyleBuilder.prototype.buildStyles = /**\n   * @param {?} input\n   * @param {?} parent\n   * @return {?}\n   */\n   function (input, parent) {\n   input = input || DEFAULT_VALUE$4;\n   /** @type {?} */\n   var auto = false;\n   if (input.endsWith(AUTO_SPECIFIER)) {\n   input = input.substring(0, input.indexOf(AUTO_SPECIFIER));\n   auto = true;\n   }\n   /** @type {?} */\n   var css = {\n   'display': parent.inline ? 'inline-grid' : 'grid',\n   'grid-auto-columns': '',\n   'grid-template-columns': '',\n   };\n   /** @type {?} */\n   var key = (auto ? 'grid-auto-columns' : 'grid-template-columns');\n   css[key] = input;\n   return css;\n   };\n   GridColumnsStyleBuilder.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n   ];\n   /** @nocollapse */ GridColumnsStyleBuilder.ngInjectableDef = defineInjectable({ factory: function GridColumnsStyleBuilder_Factory() { return new GridColumnsStyleBuilder(); }, token: GridColumnsStyleBuilder, providedIn: \"root\" });\n   return GridColumnsStyleBuilder;\n}(StyleBuilder));\nvar GridColumnsDirective = /** @class */ (function (_super) {\n   __extends(GridColumnsDirective, _super);\n   function GridColumnsDirective(elementRef, \n   // NOTE: not actually optional, but we need to force DI without a\n   // constructor call\n   styleBuilder, styler, marshal) {\n   var _this = _super.call(this, elementRef, styleBuilder, styler, marshal) || this;\n   _this.elementRef = elementRef;\n   _this.styleBuilder = styleBuilder;\n   _this.styler = styler;\n   _this.marshal = marshal;\n   _this.DIRECTIVE_KEY = 'grid-columns';\n   _this._inline = false;\n   _this.init();\n   return _this;\n   }\n   Object.defineProperty(GridColumnsDirective.prototype, \"inline\", {\n   get: /**\n   * @return {?}\n   */\n   function () { return this._inline; },\n   set: /**\n   * @param {?} val\n   * @return {?}\n   */\n   function (val) { this._inline = coerceBooleanProperty(val); },\n   enumerable: true,\n   configurable: true\n   });\n   // ***\n   // Protected methods\n   // ***\n   /**\n   * @param {?} value\n   * @return {?}\n   */\n   GridColumnsDirective.prototype.updateWithValue = /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this.styleCache = this.inline ? columnsInlineCache : columnsCache;\n   this.addStyles(value, { inline: this.inline });\n   };\n   /** @nocollapse */\n   GridColumnsDirective.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: GridColumnsStyleBuilder, decorators: [{ type: Optional }] },\n   { type: StyleUtils },\n   { type: MediaMarshaller }\n   ]; };\n   GridColumnsDirective.propDecorators = {\n   inline: [{ type: Input, args: ['gdInline',] }]\n   };\n   return GridColumnsDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar columnsCache = new Map();\n/** @type {?} */\nvar columnsInlineCache = new Map();\n/** @type {?} */\nvar inputs$7 = [\n   'gdColumns',\n   'gdColumns.xs', 'gdColumns.sm', 'gdColumns.md', 'gdColumns.lg', 'gdColumns.xl',\n   'gdColumns.lt-sm', 'gdColumns.lt-md', 'gdColumns.lt-lg', 'gdColumns.lt-xl',\n   'gdColumns.gt-xs', 'gdColumns.gt-sm', 'gdColumns.gt-

md', 'gdColumns.gt-lg'\n];\n/** @type {?} */\nvar selector$7 = \"\\n [gdColumns],\\n [gdColumns.xs], [gdColumns.sm], [gdColumns.md], [gdColumns.lg], [gdColumns.xl],\\n [gdColumns.lt-sm], [gdColumns.lt-md], [gdColumns.lt-lg], [gdColumns.lt-xl],\\n [gdColumns.gt-xs], [gdColumns.gt-sm], [gdColumns.gt-md], [gdColumns.gt-lg]\\n\";\n/**\n * 'grid-template-columns' CSS Grid styling directive\n * Configures the sizing for the columns in the grid\n * Syntax: <column value> [auto]\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-13\n */\nvar DefaultGridColumnsDirective = /** @class */ (function (_super) {\n __extends(DefaultGridColumnsDirective, _super);\n function DefaultGridColumnsDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$7;\n return _this;\n }\n DefaultGridColumnsDirective.decorators = [\n { type: Directive, args: [{ selector: selector$7, inputs: inputs$7 },] },\n];\n return DefaultGridColumnsDirective;\n}(GridColumnsDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_VALUE$5 = '0';\nvar GridGapStyleBuilder = /** @class */ (function (_super) {\n __extends(GridGapStyleBuilder, _super);\n function GridGapStyleBuilder() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n * @param {?} input\n * @param {?} parent\n * @return {?}\n */\n GridGapStyleBuilder.prototype.buildStyles = /**\n * @param {?} input\n * @param {?} parent\n * @return {?}\n */\n function (input, parent) {\n return {\n 'display': parent.inline ? 'inline-grid' : 'grid',\n 'grid-gap': input || DEFAULT_VALUE$5\n };\n };\n GridGapStyleBuilder.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ GridGapStyleBuilder.ngInjectableDef = defineInjectable({ factory: function GridGapStyleBuilder_Factory() { return new GridGapStyleBuilder(); }, token: GridGapStyleBuilder, providedIn: \"root\" });\n return GridGapStyleBuilder;\n}(StyleBuilder));\nvar GridGapDirective = /** @class */ (function (_super) {\n __extends(GridGapDirective, _super);\n function GridGapDirective(elRef, styleUtils, \n // NOTE: not actually optional, but we need to force DI without a\n // constructor call\n styleBuilder, marshal) {\n var _this = _super.call(this, elRef, styleBuilder, styleUtils, marshal) || this;\n _this.elRef = elRef;\n _this.styleUtils = styleUtils;\n _this.styleBuilder = styleBuilder;\n _this.marshal = marshal;\n _this.DIRECTIVE_KEY = 'grid-gap';\n _this._inline = false;\n _this.init();\n return _this;\n }\n Object.defineProperty(GridGapDirective.prototype, \"inline\", {\n get: /**\n * @return {?}\n */\n function () { return this._inline; },\n set: /**\n * @param {?} val\n * @return {?}\n */\n function (val) { this._inline = coerceBooleanProperty(val); },\n enumerable: true,\n configurable: true\n });\n // **\n // Protected methods\n // **\n /**\n * @param {?} value\n * @return {?}\n */\n GridGapDirective.prototype.updateWithValue = /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.styleCache = this.inline ? gapInlineCache : gapCache;\n this.addStyles(value, { inline: this.inline });\n };\n /** @nocollapse */\n GridGapDirective.ctorParameters = function () { return [\n { type: ElementRef },\n { type: StyleUtils },\n { type: GridGapStyleBuilder, decorators: [{ type: Optional }] },\n { type: MediaMarshaller }\n]; };\n GridGapDirective.propDecorators = {\n inline: [{ type: Input, args: ['gdInline',] }]\n };\n return GridGapDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar gapCache = new Map();\n/** @type {?} */\nvar gapInlineCache = new Map();\n/** @type {?} */\nvar inputs$8 = [\n 'gdGap',\n 'gdGap.xs', 'gdGap.sm', 'gdGap.md', 'gdGap.lg', 'gdGap.xl',\n 'gdGap.lt-sm', 'gdGap.lt-md', 'gdGap.lt-lg', 'gdGap.lt-xl',\n 'gdGap.gt-xs', 'gdGap.gt-sm', 'gdGap.gt-md', 'gdGap.gt-lg'\n];\n/** @type {?} */\nvar selector$8 = \"\\n [gdGap],\\n [gdGap.xs], [gdGap.sm], [gdGap.md], [gdGap.lg], [gdGap.xl],\\n [gdGap.lt-sm], [gdGap.lt-md], [gdGap.lt-lg], [gdGap.lt-xl],\\n [gdGap.gt-xs], [gdGap.gt-sm], [gdGap.gt-md], [gdGap.gt-lg]\\n\";\n/**\n * 'grid-gap' CSS Grid styling directive\n * Configures the gap between items in the grid\n * Syntax: <row gap> [<column-gap>]\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-17\n */\nvar DefaultGridGapDirective = /** @class */ (function (_super) {\n __extends(DefaultGridGapDirective, _super);\n function DefaultGridGapDirective() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.inputs = inputs$8;\n return _this;\n }\n DefaultGridGapDirective.decorators = [\n { type: Directive, args: [{ selector: selector$8, inputs: inputs$8 },] },\n];\n return

DefaultGridGapDirective;\n}(GridGapDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_VALUE$6 = 'auto';\nvar GridRowStyleBuilder = /** @class */ (function (_super) {\n __extends(GridRowStyleBuilder, _super);\n function GridRowStyleBuilder() {\n   return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n   * @param {?} input\n   * @return {?}\n   */\n GridRowStyleBuilder.prototype.buildStyles = /**\n   * @param {?} input\n   * @return {?}\n   */\n function (input) {\n   return { 'grid-row': input || DEFAULT_VALUE$6 };\n };\n GridRowStyleBuilder.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ GridRowStyleBuilder.ngInjectableDef = defineInjectable({ factory: function GridRowStyleBuilder_Factory() { return new GridRowStyleBuilder(); }, token: GridRowStyleBuilder, providedIn: \"root\" });\n return GridRowStyleBuilder;\n}(StyleBuilder));\nvar GridRowDirective = /** @class */ (function (_super) {\n __extends(GridRowDirective, _super);\n function GridRowDirective(elementRef, \n // NOTE: not actually optional, but we need to force DI without a\n // constructor call\n styleBuilder, styler, marshal) {\n   var _this = _super.call(this, elementRef, styleBuilder, styler, marshal) || this;\n   _this.elementRef = elementRef;\n _this.styleBuilder = styleBuilder;\n   _this.styler = styler;\n   _this.marshal = marshal;\n _this.DIRECTIVE_KEY = 'grid-row';\n   _this.styleCache = rowCache;\n   _this.init();\n   return _this;\n }\n /** @nocollapse */\n GridRowDirective.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: GridRowStyleBuilder, decorators: [{ type: Optional }] },\n   { type: StyleUtils },\n   { type: MediaMarshaller }\n]; };\n return GridRowDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar rowCache = new Map();\n/** @type {?} */\nvar inputs$9 = [\n 'gdRow',\n 'gdRow.xs', 'gdRow.sm', 'gdRow.md', 'gdRow.lg', 'gdRow.xl',\n 'gdRow.lt-sm', 'gdRow.lt-md', 'gdRow.lt-lg', 'gdRow.lt-xl',\n 'gdRow.gt-xs', 'gdRow.gt-sm', 'gdRow.gt-md', 'gdRow.gt-lg'\n];\n/** @type {?} */\nvar selector$9 = \"\\n [gdRow],\\n [gdRow.xs], [gdRow.sm], [gdRow.md], [gdRow.lg], [gdRow.xl],\\n [gdRow.lt-sm], [gdRow.lt-md], [gdRow.lt-lg], [gdRow.lt-xl],\\n [gdRow.gt-xs], [gdRow.gt-sm], [gdRow.gt-md], [gdRow.gt-lg]\\n\";\n/**\n * 'grid-row' CSS Grid styling directive\n * Configures the name or position of an element within the grid\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-id-26\n */\nvar DefaultGridRowDirective = /** @class */ (function (_super) {\n __extends(DefaultGridRowDirective, _super);\n function DefaultGridRowDirective() {\n   var _this = _super !== null && _super.apply(this, arguments) || this;\n   _this.inputs = inputs$9;\n return _this;\n }\n DefaultGridRowDirective.decorators = [\n   { type: Directive, args: [{ selector: selector$9, inputs: inputs$9 },] },\n];\n return DefaultGridRowDirective;\n}(GridRowDirective));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DEFAULT_VALUE$7 = 'none';\n/** @type {?} */\nvar AUTO_SPECIFIER$1 = '!';\nvar GridRowsStyleBuilder = /** @class */ (function (_super) {\n __extends(GridRowsStyleBuilder, _super);\n function GridRowsStyleBuilder() {\n   return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n   * @param {?} input\n   * @param {?} parent\n   * @return {?}\n   */\n GridRowsStyleBuilder.prototype.buildStyles = /**\n   * @param {?} input\n   * @param {?} parent\n   * @return {?}\n   */\n function (input, parent) {\n   input = input || DEFAULT_VALUE$7;\n   /** @type {?} */\n   var auto = false;\n   if (input.endsWith(AUTO_SPECIFIER$1)) {\n   input = input.substring(0, input.indexOf(AUTO_SPECIFIER$1));\n   auto = true;\n   }\n   /** @type {?} */\n   var css = {\n 'display': parent.inline ? 'inline-grid' : 'grid',\n   'grid-auto-rows': '',\n   'grid-template-rows': '',\n };\n   /** @type {?} */\n   var key = (auto ? 'grid-auto-rows' : 'grid-template-rows');\n   css[key] = input;\n return css;\n };\n GridRowsStyleBuilder.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ GridRowsStyleBuilder.ngInjectableDef = defineInjectable({ factory: function GridRowsStyleBuilder_Factory() { return new GridRowsStyleBuilder(); }, token: GridRowsStyleBuilder, providedIn: \"root\" });\n return GridRowsStyleBuilder;\n}(StyleBuilder));\nvar GridRowsDirective = /** @class */ (function (_super) {\n __extends(GridRowsDirective, _super);\n function GridRowsDirective(elementRef, \n // NOTE: not actually optional, but we need to force DI without a\n // constructor call\n styleBuilder, styler, marshal) {\n   var _this = _super.call(this, elementRef, styleBuilder, styler, marshal) || this;\n

```
_this.elementRef = elementRef;\n        _this.styleBuilder = styleBuilder;\n        _this.styler = styler;\n
_this.marshal = marshal;\n        _this.DIRECTIVE_KEY = 'grid-rows';\n        _this._inline = false;\n
_this.init();\n        return _this;\n    }\n    Object.defineProperty(GridRowsDirective.prototype, \"inline\", {\n        get:
/**\n         * @return {?}\n         */\n        function () { return this._inline; },\n        set: /**\n         * @param {?}
val\n         * @return {?}\n         */\n        function (val) { this._inline = coerceBooleanProperty(val); },\n
enumerable: true,\n        configurable: true\n    });\n    // ************************************************\n
// Protected methods\n    // ************************************************\n    /**\n     * @param {?}
value\n     * @return {?}\n     */\n    GridRowsDirective.prototype.updateWithValue = /**\n     * @param {?}
value\n     * @return {?}\n     */\n    function (value) {\n        this.styleCache = this.inline ? rowsInlineCache :
rowsCache;\n        this.addStyles(value, { inline: this.inline });\n    };\n    /** @nocollapse */\n
GridRowsDirective.ctorParameters = function () { return [\n        { type: ElementRef },\n        { type:
GridRowsStyleBuilder, decorators: [{ type: Optional }] },\n        { type: StyleUtils },\n        { type: MediaMarshaller
}\n    ]; };\n    GridRowsDirective.propDecorators = {\n        inline: [{ type: Input, args: ['gdInline',] }]\n    };\n
return GridRowsDirective;\n}(BaseDirective2));\n/** @type {?} */\nvar rowsCache = new Map();\n/** @type {?}
*/\nvar rowsInlineCache = new Map();\n/** @type {?} */\nvar inputs$10 = [\n    'gdRows',\n    'gdRows.xs',
'gdRows.sm', 'gdRows.md', 'gdRows.lg', 'gdRows.xl',\n    'gdRows.lt-sm', 'gdRows.lt-md', 'gdRows.lt-lg', 'gdRows.lt-
xl',\n    'gdRows.gt-xs', 'gdRows.gt-sm', 'gdRows.gt-md', 'gdRows.gt-lg'\n];\n/** @type {?} */\nvar selector$10 =
\"\\n  [gdRows],\\n  [gdRows.xs], [gdRows.sm], [gdRows.md], [gdRows.lg], [gdRows.xl],\\n  [gdRows.lt-sm],
[gdRows.lt-md], [gdRows.lt-lg], [gdRows.lt-xl],\\n  [gdRows.gt-xs], [gdRows.gt-sm], [gdRows.gt-md], [gdRows.gt-
lg]\\n\";\n/**\n * 'grid-template-rows' CSS Grid styling directive\n * Configures the sizing for the rows in the grid\n
* Syntax: <column value> [auto]\n * @see https://css-tricks.com/snippets/css/complete-guide-grid/#article-header-
id-13\n */\nvar DefaultGridRowsDirective = /** @class */ (function (_super) {\n
__extends(DefaultGridRowsDirective, _super);\n    function DefaultGridRowsDirective() {\n        var _this = _super
!== null && _super.apply(this, arguments) || this;\n        _this.inputs = inputs$10;\n        return _this;\n    }\n
DefaultGridRowsDirective.decorators = [\n        { type: Directive, args: [{ selector: selector$10, inputs: inputs$10
},] },\n    ];\n    return DefaultGridRowsDirective;\n}(GridRowsDirective));\n\n/**\n * @fileoverview added by
tsickle\n * @suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar
ALL_DIRECTIVES = [\n    DefaultGridAlignDirective,\n    DefaultGridAlignColumnsDirective,\n
DefaultGridAlignRowsDirective,\n    DefaultGridAreaDirective,\n    DefaultGridAreasDirective,\n
DefaultGridAutoDirective,\n    DefaultGridColumnDirective,\n    DefaultGridColumnsDirective,\n
DefaultGridGapDirective,\n    DefaultGridRowDirective,\n    DefaultGridRowsDirective,\n];\n/**\n *
*****************************************************************\n * Define module for the CSS
Grid API\n * *****************************************************************\n */\nvar
GridModule = /** @class */ (function () {\n    function GridModule() {\n    }\n    GridModule.decorators = [\n        {
type: NgModule, args: [{\n                imports: [CoreModule],\n                declarations:
ALL_DIRECTIVES.slice(),\n                exports: ALL_DIRECTIVES.slice()\n            },] },\n    ];\n    return
GridModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,uselessCode} checked by tsc\n */\n\nexport { GridModule,
DefaultGridAlignColumnsDirective as f, GridAlignColumnsDirective as e, GridAlignColumnsStyleBuilder as d,
DefaultGridAlignRowsDirective as i, GridAlignRowsDirective as h, GridAlignRowsStyleBuilder as g,
DefaultGridAreaDirective as l, GridAreaDirective as k, GridAreaStyleBuilder as j, DefaultGridAreasDirective as o,
GridAreasDirective as n, GridAreasStyleBuiler as m, DefaultGridAutoDirective as r, GridAutoDirective as q,
GridAutoStyleBuilder as p, DefaultGridColumnDirective as u, GridColumnDirective as t, GridColumnStyleBuilder
as s, DefaultGridColumnsDirective as x, GridColumnsDirective as w, GridColumnsStyleBuilder as v,
DefaultGridGapDirective as ba, GridGapDirective as z, GridGapStyleBuilder as y, DefaultGridAlignDirective as c,
GridAlignDirective as b, GridAlignStyleBuilder as a, DefaultGridRowDirective as bd, GridRowDirective as bc,
GridRowStyleBuilder as bb, DefaultGridRowsDirective as bg, GridRowsDirective as bf, GridRowsStyleBuilder as
```

be };\n//# sourceMappingURL=grid.es5.js.map\n","/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\nimport { __decorate, __param, __metadata, __extends, __values, __spread, __assign } from 'tslib';\nimport { InjectionToken, isObservable, isPromise, Directive, ElementRef, Renderer2, forwardRef, Inject, Optional, Injectable, Injector, Input, Host, looseIdentical, isDevMode, Self, EventEmitter, SkipSelf, Output, Version, NgModule } from '@angular/core';\nimport { forkJoin, from } from 'rxjs';\nimport { map } from 'rxjs/operators';\nimport { getDOM } from '@angular/platform-browser';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description\n * Base class for control directives.\n *\n * This class is only used internally in the `ReactiveFormsModule` and the `FormsModule`.\n *\n * @publicApi\n */\nvar AbstractControlDirective = /** @class */ (function () {\n function AbstractControlDirective() {\n }\n Object.defineProperty(AbstractControlDirective.prototype, \"value\", {\n /**\n * @description\n * Reports the value of the control if it is present, otherwise null.\n */\n get: function () { return this.control ? this.control.value : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"valid\", {\n /**\n * @description\n * Reports whether the control is valid. A control is considered valid if no\n * validation errors exist with the current value.\n * If the control is not present, null is returned.\n */\n get: function () { return this.control ? this.control.valid : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"invalid\", {\n /**\n * @description\n * Reports whether the control is invalid, meaning that an error exists in the input value.\n * If the control is not present, null is returned.\n */\n get: function () { return this.control ? this.control.invalid : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"pending\", {\n /**\n * @description\n * Reports whether a control is pending, meaning that that async validation is occurring and\n * errors are not yet available for the input value. If the control is not present, null is\n * returned.\n */\n get: function () { return this.control ? this.control.pending : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"disabled\", {\n /**\n * @description\n * Reports whether the control is disabled, meaning that the control is disabled\n * in the UI and is exempt from validation checks and excluded from aggregate\n * values of ancestor controls. If the control is not present, null is returned.\n */\n get: function () { return this.control ? this.control.disabled : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"enabled\", {\n /**\n * @description\n * Reports whether the control is enabled, meaning that the control is included in ancestor\n * calculations of validity or value. If the control is not present, null is returned.\n */\n get: function () { return this.control ? this.control.enabled : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"errors\", {\n /**\n * @description\n * Reports the control's validation errors. If the control is not present, null is returned.\n */\n get: function () { return this.control ? this.control.errors : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"pristine\", {\n /**\n * @description\n * Reports whether the control is pristine, meaning that the user has not yet changed\n * the value in the UI. If the control is not present, null is returned.\n */\n get: function () { return this.control ? this.control.pristine : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"dirty\", {\n /**\n * @description\n * Reports whether the control is dirty, meaning that the user has changed\n * the value in the UI. If the control is not present, null is returned.\n */\n get: function () { return this.control ? this.control.dirty : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"touched\", {\n /**\n * @description\n * Reports whether the control is touched, meaning that the user has triggered\n * a `blur` event on it. If the control is not present, null is returned.\n */\n get: function () { return this.control ? this.control.touched : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlDirective.prototype, \"status\", {\n /**\n * @description\n

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 * Reports the validation status of the control. Possible values include:\n         * 'VALID', 'INVALID', 'DISABLED',
and 'PENDING'.\n         * If the control is not present, null is returned.\n         */\n        get: function () { return
this.control ? this.control.status : null; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(AbstractControlDirective.prototype, \"untouched\", {\n        /**\n         * @description\n
* Reports whether the control is untouched, meaning that the user has not yet triggered\n         * a `blur` event on it.
If the control is not present, null is returned.\n         */\n        get: function () { return this.control ?
this.control.untouched : null; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(AbstractControlDirective.prototype, \"statusChanges\", {\n        /**\n         * @description\n
   * Returns a multicasting observable that emits a validation status whenever it is\n         * calculated for the
control. If the control is not present, null is returned.\n         */\n        get: function () {\n            return this.control ?
this.control.statusChanges : null;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(AbstractControlDirective.prototype, \"valueChanges\", {\n        /**\n         * @description\n
   * Returns a multicasting observable of value changes for the control that emits every time the\n         * value of
the control changes in the UI or programmatically.\n         * If the control is not present, null is returned.\n         */\n
   get: function () {\n            return this.control ? this.control.valueChanges : null;\n        },\n        enumerable: true,\n
     configurable: true\n    });\n    Object.defineProperty(AbstractControlDirective.prototype, \"path\", {\n        /**\n
    * @description\n         * Returns an array that represents the path from the top-level form to this control.\n         *
Each index is the string name of the control on that level.\n         */\n        get: function () { return null; },\n
enumerable: true,\n        configurable: true\n    });\n    /**\n     * @description\n     * Resets the control with the
provided value if the control is present.\n     */\n    AbstractControlDirective.prototype.reset = function (value) {\n
  if (value === void 0) { value = undefined; }\n        if (this.control)\n            this.control.reset(value);\n    };\n
/**\n     * @description\n     * Reports whether the control with the given path has the error specified.\n     * If no
path is given, it checks for the error on the present control.\n     * If the control is not present, false is returned.\n
*/\n    AbstractControlDirective.prototype.hasError = function (errorCode, path) {\n        return this.control ?
this.control.hasError(errorCode, path) : false;\n    };\n    /**\n     * @description\n     * Reports error data for the
control with the given path.\n     * If the control is not present, null is returned.\n     */\n
AbstractControlDirective.prototype.getError = function (errorCode, path) {\n        return this.control ?
this.control.getError(errorCode, path) : null;\n    };\n    return AbstractControlDirective;\n}());\n\n/**\n * @license\n
* Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license
that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description\n * A base class
for directives that contain multiple registered instances of `NgControl`.\n * Only used by the forms module.\n *\n *
@publicApi\n */\nvar ControlContainer = /** @class */ (function (_super) {\n    __extends(ControlContainer,
_super);\n    function ControlContainer() {\n        return _super !== null && _super.apply(this, arguments) || this;\n
}\n    Object.defineProperty(ControlContainer.prototype, \"formDirective\", {\n        /**\n         * @description\n
* The top-level form directive for the control.\n         */\n        get: function () { return null; },\n        enumerable:
true,\n        configurable: true\n    });\n    Object.defineProperty(ControlContainer.prototype, \"path\", {\n        /**\n
   * @description\n         * The path to this group.\n         */\n        get: function () { return null; },\n        enumerable:
true,\n        configurable: true\n    });\n    return ControlContainer;\n}(AbstractControlDirective));\n\n/**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction
isEmptyInputValue(value) {\n    // we don't check for string here so it also works with arrays\n    return value ==
null || value.length === 0;\n}\n/**\n * @description\n * An `InjectionToken` for registering additional synchronous
validators used with `AbstractControl`s.\n *\n * @see `NG_ASYNC_VALIDATORS`\n *\n * @usageNotes\n *\n *
### Providing a custom validator\n *\n * The following example registers a custom validator directive. Adding the
validator to the\n * existing collection of validators requires the `multi: true` option.\n *\n * ```typescript\n *
@Directive({\n *   selector: '[customValidator]',\n *   providers: [{provide: NG_VALIDATORS, useExisting:
CustomValidatorDirective, multi: true}]\n * })\n * class CustomValidatorDirective implements Validator {\n *
validate(control: AbstractControl): ValidationErrors | null {\n *     return { 'custom': true };\n *   }\n * }\n * ```\n *\n
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* @publicApi\n */\nvar NG_VALIDATORS = new InjectionToken('NgValidators');\n/**\n * @description\n * An
`InjectionToken` for registering additional asynchronous validators used with `AbstractControl`s.\n *\n * @see
`NG_VALIDATORS`\n *\n * @publicApi\n */\nvar NG_ASYNC_VALIDATORS = new
InjectionToken('NgAsyncValidators');\nvar EMAIL_REGEXP = /^(?=.{1,254}$)(?=.{1,64}@)[-!#$%&'*+/0-9=?A-
Z^_`a-z{|}~]+(\\.[-!#$%&'*+/0-9=?A-Z^_`a-z{|}~]+)*@[A-Za-z0-9]([A-Za-z0-9-]{0,61}[A-Za-z0-9])?(\\.[A-Za-
z0-9]([A-Za-z0-9-]{0,61}[A-Za-z0-9])?)*$/;\n/**\n * @description\n * Provides a set of built-in validators that can
be used by form controls.\n *\n * A validator is a function that processes a `FormControl` or collection of\n *
controls and returns an error map or null. A null map means that validation has passed.\n *\n * @see [Form
Validation](/guide/form-validation)\n *\n * @publicApi\n */\nvar Validators = /** @class */ (function () {\n
function Validators() {\n    }\n    /**\n     * @description\n     * Validator that requires the control's value to be
greater than or equal to the provided number.\n     * The validator exists only as a function and not as a directive.\n
*\n     * @usageNotes\n     *\n     * ### Validate against a minimum of 3\n     *\n     * ```typescript\n     * const
control = new FormControl(2, Validators.min(3));\n     *\n     * console.log(control.errors); // {min: {min: 3, actual:
2}}\n     * ```\n     *\n     * @returns A validator function that returns an error map with the\n     * `min` property if
the validation check fails, otherwise `null`.\n     *\n     */\n    Validators.min = function (min) {\n        return function
(control) {\n            if (isEmptyInputValue(control.value) || isEmptyInputValue(min)) {\n                return null; //
don't validate empty values to allow optional controls\n            }\n            var value = parseFloat(control.value);\n
    // Controls with NaN values after parsing should be treated as not having a\n            // minimum, per the HTML
forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-min\n            return !isNaN(value) && value <
min ? { 'min': { 'min': min, 'actual': control.value } } : null;\n        };\n    };\n    /**\n     * @description\n     *
Validator that requires the control's value to be less than or equal to the provided number.\n     * The validator exists
only as a function and not as a directive.\n     *\n     * @usageNotes\n     *\n     * ### Validate against a maximum of
15\n     *\n     * ```typescript\n     * const control = new FormControl(16, Validators.max(15));\n     *\n     *
console.log(control.errors); // {max: {max: 15, actual: 16}}\n     * ```\n     *\n     * @returns A validator function that
returns an error map with the\n     * `max` property if the validation check fails, otherwise `null`.\n     *\n     */\n
Validators.max = function (max) {\n        return function (control) {\n            if (isEmptyInputValue(control.value) ||
isEmptyInputValue(max)) {\n                return null; // don't validate empty values to allow optional controls\n
}\n            var value = parseFloat(control.value);\n            // Controls with NaN values after parsing should be treated
as not having a\n            // maximum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-
input-max\n            return !isNaN(value) && value > max ? { 'max': { 'max': max, 'actual': control.value } } : null;\n
    };\n    };\n    /**\n     * @description\n     * Validator that requires the control have a non-empty value.\n     *\n
* @usageNotes\n     *\n     * ### Validate that the field is non-empty\n     *\n     * ```typescript\n     * const control =
new FormControl('', Validators.required);\n     *\n     * console.log(control.errors); // {required: true}\n     * ```\n
*\n     * @returns An error map with the `required` property\n     * if the validation check fails, otherwise `null`.\n
*\n     */\n    Validators.required = function (control) {\n        return isEmptyInputValue(control.value) ? { 'required':
true } : null;\n    };\n    /**\n     * @description\n     * Validator that requires the control's value be true. This
validator is commonly\n     * used for required checkboxes.\n     *\n     * @usageNotes\n     *\n     * ### Validate
that the field value is true\n     *\n     * ```typescript\n     * const control = new FormControl('',
Validators.requiredTrue);\n     *\n     * console.log(control.errors); // {required: true}\n     * ```\n     *\n     * @returns
An error map that contains the `required` property\n     * set to `true` if the validation check fails, otherwise `null`.\n
*/\n    Validators.requiredTrue = function (control) {\n        return control.value === true ? null : { 'required': true
};\n    };\n    /**\n     * @description\n     * Validator that requires the control's value pass an email validation test.\n
*\n     * @usageNotes\n     *\n     * ### Validate that the field matches a valid email pattern\n     *\n     *
```typescript\n     * const control = new FormControl('bad@', Validators.email);\n     *\n     *
console.log(control.errors); // {email: true}\n     * ```\n     *\n     * @returns An error map with the `email` property\n
* if the validation check fails, otherwise `null`.\n     *\n     */\n    Validators.email = function (control) {\n        if
(isEmptyInputValue(control.value)) {\n            return null; // don't validate empty values to allow optional controls\n
    }\n        return EMAIL_REGEXP.test(control.value) ? null : { 'email': true };\n    };\n    /**\n     * @description\n
```
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 * Validator that requires the length of the control's value to be greater than or equal\n     * to the provided
minimum length. This validator is also provided by default if you use the\n     * the HTML5 `minlength` attribute.\n
 *\n     * @usageNotes\n     *\n     * ### Validate that the field has a minimum of 3 characters\n     *\n     *
```typescript\n     * const control = new FormControl('ng', Validators.minLength(3));\n     *\n     *
console.log(control.errors); // {minlength: {requiredLength: 3, actualLength: 2}}\n     * ```\n     *\n     * ```html\n
* <input minlength=\"5\">\n     * ```\n     *\n     * @returns A validator function that returns an error map with the\n
 * `minlength` if the validation check fails, otherwise `null`.\n     */\n    Validators.minLength = function
(minLength) {\n        return function (control) {\n            if (isEmptyInputValue(control.value)) {\n                return
null; // don't validate empty values to allow optional controls\n            }\n            var length = control.value ?
control.value.length : 0;\n            return length < minLength ?\n                { 'minlength': { 'requiredLength':
minLength, 'actualLength': length } } :\n                null;\n        };\n    };\n    /**\n     * @description\n     * Validator
that requires the length of the control's value to be less than or equal\n     * to the provided maximum length. This
validator is also provided by default if you use the\n     * the HTML5 `maxlength` attribute.\n     *\n     *
@usageNotes\n     *\n     * ### Validate that the field has maximum of 5 characters\n     *\n     * ```typescript\n     *
const control = new FormControl('Angular', Validators.maxLength(5));\n     *\n     * console.log(control.errors); //
{maxlength: {requiredLength: 5, actualLength: 7}}\n     * ```\n     *\n     * ```html\n     * <input maxlength=\"5\">\n
 * ```\n     *\n     * @returns A validator function that returns an error map with the\n     * `maxlength` property if the
validation check fails, otherwise `null`.\n     */\n    Validators.maxLength = function (maxLength) {\n        return
function (control) {\n            var length = control.value ? control.value.length : 0;\n            return length >
maxLength ?\n                { 'maxlength': { 'requiredLength': maxLength, 'actualLength': length } } :\n                null;\n
        };\n    };\n    /**\n     * @description\n     * Validator that requires the control's value to match a regex pattern.
This validator is also\n     * provided\n     * by default if you use the HTML5 `pattern` attribute.\n     *\n     *
@usageNotes\n     *\n     * ### Validate that the field only contains letters or spaces\n     *\n     * ```typescript\n     *
const control = new FormControl('1', Validators.pattern('[a-zA-Z ]*'));\n     *\n     * console.log(control.errors); //
{pattern: {requiredPattern: '^[a-zA-Z ]*$', actualValue: '1'}}\n     * ```\n     *\n     * ```html\n     * <input
pattern=\"[a-zA-Z ]*\">\n     * ```\n     *\n     * @returns A validator function that returns an error map with the\n
* `pattern` property if the validation check fails, otherwise `null`.\n     */\n    Validators.pattern = function (pattern)
{\n        if (!pattern)\n            return Validators.nullValidator;\n        var regex;\n        var regexStr;\n        if (typeof
pattern === 'string') {\n            regexStr = '';\n            if (pattern.charAt(0) !== '^')\n                regexStr += '^';\n
regexStr += pattern;\n            if (pattern.charAt(pattern.length - 1) !== '$')\n                regexStr += '$';\n            regex
= new RegExp(regexStr);\n        }\n        else {\n            regexStr = pattern.toString();\n            regex = pattern;\n
}\n        return function (control) {\n            if (isEmptyInputValue(control.value)) {\n                return null; // don't
validate empty values to allow optional controls\n            }\n            var value = control.value;\n            return
regex.test(value) ? null :\n                { 'pattern': { 'requiredPattern': regexStr, 'actualValue': value } };\n        };\n
};\n    /**\n     * @description\n     * Validator that performs no operation.\n     */\n    Validators.nullValidator =
function (control) { return null; };\n    Validators.compose = function (validators) {\n        if (!validators)\n
return null;\n        var presentValidators = validators.filter(isPresent);\n        if (presentValidators.length == 0)\n
  return null;\n        return function (control) {\n            return _mergeErrors(_executeValidators(control,
presentValidators));\n        };\n    };\n    /**\n     * @description\n     * Compose multiple async validators into a
single function that returns the union\n     * of the individual error objects for the provided control.\n     *\n     *
@returns A validator function that returns an error map with the\n     * merged error objects of the async validators
if the validation check fails, otherwise `null`.\n     */\n    Validators.composeAsync = function (validators) {\n        if
(!validators)\n            return null;\n        var presentValidators = validators.filter(isPresent);\n        if
(presentValidators.length == 0)\n            return null;\n        return function (control) {\n            var observables =
_executeAsyncValidators(control, presentValidators).map(toObservable);\n            return
forkJoin(observables).pipe(map(_mergeErrors));\n        };\n    };\n    return Validators;\n}());\nfunction isPresent(o)
{\n    return o != null;\n}\nfunction toObservable(r) {\n    var obs = isPromise(r) ? from(r) : r;\n    if
(!(isObservable(obs))) {\n        throw new Error(\"Expected validator to return Promise or Observable.\");\n    }\n
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return obs;\n}\nfunction _executeValidators(control, validators) {\n   return validators.map(function (v) { return v(control); });\n}\nfunction _executeAsyncValidators(control, validators) {\n   return validators.map(function (v) { return v(control); });\n}\nfunction _mergeErrors(arrayOfErrors) {\n   var res = arrayOfErrors.reduce(function (res, errors) {\n   return errors != null ? __assign({}, res, errors) : res;\n   }, {});\n   return Object.keys(res).length === 0 ? null : res;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Used to provide a `ControlValueAccessor` for form controls.\n *\n * See `DefaultValueAccessor` for how to implement one.\n *\n * @publicApi\n */\nvar NG_VALUE_ACCESSOR = new InjectionToken('NgValueAccessor');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar CHECKBOX_VALUE_ACCESSOR = {\n   provide: NG_VALUE_ACCESSOR,\n   useExisting: forwardRef(function () { return CheckboxControlValueAccessor; }),\n multi: true,\n};\n/**\n * @description\n * A `ControlValueAccessor` for writing a value and listening to changes on a checkbox input\n * element.\n *\n * @usageNotes\n *\n * ### Using a checkbox with a reactive form.\n *\n * The following example shows how to use a checkbox with a reactive form.\n *\n * ```ts\n * const rememberLoginControl = new FormControl();\n * ```\n *\n * ```\n * <input type=\"checkbox\" [formControl]=\"rememberLoginControl\">\n * ```\n *\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi\n */\nvar CheckboxControlValueAccessor = /** @class */ (function () {\n   function CheckboxControlValueAccessor(_renderer, _elementRef) {\n   this._renderer = _renderer;\n   this._elementRef = _elementRef;\n   /**\n   * @description\n   * The registered callback function called when a change event occurs on the input element.\n   */\n   this.onChange = function (_) { };\n   /**\n   * @description\n   * The registered callback function called when a blur event occurs on the input element.\n   */\n   this.onTouched = function () { };\n   }\n   /**\n   * Sets the \"checked\" property on the input element.\n   *\n   * @param value The checked value\n   */\n   CheckboxControlValueAccessor.prototype.writeValue = function (value) {\n   this._renderer.setProperty(this._elementRef.nativeElement, 'checked', value);\n   };\n   /**\n   * @description\n   * Registers a function called when the control value changes.\n   *\n   * @param fn The callback function\n   */\n   CheckboxControlValueAccessor.prototype.registerOnChange = function (fn) { this.onChange = fn; };\n   /**\n   * @description\n   * Registers a function called when the control is touched.\n   *\n   * @param fn The callback function\n   */\n   CheckboxControlValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };\n   /**\n   * Sets the \"disabled\" property on the input element.\n   *\n   * @param isDisabled The disabled value\n   */\n   CheckboxControlValueAccessor.prototype.setDisabledState = function (isDisabled) {\n   this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n   };\n   CheckboxControlValueAccessor = __decorate([\n   Directive({\n   selector: 'input[type=checkbox][formControlName],input[type=checkbox][formControl],input[type=checkbox][ngModel]',\n   host: { '(change)': 'onChange($event.target.checked)', '(blur)': 'onTouched()' },\n   providers: [CHECKBOX_VALUE_ACCESSOR]\n   }),\n   __metadata(\"design:paramtypes\", [Renderer2, ElementRef])\n   ], CheckboxControlValueAccessor);\n   return CheckboxControlValueAccessor;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar DEFAULT_VALUE_ACCESSOR = {\n   provide: NG_VALUE_ACCESSOR,\n   useExisting: forwardRef(function () { return DefaultValueAccessor; }),\n   multi: true\n};\n/**\n * We must check whether the agent is Android because composition events\n * behave differently between iOS and Android.\n */\nfunction _isAndroid() {\n   var userAgent = getDOM() ? getDOM().getUserAgent() : '';\n   return /android (\\d+)/.test(userAgent.toLowerCase());\n}\n/**\n * Turn this mode on if you want form directives to buffer IME input until compositionend\n * @publicApi\n */\nvar COMPOSITION_BUFFER_MODE = new InjectionToken('CompositionEventMode');\n/**\n * @description\n * The default `ControlValueAccessor` for writing a value and listening to changes on input\n * elements. The accessor is used by the `FormControlDirective`, `FormControlName`, and\n * `NgModel` directives.\n *\n * @usageNotes\n *\n * ### Using the default value

accessor\n *\n * The following example shows how to use an input element that activates the default value accessor\n * (in this case, a text field).\n *\n * ```ts\n * const firstNameControl = new FormControl();\n * ```\n *\n * ```\n * <input type=\"text\" [formControl]=\"firstNameControl\">\n * ```\n *\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi\n */\nvar DefaultValueAccessor = /** @class */ (function () {\n function DefaultValueAccessor(_renderer, _elementRef, _compositionMode) {\n this._renderer = _renderer;\n this._elementRef = _elementRef;\n this._compositionMode = _compositionMode;\n /**\n * @description\n * The registered callback function called when an input event occurs on the input element.\n */\n this.onChange = function (_) { };\n /**\n * @description\n * The registered callback function called when a blur event occurs on the input element.\n */\n this.onTouched = function () { };\n /** Whether the user is creating a composition string (IME events). */\n this._composing = false;\n if (this._compositionMode == null) {\n this._compositionMode = !_isAndroid();\n }\n }\n /**\n * Sets the \"value\" property on the input element.\n *\n * @param value The checked value\n */\n DefaultValueAccessor.prototype.writeValue = function (value) {\n var normalizedValue = value == null ? '' : value;\n this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);\n };\n /**\n * @description\n * Registers a function called when the control value changes.\n *\n * @param fn The callback function\n */\n DefaultValueAccessor.prototype.registerOnChange = function (fn) { this.onChange = fn; };\n /**\n * @description\n * Registers a function called when the control is touched.\n *\n * @param fn The callback function\n */\n DefaultValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };\n /**\n * Sets the \"disabled\" property on the input element.\n *\n * @param isDisabled The disabled value\n */\n DefaultValueAccessor.prototype.setDisabledState = function (isDisabled) {\n this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n };\n /** @internal */\n DefaultValueAccessor.prototype._handleInput = function (value) {\n if (!this._compositionMode || (this._compositionMode && !this._composing)) {\n this.onChange(value);\n }\n };\n /** @internal */\n DefaultValueAccessor.prototype._compositionStart = function () { this._composing = true; };\n /** @internal */\n DefaultValueAccessor.prototype._compositionEnd = function (value) {\n this._composing = false;\n this._compositionMode && this.onChange(value);\n };\n DefaultValueAccessor = __decorate([\n Directive({\n selector: 'input:not([type=checkbox])[formControlName],textarea[formControlName],input:not([type=checkbox])[formControl],textarea[formControl],input:not([type=checkbox])[ngModel],textarea[ngModel],[ngDefaultControl]',\n // TODO: vsavkin replace the above selector with the one below it once\n // https://github.com/angular/angular/issues/3011 is implemented\n // selector: '[ngModel],[formControl],[formControlName]',\n host: {\n '(input)': '$any(this)._handleInput($event.target.value)',\n '(blur)': 'onTouched()',\n '(compositionstart)': '$any(this)._compositionStart()',\n '(compositionend)': '$any(this)._compositionEnd($event.target.value)'\n },\n providers: [DEFAULT_VALUE_ACCESSOR]\n }),\n __param(2, Optional()), __param(2, Inject(COMPOSITION_BUFFER_MODE)),\n __metadata(\"design:paramtypes\", [Renderer2, ElementRef, Boolean])\n], DefaultValueAccessor);\n return DefaultValueAccessor;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction normalizeValidator(validator) {\n if (validator.validate) {\n return function (c) { return validator.validate(c); };\n }\n else {\n return validator;\n }\n}\nfunction normalizeAsyncValidator(validator) {\n if (validator.validate) {\n return function (c) { return validator.validate(c); };\n }\n else {\n return validator;\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar NUMBER_VALUE_ACCESSOR = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return NumberValueAccessor; }),\n multi: true\n};\n/**\n * @description\n * The `ControlValueAccessor` for writing a number value and listening to number input changes.\n * The value accessor is

used by the `FormControlDirective`, `FormControlName`, and `NgModel`\n * directives.\n *\n * @usageNotes\n *\n * ### Using a number input with a reactive form.\n *\n * The following example shows how to use a number input with a reactive form.\n *\n * ```ts\n * const totalCountControl = new FormControl();\n * ```\n *\n * ```\n * <input type=\"number\" [formControl]=\"totalCountControl\">\n * ```\n *\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n */\nvar NumberValueAccessor = /** @class */ (function () {\n function NumberValueAccessor(_renderer, _elementRef) {\n this._renderer = _renderer;\n this._elementRef = _elementRef;\n /**\n * @description\n * The registered callback function called when a change or input event occurs on the input\n * element.\n */\n this.onChange = function (_) { };\n /**\n * @description\n * The registered callback function called when a blur event occurs on the input element.\n */\n this.onTouched = function () { };\n }\n /**\n * Sets the \"value\" property on the input element.\n *\n * @param value The checked value\n */\n NumberValueAccessor.prototype.writeValue = function (value) {\n // The value needs to be normalized for IE9, otherwise it is set to 'null' when null\n var normalizedValue = value == null ? '' : value;\n this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);\n };\n /**\n * @description\n * Registers a function called when the control value changes.\n *\n * @param fn The callback function\n */\n NumberValueAccessor.prototype.registerOnChange = function (fn) {\n this.onChange = function (value) { fn(value == '' ? null : parseFloat(value)); };\n };\n /**\n * @description\n * Registers a function called when the control is touched.\n *\n * @param fn The callback function\n */\n NumberValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };\n /**\n * Sets the \"disabled\" property on the input element.\n *\n * @param isDisabled The disabled value\n */\n NumberValueAccessor.prototype.setDisabledState = function (isDisabled) {\n this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n };\n NumberValueAccessor = __decorate([\n Directive({\n selector: 'input[type=number][formControlName],input[type=number][formControl],input[type=number][ngModel]',\n host: {\n '(change)': 'onChange($event.target.value)',\n '(input)': 'onChange($event.target.value)',\n '(blur)': 'onTouched()'\n },\n providers: [NUMBER_VALUE_ACCESSOR]\n }),\n __metadata(\"design:paramtypes\", [Renderer2, ElementRef])\n], NumberValueAccessor);\n return NumberValueAccessor;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction unimplemented() {\n throw new Error('unimplemented');\n}\n/**\n * @description\n * A base class that all control `FormControl`-based directives extend. It binds a `FormControl`\n * object to a DOM element.\n *\n * @publicApi\n */\nvar NgControl = /** @class */ (function (_super) {\n __extends(NgControl, _super);\n function NgControl() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n /**\n * @description\n * The parent form for the control.\n *\n * @internal\n */\n _this._parent = null;\n /**\n * @description\n * The name for the control\n */\n _this.name = null;\n /**\n * @description\n * The value accessor for the control\n */\n _this.valueAccessor = null;\n /**\n * @description\n * The uncomposed array of synchronous validators for the control\n *\n * @internal\n */\n _this._rawValidators = [];\n /**\n * @description\n * The uncomposed array of async validators for the control\n *\n * @internal\n */\n _this._rawAsyncValidators = [];\n return _this;\n }\n Object.defineProperty(NgControl.prototype, \"validator\", {\n /**\n * @description\n * The registered synchronous validator function for the control\n *\n * @throws An exception that this method is not implemented\n */\n get: function () { return unimplemented(); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgControl.prototype, \"asyncValidator\", {\n /**\n * @description\n * The registered async validator function for the control\n *\n * @throws An exception that this method is not implemented\n */\n get: function () { return unimplemented(); },\n enumerable: true,\n configurable: true\n });\n return NgControl;\n}(AbstractControlDirective));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-

style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar RADIO_VALUE_ACCESSOR = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return RadioControlValueAccessor; }),\n multi: true\n};\n/**\n * @description\n * Class used by Angular to track radio buttons. For internal use only.\n */\nvar RadioControlRegistry = /** @class */ (function () {\n function RadioControlRegistry() {\n   this._accessors = [];\n }\n /**\n   * @description\n   * Adds a control to the internal registry. For internal use only.\n   */\n RadioControlRegistry.prototype.add = function (control, accessor) {\n   this._accessors.push([control, accessor]);\n };\n /**\n   * @description\n   * Removes a control from the internal registry. For internal use only.\n   */\n RadioControlRegistry.prototype.remove = function (accessor) {\n   for (var i = this._accessors.length - 1; i >= 0; --i) {\n   if (this._accessors[i][1] === accessor) {\n   this._accessors.splice(i, 1);\n   return;\n   }\n   }\n };\n /**\n   * @description\n   * Selects a radio button. For internal use only.\n   */\n RadioControlRegistry.prototype.select = function (accessor) {\n   var _this = this;\n   this._accessors.forEach(function (c) {\n   if (_this._isSameGroup(c, accessor) && c[1] !== accessor) {\n   c[1].fireUncheck(accessor.value);\n   }\n   });\n };\n RadioControlRegistry.prototype._isSameGroup = function (controlPair, accessor) {\n   if (!controlPair[0].control)\n   return false;\n   return controlPair[0]._parent === accessor._control._parent &&\n   controlPair[1].name === accessor.name;\n };\n RadioControlRegistry = __decorate([\n   Injectable()\n], RadioControlRegistry);\n return RadioControlRegistry;\n}());\n/**\n * @description\n * The `ControlValueAccessor` for writing radio control values and listening to radio control\n * changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and\n * `NgModel` directives.\n *\n * @usageNotes\n *\n * ### Using radio buttons with reactive form directives\n *\n * The follow example shows how to use radio buttons in a reactive form. When using radio buttons in\n * a reactive form, radio buttons in the same group should have the same `formControlName`.\n * Providing a `name` attribute is optional.\n *\n * {@example forms/ts/reactiveRadioButtons/reactive_radio_button_example.ts region='Reactive'}\n *\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi\n */\nvar RadioControlValueAccessor = /** @class */ (function () {\n function RadioControlValueAccessor(_renderer, _elementRef, _registry, _injector) {\n   this._renderer = _renderer;\n   this._elementRef = _elementRef;\n   this._registry = _registry;\n   this._injector = _injector;\n   /**\n   * @description\n   * The registered callback function called when a change event occurs on the input element.\n   */\n   this.onChange = function () { };\n   /**\n   * @description\n   * The registered callback function called when a blur event occurs on the input element.\n   */\n   this.onTouched = function () { };\n }\n /**\n   * @description\n   * A lifecycle method called when the directive is initialized. For internal use only.\n   *\n   * @param changes A object of key/value pairs for the set of changed inputs.\n   */\n RadioControlValueAccessor.prototype.ngOnInit = function () {\n   this._control = this._injector.get(NgControl);\n   this._checkName();\n   this._registry.add(this._control, this);\n };\n /**\n   * @description\n   * Lifecycle method called before the directive's instance is destroyed. For internal use only.\n   *\n   * @param changes A object of key/value pairs for the set of changed inputs.\n   */\n RadioControlValueAccessor.prototype.ngOnDestroy = function () { this._registry.remove(this); };\n /**\n   * @description\n   * Sets the \"checked\" property value on the radio input element.\n   *\n   * @param value The checked value\n   */\n RadioControlValueAccessor.prototype.writeValue = function (value) {\n   this._state = value === this.value;\n   this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);\n };\n /**\n   * @description\n   * Registers a function called when the control value changes.\n   *\n   * @param fn The callback function\n   */\n RadioControlValueAccessor.prototype.registerOnChange = function (fn) {\n   var _this = this;\n   this._fn = fn;\n   this.onChange = function () {\n   fn(_this.value);\n   _this._registry.select(_this);\n   };\n };\n /**\n   * Sets the \"value\" on the radio input element and unchecks it.\n   *\n   * @param value\n   */\n RadioControlValueAccessor.prototype.fireUncheck = function (value) { this.writeValue(value); };\n /**\n   * @description\n   * Registers a function called when the control is touched.\n   *\n   * @param fn The callback function\n   */\n RadioControlValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };\n /**\n   * Sets the \"disabled\" property on the input element.\n   *\n   * @param isDisabled The disabled value\n   */\n

```
RadioControlValueAccessor.prototype.setDisabledState = function (isDisabled) {\n
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n    };\n
RadioControlValueAccessor.prototype._checkName = function () {\n        if (this.name && this.formControlName
&& this.name !== this.formControlName) {\n            this._throwNameError();\n        }\n        if (!this.name &&
this.formControlName)\n            this.name = this.formControlName;\n    };\n
RadioControlValueAccessor.prototype._throwNameError = function () {\n        throw new Error(\"\\n      If you
define both a name and a formControlName attribute on your radio button, their values\\n      must match. Ex: <input
type=\\\"radio\\\" formControlName=\\\"food\\\" name=\\\"food\\\">\\n    \");\n    };\n    __decorate([\n        Input(),\n
    __metadata(\"design:type\", String)\n    ], RadioControlValueAccessor.prototype, \"name\", void 0);\n
__decorate([\n        Input(),\n        __metadata(\"design:type\", String)\n    ], RadioControlValueAccessor.prototype,
\"formControlName\", void 0);\n    __decorate([\n        Input(),\n        __metadata(\"design:type\", Object)\n    ],
RadioControlValueAccessor.prototype, \"value\", void 0);\n    RadioControlValueAccessor = __decorate([\n
Directive({\n            selector:
'input[type=radio][formControlName],input[type=radio][formControl],input[type=radio][ngModel]',\n            host: {
'(change)': 'onChange()', '(blur)': 'onTouched()' },\n            providers: [RADIO_VALUE_ACCESSOR]\n        }),\n
  __metadata(\"design:paramtypes\", [Renderer2, ElementRef,\n            RadioControlRegistry, Injector])\n    ],
RadioControlValueAccessor);\n    return RadioControlValueAccessor;\n}());\n\n/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\nvar RANGE_VALUE_ACCESSOR = {\n    provide:
NG_VALUE_ACCESSOR,\n    useExisting: forwardRef(function () { return RangeValueAccessor; }),\n    multi:
true\n};\n/**\n * @description\n * The `ControlValueAccessor` for writing a range value and listening to range
input changes.\n * The value accessor is used by the `FormControlDirective`, `FormControlName`, and
`NgModel`\n * directives.\n *\n * @usageNotes\n *\n * ### Using a range input with a reactive form\n *\n * The
following example shows how to use a range input with a reactive form.\n *\n * ```ts\n * const ageControl = new
FormControl();\n * ```\n *\n * ```\n * <input type=\"range\" [formControl]=\"ageControl\">\n * ```\n *\n *
@ngModule ReactiveFormsModule\n * @ngModule FormsModule\n */\nvar RangeValueAccessor = /** @class */
(function () {\n    function RangeValueAccessor(_renderer, _elementRef) {\n        this._renderer = _renderer;\n
this._elementRef = _elementRef;\n        /**\n         * @description\n         * The registered callback function called
when a change or input event occurs on the input\n         * element.\n         */\n        this.onChange = function (_) {
};\n        /**\n         * @description\n         * The registered callback function called when a blur event occurs on the
input element.\n         */\n        this.onTouched = function () { };\n    }\n    /**\n     * Sets the \"value\" property on
the input element.\n     *\n     * @param value The checked value\n     */\n
RangeValueAccessor.prototype.writeValue = function (value) {\n
this._renderer.setProperty(this._elementRef.nativeElement, 'value', parseFloat(value));\n    };\n    /**\n     *
@description\n     * Registers a function called when the control value changes.\n     *\n     * @param fn The
callback function\n     */\n    RangeValueAccessor.prototype.registerOnChange = function (fn) {\n
this.onChange = function (value) { fn(value == '' ? null : parseFloat(value)); };\n    };\n    /**\n     * @description\n
* Registers a function called when the control is touched.\n     *\n     * @param fn The callback function\n     */\n
RangeValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };\n    /**\n     * Sets the
\"disabled\" property on the range input element.\n     *\n     * @param isDisabled The disabled value\n     */\n
RangeValueAccessor.prototype.setDisabledState = function (isDisabled) {\n
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n    };\n    RangeValueAccessor =
__decorate([\n        Directive({\n            selector:
'input[type=range][formControlName],input[type=range][formControl],input[type=range][ngModel]',\n            host:
{\n                '(change)': 'onChange($event.target.value)',\n                '(input)': 'onChange($event.target.value)',\n
    '(blur)': 'onTouched()'\n            },\n            providers: [RANGE_VALUE_ACCESSOR]\n        }),\n
__metadata(\"design:paramtypes\", [Renderer2, ElementRef])\n    ], RangeValueAccessor);\n    return
RangeValueAccessor;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this
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source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar FormErrorExamples = {\n formControlName: \"\\n <div [formGroup]=\\\"myGroup\\\">\\n <input formControlName=\\\"firstName\\\">\\n \\n\\n In your class:\\n\\n this.myGroup = new FormGroup({\\n firstName: new FormControl()\\n });\",\n formGroupName: \"\\n <div [formGroup]=\\\"myGroup\\\">\\n <div formGroupName=\\\"person\\\">\\n <input formControlName=\\\"firstName\\\">\\n \\n \\n\\n In your class:\\n\\n this.myGroup = new FormGroup({\\n person: new FormGroup({ firstName: new FormControl() })\\n });\",\n formArrayName: \"\\n <div [formGroup]=\\\"myGroup\\\">\\n <div formArrayName=\\\"cities\\\">\\n <div *ngFor=\\\"let city of cityArray.controls; index as i\\\">\\n <input [formControlName]=\\\"i\\\">\\n \\n \\n \\n\\n In your class:\\n\\n this.cityArray = new FormArray([new FormControl('SF')]);\\n this.myGroup = new FormGroup({\\n cities: this.cityArray\\n });\",\n ngModelGroup: \"\\n <form>\\n <div ngModelGroup=\\\"person\\\">\\n <input [(ngModel)]=\\\"person.name\\\" name=\\\"firstName\\\">\\n \\n </form>\",\n ngModelWithFormGroup: \"\\n <div [formGroup]=\\\"myGroup\\\">\\n <input formControlName=\\\"firstName\\\">\\n <input [(ngModel)]=\\\"showMoreControls\\\" [ngModelOptions]=\\\"{standalone: true}\\\">\\n \\n \"\n};\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ReactiveErrors = /** @class */ (function () {\n function ReactiveErrors() {\n }\n ReactiveErrors.controlParentException = function () {\n throw new Error(\"formControlName must be used with a parent formGroup directive. You'll want to add a formGroup\\n directive and pass it an existing FormGroup instance (you can create one in your class).\\n\\n Example:\\n\\n \" + FormErrorExamples.formControlName);\n };\n ReactiveErrors.ngModelGroupException = function () {\n throw new Error(\"formControlName cannot be used with an ngModelGroup parent. It is only compatible with parents\\n that also have a \\\"form\\\" prefix: formGroupName, formArrayName, or formGroup.\\n\\n Option 1: Update the parent to be formGroupName (reactive form strategy)\\n\\n \" + FormErrorExamples.formGroupName + \"\\n\\n Option 2: Use ngModel instead of formControlName (template-driven strategy)\\n\\n \" + FormErrorExamples.ngModelGroup);\n };\n ReactiveErrors.missingFormException = function () {\n throw new Error(\"formGroup expects a FormGroup instance. Please pass one in.\\n\\n Example:\\n\\n \" + FormErrorExamples.formControlName);\n };\n ReactiveErrors.groupParentException = function () {\n throw new Error(\"formGroupName must be used with a parent formGroup directive. You'll want to add a formGroup\\n directive and pass it an existing FormGroup instance (you can create one in your class).\\n\\n Example:\\n\\n \" + FormErrorExamples.formGroupName);\n };\n ReactiveErrors.arrayParentException = function () {\n throw new Error(\"formArrayName must be used with a parent formGroup directive. You'll want to add a formGroup\\n directive and pass it an existing FormGroup instance (you can create one in your class).\\n\\n Example:\\n\\n \" + FormErrorExamples.formArrayName);\n };\n ReactiveErrors.disabledAttrWarning = function () {\n console.warn(\"\\n It looks like you're using the disabled attribute with a reactive form directive. If you set disabled to true\\n when you set up this control in your component class, the disabled attribute will actually be set in the DOM for\\n you. We recommend using this approach to avoid 'changed after checked' errors.\\n \\n Example: \\n form = new FormGroup({\\n first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),\\n last: new FormControl('Drew', Validators.required)\\n });\\n \");\n };\n ReactiveErrors.ngModelWarning = function (directiveName) {\n console.warn(\"\\n It looks like you're using ngModel on the same form field as \" + directiveName + \". \\n Support for using the ngModel input property and ngModelChange event with \\n reactive form directives has been deprecated in Angular v6 and will be removed \\n in Angular v7.\\n \\n For more information on this, see our API docs here:\\n https://angular.io/api/forms/\" + (directiveName === 'formControl' ? 'FormControlDirective'\n : 'FormControlName') + \"#use-with-ngmodel\\n \");\n };\n return ReactiveErrors;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the

LICENSE file at https://angular.io/license\n */\nvar SELECT_VALUE_ACCESSOR = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return SelectControlValueAccessor; }),\n multi: true\n};\nfunction _buildValueString(id, value) {\n if (id == null)\n   return \"\" + value;\n if (value && typeof value === 'object')\n   value = 'Object';\n return (id + \": \" + value).slice(0, 50);\n}\nfunction _extractId(valueString) {\n return valueString.split(':')[0];\n}\n/**\n * @description\n * The `ControlValueAccessor` for writing select control values and listening to select control\n * changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and\n * `NgModel` directives.\n *\n * @usageNotes\n *\n * ### Using select controls in a reactive form\n *\n * The following examples show how to use a select control in a reactive form.\n *\n * {@example forms/ts/reactiveSelectControl/reactive_select_control_example.ts region='Component'}\n *\n * ### Using select controls in a template-driven form\n *\n * To use a select in a template-driven form, simply add an `ngModel` and a `name`\n * attribute to the main `<select>` tag.\n *\n * {@example forms/ts/selectControl/select_control_example.ts region='Component'}\n *\n * ### Customizing option selection\n *\n * Angular uses object identity to select option. It's possible for the identities of items\n * to change while the data does not. This can happen, for example, if the items are produced\n * from an RPC to the server, and that RPC is re-run. Even if the data hasn't changed, the\n * second response will produce objects with different identities.\n *\n * To customize the default option comparison algorithm, `<select>` supports `compareWith` input.\n * `compareWith` takes a **function** which has two arguments: `option1` and `option2`.\n * If `compareWith` is given, Angular selects option by the return value of the function.\n *\n * ```ts\n * const selectedCountriesControl = new FormControl();\n * ```\n *\n * ```\n * <select [compareWith]=\"compareFn\" [formControl]=\"selectedCountriesControl\">\n * <option *ngFor=\"let country of countries\" [ngValue]=\"country\">\n * {{country.name}}\n * </option>\n * </select>\n *\n * compareFn(c1: Country, c2: Country): boolean {\n * return c1 && c2 ? c1.id === c2.id : c1 === c2;\n * }\n * ```\n *\n * **Note:** We listen to the 'change' event because 'input' events aren't fired\n * for selects in Firefox and IE:\n * https://bugzilla.mozilla.org/show_bug.cgi?id=1024350\n * https://developer.microsoft.com/en-us/microsoft-edge/platform/issues/4660045/\n *\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi\n */\nvar SelectControlValueAccessor = /** @class */ (function () {\n function SelectControlValueAccessor(_renderer, _elementRef) {\n   this._renderer = _renderer;\n   this._elementRef = _elementRef;\n   /** @internal */\n   this._optionMap = new Map();\n   /** @internal */\n   this._idCounter = 0;\n   /**\n   * @description\n   * The registered callback function called when a change event occurs on the input element.\n   */\n   this.onChange = function (_) { };\n   /**\n   * @description\n   * The registered callback function called when a blur event occurs on the input element.\n   */\n   this.onTouched = function () { };\n   this._compareWith = looseIdentical;\n }\n Object.defineProperty(SelectControlValueAccessor.prototype, \"compareWith\", {\n   /**\n   * @description\n   * Tracks the option comparison algorithm for tracking identities when\n   * checking for changes.\n   */\n   set: function (fn) {\n   if (typeof fn !== 'function') {\n   throw new Error(\"compareWith must be a function, but received \" + JSON.stringify(fn));\n   }\n   this._compareWith = fn;\n   },\n   enumerable: true,\n   configurable: true\n });\n /**\n * Sets the \"value\" property on the input element. The \"selectedIndex\"\n * property is also set if an ID is provided on the option element.\n *\n * @param value The checked value\n */\n SelectControlValueAccessor.prototype.writeValue = function (value) {\n   this.value = value;\n   var id = this._getOptionId(value);\n   if (id == null) {\n   this._renderer.setProperty(this._elementRef.nativeElement, 'selectedIndex', -1);\n   }\n   var valueString = _buildValueString(id, value);\n this._renderer.setProperty(this._elementRef.nativeElement, 'value', valueString);\n };\n /**\n * @description\n * Registers a function called when the control value changes.\n *\n * @param fn The callback function\n */\n SelectControlValueAccessor.prototype.registerOnChange = function (fn) {\n   var _this = this;\n this.onChange = function (valueString) {\n   _this.value = _this._getOptionValue(valueString);\n fn(_this.value);\n   };\n };\n /**\n * @description\n * Registers a function called when the control is touched.\n *\n * @param fn The callback function\n */\n

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SelectControlValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };\n    /**\n     *
Sets the \"disabled\" property on the select input element.\n     *\n     * @param isDisabled The disabled value\n
*/\n    SelectControlValueAccessor.prototype.setDisabledState = function (isDisabled) {\n
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n    };\n    /** @internal */\n
SelectControlValueAccessor.prototype._registerOption = function () { return (this._idCounter++).toString(); };\n
/** @internal */\n    SelectControlValueAccessor.prototype._getOptionId = function (value) {\n        var e_1, _a;\n
   try {\n            for (var _b = __values(Array.from(this._optionMap.keys())), _c = _b.next(); !_c.done; _c =
_b.next()) {\n                var id = _c.value;\n                if (this._compareWith(this._optionMap.get(id), value))\n
        return id;\n            }\n        }\n        catch (e_1_1) { e_1 = { error: e_1_1 }; }\n        finally {\n            try {\n
      if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n            }\n            finally { if (e_1) throw e_1.error; }\n
  }\n        return null;\n    };\n    /** @internal */\n    SelectControlValueAccessor.prototype._getOptionValue =
function (valueString) {\n        var id = _extractId(valueString);\n        return this._optionMap.has(id) ?
this._optionMap.get(id) : valueString;\n    };\n    __decorate([\n        Input(),\n        __metadata(\"design:type\",
Function),\n        __metadata(\"design:paramtypes\", [Function])\n    ], SelectControlValueAccessor.prototype,
\"compareWith\", null);\n    SelectControlValueAccessor = __decorate([\n        Directive({\n            selector:
'select:not([multiple])[formControlName],select:not([multiple])[formControl],select:not([multiple])[ngModel]',\n
     host: { '(change)': 'onChange($event.target.value)', '(blur)': 'onTouched()' },\n            providers:
[SELECT_VALUE_ACCESSOR]\n        }),\n        __metadata(\"design:paramtypes\", [Renderer2, ElementRef])\n
], SelectControlValueAccessor);\n    return SelectControlValueAccessor;\n}());\n/**\n * @description\n * Marks
`<option>` as dynamic, so Angular can be notified when options change.\n *\n * @see
`SelectControlValueAccessor`\n *\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n *
@publicApi\n */\nvar NgSelectOption = /** @class */ (function () {\n    function NgSelectOption(_element,
_renderer, _select) {\n        this._element = _element;\n        this._renderer = _renderer;\n        this._select =
_select;\n        if (this._select)\n            this.id = this._select._registerOption();\n    }\n
Object.defineProperty(NgSelectOption.prototype, \"ngValue\", {\n        /**\n         * @description\n         * Tracks
the value bound to the option element. Unlike the value binding,\n         * ngValue supports binding to objects.\n
*/\n        set: function (value) {\n            if (this._select == null)\n                return;\n
this._select._optionMap.set(this.id, value);\n            this._setElementValue(_buildValueString(this.id, value));\n
  this._select.writeValue(this._select.value);\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(NgSelectOption.prototype, \"value\", {\n        /**\n         * @description\n         * Tracks
simple string values bound to the option element.\n         * For objects, use the `ngValue` input binding.\n         */\n
   set: function (value) {\n            this._setElementValue(value);\n            if (this._select)\n
this._select.writeValue(this._select.value);\n        },\n        enumerable: true,\n        configurable: true\n    });\n    /**
@internal */\n    NgSelectOption.prototype._setElementValue = function (value) {\n
this._renderer.setProperty(this._element.nativeElement, 'value', value);\n    };\n    /**\n     * @description\n     *
Lifecycle method called before the directive's instance is destroyed. For internal use only.\n     */\n
NgSelectOption.prototype.ngOnDestroy = function () {\n        if (this._select) {\n
this._select._optionMap.delete(this.id);\n            this._select.writeValue(this._select.value);\n        }\n    };\n
__decorate([\n        Input('ngValue'),\n        __metadata(\"design:type\", Object),\n
__metadata(\"design:paramtypes\", [Object])\n    ], NgSelectOption.prototype, \"ngValue\", null);\n    __decorate([\n
      Input('value'),\n        __metadata(\"design:type\", Object),\n        __metadata(\"design:paramtypes\", [Object])\n
], NgSelectOption.prototype, \"value\", null);\n    NgSelectOption = __decorate([\n        Directive({ selector: 'option'
 }),\n        __param(2, Optional()), __param(2, Host()),\n        __metadata(\"design:paramtypes\", [ElementRef,
Renderer2,\n            SelectControlValueAccessor])\n    ], NgSelectOption);\n    return
NgSelectOption;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this
source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\nvar SELECT_MULTIPLE_VALUE_ACCESSOR = {\n    provide:
NG_VALUE_ACCESSOR,\n    useExisting: forwardRef(function () { return SelectMultipleControlValueAccessor;
```

}),\n   multi: true\n};\nfunction _buildValueString$1(id, value) {\n   if (id == null)\n   return \"\" + value;\n   if (typeof value === 'string')\n   value = \"\"\" + value + \"\"\";\n   if (value && typeof value === 'object')\n   value = 'Object';\n   return (id + \": \" + value).slice(0, 50);\n}\nfunction _extractId$1(valueString) {\n   return valueString.split(':')[0];\n}\n/**\n * @description\n * The `ControlValueAccessor` for writing multi-select control values and listening to multi-select control\n * changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and `NgModel`\n * directives.\n *\n * @see `SelectControlValueAccessor`\n *\n * @usageNotes\n *\n * ### Using a multi-select control\n *\n * The follow example shows you how to use a multi-select control with a reactive form.\n *\n * ```ts\n * const countryControl = new FormControl();\n * ```\n *\n * ```\n * <select multiple name=\"countries\" [formControl]=\"countryControl\">\n *   <option *ngFor=\"let country of countries\" [ngValue]=\"country\">\n *   {{ country.name }}\n *   </option>\n * </select>\n * ```\n *\n * ### Customizing option selection\n *\n * To customize the default option comparison algorithm, `<select>` supports `compareWith` input.\n * See the `SelectControlValueAccessor` for usage.\n *\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi\n */\nvar SelectMultipleControlValueAccessor = /** @class */ (function () {\n   function SelectMultipleControlValueAccessor(_renderer, _elementRef) {\n   this._renderer = _renderer;\n   this._elementRef = _elementRef;\n   /** @internal */\n   this._optionMap = new Map();\n   /** @internal */\n   this._idCounter = 0;\n   /**\n   * @description\n   * The registered callback function called when a change event occurs on the input element.\n   */\n   this.onChange = function (_) { };\n   /**\n   * @description\n   * The registered callback function called when a blur event occurs on the input element.\n   */\n   this.onTouched = function () { };\n   this._compareWith = looseIdentical;\n   }\n   Object.defineProperty(SelectMultipleControlValueAccessor.prototype, \"compareWith\", {\n   /**\n   * @description\n   * Tracks the option comparison algorithm for tracking identities when\n   * checking for changes.\n   */\n   set: function (fn) {\n   if (typeof fn !== 'function') {\n   throw new Error(\"compareWith must be a function, but received \" + JSON.stringify(fn));\n   }\n   this._compareWith = fn;\n   },\n   enumerable: true,\n   configurable: true\n   });\n   /**\n   * @description\n   * Sets the \"value\" property on one or of more\n   * of the select's options.\n   *\n   * @param value The value\n   */\n   SelectMultipleControlValueAccessor.prototype.writeValue = function (value) {\n   var _this = this;\n   this.value = value;\n   var optionSelectedStateSetter;\n   if (Array.isArray(value)) {\n   // convert values to ids\n   var ids_1 = value.map(function (v) { return _this._getOptionId(v); });\n   optionSelectedStateSetter = function (opt, o) { opt._setSelected(ids_1.indexOf(o.toString()) > -1); };\n   }\n   else {\n   optionSelectedStateSetter = function (opt, o) { opt._setSelected(false); };\n   }\n   this._optionMap.forEach(optionSelectedStateSetter);\n   };\n   /**\n   * @description\n   * Registers a function called when the control value changes\n   * and writes an array of the selected options.\n   *\n   * @param fn The callback function\n   */\n   SelectMultipleControlValueAccessor.prototype.registerOnChange = function (fn) {\n   var _this = this;\n   this.onChange = function (_) {\n   var selected = [];\n   if (_.hasOwnProperty('selectedOptions')) {\n   var options = _.selectedOptions;\n   for (var i = 0; i < options.length; i++) {\n   var opt = options.item(i);\n   var val = _this._getOptionValue(opt.value);\n   selected.push(val);\n   }\n   }\n   // Degrade on IE\n   else {\n   var options = _.options;\n   for (var i = 0; i < options.length; i++) {\n   var opt = options.item(i);\n   if (opt.selected) {\n   var val = _this._getOptionValue(opt.value);\n   selected.push(val);\n   }\n   }\n   }\n   _this.value = selected;\n   fn(selected);\n   };\n   };\n   /**\n   * @description\n   * Registers a function called when the control is touched.\n   *\n   * @param fn The callback function\n   */\n   SelectMultipleControlValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };\n   /**\n   * Sets the \"disabled\" property on the select input element.\n   *\n   * @param isDisabled The disabled value\n   */\n   SelectMultipleControlValueAccessor.prototype.setDisabledState = function (isDisabled) {\n   this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n   };\n   /** @internal */\n   SelectMultipleControlValueAccessor.prototype._registerOption = function (value) {\n   var id =

```
(this._idCounter++).toString();\n        this._optionMap.set(id, value);\n        return id;\n    };\n    /** @internal */\n
SelectMultipleControlValueAccessor.prototype._getOptionId = function (value) {\n        var e_1, _a;\n        try {\n
    for (var _b = __values(Array.from(this._optionMap.keys())), _c = _b.next(); !_c.done; _c = _b.next()) {\n
  var id = _c.value;\n                if (this._compareWith(this._optionMap.get(id)._value, value))\n                    return
id;\n            }\n        }\n        catch (e_1_1) { e_1 = { error: e_1_1 }; }\n        finally {\n            try {\n                if (_c
&& !_c.done && (_a = _b.return)) _a.call(_b);\n            }\n            finally { if (e_1) throw e_1.error; }\n        }\n
return null;\n    };\n    /** @internal */\n    SelectMultipleControlValueAccessor.prototype._getOptionValue =
function (valueString) {\n        var id = _extractId$1(valueString);\n        return this._optionMap.has(id) ?
this._optionMap.get(id)._value : valueString;\n    };\n    __decorate([\n        Input(),\n
__metadata(\"design:type\", Function),\n        __metadata(\"design:paramtypes\", [Function])\n    ],
SelectMultipleControlValueAccessor.prototype, \"compareWith\", null);\n    SelectMultipleControlValueAccessor =
__decorate([\n        Directive({\n            selector:
'select[multiple][formControlName],select[multiple][formControl],select[multiple][ngModel]',\n            host: {
'(change)': 'onChange($event.target)', '(blur)': 'onTouched()' },\n            providers:
[SELECT_MULTIPLE_VALUE_ACCESSOR]\n        }),\n        __metadata(\"design:paramtypes\", [Renderer2,
ElementRef])\n    ], SelectMultipleControlValueAccessor);\n    return
SelectMultipleControlValueAccessor;\n}());\n/**\n * @description\n * Marks `<option>` as dynamic, so Angular
can be notified when options change.\n *\n * @see `SelectMultipleControlValueAccessor`\n *\n * @ngModule
ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi\n */\nvar NgSelectMultipleOption = /**
@class */ (function () {\n    function NgSelectMultipleOption(_element, _renderer, _select) {\n        this._element =
_element;\n        this._renderer = _renderer;\n        this._select = _select;\n        if (this._select) {\n            this.id =
this._select._registerOption(this);\n        }\n    }\n    Object.defineProperty(NgSelectMultipleOption.prototype,
\"ngValue\", {\n        /**\n         * @description\n         * Tracks the value bound to the option element. Unlike the
value binding,\n         * ngValue supports binding to objects.\n         */\n        set: function (value) {\n            if
(this._select == null)\n                return;\n            this._value = value;\n
this._setElementValue(_buildValueString$1(this.id, value));\n            this._select.writeValue(this._select.value);\n
  },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(NgSelectMultipleOption.prototype, \"value\", {\n        /**\n         * @description\n         *
Tracks simple string values bound to the option element.\n         * For objects, use the `ngValue` input binding.\n
 */\n        set: function (value) {\n            if (this._select) {\n                this._value = value;\n
this._setElementValue(_buildValueString$1(this.id, value));\n                this._select.writeValue(this._select.value);\n
            }\n            else {\n                this._setElementValue(value);\n            }\n        },\n        enumerable: true,\n
configurable: true\n    });\n    /** @internal */\n    NgSelectMultipleOption.prototype._setElementValue = function
(value) {\n        this._renderer.setProperty(this._element.nativeElement, 'value', value);\n    };\n    /** @internal */\n
 NgSelectMultipleOption.prototype._setSelected = function (selected) {\n
this._renderer.setProperty(this._element.nativeElement, 'selected', selected);\n    };\n    /**\n     * @description\n     *
Lifecycle method called before the directive's instance is destroyed. For internal use only.\n     */\n
NgSelectMultipleOption.prototype.ngOnDestroy = function () {\n        if (this._select) {\n
this._select._optionMap.delete(this.id);\n            this._select.writeValue(this._select.value);\n        }\n    };\n
__decorate([\n        Input('ngValue'),\n        __metadata(\"design:type\", Object),\n
__metadata(\"design:paramtypes\", [Object])\n    ], NgSelectMultipleOption.prototype, \"ngValue\", null);\n
__decorate([\n        Input('value'),\n        __metadata(\"design:type\", Object),\n
__metadata(\"design:paramtypes\", [Object])\n    ], NgSelectMultipleOption.prototype, \"value\", null);\n
NgSelectMultipleOption = __decorate([\n        Directive({ selector: 'option' }),\n        __param(2, Optional()),
__param(2, Host()),\n        __metadata(\"design:paramtypes\", [ElementRef, Renderer2,\n
SelectMultipleControlValueAccessor])\n    ], NgSelectMultipleOption);\n    return
NgSelectMultipleOption;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of
this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
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https://angular.io/license\n */\nfunction controlPath(name, parent) {\n   return __spread(parent.path, [name]);\n}\nfunction setUpControl(control, dir) {\n   if (!control)\n   _throwError(dir, 'Cannot find control with');\n   if (!dir.valueAccessor)\n   _throwError(dir, 'No value accessor for form control with');\n control.validator = Validators.compose([control.validator, dir.validator]);\n   control.asyncValidator = Validators.composeAsync([control.asyncValidator, dir.asyncValidator]);\n dir.valueAccessor.writeValue(control.value);\n   setUpViewChangePipeline(control, dir);\n setUpModelChangePipeline(control, dir);\n   setUpBlurPipeline(control, dir);\n   if (dir.valueAccessor.setDisabledState) {\n   control.registerOnDisabledChange(function (isDisabled) { dir.valueAccessor.setDisabledState(isDisabled); });\n   }\n   // re-run validation when validator binding changes, e.g. minlength=3 -> minlength=4\n   dir._rawValidators.forEach(function (validator) {\n   if (validator.registerOnValidatorChange)\n   validator.registerOnValidatorChange(function () { return control.updateValueAndValidity(); });\n   });\n   dir._rawAsyncValidators.forEach(function (validator) {\n   if (validator.registerOnValidatorChange)\n   validator.registerOnValidatorChange(function () { return control.updateValueAndValidity(); });\n   });\n}\nfunction cleanUpControl(control, dir) {\n dir.valueAccessor.registerOnChange(function () { return _noControlError(dir); });\n dir.valueAccessor.registerOnTouched(function () { return _noControlError(dir); });\n dir._rawValidators.forEach(function (validator) {\n   if (validator.registerOnValidatorChange) {\n validator.registerOnValidatorChange(null);\n   }\n   });\n   dir._rawAsyncValidators.forEach(function (validator) {\n   if (validator.registerOnValidatorChange) {\n   validator.registerOnValidatorChange(null);\n   }\n   });\n   if (control)\n   control._clearChangeFns();\n}\nfunction setUpViewChangePipeline(control, dir) {\n   dir.valueAccessor.registerOnChange(function (newValue) {\n   control._pendingValue = newValue;\n control._pendingChange = true;\n   control._pendingDirty = true;\n   if (control.updateOn === 'change')\n updateControl(control, dir);\n   });\n}\nfunction setUpBlurPipeline(control, dir) {\n dir.valueAccessor.registerOnTouched(function () {\n   control._pendingTouched = true;\n   if (control.updateOn === 'blur' && control._pendingChange)\n   updateControl(control, dir);\n   if (control.updateOn !== 'submit')\n   control.markAsTouched();\n   });\n}\nfunction updateControl(control, dir) {\n   if (control._pendingDirty)\n   control.markAsDirty();\n   control.setValue(control._pendingValue, { emitModelToViewChange: false });\n   dir.viewToModelUpdate(control._pendingValue);\n control._pendingChange = false;\n}\nfunction setUpModelChangePipeline(control, dir) {\n control.registerOnChange(function (newValue, emitModelEvent) {\n   // control -> view\n dir.valueAccessor.writeValue(newValue);\n   // control -> ngModel\n   if (emitModelEvent)\n dir.viewToModelUpdate(newValue);\n   });\n}\nfunction setUpFormContainer(control, dir) {\n   if (control == null)\n   _throwError(dir, 'Cannot find control with');\n   control.validator = Validators.compose([control.validator, dir.validator]);\n   control.asyncValidator = Validators.composeAsync([control.asyncValidator, dir.asyncValidator]);\n}\nfunction _noControlError(dir) {\n return _throwError(dir, 'There is no FormControl instance attached to form control element with');\n}\nfunction _throwError(dir, message) {\n   var messageEnd;\n   if (dir.path.length > 1) {\n   messageEnd = \"path: '\" + dir.path.join(' -> ') + \"'\";\n   }\n   else if (dir.path[0]) {\n   messageEnd = \"name: '\" + dir.path + \"'\";\n   }\n   else {\n   messageEnd = 'unspecified name attribute';\n   }\n   throw new Error(message + \" \" + messageEnd);\n}\nfunction composeValidators(validators) {\n   return validators != null ? Validators.compose(validators.map(normalizeValidator)) : null;\n}\nfunction composeAsyncValidators(validators) {\n   return validators != null ? Validators.composeAsync(validators.map(normalizeAsyncValidator)) :\n null;\n}\nfunction isPropertyUpdated(changes, viewModel) {\n   if (!changes.hasOwnProperty('model'))\n return false;\n   var change = changes['model'];\n   if (change.isFirstChange())\n   return true;\n   return !looseIdentical(viewModel, change.currentValue);\n}\nvar BUILTIN_ACCESSORS = [\n CheckboxControlValueAccessor,\n   RangeValueAccessor,\n   NumberValueAccessor,\n SelectControlValueAccessor,\n   SelectMultipleControlValueAccessor,\n RadioControlValueAccessor,\n];\nfunction isBuiltInAccessor(valueAccessor) {\n   return

BUILTIN_ACCESSORS.some(function (a) { return valueAccessor.constructor === a; });\n}\nfunction syncPendingControls(form, directives) {\n form._syncPendingControls();\n directives.forEach(function (dir) {\n var control = dir.control;\n if (control.updateOn === 'submit' && control._pendingChange) {\n dir.viewToModelUpdate(control._pendingValue);\n control._pendingChange = false;\n }\n });\n}\n// TODO: vsavkin remove it once https://github.com/angular/angular/issues/3011 is implemented\nfunction selectValueAccessor(dir, valueAccessors) {\n if (!valueAccessors)\n return null;\n if (!Array.isArray(valueAccessors))\n _throwError(dir, 'Value accessor was not provided as an array for form control with');\n var defaultAccessor = undefined;\n var builtinAccessor = undefined;\n var customAccessor = undefined;\n valueAccessors.forEach(function (v) {\n if (v.constructor === DefaultValueAccessor) {\n defaultAccessor = v;\n }\n else if (isBuiltInAccessor(v)) {\n if (builtinAccessor)\n _throwError(dir, 'More than one built-in value accessor matches form control with');\n builtinAccessor = v;\n }\n else {\n if (customAccessor)\n _throwError(dir, 'More than one custom value accessor matches form control with');\n customAccessor = v;\n }\n });\n if (customAccessor)\n return customAccessor;\n if (builtinAccessor)\n return builtinAccessor;\n if (defaultAccessor)\n return defaultAccessor;\n _throwError(dir, 'No valid value accessor for form control with');\n return null;\n}\nfunction removeDir(list, el) {\n var index = list.indexOf(el);\n if (index > -1)\n list.splice(index, 1);\n}\n// TODO(kara): remove after deprecation period\nfunction _ngModelWarning(name, type, instance, warningConfig) {\n if (!isDevMode() || warningConfig === 'never')\n return;\n if (((warningConfig === null || warningConfig === 'once') && !type._ngModelWarningSentOnce) ||\n (warningConfig === 'always' && !instance._ngModelWarningSent)) {\n ReactiveErrors.ngModelWarning(name);\n type._ngModelWarningSentOnce = true;\n instance._ngModelWarningSent = true;\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description\n * A base class for code shared between the `NgModelGroup` and `FormGroupName` directives.\n *\n * @publicApi\n */\nvar AbstractFormGroupDirective = /** @class */ (function (_super) {\n __extends(AbstractFormGroupDirective, _super);\n function AbstractFormGroupDirective() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n /**\n * @description\n * An internal callback method triggered on the instance after the inputs are set.\n * Registers the group with its parent group.\n */\n AbstractFormGroupDirective.prototype.ngOnInit = function () {\n this._checkParentType();\n this.formDirective.addFormGroup(this);\n };\n /**\n * @description\n * An internal callback method triggered before the instance is destroyed.\n * Removes the group from its parent group.\n */\n AbstractFormGroupDirective.prototype.ngOnDestroy = function () {\n if (this.formDirective) {\n this.formDirective.removeFormGroup(this);\n }\n };\n Object.defineProperty(AbstractFormGroupDirective.prototype, \"control\", {\n /**\n * @description\n * The `FormGroup` bound to this directive.\n */\n get: function () { return this.formDirective.getFormGroup(this); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractFormGroupDirective.prototype, \"path\", {\n /**\n * @description\n * The path to this group from the top-level directive.\n */\n get: function () { return controlPath(this.name, this._parent); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractFormGroupDirective.prototype, \"formDirective\", {\n /**\n * @description\n * The top-level directive for this group if present, otherwise null.\n */\n get: function () { return this._parent ? this._parent.formDirective : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractFormGroupDirective.prototype, \"validator\", {\n /**\n * @description\n * The synchronous validators registered with this group.\n */\n get: function () { return composeValidators(this._validators); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractFormGroupDirective.prototype, \"asyncValidator\", {\n /**\n * @description\n * The async validators registered with this group.\n */\n get: function () {\n return composeAsyncValidators(this._asyncValidators);\n },\n enumerable: true,\n configurable: true\n

});\n /** @internal */\n AbstractFormGroupDirective.prototype._checkParentType = function () { };\n return AbstractFormGroupDirective;\n}(ControlContainer));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar AbstractControlStatus = /** @class */ (function () {\n function AbstractControlStatus(cd) {\n this._cd = cd;\n }\n Object.defineProperty(AbstractControlStatus.prototype, \"ngClassUntouched\", {\n get: function () { return this._cd.control ? this._cd.control.untouched : false; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlStatus.prototype, \"ngClassTouched\", {\n get: function () { return this._cd.control ? this._cd.control.touched : false; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlStatus.prototype, \"ngClassPristine\", {\n get: function () { return this._cd.control ? this._cd.control.pristine : false; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlStatus.prototype, \"ngClassDirty\", {\n get: function () { return this._cd.control ? this._cd.control.dirty : false; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlStatus.prototype, \"ngClassValid\", {\n get: function () { return this._cd.control ? this._cd.control.valid : false; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlStatus.prototype, \"ngClassInvalid\", {\n get: function () { return this._cd.control ? this._cd.control.invalid : false; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(AbstractControlStatus.prototype, \"ngClassPending\", {\n get: function () { return this._cd.control ? this._cd.control.pending : false; },\n enumerable: true,\n configurable: true\n });\n return AbstractControlStatus;\n}());\nvar ngControlStatusHost = {\n '[class.ng-untouched]': 'ngClassUntouched',\n '[class.ng-touched]': 'ngClassTouched',\n '[class.ng-pristine]': 'ngClassPristine',\n '[class.ng-dirty]': 'ngClassDirty',\n '[class.ng-valid]': 'ngClassValid',\n '[class.ng-invalid]': 'ngClassInvalid',\n '[class.ng-pending]': 'ngClassPending',\n};\n/**\n * Directive automatically applied to Angular form controls that sets CSS classes\n * based on control status. The following classes are applied as the properties\n * become true:\n *\n * * ng-valid\n * * ng-invalid\n * * ng-pending\n * * ng-pristine\n * * ng-dirty\n * * ng-untouched\n * * ng-touched\n *\n * @ngModule FormsModule\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar NgControlStatus = /** @class */ (function (_super) {\n __extends(NgControlStatus, _super);\n function NgControlStatus(cd) {\n return _super.call(this, cd) || this;\n }\n NgControlStatus = __decorate([\n Directive({ selector: '[formControlName],[ngModel],[formControl]', host: ngControlStatusHost }),\n __param(0, Self()),\n __metadata(\"design:paramtypes\", [NgControl])\n], NgControlStatus);\n return NgControlStatus;\n}(AbstractControlStatus));\n/**\n * Directive automatically applied to Angular form groups that sets CSS classes\n * based on control status (valid/invalid/dirty/etc).\n *\n * @ngModule FormsModule\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar NgControlStatusGroup = /** @class */ (function (_super) {\n __extends(NgControlStatusGroup, _super);\n function NgControlStatusGroup(cd) {\n return _super.call(this, cd) || this;\n }\n NgControlStatusGroup = __decorate([\n Directive({\n selector: '[formGroupName],[formArrayName],[ngModelGroup],[formGroup],form:not([ngNoForm]),[ngForm]',\n host: ngControlStatusHost\n }),\n __param(0, Self()),\n __metadata(\"design:paramtypes\", [ControlContainer])\n], NgControlStatusGroup);\n return NgControlStatusGroup;\n}(AbstractControlStatus));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Reports that a FormControl is valid, meaning that no errors exist in the input value.\n *\n * @see `status`\n */\nvar VALID = 'VALID';\n/**\n * Reports that a FormControl is invalid, meaning that an error exists in the input value.\n *\n * @see `status`\n */\nvar INVALID = 'INVALID';\n/**\n * Reports that a FormControl is pending, meaning that that async validation is occurring and\n * errors are not yet available for the input value.\n *\n * @see `markAsPending`\n * @see `status`\n */\nvar PENDING = 'PENDING';\n/**\n * Reports that a FormControl is disabled, meaning that the control is exempt from ancestor\n * calculations of validity or value.\n *\n * @see `markAsDisabled`\n * @see `status`\n */\nvar DISABLED = 'DISABLED';\nfunction _find(control, path, delimiter) {\n if (path == null)\n return null;\n if

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(!(path instanceof Array)) {\n        path = path.split(delimiter);\n    }\n    if (path instanceof Array && (path.length
=== 0))\n        return null;\n    return path.reduce(function (v, name) {\n        if (v instanceof FormGroup) {\n
return v.controls.hasOwnProperty(name) ? v.controls[name] : null;\n        }\n        if (v instanceof FormArray) {\n
    return v.at(name) || null;\n        }\n        return null;\n    }, control);\n}\nfunction
coerceToValidator(validatorOrOpts) {\n    var validator = (isOptionsObj(validatorOrOpts) ?
validatorOrOpts.validators :\n        validatorOrOpts);\n    return Array.isArray(validator) ?
composeValidators(validator) : validator || null;\n}\nfunction coerceToAsyncValidator(asyncValidator,
validatorOrOpts) {\n    var origAsyncValidator = (isOptionsObj(validatorOrOpts) ?
validatorOrOpts.asyncValidators :\n        asyncValidator);\n    return Array.isArray(origAsyncValidator) ?
composeAsyncValidators(origAsyncValidator) :\n        origAsyncValidator || null;\n}\nfunction
isOptionsObj(validatorOrOpts) {\n    return validatorOrOpts != null && !Array.isArray(validatorOrOpts) &&\n
typeof validatorOrOpts === 'object';\n}\n/**\n * This is the base class for `FormControl`, `FormGroup`, and
`FormArray`.\n *\n * It provides some of the shared behavior that all controls and groups of controls have, like\n *
running validators, calculating status, and resetting state. It also defines the properties\n * that are shared between all
sub-classes, like `value`, `valid`, and `dirty`. It shouldn't be\n * instantiated directly.\n *\n * @see [Forms
Guide](/guide/forms)\n * @see [Reactive Forms Guide](/guide/reactive-forms)\n * @see [Dynamic Forms
Guide](/guide/dynamic-form)\n *\n * @publicApi\n */\nvar AbstractControl = /** @class */ (function () {\n    /**\n
   * Initialize the AbstractControl instance.\n     *\n     * @param validator The function that determines the
synchronous validity of this control.\n     * @param asyncValidator The function that determines the asynchronous
validity of this\n     * control.\n     */\n    function AbstractControl(validator, asyncValidator) {\n        this.validator =
validator;\n        this.asyncValidator = asyncValidator;\n        /** @internal */\n        this._onCollectionChange =
function () { };\n        /**\n         * A control is `pristine` if the user has not yet changed\n         * the value in the
UI.\n         *\n         * @returns True if the user has not yet changed the value in the UI; compare `dirty`.\n         *
Programmatic changes to a control's value do not mark it dirty.\n         */\n        this.pristine = true;\n        /**\n
* True if the control is marked as `touched`.\n         *\n         * A control is marked `touched` once the user has
triggered\n         * a `blur` event on it.\n         */\n        this.touched = false;\n        /** @internal */\n
this._onDisabledChange = [];\n    }\n    Object.defineProperty(AbstractControl.prototype, \"parent\", {\n        /**\n
   * The parent control.\n         */\n        get: function () { return this._parent; },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(AbstractControl.prototype, \"valid\", {\n        /**\n         * A
control is `valid` when its `status` is `VALID`.\n         *\n         * @see `status`\n         *\n         * @returns True if
the control has passed all of its validation tests,\n         * false otherwise.\n         */\n        get: function () { return
this.status === VALID; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(AbstractControl.prototype, \"invalid\", {\n        /**\n         * A control is `invalid` when its
`status` is `INVALID`.\n         *\n         * @see `status`\n         *\n         * @returns True if this control has failed one
or more of its validation checks,\n         * false otherwise.\n         */\n        get: function () { return this.status ===
INVALID; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(AbstractControl.prototype, \"pending\", {\n        /**\n         * A control is `pending` when its
`status` is `PENDING`.\n         *\n         * @see `status`\n         *\n         * @returns True if this control is in the
process of conducting a validation check,\n         * false otherwise.\n         */\n        get: function () { return this.status
== PENDING; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(AbstractControl.prototype, \"disabled\", {\n        /**\n         * A control is `disabled` when its
`status` is `DISABLED`.\n         *\n         * @see `status`\n         *\n         * Disabled controls are exempt from
validation checks and\n         * are not included in the aggregate value of their ancestor\n         * controls.\n         *\n
    * @returns True if the control is disabled, false otherwise.\n         */\n        get: function () { return this.status ===
DISABLED; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(AbstractControl.prototype, \"enabled\", {\n        /**\n         * A control is `enabled` as long as
its `status` is not `DISABLED`.\n         *\n         * @see `status`\n         *\n         * @returns True if the control has
any status other than 'DISABLED',\n         * false if the status is 'DISABLED'.\n         *\n         */\n        get: function
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() { return this.status !== DISABLED; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(AbstractControl.prototype, \"dirty\", {\n        /**\n         * A control is `dirty` if the user has
changed the value\n         * in the UI.\n         *\n         * @returns True if the user has changed the value of this
control in the UI; compare `pristine`.\n         * Programmatic changes to a control's value do not mark it dirty.\n
*/\n        get: function () { return !this.pristine; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(AbstractControl.prototype, \"untouched\", {\n        /**\n         * True if the control has not
been marked as touched\n         *\n         * A control is `untouched` if the user has not yet triggered\n         * a `blur`
event on it.\n         */\n        get: function () { return !this.touched; },\n        enumerable: true,\n        configurable:
true\n    });\n    Object.defineProperty(AbstractControl.prototype, \"updateOn\", {\n        /**\n         * Reports the
update strategy of the `AbstractControl` (meaning\n         * the event on which the control updates itself).\n         *
Possible values: `'change'` | `'blur'` | `'submit'`\n         * Default value: `'change'`\n         */\n        get: function () {\n
        return this._updateOn ? this._updateOn : (this.parent ? this.parent.updateOn : 'change');\n        },\n
enumerable: true,\n        configurable: true\n    });\n    /**\n     * Sets the synchronous validators that are active on
this control.  Calling\n     * this overwrites any existing sync validators.\n     */\n
AbstractControl.prototype.setValidators = function (newValidator) {\n        this.validator =
coerceToValidator(newValidator);\n    };\n    /**\n     * Sets the async validators that are active on this control.
Calling this\n     * overwrites any existing async validators.\n     */\n
AbstractControl.prototype.setAsyncValidators = function (newValidator) {\n        this.asyncValidator =
coerceToAsyncValidator(newValidator);\n    };\n    /**\n     * Empties out the sync validator list.\n     */\n
AbstractControl.prototype.clearValidators = function () { this.validator = null; };\n    /**\n     * Empties out the
async validator list.\n     */\n    AbstractControl.prototype.clearAsyncValidators = function () { this.asyncValidator =
null; };\n    /**\n     * Marks the control as `touched`. A control is touched by focus and\n     * blur events that do not
change the value; compare `markAsDirty`;\n     *\n     *  @param opts Configuration options that determine how the
control propagates changes\n     * and emits events events after marking is applied.\n     * * `onlySelf`: When true,
mark only this control. When false or not supplied,\n     * marks all direct ancestors. Default is false.\n     */\n
AbstractControl.prototype.markAsTouched = function (opts) {\n        if (opts === void 0) { opts = {}; }\n
this.touched = true;\n        if (this._parent && !opts.onlySelf) {\n            this._parent.markAsTouched(opts);\n
}\n    };\n    /**\n     * Marks the control as `untouched`.\n     *\n     * If the control has any children, also marks all
children as `untouched`\n     * and recalculates the `touched` status of all parent controls.\n     *\n     *  @param opts
Configuration options that determine how the control propagates changes\n     * and emits events after the marking
is applied.\n     * * `onlySelf`: When true, mark only this control. When false or not supplied,\n     * marks all direct
ancestors. Default is false.\n     */\n    AbstractControl.prototype.markAsUntouched = function (opts) {\n        if (opts
=== void 0) { opts = {}; }\n        this.touched = false;\n        this._pendingTouched = false;\n
this._forEachChild(function (control) { control.markAsUntouched({ onlySelf: true }); });\n        if (this._parent &&
!opts.onlySelf) {\n            this._parent._updateTouched(opts);\n        }\n    };\n    /**\n     * Marks the control as
`dirty`. A control becomes dirty when\n     * the control's is changed through the UI; compare `markAsTouched`.\n
*\n     *  @param opts Configuration options that determine how the control propagates changes\n     * and emits
events after marking is applied.\n     * * `onlySelf`: When true, mark only this control. When false or not supplied,\n
   * marks all direct ancestors. Default is false.\n     */\n    AbstractControl.prototype.markAsDirty = function (opts)
{\n        if (opts === void 0) { opts = {}; }\n        this.pristine = false;\n        if (this._parent && !opts.onlySelf) {\n
        this._parent.markAsDirty(opts);\n        }\n    };\n    /**\n     * Marks the control as `pristine`.\n     *\n     * If the
control has any children, marks all children as `pristine`,\n     * and recalculates the `pristine` status of all parent\n
* controls.\n     *\n     *  @param opts Configuration options that determine how the control emits events after\n     *
marking is applied.\n     * * `onlySelf`: When true, mark only this control. When false or not supplied,\n     * marks
all direct ancestors. Default is false..\n     */\n    AbstractControl.prototype.markAsPristine = function (opts) {\n
if (opts === void 0) { opts = {}; }\n        this.pristine = true;\n        this._pendingDirty = false;\n
this._forEachChild(function (control) { control.markAsPristine({ onlySelf: true }); });\n        if (this._parent &&
!opts.onlySelf) {\n            this._parent._updatePristine(opts);\n        }\n    };\n    /**\n     * Marks the control as
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`pending`.\n *\n * A control is pending while the control performs async validation.\n *\n * @param opts Configuration options that determine how the control propagates changes and\n * emits events after marking is applied.\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks all direct ancestors. Default is false..\n * * `emitEvent`: When true or not supplied (the default), the `statusChanges`\n * observable emits an event with the latest status the control is marked pending.\n * When false, no events are emitted.\n *\n */\n AbstractControl.prototype.markAsPending = function (opts) {\n if (opts === void 0) { opts = {}; }\n this.status = PENDING;\n if (opts.emitEvent !== false) {\n this.statusChanges.emit(this.status);\n }\n if (this._parent && !opts.onlySelf) {\n this._parent.markAsPending(opts);\n }\n };\n /**\n * Disables the control. This means the control is exempt from validation checks and\n * excluded from the aggregate value of any parent. Its status is `DISABLED`.\n *\n * If the control has children, all children are also disabled.\n *\n * @param opts Configuration options that determine how the control propagates\n * changes and emits events after the control is disabled.\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks all direct ancestors. Default is false..\n * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and\n * `valueChanges`\n * observables emit events with the latest status and value when the control is disabled.\n * When false, no events are emitted.\n */\n AbstractControl.prototype.disable = function (opts) {\n if (opts === void 0) { opts = {}; }\n this.status = DISABLED;\n this.errors = null;\n this._forEachChild(function (control) { control.disable(__assign({}, opts, { onlySelf: true })); });\n this._updateValue();\n if (opts.emitEvent !== false) {\n this.valueChanges.emit(this.value);\n this.statusChanges.emit(this.status);\n }\n this._updateAncestors(opts);\n this._onDisabledChange.forEach(function (changeFn) { return changeFn(true); });\n };\n /**\n * Enables the control. This means the control is included in validation checks and\n * the aggregate value of its parent. Its status recalculates based on its value and\n * its validators.\n *\n * By default, if the control has children, all children are enabled.\n *\n * @param opts Configure options that control how the control propagates changes and\n * emits events when marked as untouched\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks all direct ancestors. Default is false..\n * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and\n * `valueChanges`\n * observables emit events with the latest status and value when the control is enabled.\n * When false, no events are emitted.\n */\n AbstractControl.prototype.enable = function (opts) {\n if (opts === void 0) { opts = {}; }\n this.status = VALID;\n this._forEachChild(function (control) { control.enable(__assign({}, opts, { onlySelf: true })); });\n this.updateValueAndValidity({ onlySelf: true, emitEvent: opts.emitEvent });\n this._updateAncestors(opts);\n this._onDisabledChange.forEach(function (changeFn) { return changeFn(false); });\n };\n AbstractControl.prototype._updateAncestors = function (opts) {\n if (this._parent && !opts.onlySelf) {\n this._parent.updateValueAndValidity(opts);\n this._parent._updatePristine();\n this._parent._updateTouched();\n }\n };\n /**\n * @param parent Sets the parent of the control\n */\n AbstractControl.prototype.setParent = function (parent) { this._parent = parent; };\n /**\n * Recalculates the value and validation status of the control.\n *\n * By default, it also updates the value and validity of its ancestors.\n *\n * @param opts Configuration options determine how the control propagates changes and emits events\n * after updates and validity checks are applied.\n * * `onlySelf`: When true, only update this control. When false or not supplied,\n * update all direct ancestors. Default is false..\n * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and\n * `valueChanges`\n * observables emit events with the latest status and value when the control is updated.\n * When false, no events are emitted.\n */\n AbstractControl.prototype.updateValueAndValidity = function (opts) {\n if (opts === void 0) { opts = {}; }\n this._setInitialStatus();\n this._updateValue();\n if (this.enabled) {\n this._cancelExistingSubscription();\n this.errors = this._runValidator();\n this.status = this._calculateStatus();\n if (this.status === VALID || this.status === PENDING) {\n this._runAsyncValidator(opts.emitEvent);\n }\n }\n if (opts.emitEvent !== false) {\n this.valueChanges.emit(this.value);\n this.statusChanges.emit(this.status);\n }\n if (this._parent &&

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!opts.onlySelf) {\n            this._parent.updateValueAndValidity(opts);\n        }\n    };\n    /** @internal */\n
AbstractControl.prototype._updateTreeValidity = function (opts) {\n        if (opts === void 0) { opts = { emitEvent:
true }; }\n        this._forEachChild(function (ctrl) { return ctrl._updateTreeValidity(opts); });\n
this.updateValueAndValidity({ onlySelf: true, emitEvent: opts.emitEvent });\n    };\n
AbstractControl.prototype._setInitialStatus = function () {\n        this.status = this._allControlsDisabled() ?
DISABLED : VALID;\n    };\n    AbstractControl.prototype._runValidator = function () {\n        return this.validator
? this.validator(this) : null;\n    };\n    AbstractControl.prototype._runAsyncValidator = function (emitEvent) {\n
var _this = this;\n        if (this.asyncValidator) {\n            this.status = PENDING;\n            var obs =
toObservable(this.asyncValidator(this));\n            this._asyncValidationSubscription =\n
obs.subscribe(function (errors) { return _this.setErrors(errors, { emitEvent: emitEvent }); });\n        }\n    };\n
AbstractControl.prototype._cancelExistingSubscription = function () {\n        if (this._asyncValidationSubscription)
{\n            this._asyncValidationSubscription.unsubscribe();\n        }\n    };\n    /**\n     * Sets errors on a form
control when running validations manually, rather than automatically.\n     *\n     * Calling `setErrors` also updates
the validity of the parent control.\n     *\n     * @usageNotes\n     * ### Manually set the errors for a control\n     *\n
 * ```\n     * const login = new FormControl('someLogin');\n     * login.setErrors({\n     *   notUnique: true\n     *
});\n     *\n     * expect(login.valid).toEqual(false);\n     * expect(login.errors).toEqual({ notUnique: true });\n     *\n
 * login.setValue('someOtherLogin');\n     *\n     * expect(login.valid).toEqual(true);\n     * ```\n     */\n
AbstractControl.prototype.setErrors = function (errors, opts) {\n        if (opts === void 0) { opts = {}; }\n
this.errors = errors;\n        this._updateControlsErrors(opts.emitEvent !== false);\n    };\n    /**\n     * Retrieves a
child control given the control's name or path.\n     *\n     * @param path A dot-delimited string or array of
string/number values that define the path to the\n     * control.\n     *\n     * @usageNotes\n     * ### Retrieve a
nested control\n     *\n     * For example, to get a `name` control nested within a `person` sub-group:\n     *\n     * *
`this.form.get('person.name');`\n     *\n     * -OR-\n     *\n     * * `this.form.get(['person', 'name']);`\n     */\n
AbstractControl.prototype.get = function (path) { return _find(this, path, '.'); };\n    /**\n     * Reports error data for a
specific error occurring in this control or in another control.\n     *\n     * @param errorCode The error code for
which to retrieve data\n     * @param path The path to a control to check. If not supplied, checks for the error in
this\n     * control.\n     *\n     * @returns The error data if the control with the given path has the given error,
otherwise null\n     * or undefined.\n     */\n    AbstractControl.prototype.getError = function (errorCode, path) {\n
  var control = path ? this.get(path) : this;\n        return control && control.errors ? control.errors[errorCode] : null;\n
  };\n    /**\n     * Reports whether the control with the given path has the error specified.\n     *\n     * @param
errorCode The error code for which to retrieve data\n     * @param path The path to a control to check. If not
supplied, checks for the error in this\n     * control.\n     * @returns True when the control with the given path has
the error, otherwise false.\n     */\n    AbstractControl.prototype.hasError = function (errorCode, path) { return
!!this.getError(errorCode, path); };\n    Object.defineProperty(AbstractControl.prototype, \"root\", {\n        /**\n
* Retrieves the top-level ancestor of this control.\n         */\n        get: function () {\n            var x = this;\n
while (x._parent) {\n                x = x._parent;\n            }\n            return x;\n        },\n        enumerable: true,\n
configurable: true\n    });\n    /** @internal */\n    AbstractControl.prototype._updateControlsErrors = function
(emitEvent) {\n        this.status = this._calculateStatus();\n        if (emitEvent) {\n
this.statusChanges.emit(this.status);\n        }\n        if (this._parent) {\n
this._parent._updateControlsErrors(emitEvent);\n        }\n    };\n    /** @internal */\n
AbstractControl.prototype._initObservables = function () {\n        this.valueChanges = new EventEmitter();\n
this.statusChanges = new EventEmitter();\n    };\n    AbstractControl.prototype._calculateStatus = function () {\n
if (this._allControlsDisabled())\n            return DISABLED;\n        if (this.errors)\n            return INVALID;\n        if
(this._anyControlsHaveStatus(PENDING))\n            return PENDING;\n        if
(this._anyControlsHaveStatus(INVALID))\n            return INVALID;\n        return VALID;\n    };\n    /** @internal
*/\n    AbstractControl.prototype._anyControlsHaveStatus = function (status) {\n        return
this._anyControls(function (control) { return control.status === status; });\n    };\n    /** @internal */\n
AbstractControl.prototype._anyControlsDirty = function () {\n        return this._anyControls(function (control) {
```

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return control.dirty; });\n    };\n    /** @internal */\n    AbstractControl.prototype._anyControlsTouched = function
() {\n        return this._anyControls(function (control) { return control.touched; });\n    };\n    /** @internal */\n
AbstractControl.prototype._updatePristine = function (opts) {\n        if (opts === void 0) { opts = {}; }\n
this.pristine = !this._anyControlsDirty();\n        if (this._parent && !opts.onlySelf) {\n
this._parent._updatePristine(opts);\n        }\n    };\n    /** @internal */\n
AbstractControl.prototype._updateTouched = function (opts) {\n        if (opts === void 0) { opts = {}; }\n
this.touched = this._anyControlsTouched();\n        if (this._parent && !opts.onlySelf) {\n
this._parent._updateTouched(opts);\n        }\n    };\n    /** @internal */\n
AbstractControl.prototype._isBoxedValue = function (formState) {\n        return typeof formState === 'object' &&
formState !== null &&\n            Object.keys(formState).length === 2 && 'value' in formState && 'disabled' in
formState;\n    };\n    /** @internal */\n    AbstractControl.prototype._registerOnCollectionChange = function (fn) {
this._onCollectionChange = fn; };\n    /** @internal */\n    AbstractControl.prototype._setUpdateStrategy = function
(opts) {\n        if (isOptionsObj(opts) && opts.updateOn != null) {\n            this._updateOn = opts.updateOn;\n
}\n    };\n    return AbstractControl;\n}());\n/**\n * Tracks the value and validation status of an individual form
control.\n *\n * This is one of the three fundamental building blocks of Angular forms, along with\n * `FormGroup`
and `FormArray`. It extends the `AbstractControl` class that\n * implements most of the base functionality for
accessing the value, validation status,\n * user interactions and events.\n *\n * @see `AbstractControl`\n * @see
[Reactive Forms Guide](guide/reactive-forms)\n * @see [Usage Notes](#usage-notes)\n *\n * @usageNotes\n *\n *
### Initializing Form Controls\n *\n * Instantiate a `FormControl`, with an initial value.\n *\n * ```ts\n * const
control = new FormControl('some value');\n * console.log(control.value);     // 'some value'\n *```\n *\n * The
following example initializes the control with a form state object. The `value`\n * and `disabled` keys are required in
this case.\n *\n * ```ts\n * const control = new FormControl({ value: 'n/a', disabled: true });\n *
console.log(control.value);     // 'n/a'\n * console.log(control.status);    // 'DISABLED'\n * ```\n *\n * The following
example initializes the control with a sync validator.\n *\n * ```ts\n * const control = new FormControl('',
Validators.required);\n * console.log(control.value);      // ''\n * console.log(control.status);     // 'INVALID'\n * ```\n
*\n * The following example initializes the control using an options object.\n *\n * ```ts\n * const control = new
FormControl('', {\n *    validators: Validators.required,\n *    asyncValidators: myAsyncValidator\n * });\n * ```\n
*\n * ### Configure the control to update on a blur event\n *\n * Set the `updateOn` option to `''blur''` to update on
the blur `event`.\n *\n * ```ts\n * const control = new FormControl('', { updateOn: 'blur' });\n * ```\n *\n * ###
Configure the control to update on a submit event\n *\n * Set the `updateOn` option to `''submit''` to update on a
submit `event`.\n *\n * ```ts\n * const control = new FormControl('', { updateOn: 'submit' });\n * ```\n *\n * ###
Reset the control back to an initial value\n *\n * You reset to a specific form state by passing through a standalone\n
* value or a form state object that contains both a value and a disabled state\n * (these are the only two properties
that cannot be calculated).\n *\n * ```ts\n * const control = new FormControl('Nancy');\n *\n *
console.log(control.value); // 'Nancy'\n *\n * control.reset('Drew');\n *\n * console.log(control.value); // 'Drew'\n *
```\n *\n * ### Reset the control back to an initial value and disabled\n *\n * ```\n * const control = new
FormControl('Nancy');\n *\n * console.log(control.value); // 'Nancy'\n * console.log(control.status); // 'VALID'\n *\n
* control.reset({ value: 'Drew', disabled: true });\n *\n * console.log(control.value); // 'Drew'\n *
console.log(control.status); // 'DISABLED'\n *\n * @publicApi\n */\nvar FormControl = /** @class */ (function
(_super) {\n   __extends(FormControl, _super);\n   /**\n   * Creates a new `FormControl` instance.\n   *\n   *
@param formState Initializes the control with an initial value,\n   * or an object that defines the initial value and
disabled state.\n   *\n   * @param validatorOrOpts A synchronous validator function, or an array of\n   * such
functions, or an `AbstractControlOptions` object that contains validation functions\n   * and a validation trigger.\n
*\n   * @param asyncValidator A single async validator or array of async validator functions\n   *\n   */\n
function FormControl(formState, validatorOrOpts, asyncValidator) {\n   if (formState === void 0) { formState =
null; }\n   var _this = _super.call(this, coerceToValidator(validatorOrOpts),
coerceToAsyncValidator(asyncValidator, validatorOrOpts)) || this;\n   /** @internal */\n   _this._onChange =
[];\n   _this._applyFormState(formState);\n   _this._setUpdateStrategy(validatorOrOpts);\n
```
```

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_this.updateValueAndValidity({ onlySelf: true, emitEvent: false });\n        _this._initObservables();\n        return
_this;\n    }\n    /**\n     * Sets a new value for the form control.\n     *\n     * @param value The new value for the
control.\n     * @param options Configuration options that determine how the control proopagates changes\n     *
and emits events when the value changes.\n     * The configuration options are passed to the {@link
AbstractControl#updateValueAndValidity\n     * updateValueAndValidity} method.\n     *\n     * * `onlySelf`:
When true, each change only affects this control, and not its parent. Default is\n     * false.\n     * * `emitEvent`:
When true or not supplied (the default), both the `statusChanges` and\n     * `valueChanges`\n     * observables emit
events with the latest status and value when the control value is updated.\n     * When false, no events are emitted.\n
  * * `emitModelToViewChange`: When true or not supplied  (the default), each change triggers an\n     *
`onChange` event to\n     * update the view.\n     * * `emitViewToModelChange`: When true or not supplied (the
default), each change triggers an\n     * `ngModelChange`\n     * event to update the model.\n     *\n     */\n
FormControl.prototype.setValue = function (value, options) {\n        var _this = this;\n        if (options === void 0) {
options = {}; }\n        this.value = this._pendingValue = value;\n        if (this._onChange.length &&
options.emitModelToViewChange !== false) {\n            this._onChange.forEach(function (changeFn) { return
changeFn(_this.value, options.emitViewToModelChange !== false); });\n        }\n
this.updateValueAndValidity(options);\n    };\n    /**\n     * Patches the value of a control.\n     *\n     * This function
is functionally the same as {@link FormControl#setValue setValue} at this level.\n     * It exists for symmetry with
{@link FormGroup#patchValue patchValue} on `FormGroups` and\n     * `FormArrays`, where it does behave
differently.\n     *\n     * @see `setValue` for options\n     */\n    FormControl.prototype.patchValue = function
(value, options) {\n        if (options === void 0) { options = {}; }\n        this.setValue(value, options);\n    };\n
/**\n     * Resets the form control, marking it `pristine` and `untouched`, and setting\n     * the value to null.\n     *\n
  * @param formState Resets the control with an initial value,\n     * or an object that defines the initial value and
disabled state.\n     *\n     * @param options Configuration options that determine how the control propagates
changes\n     * and emits events after the value changes.\n     *\n     * * `onlySelf`: When true, each change only
affects this control, and not its parent. Default is\n     * false.\n     * * `emitEvent`: When true or not supplied (the
default), both the `statusChanges` and\n     * `valueChanges`\n     * observables emit events with the latest status and
value when the control is reset.\n     * When false, no events are emitted.\n     *\n     */\n
FormControl.prototype.reset = function (formState, options) {\n        if (formState === void 0) { formState = null;
}\n        if (options === void 0) { options = {}; }\n        this._applyFormState(formState);\n
this.markAsPristine(options);\n        this.markAsUntouched(options);\n        this.setValue(this.value, options);\n
this._pendingChange = false;\n    };\n    /**\n     * @internal\n     */\n    FormControl.prototype._updateValue =
function () { };\n    /**\n     * @internal\n     */\n    FormControl.prototype._anyControls = function (condition) {
return false; };\n    /**\n     * @internal\n     */\n    FormControl.prototype._allControlsDisabled = function () {
return this.disabled; };\n    /**\n     * Register a listener for change events.\n     *\n     * @param fn The method that
is called when the value changes\n     */\n    FormControl.prototype.registerOnChange = function (fn) {
this._onChange.push(fn); };\n    /**\n     * @internal\n     */\n    FormControl.prototype._clearChangeFns = function
() {\n        this._onChange = [];\n        this._onDisabledChange = [];\n        this._onCollectionChange = function () {
};\n    };\n    /**\n     * Register a listener for disabled events.\n     *\n     * @param fn The method that is called
when the disabled status changes.\n     */\n    FormControl.prototype.registerOnDisabledChange = function (fn) {\n
    this._onDisabledChange.push(fn);\n    };\n    /**\n     * @internal\n     */\n
FormControl.prototype._forEachChild = function (cb) { };\n    /** @internal */\n
FormControl.prototype._syncPendingControls = function () {\n        if (this.updateOn === 'submit') {\n            if
(this._pendingDirty)\n                this.markAsDirty();\n            if (this._pendingTouched)\n
this.markAsTouched();\n            if (this._pendingChange) {\n                this.setValue(this._pendingValue, {
onlySelf: true, emitModelToViewChange: false });\n                return true;\n            }\n        }\n        return false;\n
};\n    FormControl.prototype._applyFormState = function (formState) {\n        if (this._isBoxedValue(formState))
{\n            this.value = this._pendingValue = formState.value;\n            formState.disabled ? this.disable({ onlySelf:
true, emitEvent: false }) :\n                this.enable({ onlySelf: true, emitEvent: false });\n        }\n        else {\n
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this.value = this._pendingValue = formState;\n   }\n   };\n   return FormControl;\n}(AbstractControl));\n/**\n * Tracks the value and validity state of a group of `FormControl` instances.\n *\n * A `FormGroup` aggregates the values of each child `FormControl` into one object,\n * with each control name as the key. It calculates its status by reducing the status values\n * of its children. For example, if one of the controls in a group is invalid, the entire\n * group becomes invalid.\n *\n * `FormGroup` is one of the three fundamental building blocks used to define forms in Angular,\n * along with `FormControl` and `FormArray`.\n *\n * When instantiating a `FormGroup`, pass in a collection of child controls as the first\n * argument. The key for each child registers the name for the control.\n *\n * @usageNotes\n *\n * ### Create a form group with 2 controls\n *\n * ```\n * const form = new FormGroup({\n * first: new FormControl('Nancy', Validators.minLength(2)),\n *   last: new FormControl('Drew'),\n * });\n *\n * console.log(form.value);   // {first: 'Nancy', last; 'Drew'}\n * console.log(form.status); // 'VALID'\n * ```\n *\n * ### Create a form group with a group-level validator\n *\n * You include group-level validators as the second arg, or group-level async\n * validators as the third arg. These come in handy when you want to perform validation\n * that considers the value of more than one child control.\n *\n * ```\n * const form = new FormGroup({\n *   password: new FormControl('', Validators.minLength(2)),\n *   passwordConfirm: new FormControl('', Validators.minLength(2)),\n * }, passwordMatchValidator);\n *\n *\n * function passwordMatchValidator(g: FormGroup) {\n *   return g.get('password').value === g.get('passwordConfirm').value\n *   ? null : {'mismatch': true};\n * }\n * ```\n *\n * Like `FormControl` instances, you choose to pass in\n * validators and async validators as part of an options object.\n *\n * ```\n * const form = new FormGroup({\n *   password: new FormControl('')\n * passwordConfirm: new FormControl('')\n * }, { validators: passwordMatchValidator, asyncValidators: otherValidator });\n * ```\n *\n * ### Set the updateOn property for all controls in a form group\n *\n * The options object is used to set a default value for each child\n * control's `updateOn` property. If you set `updateOn` to `'blur'` at the\n * group level, all child controls default to 'blur', unless the child\n * has explicitly specified a different `updateOn` value.\n *\n * ```ts\n * const c = new FormGroup({\n *   one: new FormControl()\n * }, { updateOn: 'blur' });\n * ```\n *\n * @publicApi\n */\nvar FormGroup = /** @class */ (function (_super) {\n __extends(FormGroup, _super);\n   /**\n   * Creates a new `FormGroup` instance.\n   *\n   * @param controls A collection of child controls. The key for each child is the name\n   * under which it is registered.\n   *\n   * @param validatorOrOpts A synchronous validator function, or an array of\n   * such functions, or an `AbstractControlOptions` object that contains validation functions\n   * and a validation trigger.\n   *\n   * @param asyncValidator A single async validator or array of async validator functions\n   *\n   */\n   function FormGroup(controls, validatorOrOpts, asyncValidator) {\n   var _this = _super.call(this, coerceToValidator(validatorOrOpts), coerceToAsyncValidator(asyncValidator, validatorOrOpts)) || this;\n _this.controls = controls;\n   _this._initObservables();\n   _this._setUpdateStrategy(validatorOrOpts);\n _this._setUpControls();\n   _this.updateValueAndValidity({ onlySelf: true, emitEvent: false });\n   return _this;\n   }\n   /**\n   * Registers a control with the group's list of controls.\n   *\n   * This method does not update the value or validity of the control.\n   * Use {@link FormGroup#addControl addControl} instead.\n   *\n   * @param name The control name to register in the collection\n   * @param control Provides the control for the given name\n   */\n   FormGroup.prototype.registerControl = function (name, control) {\n   if (this.controls[name])\n   return this.controls[name];\n   this.controls[name] = control;\n control.setParent(this);\n   control._registerOnCollectionChange(this._onCollectionChange);\n   return control;\n   };\n   /**\n   * Add a control to this group.\n   *\n   * This method also updates the value and validity of the control.\n   *\n   * @param name The control name to add to the collection\n   * @param control Provides the control for the given name\n   */\n   FormGroup.prototype.addControl = function (name, control) {\n   this.registerControl(name, control);\n   this.updateValueAndValidity();\n   this._onCollectionChange();\n   };\n   /**\n   * Remove a control from this group.\n   *\n   * @param name The control name to remove from the collection\n   */\n   FormGroup.prototype.removeControl = function (name) {\n   if (this.controls[name])\n   this.controls[name]._registerOnCollectionChange(function () { });\n   delete (this.controls[name]);\n this.updateValueAndValidity();\n   this._onCollectionChange();\n   };\n   /**\n   * Replace an existing control.\n   *\n   * @param name The control name to replace in the collection\n   * @param control Provides

the control for the given name\n * */\n FormGroup.prototype.setControl = function (name, control) {\n if (this.controls[name])\n this.controls[name]._registerOnCollectionChange(function () { });\n delete (this.controls[name]);\n if (control)\n this.registerControl(name, control);\n this.updateValueAndValidity();\n this._onCollectionChange();\n };\n /**\n * Check whether there is an enabled control with the given name in the group.\n *\n * Reports false for disabled controls. If you'd like to check for existence in the group\n * only, use {@link AbstractControl#get get} instead.\n *\n * @param name The control name to check for existence in the collection\n *\n * @returns false for disabled controls, true otherwise.\n */\n FormGroup.prototype.contains = function (controlName) {\n return this.controls.hasOwnProperty(controlName) && this.controls[controlName].enabled;\n };\n /**\n * Sets the value of the `FormGroup`. It accepts an object that matches\n * the structure of the group, with control names as keys.\n *\n * @usageNotes\n * ### Set the complete value for the form group\n *\n * ```\n * const form = new FormGroup({\n * first: new FormControl(),\n * last: new FormControl()\n * });\n *\n * console.log(form.value); // {first: null, last: null}\n *\n * form.setValue({first: 'Nancy', last: 'Drew'});\n * console.log(form.value); // {first: 'Nancy', last: 'Drew'}\n * ```\n *\n * @throws When strict checks fail, such as setting the value of a control\n * that doesn't exist or if you excluding the value of a control.\n *\n * @param value The new value for the control that matches the structure of the group.\n * @param options Configuration options that determine how the control propagates changes\n * and emits events after the value changes.\n * The configuration options are passed to the {@link AbstractControl#updateValueAndValidity\n * updateValueAndValidity} method.\n *\n * * `onlySelf`: When true, each change only affects this control, and not its parent. Default is\n * false.\n * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and\n * `valueChanges`\n * observables emit events with the latest status and value when the control value is updated.\n * When false, no events are emitted.\n */\n FormGroup.prototype.setValue = function (value, options) {\n var _this = this;\n if (options === void 0) { options = {}; }\n this._checkAllValuesPresent(value);\n Object.keys(value).forEach(function (name) {\n _this._throwIfControlMissing(name);\n _this.controls[name].setValue(value[name], { onlySelf: true, emitEvent: options.emitEvent });\n });\n this.updateValueAndValidity(options);\n };\n /**\n * Patches the value of the `FormGroup`. It accepts an object with control\n * names as keys, and does its best to match the values to the correct controls\n * in the group.\n *\n * It accepts both super-sets and sub-sets of the group without throwing an error.\n *\n * @usageNotes\n * ### Patch the value for a form group\n *\n * ```\n * const form = new FormGroup({\n * first: new FormControl(),\n * last: new FormControl()\n * });\n * console.log(form.value); // {first: null, last: null}\n *\n * form.patchValue({first: 'Nancy'});\n * console.log(form.value); // {first: 'Nancy', last: null}\n * ```\n *\n * @param value The object that matches the structure of the group.\n * @param options Configuration options that determine how the control propagates changes and\n * emits events after the value is patched.\n * * `onlySelf`: When true, each change only affects this control and not its parent. Default is\n * true.\n * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and\n * `valueChanges`\n * observables emit events with the latest status and value when the control value is updated.\n * When false, no events are emitted.\n * The configuration options are passed to the {@link AbstractControl#updateValueAndValidity\n * updateValueAndValidity} method.\n */\n FormGroup.prototype.patchValue = function (value, options) {\n var _this = this;\n if (options === void 0) { options = {}; }\n Object.keys(value).forEach(function (name) {\n if (_this.controls[name]) {\n _this.controls[name].patchValue(value[name], { onlySelf: true, emitEvent: options.emitEvent });\n }\n });\n this.updateValueAndValidity(options);\n };\n /**\n * Resets the `FormGroup`, marks all descendants are marked `pristine` and `untouched`, and\n * the value of all descendants to null.\n *\n * You reset to a specific form state by passing in a map of states\n * that matches the structure of your form, with control names as keys. The state\n * is a standalone value or a form state object with both a value and a disabled\n * status.\n *\n * @param formState Resets the control with an initial value,\n * or an object that defines the initial value and disabled state.\n *\n * @param options Configuration options that determine how the control propagates changes\n * and emits events when the group is reset.\n * * `onlySelf`: When true, each change only

affects this control, and not its parent. Default is\n * false.\n * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and\n * `valueChanges`\n * observables emit events with the latest status and value when the control is reset.\n * When false, no events are emitted.\n * The configuration options are passed to the {@link AbstractControl#updateValueAndValidity\n * updateValueAndValidity} method.\n *\n * @usageNotes\n *\n * ### Reset the form group values\n *\n * ```ts\n * const form = new FormGroup({\n * first: new FormControl('first name'),\n * last: new FormControl('last name')\n * });\n *\n * console.log(form.value); // {first: 'first name', last: 'last name'}\n *\n * form.reset({ first: 'name', last: 'last name' });\n *\n * console.log(form.value); // {first: 'name', last: 'last name'}\n * ```\n *\n * ### Reset the form group values and disabled status\n *\n * ```\n * const form = new FormGroup({\n * first: new FormControl('first name'),\n * last: new FormControl('last name')\n * });\n *\n * form.reset({\n * first: {value: 'name', disabled: true},\n * last: 'last'\n * });\n *\n * console.log(this.form.value); // {first: 'name', last: 'last name'}\n * console.log(this.form.get('first').status); // 'DISABLED'\n * ```\n */\n FormGroup.prototype.reset = function (value, options) {\n if (value === void 0) { value = {}; }\n if (options === void 0) { options = {}; }\n this._forEachChild(function (control, name) {\n control.reset(value[name], { onlySelf: true, emitEvent: options.emitEvent });\n });\n this.updateValueAndValidity(options);\n this._updatePristine(options);\n this._updateTouched(options);\n };\n /**\n * The aggregate value of the `FormGroup`, including any disabled controls.\n *\n * Retrieves all values regardless of disabled status.\n * The `value` property is the best way to get the value of the group, because\n * it excludes disabled controls in the `FormGroup`.\n */\n FormGroup.prototype.getRawValue = function () {\n return this._reduceChildren({}, function (acc, control, name) {\n acc[name] = control instanceof FormControl ? control.value : control.getRawValue();\n return acc;\n });\n };\n /** @internal */\n FormGroup.prototype._syncPendingControls = function () {\n var subtreeUpdated = this._reduceChildren(false, function (updated, child) {\n return child._syncPendingControls() ? true : updated;\n });\n if (subtreeUpdated)\n this.updateValueAndValidity({ onlySelf: true });\n return subtreeUpdated;\n };\n /** @internal */\n FormGroup.prototype._throwIfControlMissing = function (name) {\n if (!Object.keys(this.controls).length) {\n throw new Error(\"\\\n There are no form controls registered with this group yet. If you're using ngModel,\\\n you may want to check next tick (e.g. use setTimeout).\\\n \");\n }\n if (!this.controls[name]) {\n throw new Error(\"Cannot find form control with name: \" + name + \".\");\n }\n };\n /** @internal */\n FormGroup.prototype._forEachChild = function (cb) {\n var _this = this;\n Object.keys(this.controls).forEach(function (k) { return cb(_this.controls[k], k); });\n };\n /** @internal */\n FormGroup.prototype._setUpControls = function () {\n var _this = this;\n this._forEachChild(function (control) {\n control.setParent(_this);\n control._registerOnCollectionChange(_this._onCollectionChange);\n });\n };\n /** @internal */\n FormGroup.prototype._updateValue = function () { this.value = this._reduceValue(); };\n /** @internal */\n FormGroup.prototype._anyControls = function (condition) {\n var _this = this;\n var res = false;\n this._forEachChild(function (control, name) {\n res = res || (_this.contains(name) && condition(control));\n });\n return res;\n };\n /** @internal */\n FormGroup.prototype._reduceValue = function () {\n var _this = this;\n return this._reduceChildren({}, function (acc, control, name) {\n if (control.enabled || _this.disabled) {\n acc[name] = control.value;\n }\n return acc;\n });\n };\n /** @internal */\n FormGroup.prototype._reduceChildren = function (initValue, fn) {\n var res = initValue;\n this._forEachChild(function (control, name) { res = fn(res, control, name); });\n return res;\n };\n /** @internal */\n FormGroup.prototype._allControlsDisabled = function () {\n var e_1, _a;\n try {\n for (var _b = __values(Object.keys(this.controls)), _c = _b.next(); !_c.done; _c = _b.next()) {\n var controlName = _c.value;\n if (this.controls[controlName].enabled) {\n return false;\n }\n }\n }\n catch (e_1_1) { e_1 = { error: e_1_1 }; }\n finally {\n try {\n if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n }\n finally { if (e_1) throw e_1.error; }\n }\n return Object.keys(this.controls).length > 0 || this.disabled;\n };\n /** @internal */\n FormGroup.prototype._checkAllValuesPresent = function (value) {\n this._forEachChild(function (control,

name) {\n   if (value[name] === undefined) {\n   throw new Error(\"Must supply a value for form control with name: '\" + name + \"'.\");\n   }\n   });\n   };\n   return FormGroup;\n}(AbstractControl));\n/**\n * Tracks the value and validity state of an array of `FormControl`,\n * `FormGroup` or `FormArray` instances.\n *\n * A `FormArray` aggregates the values of each child `FormControl` into an array.\n * It calculates its status by reducing the status values of its children. For example, if one of\n * the controls in a `FormArray` is invalid, the entire array becomes invalid.\n *\n * `FormArray` is one of the three fundamental building blocks used to define forms in Angular,\n * along with `FormControl` and `FormGroup`.\n *\n * @usageNotes\n *\n * ### Create an array of form controls\n *\n * ```\n * const arr = new FormArray([\n *   new FormControl('Nancy', Validators.minLength(2)),\n *   new FormControl('Drew'),\n *]);\n *\n * console.log(arr.value);   // ['Nancy', 'Drew']\n * console.log(arr.status); // 'VALID'\n * ```\n *\n * ### Create a form array with array-level validators\n *\n * You include array-level validators and async validators. These come in handy\n * when you want to perform validation that considers the value of more than one child\n * control.\n *\n * The two types of validators are passed in separately as the second and third arg\n * respectively, or together as part of an options object.\n *\n * ```\n * const arr = new FormArray([\n *   new FormControl('Nancy'),\n *   new FormControl('Drew')\n *], {validators: myValidator, asyncValidators: myAsyncValidator});\n * ```\n *\n * ### Set the updateOn property for all controls in a form array\n *\n * The options object is used to set a default value for each child\n * control's `updateOn` property. If you set `updateOn` to `'blur'` at the\n * array level, all child controls default to 'blur', unless the child\n * has explicitly specified a different `updateOn` value.\n *\n * ```ts\n * const arr = new FormArray([\n *   new FormControl()\n *], {updateOn: 'blur'});\n * ```\n *\n * ### Adding or removing controls from a form array\n *\n * To change the controls in the array, use the `push`, `insert`, or `removeAt` methods\n * in `FormArray` itself. These methods ensure the controls are properly tracked in the\n * form's hierarchy. Do not modify the array of `AbstractControl`s used to instantiate\n * the `FormArray` directly, as that result in strange and unexpected behavior such\n * as broken change detection.\n *\n * @publicApi\n */\nvar FormArray = /** @class */ (function (_super) {\n   __extends(FormArray, _super);\n   /**\n   * Creates a new `FormArray` instance.\n   *\n   * @param controls An array of child controls. Each child control is given an index\n   * where it is registered.\n   *\n   * @param validatorOrOpts A synchronous validator function, or an array of\n   * such functions, or an `AbstractControlOptions` object that contains validation functions\n   * and a validation trigger.\n   *\n   * @param asyncValidator A single async validator or array of async validator functions\n   *\n   */\n   function FormArray(controls, validatorOrOpts, asyncValidator) {\n   var _this = _super.call(this, coerceToValidator(validatorOrOpts), coerceToAsyncValidator(asyncValidator, validatorOrOpts)) || this;\n   _this.controls = controls;\n   _this._initObservables();\n   _this._setUpdateStrategy(validatorOrOpts);\n   _this._setUpControls();\n   _this.updateValueAndValidity({ onlySelf: true, emitEvent: false });\n   return _this;\n   }\n   /**\n   * Get the `AbstractControl` at the given `index` in the array.\n   *\n   * @param index Index in the array to retrieve the control\n   */\n   FormArray.prototype.at = function (index) { return this.controls[index]; };\n   /**\n   * Insert a new `AbstractControl` at the end of the array.\n   *\n   * @param control Form control to be inserted\n   */\n   FormArray.prototype.push = function (control) {\n   this.controls.push(control);\n   this._registerControl(control);\n   this.updateValueAndValidity();\n   this._onCollectionChange();\n   };\n   /**\n   * Insert a new `AbstractControl` at the given `index` in the array.\n   *\n   * @param index Index in the array to insert the control\n   * @param control Form control to be inserted\n   */\n   FormArray.prototype.insert = function (index, control) {\n   this.controls.splice(index, 0, control);\n   this._registerControl(control);\n   this.updateValueAndValidity();\n   };\n   /**\n   * Remove the control at the given `index` in the array.\n   *\n   * @param index Index in the array to remove the control\n   */\n   FormArray.prototype.removeAt = function (index) {\n   if (this.controls[index])\n   this.controls[index]._registerOnCollectionChange(function () { });\n   this.controls.splice(index, 1);\n   this.updateValueAndValidity();\n   };\n   /**\n   * Replace an existing control.\n   *\n   * @param index Index in the array to replace the control\n   * @param control The `AbstractControl` control to replace the existing control\n   */\n   FormArray.prototype.setControl = function (index, control) {\n   if (this.controls[index])\n   this.controls[index]._registerOnCollectionChange(function

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() { });\n        this.controls.splice(index, 1);\n        if (control) {\n            this.controls.splice(index, 0, control);\n
  this._registerControl(control);\n        }\n        this.updateValueAndValidity();\n        this._onCollectionChange();\n
};\n    Object.defineProperty(FormArray.prototype, \"length\", {\n        /**\n         * Length of the control array.\n
 */\n        get: function () { return this.controls.length; },\n        enumerable: true,\n        configurable: true\n    });\n
/**\n     * Sets the value of the `FormArray`. It accepts an array that matches\n     * the structure of the control.\n
*\n     * This method performs strict checks, and throws an error if you try\n     * to set the value of a control that
doesn't exist or if you exclude the\n     * value of a control.\n     *\n     * @usageNotes\n     * ### Set the values for
the controls in the form array\n     *\n     * ```\n     * const arr = new FormArray([\n     *    new FormControl(),\n     *
new FormControl()\n     * ]);\n     * console.log(arr.value);   // [null, null]\n     *\n     * arr.setValue(['Nancy',
'Drew']);\n     * console.log(arr.value);   // ['Nancy', 'Drew']\n     * ```\n     *\n     * @param value Array of values for
the controls\n     * @param options Configure options that determine how the control propagates changes and\n     *
emits events after the value changes\n     *\n     * * `onlySelf`: When true, each change only affects this control, and
not its parent. Default\n     * is false.\n     * * `emitEvent`: When true or not supplied (the default), both the
`statusChanges` and\n     * `valueChanges`\n     * observables emit events with the latest status and value when the
control value is updated.\n     * When false, no events are emitted.\n     * The configuration options are passed to the
{@link AbstractControl#updateValueAndValidity\n     * updateValueAndValidity} method.\n     */\n
FormArray.prototype.setValue = function (value, options) {\n        var _this = this;\n        if (options === void 0) {
options = {}; }\n        this._checkAllValuesPresent(value);\n        value.forEach(function (newValue, index) {\n
  _this._throwIfControlMissing(index);\n            _this.at(index).setValue(newValue, { onlySelf: true, emitEvent:
options.emitEvent });\n        });\n        this.updateValueAndValidity(options);\n    };\n    /**\n     * Patches the value
of the `FormArray`. It accepts an array that matches the\n     * structure of the control, and does its best to match the
values to the correct\n     * controls in the group.\n     *\n     * It accepts both super-sets and sub-sets of the array
without throwing an error.\n     *\n     * @usageNotes\n     * ### Patch the values for controls in a form array\n
*\n     * ```\n     * const arr = new FormArray([\n     *    new FormControl(),\n     *    new FormControl()\n     * ]);\n
 * console.log(arr.value);   // [null, null]\n     *\n     * arr.patchValue(['Nancy']);\n     * console.log(arr.value);   //
['Nancy', null]\n     * ```\n     *\n     * @param value Array of latest values for the controls\n     * @param options
Configure options that determine how the control propagates changes and\n     * emits events after the value
changes\n     *\n     * * `onlySelf`: When true, each change only affects this control, and not its parent. Default\n     *
is false.\n     * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and\n     *
`valueChanges`\n     * observables emit events with the latest status and value when the control value is updated.\n
* When false, no events are emitted.\n     * The configuration options are passed to the {@link
AbstractControl#updateValueAndValidity\n     * updateValueAndValidity} method.\n     */\n
FormArray.prototype.patchValue = function (value, options) {\n        var _this = this;\n        if (options === void 0) {
options = {}; }\n        value.forEach(function (newValue, index) {\n            if (_this.at(index)) {\n
_this.at(index).patchValue(newValue, { onlySelf: true, emitEvent: options.emitEvent });\n            }\n        });\n
this.updateValueAndValidity(options);\n    };\n    /**\n     * Resets the `FormArray` and all descendants are marked
`pristine` and `untouched`, and the\n     * value of all descendants to null or null maps.\n     *\n     * You reset to a
specific form state by passing in an array of states\n     * that matches the structure of the control. The state is a
standalone value\n     * or a form state object with both a value and a disabled status.\n     *\n     * @usageNotes\n
* ### Reset the values in a form array\n     *\n     * ```ts\n     * const arr = new FormArray([\n     *    new
FormControl(),\n     *    new FormControl()\n     * ]);\n     * arr.reset(['name', 'last name']);\n     *\n     *
console.log(this.arr.value);  // ['name', 'last name']\n     * ```\n     *\n     * ### Reset the values in a form array and the
disabled status for the first control\n     *\n     * ```\n     * this.arr.reset([\n     *   {value: 'name', disabled: true},\n     *
'last'\n     * ]);\n     *\n     * console.log(this.arr.value);  // ['name', 'last name']\n     *
console.log(this.arr.get(0).status);  // 'DISABLED'\n     * ```\n     *\n     * @param value Array of values for the
controls\n     * @param options Configure options that determine how the control propagates changes and\n     *
emits events after the value changes\n     *\n     * * `onlySelf`: When true, each change only affects this control, and
not its parent. Default\n     * is false.\n     * * `emitEvent`: When true or not supplied (the default), both the
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`statusChanges` and\n * `valueChanges`\n * observables emit events with the latest status and value when the control is reset.\n * When false, no events are emitted.\n * The configuration options are passed to the {@link AbstractControl#updateValueAndValidity\n * updateValueAndValidity} method.\n */\n FormArray.prototype.reset = function (value, options) {\n if (value === void 0) { value = []; }\n if (options === void 0) { options = {}; }\n this._forEachChild(function (control, index) {\n control.reset(value[index], { onlySelf: true, emitEvent: options.emitEvent });\n });\n this.updateValueAndValidity(options);\n this._updatePristine(options);\n this._updateTouched(options);\n };\n /**\n * The aggregate value of the array, including any disabled controls.\n *\n * Reports all values regardless of disabled status.\n * For enabled controls only, the `value` property is the best way to get the value of the array.\n */\n FormArray.prototype.getRawValue = function () {\n return this.controls.map(function (control) {\n return control instanceof FormControl ? control.value : control.getRawValue();\n });\n };\n /** @internal */\n FormArray.prototype._syncPendingControls = function () {\n var subtreeUpdated = this.controls.reduce(function (updated, child) {\n return child._syncPendingControls() ? true : updated;\n }, false);\n if (subtreeUpdated)\n this.updateValueAndValidity({ onlySelf: true });\n return subtreeUpdated;\n };\n /** @internal */\n FormArray.prototype._throwIfControlMissing = function (index) {\n if (!this.controls.length) {\n throw new Error(\"\\n There are no form controls registered with this array yet. If you're using ngModel,\\n you may want to check next tick (e.g. use setTimeout).\\n \");\n }\n if (!this.at(index)) {\n throw new Error(\"Cannot find form control at index \" + index);\n }\n };\n /** @internal */\n FormArray.prototype._forEachChild = function (cb) {\n this.controls.forEach(function (control, index) { cb(control, index); });\n };\n /** @internal */\n FormArray.prototype._updateValue = function () {\n var _this = this;\n this.value =\n this.controls.filter(function (control) { return control.enabled || _this.disabled; })\n .map(function (control) { return control.value; });\n };\n /** @internal */\n FormArray.prototype._anyControls = function (condition) {\n return this.controls.some(function (control) { return control.enabled && condition(control); });\n };\n /** @internal */\n FormArray.prototype._setUpControls = function () {\n var _this = this;\n this._forEachChild(function (control) { return _this._registerControl(control); });\n };\n /** @internal */\n FormArray.prototype._checkAllValuesPresent = function (value) {\n this._forEachChild(function (control, i) {\n if (value[i] === undefined) {\n throw new Error(\"Must supply a value for form control at index: \" + i + \".\");\n }\n });\n };\n /** @internal */\n FormArray.prototype._allControlsDisabled = function () {\n var e_2, _a;\n try {\n for (var _b = __values(this.controls), _c = _b.next(); !_c.done; _c = _b.next()) {\n var control = _c.value;\n if (control.enabled)\n return false;\n }\n }\n catch (e_2_1) { e_2 = { error: e_2_1 }; }\n finally {\n try {\n if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n }\n finally { if (e_2) throw e_2.error; }\n }\n return this.controls.length > 0 || this.disabled;\n };\n FormArray.prototype._registerControl = function (control) {\n control.setParent(this);\n control._registerOnCollectionChange(this._onCollectionChange);\n };\n return FormArray;\n}(AbstractControl));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar formDirectiveProvider = {\n provide: ControlContainer,\n useExisting: forwardRef(function () { return NgForm; })\n};\nvar resolvedPromise = Promise.resolve(null);\n/**\n * @description\n *\n * Creates a top-level `FormGroup` instance and binds it to a form\n * to track aggregate form value and validation status.\n *\n * As soon as you import the `FormsModule`, this directive becomes active by default on\n * all `<form>` tags. You don't need to add a special selector.\n *\n * You can export the directive into a local template variable using `ngForm` as the key\n * (ex: `#myForm=\"ngForm\"`). This is optional, but useful. Many properties from the underlying\n * `FormGroup` instance are duplicated on the directive itself, so a reference to it\n * will give you access to the aggregate value and validity status of the form, as well as\n * user interaction properties like `dirty` and `touched`.\n *\n * To register child controls with the form, you'll want to use `NgModel` with a\n * `name` attribute. You can also use `NgModelGroup` if you'd like to create\n * sub-groups within the form.\n *\n * You can listen to the directive's `ngSubmit` event to be notified when the user has\n * triggered a form

submission. The `ngSubmit` event will be emitted with the original form\n * submission event.\n *\n * In template driven forms, all `<form>` tags are automatically tagged as `NgForm`.\n * If you want to import the `FormsModule` but skip its usage in some forms,\n * for example, to use native HTML5 validation, you can add `ngNoForm` and the `<form>`\n * tags won't create an `NgForm` directive. In reactive forms, using `ngNoForm` is\n * unnecessary because the `<form>` tags are inert. In that case, you would\n * refrain from using the `formGroup` directive.\n *\n * Support for using `ngForm` element selector has been deprecated in Angular v6 and will be removed\n * in Angular v9.\n *\n * This has been deprecated to keep selectors consistent with other core Angular selectors,\n * as element selectors are typically written in kebab-case.\n *\n * Now deprecated:\n * ```html\n * <ngForm #myForm=\"ngForm\">\n * ```\n *\n * After:\n * ```html\n * <ng-form #myForm=\"ngForm\">\n * ```\n *\n * {@example forms/ts/simpleForm/simple_form_example.ts region='Component'}\n *\n * @ngModule FormsModule\n * @publicApi\n */\nvar NgForm = /** @class */ (function (_super) {\n __extends(NgForm, _super);\n function NgForm(validators, asyncValidators) {\n var _this = _super.call(this) || this;\n _this.submitted = false;\n _this._directives = [];\n _this.ngSubmit = new EventEmitter();\n _this.form =\n new FormGroup({}, composeValidators(validators), composeAsyncValidators(asyncValidators));\n return _this;\n }\n NgForm.prototype.ngAfterViewInit = function () { this._setUpdateStrategy(); };\n Object.defineProperty(NgForm.prototype, \"formDirective\", {\n get: function () { return this; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgForm.prototype, \"control\", {\n get: function () { return this.form; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgForm.prototype, \"path\", {\n get: function () { return []; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgForm.prototype, \"controls\", {\n get: function () { return this.form.controls; },\n enumerable: true,\n configurable: true\n });\n NgForm.prototype.addControl = function (dir) {\n var _this = this;\n resolvedPromise.then(function () {\n var container = _this._findContainer(dir.path);\n dir.control =\n container.registerControl(dir.name, dir.control);\n setUpControl(dir.control, dir);\n dir.control.updateValueAndValidity({ emitEvent: false });\n _this._directives.push(dir);\n });\n };\n NgForm.prototype.getControl = function (dir) { return this.form.get(dir.path); };\n NgForm.prototype.removeControl = function (dir) {\n var _this = this;\n resolvedPromise.then(function () {\n var container = _this._findContainer(dir.path);\n if (container) {\n container.removeControl(dir.name);\n }\n removeDir(_this._directives, dir);\n });\n };\n NgForm.prototype.addFormGroup = function (dir) {\n var _this = this;\n resolvedPromise.then(function () {\n var container = _this._findContainer(dir.path);\n var group = new FormGroup({});\n setUpFormContainer(group, dir);\n container.registerControl(dir.name, group);\n group.updateValueAndValidity({ emitEvent: false });\n });\n };\n NgForm.prototype.removeFormGroup = function (dir) {\n var _this = this;\n resolvedPromise.then(function () {\n var container = _this._findContainer(dir.path);\n if (container) {\n container.removeControl(dir.name);\n }\n });\n };\n NgForm.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); };\n NgForm.prototype.updateModel = function (dir, value) {\n var _this = this;\n resolvedPromise.then(function () {\n var ctrl = _this.form.get(dir.path);\n ctrl.setValue(value);\n });\n };\n NgForm.prototype.setValue = function (value) { this.control.setValue(value); };\n NgForm.prototype.onSubmit = function ($event) {\n this.submitted = true;\n syncPendingControls(this.form, this._directives);\n this.ngSubmit.emit($event);\n return false;\n };\n NgForm.prototype.onReset = function () { this.resetForm(); };\n NgForm.prototype.resetForm = function (value) {\n if (value === void 0) { value = undefined; }\n this.form.reset(value);\n this.submitted = false;\n };\n NgForm.prototype._setUpdateStrategy = function () {\n if (this.options && this.options.updateOn != null) {\n this.form._updateOn = this.options.updateOn;\n }\n };\n /** @internal */\n NgForm.prototype._findContainer = function (path) {\n path.pop();\n return path.length ? this.form.get(path) : this.form;\n };\n __decorate([\n Input('ngFormOptions'),\n __metadata(\"design:type\", Object)\n], NgForm.prototype, \"options\", void 0);\n NgForm = __decorate([\n

Directive({\n selector: 'form:not([ngNoForm]):not([formGroup]),ngForm,ng-form,[ngForm]',\n providers: [formDirectiveProvider],\n host: { '(submit)': 'onSubmit($event)', '(reset)': 'onReset()' },\n outputs: ['ngSubmit'],\n exportAs: 'ngForm'\n }),\n __param(0, Optional()), __param(0, Self()), __param(0, Inject(NG_VALIDATORS)),\n __param(1, Optional()), __param(1, Self()), __param(1, Inject(NG_ASYNC_VALIDATORS)),\n __metadata(\"design:paramtypes\", [Array, Array])\n], NgForm);\n return NgForm;\n}(ControlContainer));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar TemplateDrivenErrors = /** @class */ (function () {\n function TemplateDrivenErrors() {\n }\n TemplateDrivenErrors.modelParentException = function () {\n throw new Error(\"\\n ngModel cannot be used to register form controls with a parent formGroup directive. Try using\\n formGroup's partner directive \\\"formControlName\\\" instead. Example:\\n\\n \" + FormErrorExamples.formControlName + \"\\n\\n Or, if you'd like to avoid registering this form control, indicate that it's standalone in ngModelOptions:\\n\\n Example:\\n\\n \" + FormErrorExamples.ngModelWithFormGroup);\n };\n TemplateDrivenErrors.formGroupNameException = function () {\n throw new Error(\"\\n ngModel cannot be used to register form controls with a parent formGroupName or formArrayName directive.\\n\\n Option 1: Use formControlName instead of ngModel (reactive strategy):\\n\\n \" + FormErrorExamples.formGroupName + \"\\n\\n Option 2: Update ngModel's parent be ngModelGroup (template-driven strategy):\\n\\n \" + FormErrorExamples.ngModelGroup);\n };\n TemplateDrivenErrors.missingNameException = function () {\n throw new Error(\"If ngModel is used within a form tag, either the name attribute must be set or the form\\n control must be defined as 'standalone' in ngModelOptions.\\n\\n Example 1: <input [(ngModel)]=\\\"person.firstName\\\" name=\\\"first\\\">\\n Example 2: <input [(ngModel)]=\\\"person.firstName\\\" [ngModelOptions]=\\\"{standalone: true}\\\">\");\n };\n TemplateDrivenErrors.modelGroupParentException = function () {\n throw new Error(\"\\n ngModelGroup cannot be used with a parent formGroup directive.\\n\\n Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):\\n\\n \" + FormErrorExamples.formGroupName + \"\\n\\n Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):\\n\\n \" + FormErrorExamples.ngModelGroup);\n };\n TemplateDrivenErrors.ngFormWarning = function () {\n console.warn(\"\\n It looks like you're using 'ngForm'.\\n\\n Support for using the 'ngForm' element selector has been deprecated in Angular v6 and will be removed\\n in Angular v9.\\n\\n Use 'ng-form' instead.\\n\\n Before:\\n <ngForm #myForm=\\\"ngForm\\\">\\n\\n After:\\n <ng-form #myForm=\\\"ngForm\\\">\\n \");\n };\n return TemplateDrivenErrors;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Token to provide to turn off the warning when using 'ngForm' deprecated selector.\n */\nvar NG_FORM_SELECTOR_WARNING = new InjectionToken('NgFormSelectorWarning');\n/**\n * This directive is solely used to display warnings when the deprecated `ngForm` selector is used.\n *\n * @deprecated in Angular v6 and will be removed in Angular v9.\n * @ngModule FormsModule\n * @publicApi\n */\nvar NgFormSelectorWarning = /** @class */ (function () {\n function NgFormSelectorWarning(ngFormWarning) {\n if (((!ngFormWarning || ngFormWarning === 'once') && !NgFormSelectorWarning_1._ngFormWarning) ||\n ngFormWarning === 'always') {\n TemplateDrivenErrors.ngFormWarning();\n NgFormSelectorWarning_1._ngFormWarning = true;\n }\n }\n NgFormSelectorWarning_1 = NgFormSelectorWarning;\n var NgFormSelectorWarning_1;\n /**\n * Static property used to track whether the deprecation warning for this selector has been sent.\n * Used to support warning config of \"once\".\n *\n * @internal\n */\n NgFormSelectorWarning._ngFormWarning = false;\n NgFormSelectorWarning = NgFormSelectorWarning_1 = __decorate([\n Directive({ selector: 'ngForm' }),\n __param(0, Optional()), __param(0, Inject(NG_FORM_SELECTOR_WARNING)),\n __metadata(\"design:paramtypes\", [Object])\n], NgFormSelectorWarning);\n return NgFormSelectorWarning;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at

https://angular.io/license\n */\nvar modelGroupProvider = {\n provide: ControlContainer,\n useExisting: forwardRef(function () { return NgModelGroup; })\n};\n/**\n * @description\n *\n * Creates and binds a `FormGroup` instance to a DOM element.\n *\n * This directive can only be used as a child of `NgForm` (or in other words,\n * within `<form>` tags).\n *\n * Use this directive if you'd like to create a sub-group within a form. This can\n * come in handy if you want to validate a sub-group of your form separately from\n * the rest of your form, or if some values in your domain model make more sense to\n * consume together in a nested object.\n *\n * Pass in the name you'd like this sub-group to have and it will become the key\n * for the sub-group in the form's full value. You can also export the directive into\n * a local template variable using `ngModelGroup` (ex: `#myGroup=\"ngModelGroup\"`).\n *\n * {@example forms/ts/ngModelGroup/ng_model_group_example.ts region='Component'}\n *\n * @ngModule FormsModule\n * @publicApi\n */\nvar NgModelGroup = /** @class */ (function (_super) {\n __extends(NgModelGroup, _super);\n function NgModelGroup(parent, validators, asyncValidators) {\n   var _this = _super.call(this) || this;\n   _this._parent = parent;\n   _this._validators = validators;\n   _this._asyncValidators = asyncValidators;\n   return _this;\n }\n NgModelGroup_1 = NgModelGroup;\n /** @internal */\n NgModelGroup.prototype._checkParentType = function () {\n   if (!(this._parent instanceof NgModelGroup_1) && !(this._parent instanceof NgForm)) {\n TemplateDrivenErrors.modelGroupParentException();\n   }\n };\n var NgModelGroup_1;\n __decorate([\n   Input('ngModelGroup'),\n   __metadata(\"design:type\", String)\n], NgModelGroup.prototype, \"name\", void 0);\n NgModelGroup = NgModelGroup_1 = __decorate([\n   Directive({ selector: '[ngModelGroup]', providers: [modelGroupProvider], exportAs: 'ngModelGroup' }),\n   __param(0, Host()), __param(0, SkipSelf()),\n   __param(1, Optional()), __param(1, Self()), __param(1, Inject(NG_VALIDATORS)),\n __param(2, Optional()), __param(2, Self()), __param(2, Inject(NG_ASYNC_VALIDATORS)),\n __metadata(\"design:paramtypes\", [ControlContainer, Array, Array])\n], NgModelGroup);\n return NgModelGroup;\n}(AbstractFormGroupDirective));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar formControlBinding = {\n provide: NgControl,\n useExisting: forwardRef(function () { return NgModel; })\n};\n/**\n * `ngModel` forces an additional change detection run when its inputs change:\n * E.g.:\n * ```\n * <div>{{myModel.valid}}</div>\n * <input [(ngModel)]=\"myValue\" #myModel=\"ngModel\">\n * ```\n * I.e. `ngModel` can export itself on the element and then be used in the template.\n * Normally, this would result in expressions before the `input` that use the exported directive\n * to have and old value as they have been\n * dirty checked before. As this is a very common case for `ngModel`, we added this second change\n * detection run.\n *\n * Notes:\n * - this is just one extra run no matter how many `ngModel` have been changed.\n * - this is a general problem when using `exportAs` for directives!\n */\nvar resolvedPromise$1 = Promise.resolve(null);\n/**\n * @description\n *\n * Creates a `FormControl` instance from a domain model and binds it\n * to a form control element.\n *\n * The `FormControl` instance will track the value, user interaction, and\n * validation status of the control and keep the view synced with the model. If used\n * within a parent form, the directive will also register itself with the form as a child\n * control.\n *\n * This directive can be used by itself or as part of a larger form. All you need is the\n * `ngModel` selector to activate it.\n *\n * It accepts a domain model as an optional `Input`. If you have a one-way binding\n * to `ngModel` with `[]` syntax, changing the value of the domain model in the component\n * class will set the value in the view. If you have a two-way binding with `[()]` syntax\n * (also known as 'banana-box syntax'), the value in the UI will always be synced back to\n * the domain model in your class as well.\n *\n * If you wish to inspect the properties of the associated `FormControl` (like\n * validity state), you can also export the directive into a local template variable using\n * `ngModel` as the key (ex: `#myVar=\"ngModel\"`). You can then access the control using the\n * directive's `control` property, but most properties you'll need (like `valid` and `dirty`)\n * will fall through to the control anyway, so you can access them directly. You can see a\n * full list of properties directly available in `AbstractControlDirective`.\n *\n * The following is an example of a simple standalone control using `ngModel`:\n *\n * {@example forms/ts/simpleNgModel/simple_ng_model_example.ts region='Component'}\n *\n * When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute\n * so that the control can be

registered with the parent form under that name.\n *\n * It's worth noting that in the context of a parent form, you often can skip one-way or\n * two-way binding because the parent form will sync the value for you. You can access\n * its properties by exporting it into a local template variable using `ngForm` (ex:\n * `#f=\"ngForm\"`). Then you can pass it where it needs to go on submit.\n *\n * If you do need to populate initial values into your form, using a one-way binding for\n * `ngModel` tends to be sufficient as long as you use the exported form's value rather\n * than the domain model's value on submit.\n *\n * Take a look at an example of using `ngModel` within a form:\n *\n * {@example forms/ts/simpleForm/simple_form_example.ts region='Component'}\n *\n * To see `ngModel` examples with different form control types, see:\n *\n * * Radio buttons: `RadioControlValueAccessor`\n * * Selects: `SelectControlValueAccessor`\n *\n * @ngModule FormsModule\n * @publicApi\n */\nvar NgModel = /** @class */ (function (_super) {\n __extends(NgModel, _super);\n function NgModel(parent, validators, asyncValidators, valueAccessors) {\n var _this = _super.call(this) || this;\n _this.control = new FormControl();\n /** @internal */\n _this._registered = false;\n _this.update = new EventEmitter();\n _this._parent = parent;\n _this._rawValidators = validators || [];\n _this._rawAsyncValidators = asyncValidators || [];\n _this.valueAccessor = selectValueAccessor(_this, valueAccessors);\n return _this;\n }\n NgModel.prototype.ngOnChanges = function (changes) {\n this._checkForErrors();\n if (!this._registered)\n this._setUpControl();\n if ('isDisabled' in changes) {\n this._updateDisabled(changes);\n }\n if (isPropertyUpdated(changes, this.viewModel)) {\n this._updateValue(this.model);\n this.viewModel = this.model;\n }\n };\n NgModel.prototype.ngOnDestroy = function () { this.formDirective && this.formDirective.removeControl(this); };\n Object.defineProperty(NgModel.prototype, \"path\", {\n get: function () {\n return this._parent ? controlPath(this.name, this._parent) : [this.name];\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgModel.prototype, \"formDirective\", {\n get: function () { return this._parent ? this._parent.formDirective : null; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgModel.prototype, \"validator\", {\n get: function () { return composeValidators(this._rawValidators); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(NgModel.prototype, \"asyncValidator\", {\n get: function () {\n return composeAsyncValidators(this._rawAsyncValidators);\n },\n enumerable: true,\n configurable: true\n });\n NgModel.prototype.viewToModelUpdate = function (newValue) {\n this.viewModel = newValue;\n this.update.emit(newValue);\n };\n NgModel.prototype._setUpControl = function () {\n this._setUpdateStrategy();\n this._isStandalone() ? this._setUpStandalone() :\n this.formDirective.addControl(this);\n this._registered = true;\n };\n NgModel.prototype._setUpdateStrategy = function () {\n if (this.options && this.options.updateOn != null) {\n this.control._updateOn = this.options.updateOn;\n }\n };\n NgModel.prototype._isStandalone = function () {\n return !this._parent || !!(this.options && this.options.standalone);\n };\n NgModel.prototype._setUpStandalone = function () {\n setUpControl(this.control, this);\n this.control.updateValueAndValidity({ emitEvent: false });\n };\n NgModel.prototype._checkForErrors = function () {\n if (!this._isStandalone()) {\n this._checkParentType();\n }\n this._checkName();\n };\n NgModel.prototype._checkParentType = function () {\n if (!(this._parent instanceof NgModelGroup) &&\n this._parent instanceof AbstractFormGroupDirective) {\n TemplateDrivenErrors.formGroupNameException();\n }\n else if (!(this._parent instanceof NgModelGroup) && !(this._parent instanceof NgForm)) {\n TemplateDrivenErrors.modelParentException();\n }\n };\n NgModel.prototype._checkName = function () {\n if (this.options && this.options.name)\n this.name = this.options.name;\n if (!this._isStandalone() && !this.name) {\n TemplateDrivenErrors.missingNameException();\n }\n };\n NgModel.prototype._updateValue = function (value) {\n var _this = this;\n resolvedPromise$1.then(function () { _this.control.setValue(value, { emitViewToModelChange: false }); });\n };\n NgModel.prototype._updateDisabled = function (changes) {\n var _this = this;\n var disabledValue = changes['isDisabled'].currentValue;\n var isDisabled = disabledValue === '' || (disabledValue && disabledValue !== 'false');\n resolvedPromise$1.then(function () {\n if (isDisabled &&

!_this.control.disabled) {\n _this.control.disable();\n }\n else if (!isDisabled &&
_this.control.disabled) {\n _this.control.enable();\n }\n });\n };\n __decorate([\n
Input(),\n __metadata(\"design:type\", String)\n], NgModel.prototype, \"name\", void 0);\n __decorate([\n
Input('disabled'),\n __metadata(\"design:type\", Boolean)\n], NgModel.prototype, \"isDisabled\", void 0);\n
__decorate([\n Input('ngModel'),\n __metadata(\"design:type\", Object)\n], NgModel.prototype,
\"model\", void 0);\n __decorate([\n Input('ngModelOptions'),\n __metadata(\"design:type\", Object)\n
], NgModel.prototype, \"options\", void 0);\n __decorate([\n Output('ngModelChange'),\n
__metadata(\"design:type\", Object)\n], NgModel.prototype, \"update\", void 0);\n NgModel = __decorate([\n
Directive({\n selector: '[ngModel]:not([formControlName]):not([formControl])',\n providers:
[formControlBinding],\n exportAs: 'ngModel'\n }),\n __param(0, Optional()), __param(0, Host()),\n
__param(1, Optional()), __param(1, Self()), __param(1, Inject(NG_VALIDATORS)),\n __param(2,
Optional()), __param(2, Self()), __param(2, Inject(NG_ASYNC_VALIDATORS)),\n __param(3, Optional()),
__param(3, Self()), __param(3, Inject(NG_VALUE_ACCESSOR)),\n __metadata(\"design:paramtypes\",
[ControlContainer,\n Array,\n Array, Array])\n], NgModel);\n return
NgModel;\n}(NgControl));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this
source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n/**\n * Token to provide to turn off the ngModel warning on formControl and
formControlName.\n */\nvar NG_MODEL_WITH_FORM_CONTROL_WARNING = new
InjectionToken('NgModelWithFormControlWarning');\nvar formControlBinding$1 = {\n provide: NgControl,\n
useExisting: forwardRef(function () { return FormControlDirective; })\n};\n/**\n * @description\n * * Syncs a
standalone `FormControl` instance to a form control element.\n *\n * @see [Reactive Forms Guide](guide/reactive-
forms)\n * @see `FormControl`\n * @see `AbstractControl`\n *\n * @usageNotes\n *\n * ### Registering a single
form control\n *\n * The following examples shows how to register a standalone control and set its value.\n *\n *
{@example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'}\n *\n * ### Use
with ngModel\n *\n * Support for using the `ngModel` input property and `ngModelChange` event with reactive\n *
form directives has been deprecated in Angular v6 and will be removed in Angular v7.\n *\n * Now deprecated:\n
*\n * ```html\n * <input [formControl]=\"control\" [(ngModel)]=\"value\">\n * ```\n *\n * ```ts\n * this.value = 'some
value';\n * ```\n *\n * This has been deprecated for a few reasons. First, developers have found this pattern\n *
confusing. It seems like the actual `ngModel` directive is being used, but in fact it's\n * an input/output property
named `ngModel` on the reactive form directive that simply\n * approximates (some of) its behavior. Specifically, it
allows getting/setting the value\n * and intercepting value events. However, some of `ngModel`'s other features -
like\n * delaying updates with`ngModelOptions` or exporting the directive - simply don't work,\n * which has
understandably caused some confusion.\n *\n * In addition, this pattern mixes template-driven and reactive forms
strategies, which\n * we generally don't recommend because it doesn't take advantage of the full benefits of\n *
either strategy. Setting the value in the template violates the template-agnostic\n * principles behind reactive forms,
whereas adding a `FormControl`/`FormGroup` layer in\n * the class removes the convenience of defining forms in
the template.\n *\n * To update your code before v7, you'll want to decide whether to stick with reactive form\n *
directives (and get/set values using reactive forms patterns) or switch over to\n * template-driven directives.\n *\n *
After (choice 1 - use reactive forms):\n *\n * ```html\n * <input [formControl]=\"control\">\n * ```\n *\n * ```ts\n *
this.control.setValue('some value');\n * ```\n *\n * After (choice 2 - use template-driven forms):\n *\n * ```html\n *
<input [(ngModel)]=\"value\">\n * ```\n *\n * ```ts\n * this.value = 'some value';\n * ```\n *\n * By default, when you
use this pattern, you will see a deprecation warning once in dev\n * mode. You can choose to silence this warning by
providing a config for\n * `ReactiveFormsModule` at import time:\n *\n * ```ts\n * imports: [\n *
ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'});\n *]\n * ```\n *\n *
Alternatively, you can choose to surface a separate warning for each instance of this\n * pattern with a config value
of `\"always\"`. This may help to track down where in the code\n * the pattern is being used as the code is being
updated.\n *\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar FormControlDirective = /** @class
*/ (function (_super) {\n __extends(FormControlDirective, _super);\n function FormControlDirective(validators,

asyncValidators, valueAccessors, _ngModelWarningConfig) {\n var _this = _super.call(this) || this;\n _this._ngModelWarningConfig = _ngModelWarningConfig;\n /** @deprecated as of v6 */\n _this.update = new EventEmitter();\n /**\n * @description\n * Instance property used to track whether an ngModel warning has been sent out for this\n * particular `FormControlDirective` instance. Used to support warning config of \"always\".\n *\n * @internal\n */\n _this._ngModelWarningSent = false;\n _this._rawValidators = validators || [];\n _this._rawAsyncValidators = asyncValidators || [];\n _this.valueAccessor = selectValueAccessor(_this, valueAccessors);\n return _this;\n }\n FormControlDirective_1 = FormControlDirective;\n Object.defineProperty(FormControlDirective.prototype, \"isDisabled\", {\n /**\n * @description\n * Triggers a warning that this input should not be used with reactive forms.\n */\n set: function (isDisabled) { ReactiveErrors.disabledAttrWarning(); },\n enumerable: true,\n configurable: true\n });\n /**\n * @description\n * A lifecycle method called when the directive's inputs change. For internal use\n * only.\n *\n * @param changes A object of key/value pairs for the set of changed inputs.\n */\n FormControlDirective.prototype.ngOnChanges = function (changes) {\n if (this._isControlChanged(changes)) {\n setUpControl(this.form, this);\n if (this.control.disabled && this.valueAccessor.setDisabledState) {\n this.valueAccessor.setDisabledState(true);\n }\n this.form.updateValueAndValidity({ emitEvent: false });\n }\n if (isPropertyUpdated(changes, this.viewModel)) {\n _ngModelWarning('formControl', FormControlDirective_1, this, this._ngModelWarningConfig);\n this.form.setValue(this.model);\n this.viewModel = this.model;\n }\n };\n Object.defineProperty(FormControlDirective.prototype, \"path\", {\n /**\n * @description\n * Returns an array that represents the path from the top-level form to this control.\n * Each index is the string name of the control on that level.\n */\n get: function () { return []; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(FormControlDirective.prototype, \"validator\", {\n /**\n * @description\n * Synchronous validator function composed of all the synchronous validators\n * registered with this directive.\n */\n get: function () { return composeValidators(this._rawValidators); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(FormControlDirective.prototype, \"asyncValidator\", {\n /**\n * @description\n * Async validator function composed of all the async validators registered with this\n * directive.\n */\n get: function () {\n return composeAsyncValidators(this._rawAsyncValidators);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(FormControlDirective.prototype, \"control\", {\n /**\n * @description\n * The `FormControl` bound to this directive.\n */\n get: function () { return this.form; },\n enumerable: true,\n configurable: true\n });\n /**\n * @description\n * Sets the new value for the view model and emits an `ngModelChange` event.\n *\n * @param newValue The new value for the view model.\n */\n FormControlDirective.prototype.viewToModelUpdate = function (newValue) {\n this.viewModel = newValue;\n this.update.emit(newValue);\n };\n FormControlDirective.prototype._isControlChanged = function (changes) {\n return changes.hasOwnProperty('form');\n };\n var FormControlDirective_1;\n /**\n * @description\n * Static property used to track whether any ngModel warnings have been sent across\n * all instances of FormControlDirective. Used to support warning config of \"once\".\n *\n * @internal\n */\n FormControlDirective._ngModelWarningSentOnce = false;\n __decorate([\n Input('formControl'),\n __metadata(\"design:type\", FormControl)\n], FormControlDirective.prototype, \"form\", void 0);\n __decorate([\n Input('disabled'),\n __metadata(\"design:type\", Boolean),\n __metadata(\"design:paramtypes\", [Boolean])\n], FormControlDirective.prototype, \"isDisabled\", null);\n __decorate([\n Input('ngModel'),\n __metadata(\"design:type\", Object)\n], FormControlDirective.prototype, \"model\", void 0);\n __decorate([\n Output('ngModelChange'),\n __metadata(\"design:type\", Object)\n], FormControlDirective.prototype, \"update\", void 0);\n FormControlDirective = FormControlDirective_1 = __decorate([\n Directive({ selector: '[formControl]', providers: [formControlBinding$1], exportAs: 'ngForm' }),\n __param(0, Optional()), __param(0, Self()), __param(0, Inject(NG_VALIDATORS)),\n __param(1, Optional()), __param(1, Self()), __param(1, Inject(NG_ASYNC_VALIDATORS)),\n __param(2, Optional()), __param(2, Self()), __param(2,

Inject(NG_VALUE_ACCESSOR)),\n __param(3, Optional()), __param(3, Inject(NG_MODEL_WITH_FORM_CONTROL_WARNING)),\n __metadata(\"design:paramtypes\", [Array,\n Array, Array, Object])\n], FormControlDirective);\n return FormControlDirective;\n}(NgControl));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar formDirectiveProvider$1 = {\n provide: ControlContainer,\n useExisting: forwardRef(function () { return FormGroupDirective; })\n};\n/**\n * @description\n *\n * Binds an existing `FormGroup` to a DOM element.\n *\n * This directive accepts an existing `FormGroup` instance. It will then use this\n * `FormGroup` instance to match any child `FormControl`, `FormGroup`,\n * and `FormArray` instances to child `FormControlName`, `FormGroupName`,\n * and `FormArrayName` directives.\n *\n * @see [Reactive Forms Guide](guide/reactive-forms)\n * @see `AbstractControl`\n *\n * ### Register Form Group\n *\n * The following example registers a `FormGroup` with first name and last name controls,\n * and listens for the *ngSubmit* event when the button is clicked.\n *\n * {@example forms/ts/simpleFormGroup/simple_form_group_example.ts region='Component'}\n *\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar FormGroupDirective = /** @class */ (function (_super) {\n __extends(FormGroupDirective, _super);\n function FormGroupDirective(_validators, _asyncValidators) {\n var _this = _super.call(this) || this;\n _this._validators = _validators;\n _this._asyncValidators = _asyncValidators;\n /**\n * @description\n * Reports whether the form submission has been triggered.\n */\n _this.submitted = false;\n /**\n * @description\n * Tracks the list of added `FormControlName` instances\n */\n _this.directives = [];\n /**\n * @description\n * Tracks the `FormGroup` bound to this directive.\n */\n _this.form = null;\n /**\n * @description\n * Emits an event when the form submission has been triggered.\n */\n _this.ngSubmit = new EventEmitter();\n return _this;\n }\n /**\n * @description\n * A lifecycle method called when the directive's inputs change. For internal use only.\n *\n * @param changes A object of key/value pairs for the set of changed inputs.\n */\n FormGroupDirective.prototype.ngOnChanges = function (changes) {\n this._checkFormPresent();\n if (changes.hasOwnProperty('form')) {\n this._updateValidators();\n this._updateDomValue();\n this._updateRegistrations();\n }\n };\n Object.defineProperty(FormGroupDirective.prototype, \"formDirective\", {\n /**\n * @description\n * Returns this directive's instance.\n */\n get: function () { return this; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(FormGroupDirective.prototype, \"control\", {\n /**\n * @description\n * Returns the `FormGroup` bound to this directive.\n */\n get: function () { return this.form; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(FormGroupDirective.prototype, \"path\", {\n /**\n * @description\n * Returns an array representing the path to this group. Because this directive\n * always lives at the top level of a form, it always an empty array.\n */\n get: function () { return []; },\n enumerable: true,\n configurable: true\n });\n /**\n * @description\n * Method that sets up the control directive in this group, re-calculates its value\n * and validity, and adds the instance to the internal list of directives.\n *\n * @param dir The `FormControlName` directive instance.\n */\n FormGroupDirective.prototype.addControl = function (dir) {\n var ctrl = this.form.get(dir.path);\n setUpControl(ctrl, dir);\n ctrl.updateValueAndValidity({ emitEvent: false });\n this.directives.push(dir);\n return ctrl;\n };\n /**\n * @description\n * Retrieves the `FormControl` instance from the provided `FormControlName` directive\n *\n * @param dir The `FormControlName` directive instance.\n */\n FormGroupDirective.prototype.getControl = function (dir) { return this.form.get(dir.path); };\n /**\n * @description\n * Removes the `FormControlName` instance from the internal list of directives\n *\n * @param dir The `FormControlName` directive instance.\n */\n FormGroupDirective.prototype.removeControl = function (dir) { removeDir(this.directives, dir); };\n /**\n * Adds a new `FormGroupName` directive instance to the form.\n *\n * @param dir The `FormGroupName` directive instance.\n */\n FormGroupDirective.prototype.addFormGroup = function (dir) {\n var ctrl = this.form.get(dir.path);\n setUpFormContainer(ctrl, dir);\n ctrl.updateValueAndValidity({ emitEvent: false

});\n   };\n   /**\n   * No-op method to remove the form group.\n   *\n   * @param dir The `FormGroupName` directive instance.\n   */\n   FormGroupDirective.prototype.removeFormGroup = function (dir) { };\n   /**\n   * @description\n   * Retrieves the `FormGroup` for a provided `FormGroupName` directive instance\n   *\n   * @param dir The `FormGroupName` directive instance.\n   */\n   FormGroupDirective.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); };\n   /**\n   * Adds a new `FormArrayName` directive instance to the form.\n   *\n   * @param dir The `FormArrayName` directive instance.\n   */\n FormGroupDirective.prototype.addFormArray = function (dir) {\n   var ctrl = this.form.get(dir.path);\n setUpFormContainer(ctrl, dir);\n   ctrl.updateValueAndValidity({ emitEvent: false });\n   };\n   /**\n   * No-op method to remove the form array.\n   *\n   * @param dir The `FormArrayName` directive instance.\n   */\n FormGroupDirective.prototype.removeFormArray = function (dir) { };\n   /**\n   * @description\n   * Retrieves the `FormArray` for a provided `FormArrayName` directive instance.\n   *\n   * @param dir The `FormArrayName` directive instance.\n   */\n   FormGroupDirective.prototype.getFormArray = function (dir) { return this.form.get(dir.path); };\n   /**\n   * Sets the new value for the provided `FormControlName` directive.\n   *\n   * @param dir The `FormControlName` directive instance.\n   * @param value The new value for the directive's control.\n   */\n   FormGroupDirective.prototype.updateModel = function (dir, value) {\n   var ctrl = this.form.get(dir.path);\n   ctrl.setValue(value);\n   };\n   /**\n   * @description\n   * Method called with the \"submit\" event is triggered on the form.\n   * Triggers the `ngSubmit` emitter to emit the \"submit\" event as its payload.\n   *\n   * @param $event The \"submit\" event object\n   */\n FormGroupDirective.prototype.onSubmit = function ($event) {\n   this.submitted = true;\n syncPendingControls(this.form, this.directives);\n   this.ngSubmit.emit($event);\n   return false;\n   };\n   /**\n   * @description\n   * Method called when the \"reset\" event is triggered on the form.\n   */\n FormGroupDirective.prototype.onReset = function () { this.resetForm(); };\n   /**\n   * @description\n   * Resets the form to an initial value and resets its submitted status.\n   *\n   * @param value The new value for the form.\n   */\n   FormGroupDirective.prototype.resetForm = function (value) {\n   if (value === void 0) { value = undefined; }\n   this.form.reset(value);\n   this.submitted = false;\n   };\n   /** @internal */\n FormGroupDirective.prototype._updateDomValue = function () {\n   var _this = this;\n this.directives.forEach(function (dir) {\n   var newCtrl = _this.form.get(dir.path);\n   if (dir.control !== newCtrl) {\n   cleanUpControl(dir.control, dir);\n   if (newCtrl)\n   setUpControl(newCtrl, dir);\n   dir.control = newCtrl;\n   }\n   });\n   this.form._updateTreeValidity({ emitEvent: false });\n   };\n   FormGroupDirective.prototype._updateRegistrations = function () {\n   var _this = this;\n this.form._registerOnCollectionChange(function () { return _this._updateDomValue(); });\n   if (this._oldForm)\n   this._oldForm._registerOnCollectionChange(function () { });\n   this._oldForm = this.form;\n   };\n FormGroupDirective.prototype._updateValidators = function () {\n   var sync = composeValidators(this._validators);\n   this.form.validator = Validators.compose([this.form.validator, sync]);\n   var async = composeAsyncValidators(this._asyncValidators);\n   this.form.asyncValidator = Validators.composeAsync([this.form.asyncValidator, async]);\n   };\n FormGroupDirective.prototype._checkFormPresent = function () {\n   if (!this.form) {\n ReactiveErrors.missingFormException();\n   }\n   };\n   __decorate([\n   Input('formGroup'),\n __metadata(\"design:type\", FormGroup)\n   ], FormGroupDirective.prototype, \"form\", void 0);\n   __decorate([\n   Output(),\n   __metadata(\"design:type\", Object)\n   ], FormGroupDirective.prototype, \"ngSubmit\", void 0);\n   FormGroupDirective = __decorate([\n   Directive({\n   selector: '[formGroup]',\n   providers: [formDirectiveProvider$1],\n   host: { '(submit)': 'onSubmit($event)', '(reset)': 'onReset()' },\n   exportAs: 'ngForm'\n   }),\n   __param(0, Optional()), __param(0, Self()), __param(0, Inject(NG_VALIDATORS)),\n __param(1, Optional()), __param(1, Self()), __param(1, Inject(NG_ASYNC_VALIDATORS)),\n __metadata(\"design:paramtypes\", [Array, Array])\n   ], FormGroupDirective);\n   return FormGroupDirective;\n}(ControlContainer));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar formGroupNameProvider = {\n   provide: ControlContainer,\n   useExisting:

forwardRef(function () { return FormGroupName; })\n};\n/**\n * @description\n *\n * Syncs a nested `FormGroup` to a DOM element.\n *\n * This directive can only be used with a parent `FormGroupDirective`.\n *\n * It accepts the string name of the nested `FormGroup` to link, and\n * looks for a `FormGroup` registered with that name in the parent\n * `FormGroup` instance you passed into `FormGroupDirective`.\n *\n * Use nested form groups to validate a sub-group of a\n * form separately from the rest or to group the values of certain\n * controls into their own nested object.\n *\n * @see [Reactive Forms Guide](guide/reactive-forms)\n *\n * @usageNotes\n *\n * ### Access the group by name\n *\n * The following example uses the {@link AbstractControl#get get} method to access the\n * associated `FormGroup`\n *\n * ```ts\n * this.form.get('name');\n * ```\n *\n * ### Access individual controls in the group\n *\n * The following example uses the {@link AbstractControl#get get} method to access\n * individual controls within the group using dot syntax.\n *\n * ```ts\n * this.form.get('name.first');\n * ```\n *\n * ### Register a nested `FormGroup`.\n *\n * The following example registers a nested *name* `FormGroup` within an existing `FormGroup`,\n * and provides methods to retrieve the nested `FormGroup` and individual controls.\n *\n * {@example forms/ts/nestedFormGroup/nested_form_group_example.ts region='Component'}\n *\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar FormGroupName = /** @class */ (function (_super) {\n __extends(FormGroupName, _super);\n function FormGroupName(parent, validators, asyncValidators) {\n var _this = _super.call(this) || this;\n _this._parent = parent;\n _this._validators = validators;\n _this._asyncValidators = asyncValidators;\n return _this;\n }\n /** @internal */\n FormGroupName.prototype._checkParentType = function () {\n if (_hasInvalidParent(this._parent)) {\n ReactiveErrors.groupParentException();\n }\n };\n __decorate([\n Input('formGroupName'),\n __metadata(\"design:type\", String)\n], FormGroupName.prototype, \"name\", void 0);\n FormGroupName = __decorate([\n Directive({ selector: '[formGroupName]', providers: [formGroupNameProvider] }),\n __param(0, Optional()), __param(0, Host()), __param(0, SkipSelf()),\n __param(1, Optional()), __param(1, Self()), __param(1, Inject(NG_VALIDATORS)),\n __param(2, Optional()), __param(2, Self()), __param(2, Inject(NG_ASYNC_VALIDATORS)),\n __metadata(\"design:paramtypes\", [ControlContainer, Array, Array])\n], FormGroupName);\n return FormGroupName;\n}(AbstractFormGroupDirective));\nvar formArrayNameProvider = {\n provide: ControlContainer,\n useExisting: forwardRef(function () { return FormArrayName; })\n};\n/**\n * @description\n *\n * Syncs a nested `FormArray` to a DOM element.\n *\n * This directive is designed to be used with a parent `FormGroupDirective` (selector:\n * `[formGroup]`).\n *\n * It accepts the string name of the nested `FormArray` you want to link, and\n * will look for a `FormArray` registered with that name in the parent\n * `FormGroup` instance you passed into `FormGroupDirective`.\n *\n * @see [Reactive Forms Guide](guide/reactive-forms)\n * @see `AbstractControl`\n *\n * @usageNotes\n *\n * ### Example\n *\n * {@example forms/ts/nestedFormArray/nested_form_array_example.ts region='Component'}\n *\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar FormArrayName = /** @class */ (function (_super) {\n __extends(FormArrayName, _super);\n function FormArrayName(parent, validators, asyncValidators) {\n var _this = _super.call(this) || this;\n _this._parent = parent;\n _this._validators = validators;\n _this._asyncValidators = asyncValidators;\n return _this;\n }\n /**\n * @description\n * A lifecycle method called when the directive's inputs are initialized. For internal use only.\n *\n * @throws If the directive does not have a valid parent.\n */\n FormArrayName.prototype.ngOnInit = function () {\n this._checkParentType();\n this.formDirective.addFormArray(this);\n };\n /**\n * @description\n * A lifecycle method called before the directive's instance is destroyed. For internal use only.\n */\n FormArrayName.prototype.ngOnDestroy = function () {\n if (this.formDirective) {\n this.formDirective.removeFormArray(this);\n }\n };\n Object.defineProperty(FormArrayName.prototype, \"control\", {\n /**\n * @description\n * The `FormArray` bound to this directive.\n */\n get: function () { return this.formDirective.getFormArray(this); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(FormArrayName.prototype, \"formDirective\", {\n /**\n * @description\n * The top-level directive for this group if present, otherwise null.\n */\n get: function () {\n return this._parent ? this._parent.formDirective : null;\n },\n enumerable: true,\n configurable: true\n });\n

Object.defineProperty(FormArrayName.prototype, \"path\", {\n /**\n * @description\n * Returns an array that represents the path from the top-level form to this control.\n * Each index is the string name of the control on that level.\n */\n get: function () { return controlPath(this.name, this._parent); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(FormArrayName.prototype, \"validator\", {\n /**\n * @description\n * Synchronous validator function composed of all the synchronous validators registered with this\n * directive.\n */\n get: function () { return composeValidators(this._validators); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(FormArrayName.prototype, \"asyncValidator\", {\n /**\n * @description\n * Async validator function composed of all the async validators registered with this directive.\n */\n get: function () {\n return composeAsyncValidators(this._asyncValidators);\n },\n enumerable: true,\n configurable: true\n });\n FormArrayName.prototype._checkParentType = function () {\n if (_hasInvalidParent(this._parent)) {\n ReactiveErrors.arrayParentException();\n }\n };\n __decorate([\n Input('formArrayName'),\n __metadata(\"design:type\", String)\n], FormArrayName.prototype, \"name\", void 0);\n FormArrayName = __decorate([\n Directive({ selector: '[formArrayName]', providers: [formArrayNameProvider] }),\n __param(0, Optional()), __param(0, Host()), __param(0, SkipSelf()),\n __param(1, Optional()), __param(1, Self()), __param(1, Inject(NG_VALIDATORS)),\n __param(2, Optional()), __param(2, Self()), __param(2, Inject(NG_ASYNC_VALIDATORS)),\n __metadata(\"design:paramtypes\", [ControlContainer, Array, Array])\n], FormArrayName);\n return FormArrayName;\n}(ControlContainer));\nfunction _hasInvalidParent(parent) {\n return !(parent instanceof FormGroupName) && !(parent instanceof FormGroupDirective) &&\n !(parent instanceof FormArrayName);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar controlNameBinding = {\n provide: NgControl,\n useExisting: forwardRef(function () { return FormControlName; })\n};\n/**\n * @description\n * Syncs a `FormControl` in an existing `FormGroup` to a form control\n * element by name.\n *\n * @see [Reactive Forms Guide](guide/reactive-forms)\n * @see `FormControl`\n * @see `AbstractControl`\n *\n * @usageNotes\n *\n * ### Register `FormControl` within a group\n *\n * The following example shows how to register multiple form controls within a form group\n * and set their value.\n *\n * {@example forms/ts/simpleFormGroup/simple_form_group_example.ts region='Component'}\n *\n * To see `formControlName` examples with different form control types, see:\n *\n * * Radio buttons: `RadioControlValueAccessor`\n * * Selects: `SelectControlValueAccessor`\n *\n * ### Use with ngModel\n *\n * Support for using the `ngModel` input property and `ngModelChange` event with reactive\n * form directives has been deprecated in Angular v6 and will be removed in Angular v7.\n *\n * Now deprecated:\n *\n * ```html\n * <form [formGroup]=\"form\">\n * <input formControlName=\"first\" [(ngModel)]=\"value\">\n * </form>\n * ```\n *\n * ```ts\n * this.value = 'some value';\n * ```\n *\n * This has been deprecated for a few reasons. First, developers have found this pattern\n * confusing. It seems like the actual `ngModel` directive is being used, but in fact it's\n * an input/output property named `ngModel` on the reactive form directive that simply\n * approximates (some of) its behavior. Specifically, it allows getting/setting the value\n * and intercepting value events. However, some of `ngModel`'s other features - like\n * delaying updates with`ngModelOptions` or exporting the directive - simply don't work,\n * which has understandably caused some confusion.\n *\n * In addition, this pattern mixes template-driven and reactive forms strategies, which\n * we generally don't recommend because it doesn't take advantage of the full benefits of\n * either strategy. Setting the value in the template violates the template-agnostic\n * principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in\n * the class removes the convenience of defining forms in the template.\n *\n * To update your code before v7, you'll want to decide whether to stick with reactive form\n * directives (and get/set values using reactive forms patterns) or switch over to\n * template-driven directives.\n *\n * After (choice 1 - use reactive forms):\n *\n * ```html\n * <form [formGroup]=\"form\">\n * <input formControlName=\"first\">\n * </form>\n * ```\n *\n * ```ts\n * this.form.get('first').setValue('some value');\n * ```\n *\n * After (choice 2 - use template-driven forms):\n *\n *

```html\n * <input [(ngModel)]=\"value\">\n * ```\n *\n * ```ts\n * this.value = 'some value';\n * ```\n *\n * By default, when you use this pattern, you will see a deprecation warning once in dev\n * mode. You can choose to silence this warning by providing a config for\n * `ReactiveFormsModule` at import time:\n *\n * ```ts\n * imports: [\n *   ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'});\n *]\n * ```\n *\n * Alternatively, you can choose to surface a separate warning for each instance of this\n * pattern with a config value of `\"always\"`. This may help to track down where in the code\n * the pattern is being used as the code is being updated.\n *\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar FormControlName = /** @class */ (function (_super) {\n   __extends(FormControlName, _super);\n   function FormControlName(parent, validators, asyncValidators, valueAccessors, _ngModelWarningConfig) {\n   var _this = _super.call(this) || this;\n _this._ngModelWarningConfig = _ngModelWarningConfig;\n   _this._added = false;\n   /** @deprecated as of v6 */\n   _this.update = new EventEmitter();\n   /**\n   * @description\n   * Instance property used to track whether an ngModel warning has been sent out for this\n   * particular FormControlName instance. Used to support warning config of \"always\".\n   *\n   * @internal\n   */\n _this._ngModelWarningSent = false;\n   _this._parent = parent;\n   _this._rawValidators = validators || [];\n _this._rawAsyncValidators = asyncValidators || [];\n   _this.valueAccessor = selectValueAccessor(_this, valueAccessors);\n   return _this;\n   }\n   FormControlName_1 = FormControlName;\n Object.defineProperty(FormControlName.prototype, \"isDisabled\", {\n   /**\n   * @description\n   * Triggers a warning that this input should not be used with reactive forms.\n   */\n   set: function (isDisabled) { ReactiveErrors.disabledAttrWarning(); },\n   enumerable: true,\n   configurable: true\n   });\n   /**\n   * @description\n   * A lifecycle method called when the directive's inputs change. For internal use only.\n   *\n   * @param changes A object of key/value pairs for the set of changed inputs.\n   */\n FormControlName.prototype.ngOnChanges = function (changes) {\n   if (!this._added)\n this._setUpControl();\n   if (isPropertyUpdated(changes, this.viewModel)) {\n _ngModelWarning('formControlName', FormControlName_1, this, this._ngModelWarningConfig);\n this.viewModel = this.model;\n   this.formDirective.updateModel(this, this.model);\n   }\n   };\n   /**\n   * @description\n   * Lifecycle method called before the directive's instance is destroyed. For internal use only.\n   *\n   * @param changes A object of key/value pairs for the set of changed inputs.\n   */\n FormControlName.prototype.ngOnDestroy = function () {\n   if (this.formDirective) {\n this.formDirective.removeControl(this);\n   }\n   };\n   /**\n   * @description\n   * Sets the new value for the view model and emits an `ngModelChange` event.\n   *\n   * @param newValue The new value for the view model.\n   */\n   FormControlName.prototype.viewToModelUpdate = function (newValue) {\n this.viewModel = newValue;\n   this.update.emit(newValue);\n   };\n Object.defineProperty(FormControlName.prototype, \"path\", {\n   /**\n   * @description\n   * Returns an array that represents the path from the top-level form to this control.\n   * Each index is the string name of the control on that level.\n   */\n   get: function () { return controlPath(this.name, this._parent); },\n enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(FormControlName.prototype, \"formDirective\", {\n   /**\n   * @description\n   * The top-level directive for this group if present, otherwise null.\n   */\n   get: function () { return this._parent ? this._parent.formDirective : null; },\n enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(FormControlName.prototype, \"validator\", {\n   /**\n   * @description\n   * Synchronous validator function composed of all the synchronous validators\n   * registered with this directive.\n   */\n   get: function () { return composeValidators(this._rawValidators); },\n   enumerable: true,\n   configurable: true\n   });\n Object.defineProperty(FormControlName.prototype, \"asyncValidator\", {\n   /**\n   * @description\n   * Async validator function composed of all the async validators registered with this\n   * directive.\n   */\n get: function () {\n   return composeAsyncValidators(this._rawAsyncValidators);\n   },\n   enumerable: true,\n   configurable: true\n   });\n   FormControlName.prototype._checkParentType = function () {\n   if (!(this._parent instanceof FormGroupName) &&\n   this._parent instanceof AbstractFormGroupDirective) {\n   ReactiveErrors.ngModelGroupException();\n   }\n   else if (!(this._parent instanceof FormGroupName)
```

&& !(this._parent instanceof FormGroupDirective) &&\n !(this._parent instanceof FormArrayName)) {\n ReactiveErrors.controlParentException();\n }\n };\n FormControlName.prototype._setUpControl = function () {\n this._checkParentType();\n this.control = this.formDirective.addControl(this);\n if (this.control.disabled && this.valueAccessor.setDisabledState) {\n this.valueAccessor.setDisabledState(true);\n }\n this._added = true;\n };\n var FormControlName_1;\n /**\n * @description\n * Static property used to track whether any ngModel warnings have been sent across\n * all instances of FormControlName. Used to support warning config of \"once\".\n *\n * @internal\n */\n FormControlName._ngModelWarningSentOnce = false;\n __decorate([\n Input('formControlName'),\n __metadata(\"design:type\", String)\n], FormControlName.prototype, \"name\", void 0);\n __decorate([\n Input('disabled'),\n __metadata(\"design:type\", Boolean),\n __metadata(\"design:paramtypes\", [Boolean])\n], FormControlName.prototype, \"isDisabled\", null);\n __decorate([\n Input('ngModel'),\n __metadata(\"design:type\", Object)\n], FormControlName.prototype, \"model\", void 0);\n __decorate([\n Output('ngModelChange'),\n __metadata(\"design:type\", Object)\n], FormControlName.prototype, \"update\", void 0);\n FormControlName = FormControlName_1 = __decorate([\n Directive({ selector: '[formControlName]', providers: [controlNameBinding] }),\n __param(0, Optional()), __param(0, Host()), __param(0, SkipSelf()),\n __param(1, Optional()), __param(1, Self()), __param(1, Inject(NG_VALIDATORS)),\n __param(2, Optional()), __param(2, Self()), __param(2, Inject(NG_ASYNC_VALIDATORS)),\n __param(3, Optional()), __param(3, Self()), __param(3, Inject(NG_VALUE_ACCESSOR)),\n __param(4, Optional()), __param(4, Inject(NG_MODEL_WITH_FORM_CONTROL_WARNING)),\n __metadata(\"design:paramtypes\", [ControlContainer,\n Array,\n Array, Array, Object])\n], FormControlName);\n return FormControlName;\n}(NgControl));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar REQUIRED_VALIDATOR = {\n provide: NG_VALIDATORS,\n useExisting: forwardRef(function () { return RequiredValidator; }),\n multi: true\n};\nvar CHECKBOX_REQUIRED_VALIDATOR = {\n provide: NG_VALIDATORS,\n useExisting: forwardRef(function () { return CheckboxRequiredValidator; }),\n multi: true\n};\n/**\n * A Directive that adds the `required` validator to any controls marked with the\n * `required` attribute, via the `NG_VALIDATORS` binding.\n *\n * @usageNotes\n * ### Example\n *\n * ```\n * <input name=\"fullName\" ngModel required>\n * ```\n *\n * @ngModule FormsModule\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar RequiredValidator = /** @class */ (function () {\n function RequiredValidator() {\n }\n Object.defineProperty(RequiredValidator.prototype, \"required\", {\n get: function () { return this._required; },\n set: function (value) {\n this._required = value != null && value !== false && \"\" + value !== 'false';\n if (this._onChange)\n this._onChange();\n },\n enumerable: true,\n configurable: true\n });\n RequiredValidator.prototype.validate = function (control) {\n return this.required ? Validators.required(control) : null;\n };\n RequiredValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };\n __decorate([\n Input(),\n __metadata(\"design:type\", Object),\n __metadata(\"design:paramtypes\", [Object])\n], RequiredValidator.prototype, \"required\", null);\n RequiredValidator = __decorate([\n Directive({\n selector: ':not([type=checkbox])[required][formControlName],:not([type=checkbox])[required][formControl],:not([type=checkbox])[required][ngModel]',\n providers: [REQUIRED_VALIDATOR],\n host: { '[attr.required]': 'required ? \"\" : null' }\n })\n], RequiredValidator);\n return RequiredValidator;\n});\n/**\n * A Directive that adds the `required` validator to checkbox controls marked with the\n * `required` attribute, via the `NG_VALIDATORS` binding.\n *\n * @usageNotes\n * ### Example\n *\n * ```\n * <input type=\"checkbox\" name=\"active\" ngModel required>\n * ```\n *\n * @publicApi\n * @ngModule FormsModule\n * @ngModule ReactiveFormsModule\n */\nvar CheckboxRequiredValidator = /** @class */ (function (_super) {\n __extends(CheckboxRequiredValidator, _super);\n function CheckboxRequiredValidator() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n CheckboxRequiredValidator.prototype.validate =

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function (control) {\n        return this.required ? Validators.requiredTrue(control) : null;\n    };\n
CheckboxRequiredValidator = __decorate([\n        Directive({\n            selector:
'input[type=checkbox][required][formControlName],input[type=checkbox][required][formControl],input[type=chec
kbox][required][ngModel]',\n            providers: [CHECKBOX_REQUIRED_VALIDATOR],\n            host: {
'[attr.required]': 'required ? \"\" : null' }\n        })\n    ], CheckboxRequiredValidator);\n    return
CheckboxRequiredValidator;\n}(RequiredValidator));\n/**\n * Provider which adds `EmailValidator` to
`NG_VALIDATORS`.\n */\nvar EMAIL_VALIDATOR = {\n    provide: NG_VALIDATORS,\n    useExisting:
forwardRef(function () { return EmailValidator; }),\n    multi: true\n};\n/**\n * A Directive that adds the `email`
validator to controls marked with the\n * `email` attribute, via the `NG_VALIDATORS` binding.\n *\n *
@usageNotes\n * ### Example\n *\n * ```\n * <input type=\"email\" name=\"email\" ngModel email>\n * <input
type=\"email\" name=\"email\" ngModel email=\"true\">\n * <input type=\"email\" name=\"email\" ngModel
[email]=\"true\">\n * ```\n *\n * @publicApi\n * @ngModule FormsModule\n * @ngModule
ReactiveFormsModule\n */\nvar EmailValidator = /** @class */ (function () {\n    function EmailValidator() {\n
}\n    Object.defineProperty(EmailValidator.prototype, \"email\", {\n        set: function (value) {\n
this._enabled = value === '' || value === true || value === 'true';\n            if (this._onChange)\n
this._onChange();\n        },\n        enumerable: true,\n        configurable: true\n    });\n
EmailValidator.prototype.validate = function (control) {\n        return this._enabled ? Validators.email(control) :
null;\n    };\n    EmailValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };\n
__decorate([\n        Input(),\n        __metadata(\"design:type\", Object),\n        __metadata(\"design:paramtypes\",
[Object])\n    ], EmailValidator.prototype, \"email\", null);\n    EmailValidator = __decorate([\n        Directive({\n
    selector: '[email][formControlName],[email][formControl],[email][ngModel]',\n            providers:
[EMAIL_VALIDATOR]\n        })\n    ], EmailValidator);\n    return EmailValidator;\n}());\n/**\n * Provider which
adds `MinLengthValidator` to `NG_VALIDATORS`.\n *\n * @usageNotes\n * ### Example:\n *\n * {@example
common/forms/ts/validators/validators.ts region='min'}\n */\nvar MIN_LENGTH_VALIDATOR = {\n    provide:
NG_VALIDATORS,\n    useExisting: forwardRef(function () { return MinLengthValidator; }),\n    multi:
true\n};\n/**\n * A directive which installs the `MinLengthValidator` for any `formControlName`,\n *
`formControl`, or control with `ngModel` that also has a `minlength` attribute.\n *\n * @ngModule FormsModule\n
* @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar MinLengthValidator = /** @class */ (function ()
{\n    function MinLengthValidator() {\n    }\n    MinLengthValidator.prototype.ngOnChanges = function (changes)
{\n        if ('minlength' in changes) {\n            this._createValidator();\n            if (this._onChange)\n
this._onChange();\n        }\n    };\n    MinLengthValidator.prototype.validate = function (control) {\n        return
this.minlength == null ? null : this._validator(control);\n    };\n
MinLengthValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };\n
MinLengthValidator.prototype._createValidator = function () {\n        this._validator =
Validators.minLength(parseInt(this.minlength, 10));\n    };\n    __decorate([\n        Input(),\n
__metadata(\"design:type\", String)\n    ], MinLengthValidator.prototype, \"minlength\", void 0);\n
MinLengthValidator = __decorate([\n        Directive({\n            selector:
'[minlength][formControlName],[minlength][formControl],[minlength][ngModel]',\n            providers:
[MIN_LENGTH_VALIDATOR],\n            host: { '[attr.minlength]': 'minlength ? minlength : null' }\n        })\n    ],
MinLengthValidator);\n    return MinLengthValidator;\n}());\n/**\n * Provider which adds `MaxLengthValidator`
to `NG_VALIDATORS`.\n *\n * @usageNotes\n * ### Example:\n *\n * {@example
common/forms/ts/validators/validators.ts region='max'}\n */\nvar MAX_LENGTH_VALIDATOR = {\n    provide:
NG_VALIDATORS,\n    useExisting: forwardRef(function () { return MaxLengthValidator; }),\n    multi:
true\n};\n/**\n * A directive which installs the `MaxLengthValidator` for any `formControlName`,\n *
`formControl`, or control with `ngModel` that also has a `maxlength` attribute.\n *\n * @ngModule FormsModule\n
* @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar MaxLengthValidator = /** @class */ (function ()
{\n    function MaxLengthValidator() {\n    }\n    MaxLengthValidator.prototype.ngOnChanges = function (changes)
{\n        if ('maxlength' in changes) {\n            this._createValidator();\n            if (this._onChange)\n
```

this._onChange();\n   }\n   };\n   MaxLengthValidator.prototype.validate = function (control) {\n   return this.maxlength != null ? this._validator(control) : null;\n   };\n MaxLengthValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };\n MaxLengthValidator.prototype._createValidator = function () {\n   this._validator = Validators.maxLength(parseInt(this.maxlength, 10));\n   };\n   __decorate([\n   Input(),\n __metadata(\"design:type\", String)\n   ], MaxLengthValidator.prototype, \"maxlength\", void 0);\n MaxLengthValidator = __decorate([\n   Directive({\n   selector: '[maxlength][formControlName],[maxlength][formControl],[maxlength][ngModel]',\n   providers: [MAX_LENGTH_VALIDATOR],\n   host: { '[attr.maxlength]': 'maxlength ? maxlength : null' }\n   })\n], MaxLengthValidator);\n   return MaxLengthValidator;\n}());\nvar PATTERN_VALIDATOR = {\n   provide: NG_VALIDATORS,\n   useExisting: forwardRef(function () { return PatternValidator; }),\n   multi: true\n};\n/**\n * A Directive that adds the `pattern` validator to any controls marked with the\n * `pattern` attribute, via the `NG_VALIDATORS` binding. Uses attribute value\n * as the regex to validate Control value against. Follows pattern attribute\n * semantics; i.e. regex must match entire Control value.\n *\n * @usageNotes\n * ### Example\n *\n * ```\n * <input [name]=\"fullName\" pattern=\"[a-zA-Z]*\" ngModel>\n * ```\n *\n * @ngModule FormsModule\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\nvar PatternValidator = /** @class */ (function () {\n   function PatternValidator() {\n   }\n   PatternValidator.prototype.ngOnChanges = function (changes) {\n   if ('pattern' in changes) {\n   this._createValidator();\n   if (this._onChange)\n this._onChange();\n   }\n   };\n   PatternValidator.prototype.validate = function (control) { return this._validator(control); };\n   PatternValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };\n   PatternValidator.prototype._createValidator = function () { this._validator = Validators.pattern(this.pattern); };\n   __decorate([\n   Input(),\n   __metadata(\"design:type\", Object)\n   ], PatternValidator.prototype, \"pattern\", void 0);\n   PatternValidator = __decorate([\n   Directive({\n selector: '[pattern][formControlName],[pattern][formControl],[pattern][ngModel]',\n   providers: [PATTERN_VALIDATOR],\n   host: { '[attr.pattern]': 'pattern ? pattern : null' }\n   })\n   ], PatternValidator);\n   return PatternValidator;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description\n * Creates an `AbstractControl` from a user-specified configuration.\n *\n * The `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,\n * `FormGroup`, or `FormArray`. It reduces the amount of boilerplate needed to build complex\n * forms.\n *\n * @see [Reactive Forms Guide](/guide/reactive-forms)\n *\n * @publicApi\n */\nvar FormBuilder = /** @class */ (function () {\n   function FormBuilder() {\n   }\n   /**\n   * @description\n   * Construct a new `FormGroup` instance.\n   *\n   * @param controlsConfig A collection of child controls. The key for each child is the name\n   * under which it is registered.\n   *\n   * @param extra An object of configuration options for the `FormGroup`.\n   * * `validator`: A synchronous validator function, or an array of validator functions\n   * * `asyncValidator`: A single async validator or array of async validator functions\n   *\n   */\n FormBuilder.prototype.group = function (controlsConfig, extra) {\n   if (extra === void 0) { extra = null; }\n var controls = this._reduceControls(controlsConfig);\n   var validator = extra != null ? extra['validator'] : null;\n   var asyncValidator = extra != null ? extra['asyncValidator'] : null;\n   return new FormGroup(controls, validator, asyncValidator);\n   };\n   /**\n   * @description\n   * Construct a new `FormControl` instance.\n   *\n   * @param formState Initializes the control with an initial value,\n   * or an object that defines the initial value and disabled state.\n   *\n   * @param validator A synchronous validator function, or an array of synchronous validator\n   * functions.\n   *\n   * @param asyncValidator A single async validator or array of async validator functions\n   *\n   * @usageNotes\n   *\n   * ### Initialize a control as disabled\n   *\n   * The following example returns a control with an initial value in a disabled state.\n   *\n   * <code-example path=\"forms/ts/formBuilder/form_builder_example.ts\"\n   *   linenums=\"false\" region=\"disabled-control\">\n * </code-example>\n   *\n   */\n   FormBuilder.prototype.control = function (formState, validator, asyncValidator) {\n   return new FormControl(formState, validator, asyncValidator);\n   };\n   /**\n   *

@description\n * Construct a new `FormArray` instance.\n *\n * @param controlsConfig An array of child controls. The key for each child control is its index\n * in the array.\n *\n * @param validator A synchronous validator function, or an array of synchronous validator\n * functions.\n *\n * @param asyncValidator A single async validator or array of async validator functions\n */\n FormBuilder.prototype.array = function (controlsConfig, validator, asyncValidator) {\n var _this = this;\n var controls = controlsConfig.map(function (c) { return _this._createControl(c); });\n return new FormArray(controls, validator, asyncValidator);\n };\n /** @internal */\n FormBuilder.prototype._reduceControls = function (controlsConfig) {\n var _this = this;\n var controls = {};\n Object.keys(controlsConfig).forEach(function (controlName) {\n controls[controlName] = _this._createControl(controlsConfig[controlName]);\n });\n return controls;\n };\n /** @internal */\n FormBuilder.prototype._createControl = function (controlConfig) {\n if (controlConfig instanceof FormControl || controlConfig instanceof FormGroup ||\n controlConfig instanceof FormArray) {\n return controlConfig;\n }\n else if (Array.isArray(controlConfig)) {\n var value = controlConfig[0];\n var validator = controlConfig.length > 1 ? controlConfig[1] : null;\n var asyncValidator = controlConfig.length > 2 ? controlConfig[2] : null;\n return this.control(value, validator, asyncValidator);\n }\n else {\n return this.control(controlConfig);\n }\n };\n FormBuilder = __decorate([\n Injectable()\n], FormBuilder);\n return FormBuilder;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @publicApi\n */\nvar VERSION = new Version('7.0.4');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @description\n *\n * Adds `novalidate` attribute to all forms by default.\n *\n * `novalidate` is used to disable browser's native form validation.\n *\n * If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute:\n *\n * ```\n * <form ngNativeValidate></form>\n * ```\n *\n * @publicApi\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n */\nvar NgNoValidate = /** @class */ (function () {\n function NgNoValidate() {\n }\n NgNoValidate = __decorate([\n Directive({\n selector: 'form:not([ngNoForm]):not([ngNativeValidate])',\n host: { 'novalidate': '' },\n })\n], NgNoValidate);\n return NgNoValidate;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar SHARED_FORM_DIRECTIVES = [\n NgNoValidate,\n NgSelectOption,\n NgSelectMultipleOption,\n DefaultValueAccessor,\n NumberValueAccessor,\n RangeValueAccessor,\n CheckboxControlValueAccessor,\n SelectControlValueAccessor,\n SelectMultipleControlValueAccessor,\n RadioControlValueAccessor,\n NgControlStatus,\n NgControlStatusGroup,\n RequiredValidator,\n MinLengthValidator,\n MaxLengthValidator,\n PatternValidator,\n CheckboxRequiredValidator,\n EmailValidator,\n];\nvar TEMPLATE_DRIVEN_DIRECTIVES = [NgModel, NgModelGroup, NgForm, NgFormSelectorWarning];\nvar REACTIVE_DRIVEN_DIRECTIVES = [FormControlDirective, FormGroupDirective, FormControlName, FormGroupName, FormArrayName];\n/**\n * Internal module used for sharing directives between FormsModule and ReactiveFormsModule\n */\nvar InternalFormsSharedModule = /** @class */ (function () {\n function InternalFormsSharedModule() {\n }\n InternalFormsSharedModule = __decorate([\n NgModule({\n declarations: SHARED_FORM_DIRECTIVES,\n exports: SHARED_FORM_DIRECTIVES,\n })\n], InternalFormsSharedModule);\n return InternalFormsSharedModule;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Exports the required providers and directives for template-driven forms,\n * making them available for import by NgModules that import this module.\n * @see [Forms](guide/forms)\n *\n * @see [Forms Guide](/guide/forms)\n *\n * @publicApi\n */\nvar FormsModule = /** @class */ (function () {\n function FormsModule() {\n }\n FormsModule_1 = FormsModule;\n /**\n * @description\n * Provides options for configuring the template-driven forms module.\n *\n * @param opts

An object of configuration options\n * * `warnOnDeprecatedNgFormSelector` Configures when to emit a warning when the deprecated\n * `ngForm` selector is used.\n */\n FormsModule.withConfig = function (opts) {\n return {\n ngModule: FormsModule_1,\n providers: [{ provide: NG_FORM_SELECTOR_WARNING, useValue: opts.warnOnDeprecatedNgFormSelector }]\n };\n };\n var FormsModule_1;\n FormsModule = FormsModule_1 = __decorate([\n NgModule({\n declarations: TEMPLATE_DRIVEN_DIRECTIVES,\n providers: [RadioControlRegistry],\n exports: [InternalFormsSharedModule, TEMPLATE_DRIVEN_DIRECTIVES]\n })\n], FormsModule);\n return FormsModule;\n}());\n/**\n * Exports the required infrastructure and directives for reactive forms,\n * making them available for import by NgModules that import this module.\n * @see [Forms](guide/reactive-forms)\n *\n * @see [Reactive Forms Guide](/guide/reactive-forms)\n *\n * @publicApi\n */\nvar ReactiveFormsModule = /** @class */ (function () {\n function ReactiveFormsModule() {\n }\n ReactiveFormsModule_1 = ReactiveFormsModule;\n /**\n * @description\n * Provides options for configuring the reactive forms module.\n *\n * @param opts An object of configuration options\n * * `warnOnNgModelWithFormControl` Configures when to emit a warning when an `ngModel`\n * binding is used with reactive form directives.\n */\n ReactiveFormsModule.withConfig = function (opts) {\n return {\n ngModule: ReactiveFormsModule_1,\n providers: [{\n provide: NG_MODEL_WITH_FORM_CONTROL_WARNING,\n useValue: opts.warnOnNgModelWithFormControl\n }]\n };\n };\n var ReactiveFormsModule_1;\n ReactiveFormsModule = ReactiveFormsModule_1 = __decorate([\n NgModule({\n declarations: [REACTIVE_DRIVEN_DIRECTIVES],\n providers: [FormBuilder, RadioControlRegistry],\n exports: [InternalFormsSharedModule, REACTIVE_DRIVEN_DIRECTIVES]\n })\n], ReactiveFormsModule);\n return ReactiveFormsModule;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// This file only reexports content of the `src` folder. Keep it that way.\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Generated bundle index. Do not edit.\n */\n\nexport { InternalFormsSharedModule as angular_packages_forms_forms_bc, REACTIVE_DRIVEN_DIRECTIVES as angular_packages_forms_forms_bb, SHARED_FORM_DIRECTIVES as angular_packages_forms_forms_z, TEMPLATE_DRIVEN_DIRECTIVES as angular_packages_forms_forms_ba, CHECKBOX_VALUE_ACCESSOR as angular_packages_forms_forms_a, DEFAULT_VALUE_ACCESSOR as angular_packages_forms_forms_b, AbstractControlStatus as angular_packages_forms_forms_c, ngControlStatusHost as angular_packages_forms_forms_d, formDirectiveProvider as angular_packages_forms_forms_e, NG_FORM_SELECTOR_WARNING as angular_packages_forms_forms_f, formControlBinding as angular_packages_forms_forms_g, modelGroupProvider as angular_packages_forms_forms_h, NgNoValidate as angular_packages_forms_forms_bh, NUMBER_VALUE_ACCESSOR as angular_packages_forms_forms_bd, NumberValueAccessor as angular_packages_forms_forms_be, RADIO_VALUE_ACCESSOR as angular_packages_forms_forms_i, RadioControlRegistry as angular_packages_forms_forms_j, RANGE_VALUE_ACCESSOR as angular_packages_forms_forms_bf, RangeValueAccessor as angular_packages_forms_forms_bg, NG_MODEL_WITH_FORM_CONTROL_WARNING as angular_packages_forms_forms_k, formControlBinding$1 as angular_packages_forms_forms_l, controlNameBinding as angular_packages_forms_forms_m, formDirectiveProvider$1 as angular_packages_forms_forms_n, formArrayNameProvider as angular_packages_forms_forms_p, formGroupNameProvider as angular_packages_forms_forms_o, SELECT_VALUE_ACCESSOR as angular_packages_forms_forms_q, NgSelectMultipleOption as angular_packages_forms_forms_s, SELECT_MULTIPLE_VALUE_ACCESSOR as angular_packages_forms_forms_r, CHECKBOX_REQUIRED_VALIDATOR as

angular_packages_forms_forms_u, EMAIL_VALIDATOR as angular_packages_forms_forms_v, MAX_LENGTH_VALIDATOR as angular_packages_forms_forms_x, MIN_LENGTH_VALIDATOR as angular_packages_forms_forms_w, PATTERN_VALIDATOR as angular_packages_forms_forms_y, REQUIRED_VALIDATOR as angular_packages_forms_forms_t, AbstractControlDirective, AbstractFormGroupDirective, CheckboxControlValueAccessor, ControlContainer, NG_VALUE_ACCESSOR, COMPOSITION_BUFFER_MODE, DefaultValueAccessor, NgControl, NgControlStatus, NgControlStatusGroup, NgForm, NgFormSelectorWarning, NgModel, NgModelGroup, RadioControlValueAccessor, FormControlDirective, FormControlName, FormGroupDirective, FormArrayName, FormGroupName, NgSelectOption, SelectControlValueAccessor, SelectMultipleControlValueAccessor, CheckboxRequiredValidator, EmailValidator, MaxLengthValidator, MinLengthValidator, PatternValidator, RequiredValidator, FormBuilder, AbstractControl, FormArray, FormControl, FormGroup, NG_ASYNC_VALIDATORS, NG_VALIDATORS, Validators, VERSION, FormsModule, ReactiveFormsModule };\n//# sourceMappingURL=forms.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { ActiveDescendantKeyManager } from '@angular/cdk/a11y';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChildren, ElementRef, EventEmitter, Inject, InjectionToken, Input, Output, TemplateRef, ViewChild, ViewEncapsulation, Directive, forwardRef, Host, NgZone, Optional, ViewContainerRef, NgModule } from '@angular/core';\nimport { MAT_OPTION_PARENT_COMPONENT, MatOptgroup, MatOption, mixinDisableRipple, _countGroupLabelsBeforeOption, _getOptionScrollPosition, MatOptionSelectionChange, MatOptionModule, MatCommonModule } from '@angular/material/core';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { DOWN_ARROW, ENTER, ESCAPE, TAB, UP_ARROW } from '@angular/cdk/keycodes';\nimport { Overlay, OverlayConfig, OverlayModule } from '@angular/cdk/overlay';\nimport { TemplatePortal } from '@angular/cdk/portal';\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport { filter, take, switchMap, delay, tap, map } from 'rxjs/operators';\nimport { ViewportRuler } from '@angular/cdk/scrolling';\nimport { NG_VALUE_ACCESSOR } from '@angular/forms';\nimport { MatFormField } from '@angular/material/form-field';\nimport { Subscription, defer, fromEvent, merge, of, Subject } from 'rxjs';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Autocomplete IDs need to be unique across components, so this counter exists outside of\n * the component definition.\n * @type {?}\n */\nvar _uniqueAutocompleteIdCounter = 0;\n/**\n * Event object that is emitted when an autocomplete option is selected.\n */\nvar /**\n * Event object that is emitted when an autocomplete option is selected.\n */\nMatAutocompleteSelectedEvent = /** @class */ (function () {\n   function MatAutocompleteSelectedEvent(source, option) {\n   this.source = source;\n   this.option = option;\n   }\n   return MatAutocompleteSelectedEvent;\n}());\n// Boilerplate for applying mixins to MatAutocomplete.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatAutocomplete.\n/**\n * \\@docs-private\n */\nMatAutocompleteBase = /** @class */ (function () {\n   function MatAutocompleteBase() {\n   }\n   return MatAutocompleteBase;\n}());\n/** @type {?} */\nvar _MatAutocompleteMixinBase = mixinDisableRipple(MatAutocompleteBase);\n/**\n * Injection token to be used to override the default options for `mat-autocomplete`.\n * @type {?}\n */\nvar MAT_AUTOCOMPLETE_DEFAULT_OPTIONS = new InjectionToken('mat-autocomplete-default-options', {\n   providedIn: 'root',\n   factory: MAT_AUTOCOMPLETE_DEFAULT_OPTIONS_FACTORY,\n});\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction MAT_AUTOCOMPLETE_DEFAULT_OPTIONS_FACTORY() {\n   return { autoActiveFirstOption: false };\n}\nvar MatAutocomplete = /** @class */ (function (_super) {\n   __extends(MatAutocomplete, _super);\n   function MatAutocomplete(_changeDetectorRef, _elementRef, defaults) {\n   var _this = _super.call(this) || this;\n   _this._changeDetectorRef = _changeDetectorRef;\n   _this._elementRef = _elementRef;\n   /**\n   * Whether the autocomplete panel should be visible, depending on option length.\n   */\n   _this.showPanel = false;\n   _this._isOpen = false;\n   /**\n   * Function that maps an option's control value to its display

value in the trigger.\n */\n _this.displayWith = null;\n /**\n * Event that is emitted whenever an option from the list is selected.\n */\n _this.optionSelected = new EventEmitter();\n /**\n * Event that is emitted when the autocomplete panel is opened.\n */\n _this.opened = new EventEmitter();\n /**\n * Event that is emitted when the autocomplete panel is closed.\n */\n _this.closed = new EventEmitter();\n _this._classList = {};\n /**\n * Unique ID to be used by autocomplete trigger's \"aria-owns\" property.\n */\n _this.id = \"mat-autocomplete-\" + _uniqueAutocompleteIdCounter++;\n _this._autoActiveFirstOption = !!defaults.autoActiveFirstOption;\n return _this;\n }\n Object.defineProperty(MatAutocomplete.prototype, \"isOpen\", {\n /** Whether the autocomplete panel is open. */\n get: /**\n * Whether the autocomplete panel is open.\n * @return {?}\n */\n function () { return this._isOpen && this.showPanel; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatAutocomplete.prototype, \"autoActiveFirstOption\", {\n /**\n * Whether the first option should be highlighted when the autocomplete panel is opened.\n * Can be configured globally through the `MAT_AUTOCOMPLETE_DEFAULT_OPTIONS` token.\n */\n get: /**\n * Whether the first option should be highlighted when the autocomplete panel is opened.\n * Can be configured globally through the `MAT_AUTOCOMPLETE_DEFAULT_OPTIONS` token.\n * @return {?}\n */\n function () { return this._autoActiveFirstOption; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._autoActiveFirstOption = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatAutocomplete.prototype, \"classList\", {\n /**\n * Takes classes set on the host mat-autocomplete element and applies them to the panel\n * inside the overlay container to allow for easy styling.\n */\n set: /**\n * Takes classes set on the host mat-autocomplete element and applies them to the panel\n * inside the overlay container to allow for easy styling.\n * @param {?} value\n * @return {?}\n */\n function (value) {\n var _this = this;\n if (value && value.length) {\n value.split(' ').forEach(function (className) { return _this._classList[className.trim()] = true; });\n this._elementRef.nativeElement.className = '';\n }\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatAutocomplete.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n this._keyManager = new ActiveDescendantKeyManager(this.options).withWrap();\n // Set the initial visibility state.\n this._setVisibility();\n };\n /**\n * Sets the panel scrollTop. This allows us to manually scroll to display options\n * above or below the fold, as they are not actually being focused when active.\n */\n /**\n * Sets the panel scrollTop. This allows us to manually scroll to display options\n * above or below the fold, as they are not actually being focused when active.\n * @param {?} scrollTop\n * @return {?}\n */\n MatAutocomplete.prototype._setScrollTop = /**\n * Sets the panel scrollTop. This allows us to manually scroll to display options\n * above or below the fold, as they are not actually being focused when active.\n * @param {?} scrollTop\n * @return {?}\n */\n function (scrollTop) {\n if (this.panel) {\n this.panel.nativeElement.scrollTop = scrollTop;\n }\n };\n /** Returns the panel's scrollTop. */\n /**\n * Returns the panel's scrollTop.\n * @return {?}\n */\n MatAutocomplete.prototype._getScrollTop = /**\n * Returns the panel's scrollTop.\n * @return {?}\n */\n function () {\n return this.panel ? this.panel.nativeElement.scrollTop : 0;\n };\n /** Panel should hide itself when the option list is empty. */\n /**\n * Panel should hide itself when the option list is empty.\n * @return {?}\n */\n MatAutocomplete.prototype._setVisibility = /**\n * Panel should hide itself when the option list is empty.\n * @return {?}\n */\n function () {\n this.showPanel = !!this.options.length;\n this._classList['mat-autocomplete-visible'] = this.showPanel;\n this._classList['mat-autocomplete-hidden'] = !this.showPanel;\n this._changeDetectorRef.markForCheck();\n };\n /** Emits the `select` event. */\n /**\n * Emits the `select` event.\n * @param {?} option\n * @return {?}\n */\n MatAutocomplete.prototype._emitSelectEvent = /**\n * Emits the `select` event.\n * @param {?} option\n * @return {?}\n */\n function (option) {\n /** @type {?} */\n var event = new MatAutocompleteSelectedEvent(this, option);\n this.optionSelected.emit(event);\n };\n MatAutocomplete.decorators = [\n { type: Component, args: [{selector: 'mat-autocomplete',\n template: \"<ng-template><div class=\\\"mat-autocomplete-panel\\\"

role=\\\"listbox\\\" [id]=\\\"id\\\" [ngClass]=\\\"_classList\\\" #panel><ng-content></ng-content> </ng-template>\",\n styles: [\".mat-autocomplete-panel{min-width:112px;max-width:280px;overflow:auto;-webkit-overflow-scrolling:touch;visibility:hidden;max-width:none;max-height:256px;position:relative;width:100%;border-bottom-left-radius:4px;border-bottom-right-radius:4px}.mat-autocomplete-panel.mat-autocomplete-visible{visibility:visible}.mat-autocomplete-panel.mat-autocomplete-hidden{visibility:hidden}.mat-autocomplete-panel-above .mat-autocomplete-panel{border-radius:0;border-top-left-radius:4px;border-top-right-radius:4px}.mat-autocomplete-panel .mat-divider-horizontal{margin-top:-1px}@media screen and (-ms-high-contrast:active){.mat-autocomplete-panel{outline:solid 1px}}\"],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n exportAs: 'matAutocomplete',\n inputs: ['disableRipple'],\n host: {\n 'class': 'mat-autocomplete'\n },\n providers: [\n { provide: MAT_OPTION_PARENT_COMPONENT, useExisting: MatAutocomplete }\n]\n },] },\n];\n /** @nocollapse */\n MatAutocomplete.ctorParameters = function () { return [\n { type: ChangeDetectorRef },\n { type: ElementRef },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_AUTOCOMPLETE_DEFAULT_OPTIONS,] }] }\n]; };\n MatAutocomplete.propDecorators = {\n template: [{ type: ViewChild, args: [TemplateRef,] }],\n panel: [{ type: ViewChild, args: ['panel',] }],\n options: [{ type: ContentChildren, args: [MatOption, { descendants: true },] }],\n optionGroups: [{ type: ContentChildren, args: [MatOptgroup,] }],\n displayWith: [{ type: Input }],\n autoActiveFirstOption: [{ type: Input }],\n panelWidth: [{ type: Input }],\n optionSelected: [{ type: Output }],\n opened: [{ type: Output }],\n closed: [{ type: Output }],\n classList: [{ type: Input, args: ['class',] }]\n };\n return MatAutocomplete;\n}(_MatAutocompleteMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Directive applied to an element to make it usable\n * as a connection point for an autocomplete panel.\n */\nvar MatAutocompleteOrigin = /** @class */ (function () {\n function MatAutocompleteOrigin(elementRef) {\n this.elementRef = elementRef;\n }\n MatAutocompleteOrigin.decorators = [\n { type: Directive, args: [{\n selector: '[matAutocompleteOrigin]',\n exportAs: 'matAutocompleteOrigin',\n },] },\n];\n /** @nocollapse */\n MatAutocompleteOrigin.ctorParameters = function () { return [\n { type: ElementRef }\n]; };\n return MatAutocompleteOrigin;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The height of each autocomplete option.\n * @type {?}\n */\nvar AUTOCOMPLETE_OPTION_HEIGHT = 48;\n/**\n * The total height of the autocomplete panel.\n * @type {?}\n */\nvar AUTOCOMPLETE_PANEL_HEIGHT = 256;\n/**\n * Injection token that determines the scroll handling while the autocomplete panel is open.\n * @type {?}\n */\nvar MAT_AUTOCOMPLETE_SCROLL_STRATEGY = new InjectionToken('mat-autocomplete-scroll-strategy');\n/**\n * \\@docs-private\n * @param {?} overlay\n * @return {?}\n */\nfunction MAT_AUTOCOMPLETE_SCROLL_STRATEGY_FACTORY(overlay) {\n return function () { return overlay.scrollStrategies.reposition(); };\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_AUTOCOMPLETE_SCROLL_STRATEGY_FACTORY_PROVIDER = {\n provide: MAT_AUTOCOMPLETE_SCROLL_STRATEGY,\n deps: [Overlay],\n useFactory: MAT_AUTOCOMPLETE_SCROLL_STRATEGY_FACTORY,\n};\n/**\n * Provider that allows the autocomplete to register as a ControlValueAccessor.\n * \\@docs-private\n * @type {?}\n */\nvar MAT_AUTOCOMPLETE_VALUE_ACCESSOR = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return MatAutocompleteTrigger; }),\n multi: true\n};\n/**\n * Creates an error to be thrown when attempting to use an autocomplete trigger without a panel.\n * \\@docs-private\n * @return {?}\n */\nfunction getMatAutocompleteMissingPanelError() {\n return Error('Attempting to open an undefined instance of `mat-autocomplete`. ' +\n 'Make sure that the id passed to the `matAutocomplete` is correct and that ' +\n 'you\\'re attempting to open it after the ngAfterContentInit hook.');\n}\nvar MatAutocompleteTrigger = /** @class */ (function () {\n function MatAutocompleteTrigger(_element, _overlay, _viewContainerRef, _zone, _changeDetectorRef, scrollStrategy, _dir, _formField, _document, _viewportRuler) {\n var _this = this;\n

this._element = _element;\n this._overlay = _overlay;\n this._viewContainerRef = _viewContainerRef;\n this._zone = _zone;\n this._changeDetectorRef = _changeDetectorRef;\n this._dir = _dir;\n this._formField = _formField;\n this._document = _document;\n this._viewportRuler = _viewportRuler;\n this._componentDestroyed = false;\n this._autocompleteDisabled = false;\n /**\n * Whether or not the label state is being overridden.\n */\n this._manuallyFloatingLabel = false;\n /**\n * Subscription to viewport size changes.\n */\n this._viewportSubscription = Subscription.EMPTY;\n /**\n * Whether the autocomplete can open the next time it is focused. Used to prevent a focused,\n * closed autocomplete from being reopened if the user switches to another browser tab and then\n * comes back.\n */\n this._canOpenOnNextFocus = true;\n /**\n * Stream of keyboard events that can close the panel.\n */\n this._closeKeyEventStream = new Subject();\n /**\n * Event handler for when the window is blurred. Needs to be an\n * arrow function in order to preserve the context.\n */\n this._windowBlurHandler = function () {\n // If the user blurred the window while the autocomplete is focused, it means that it'll be\n // refocused when they come back. In this case we want to skip the first focus event, if the\n // pane was closed, in order to avoid reopening it unintentionally.\n _this._canOpenOnNextFocus =\n document.activeElement !== _this._element.nativeElement || _this.panelOpen;\n };\n /**\n * `View -> model callback called when value changes`\n */\n this._onChange = function () { };\n /**\n * `View -> model callback called when autocomplete has been touched`\n */\n this._onTouched = function () { };\n /**\n * `autocomplete` attribute to be set on the input element.\n * \\@docs-private\n */\n this.autocompleteAttribute = 'off';\n this._overlayAttached = false;\n /**\n * Stream of autocomplete option selections.\n */\n this.optionSelections = defer(function () {\n if (_this.autocomplete && _this.autocomplete.options) {\n return merge.apply(void 0, _this.autocomplete.options.map(function (option) { return option.onSelectionChange; }));\n }\n // If there are any subscribers before `ngAfterViewInit`, the `autocomplete` will be undefined.\n // Return a stream that we'll replace with the real one once everything is in place.\n return _this._zone.onStable\n .asObservable()\n .pipe(take(1), switchMap(function () { return _this.optionSelections; }));\n });\n if (typeof window !== 'undefined') {\n _zone.runOutsideAngular(function () {\n window.addEventListener('blur', _this._windowBlurHandler);\n });\n }\n this._scrollStrategy = scrollStrategy;\n }\n Object.defineProperty(MatAutocompleteTrigger.prototype, \"autocompleteDisabled\", {\n /**\n * Whether the autocomplete is disabled. When disabled, the element will\n * act as a regular input and the user won't be able to open the panel.\n */\n get: /**\n * Whether the autocomplete is disabled. When disabled, the element will\n * act as a regular input and the user won't be able to open the panel.\n * @return {?}\n */\n function () { return this._autocompleteDisabled; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._autocompleteDisabled = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatAutocompleteTrigger.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n if (typeof window !== 'undefined') {\n window.removeEventListener('blur', this._windowBlurHandler);\n }\n this._viewportSubscription.unsubscribe();\n this._componentDestroyed = true;\n this._destroyPanel();\n this._closeKeyEventStream.complete();\n };\n Object.defineProperty(MatAutocompleteTrigger.prototype, \"panelOpen\", {\n /** Whether or not the autocomplete panel is open. */\n get: /**\n * Whether or not the autocomplete panel is open.\n * @return {?}\n */\n function () {\n return this._overlayAttached && this.autocomplete.showPanel;\n },\n enumerable: true,\n configurable: true\n });\n /** Opens the autocomplete suggestion panel. */\n /**\n * Opens the autocomplete suggestion panel.\n * @return {?}\n */\n MatAutocompleteTrigger.prototype.openPanel = /**\n * Opens the autocomplete suggestion panel.\n * @return {?}\n */\n function () {\n this._attachOverlay();\n this._floatLabel();\n };\n /** Closes the autocomplete suggestion panel. */\n /**\n * Closes the autocomplete suggestion panel.\n * @return {?}\n */\n MatAutocompleteTrigger.prototype.closePanel = /**\n * Closes the autocomplete suggestion panel.\n *

@return {?}\n */\n function () {\n this._resetLabel();\n if (!this._overlayAttached) {\n return;\n }\n if (this.panelOpen) {\n // Only emit if the panel was visible.\n this.autocomplete.closed.emit();\n }\n this.autocomplete._isOpen = this._overlayAttached = false;\n if (this._overlayRef && this._overlayRef.hasAttached()) {\n this._overlayRef.detach();\n this._closingActionsSubscription.unsubscribe();\n }\n // Note that in some cases this can end up being called after the component is destroyed.\n // Add a check to ensure that we don't try to run change detection on a destroyed view.\n if (!this._componentDestroyed) {\n // We need to trigger change detection manually, because\n // `fromEvent` doesn't seem to do it at the proper time.\n // This ensures that the label is reset when the\n // user clicks outside.\n this._changeDetectorRef.detectChanges();\n }\n };\n /**\n * Updates the position of the autocomplete suggestion panel to ensure that it fits all options\n * within the viewport.\n */\n /**\n * Updates the position of the autocomplete suggestion panel to ensure that it fits all options\n * within the viewport.\n * @return {?}\n */\n MatAutocompleteTrigger.prototype.updatePosition = /**\n * Updates the position of the autocomplete suggestion panel to ensure that it fits all options\n * within the viewport.\n * @return {?}\n */\n function () {\n if (this._overlayAttached) {\n (/** @type {?} */ (this._overlayRef)).updatePosition();\n }\n };\n Object.defineProperty(MatAutocompleteTrigger.prototype, \"panelClosingActions\", {\n /**\n * A stream of actions that should close the autocomplete panel, including\n * when an option is selected, on blur, and when TAB is pressed.\n */\n get: /**\n * A stream of actions that should close the autocomplete panel, including\n * when an option is selected, on blur, and when TAB is pressed.\n * @return {?}\n */\n function () {\n var _this = this;\n return merge(this.optionSelections, this.autocomplete._keyManager.tabOut.pipe(filter(function () { return _this._overlayAttached; })), this._closeKeyEventStream, this._getOutsideClickStream(), this._overlayRef ?\n this._overlayRef.detachments().pipe(filter(function () { return _this._overlayAttached; })) :\n of()).pipe(\n // Normalize the output so we return a consistent type.\n map(function (event) { return event instanceof MatOptionSelectionChange ? event : null; }));\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatAutocompleteTrigger.prototype, \"activeOption\", {\n /** The currently active option, coerced to MatOption type. */\n get: /**\n * The currently active option, coerced to MatOption type.\n * @return {?}\n */\n function () {\n if (this.autocomplete && this.autocomplete._keyManager) {\n return this.autocomplete._keyManager.activeItem;\n }\n return null;\n },\n enumerable: true,\n configurable: true\n });\n /** Stream of clicks outside of the autocomplete panel. */\n /**\n * Stream of clicks outside of the autocomplete panel.\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._getOutsideClickStream = /**\n * Stream of clicks outside of the autocomplete panel.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._document) {\n return of(null);\n }\n return merge(fromEvent(this._document, 'click'), fromEvent(this._document, 'touchend'))\n .pipe(filter(function (event) {\n /** @type {?} */\n var clickTarget = (/** @type {?} */ (event.target));\n /** @type {?} */\n var formField = _this._formField ?\n _this._formField._elementRef.nativeElement : null;\n return _this._overlayAttached &&\n clickTarget !== _this._element.nativeElement &&\n (!formField || !formField.contains(clickTarget)) &&\n (!!_this._overlayRef && !_this._overlayRef.overlayElement.contains(clickTarget));\n }));\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} value\n * @return {?}\n */\n MatAutocompleteTrigger.prototype.writeValue = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n var _this = this;\n Promise.resolve(null).then(function () { return _this._setTriggerValue(value); });\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n MatAutocompleteTrigger.prototype.registerOnChange = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._onChange = fn;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as

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part of ControlValueAccessor.\n    /**\n     * @param {?} fn\n     * @return {?}\n     */\n
MatAutocompleteTrigger.prototype.registerOnTouched = \n    // Implemented as part of ControlValueAccessor.\n
/**\n     * @param {?} fn\n     * @return {?}\n     */\n    function (fn) {\n        this._onTouched = fn;\n    };\n    //
Implemented as part of ControlValueAccessor.\n    // Implemented as part of ControlValueAccessor.\n    /**\n     *
@param {?} isDisabled\n     * @return {?}\n     */\n    MatAutocompleteTrigger.prototype.setDisabledState = \n    //
Implemented as part of ControlValueAccessor.\n    /**\n     * @param {?} isDisabled\n     * @return {?}\n     */\n
function (isDisabled) {\n        this._element.nativeElement.disabled = isDisabled;\n    };\n    /**\n     * @param {?}
event\n     * @return {?}\n     */\n    MatAutocompleteTrigger.prototype._handleKeydown = /**\n     * @param {?}
event\n     * @return {?}\n     */\n    function (event) {\n        /** @type {?} */\n        var keyCode =
event.keyCode;\n        // Prevent the default action on all escape key presses. This is here primarily to bring IE\n
// in line with other browsers. By default, pressing escape on IE will cause it to revert\n        // the input value to the
one that it had on focus, however it won't dispatch any events\n        // which means that the model value will be out
of sync with the view.\n        if (keyCode === ESCAPE) {\n            event.preventDefault();\n        }\n        if
(this.activeOption && keyCode === ENTER && this.panelOpen) {\n
this.activeOption._selectViaInteraction();\n            this._resetActiveItem();\n            event.preventDefault();\n
}\n        else if (this.autocomplete) {\n            /** @type {?} */\n            var prevActiveItem =
this.autocomplete._keyManager.activeItem;\n            /** @type {?} */\n            var isArrowKey = keyCode ===
UP_ARROW || keyCode === DOWN_ARROW;\n            if (this.panelOpen || keyCode === TAB) {\n
this.autocomplete._keyManager.onKeydown(event);\n            }\n            else if (isArrowKey && this._canOpen())
{\n                this.openPanel();\n            }\n            if (isArrowKey || this.autocomplete._keyManager.activeItem !==
prevActiveItem) {\n                this._scrollToOption();\n            }\n        }\n    };\n    /**\n     * @param {?} event\n
* @return {?}\n     */\n    MatAutocompleteTrigger.prototype._handleInput = /**\n     * @param {?} event\n     *
@return {?}\n     */\n    function (event) {\n        /** @type {?} */\n        var target = (/** @type {?} */
(event.target));\n        /** @type {?} */\n        var value = target.value;\n        // Based on `NumberValueAccessor`
from forms.\n        if (target.type === 'number') {\n            value = value == '' ? null : parseFloat(value);\n        }\n
 // If the input has a placeholder, IE will fire the `input` event on page load,\n        // focus and blur, in addition to
when the user actually changed the value. To\n        // filter out all of the extra events, we save the value on focus
and between\n        // `input` events, and we check whether it changed.\n        // See:
https://connect.microsoft.com/IE/feedback/details/885747/\n        if (this._previousValue !== value) {\n
this._previousValue = value;\n            this._onChange(value);\n            if (this._canOpen() &&
document.activeElement === event.target) {\n                this.openPanel();\n            }\n        }\n    };\n    /**\n     *
@return {?}\n     */\n    MatAutocompleteTrigger.prototype._handleFocus = /**\n     * @return {?}\n     */\n
function () {\n        if (!this._canOpenOnNextFocus) {\n            this._canOpenOnNextFocus = true;\n        }\n
else if (this._canOpen()) {\n            this._previousValue = this._element.nativeElement.value;\n
this._attachOverlay();\n            this._floatLabel(true);\n        }\n    };\n    /**\n     * In \"auto\" mode, the label will
animate down as soon as focus is lost.\n     * This causes the value to jump when selecting an option with the
mouse.\n     * This method manually floats the label until the panel can be closed.\n     * @param shouldAnimate
Whether the label should be animated when it is floated.\n     */\n    /**\n     * In \"auto\" mode, the label will
animate down as soon as focus is lost.\n     * This causes the value to jump when selecting an option with the
mouse.\n     * This method manually floats the label until the panel can be closed.\n     * @private\n     * @param
{?=} shouldAnimate Whether the label should be animated when it is floated.\n     * @return {?}\n     */\n
MatAutocompleteTrigger.prototype._floatLabel = /**\n     * In \"auto\" mode, the label will animate down as soon
as focus is lost.\n     * This causes the value to jump when selecting an option with the mouse.\n     * This method
manually floats the label until the panel can be closed.\n     * @private\n     * @param {?=} shouldAnimate Whether
the label should be animated when it is floated.\n     * @return {?}\n     */\n    function (shouldAnimate) {\n        if
(shouldAnimate === void 0) { shouldAnimate = false; }\n        if (this._formField && this._formField.floatLabel
=== 'auto') {\n            if (shouldAnimate) {\n                this._formField._animateAndLockLabel();\n            }\n
else {\n                this._formField.floatLabel = 'always';\n            }\n            this._manuallyFloatingLabel = true;\n
```

}\n };\n /** If the label has been manually elevated, return it to its normal state. */\n /**\n * If the label has been manually elevated, return it to its normal state.\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._resetLabel = /**\n * If the label has been manually elevated, return it to its normal state.\n * @private\n * @return {?}\n */\n function () {\n if (this._manuallyFloatingLabel) {\n this._formField.floatLabel = 'auto';\n this._manuallyFloatingLabel = false;\n }\n };\n /**\n * Given that we are not actually focusing active options, we must manually adjust scroll\n * to reveal options below the fold. First, we find the offset of the option from the top\n * of the panel. If that offset is below the fold, the new scrollTop will be the offset -\n * the panel height + the option height, so the active option will be just visible at the\n * bottom of the panel. If that offset is above the top of the visible panel, the new scrollTop\n * will become the offset. If that offset is visible within the panel already, the scrollTop is\n * not adjusted.\n */\n /**\n * Given that we are not actually focusing active options, we must manually adjust scroll\n * to reveal options below the fold. First, we find the offset of the option from the top\n * of the panel. If that offset is below the fold, the new scrollTop will be the offset -\n * the panel height + the option height, so the active option will be just visible at the\n * bottom of the panel. If that offset is above the top of the visible panel, the new scrollTop\n * will become the offset. If that offset is visible within the panel already, the scrollTop is\n * not adjusted.\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._scrollToOption = /**\n * Given that we are not actually focusing active options, we must manually adjust scroll\n * to reveal options below the fold. First, we find the offset of the option from the top\n * of the panel. If that offset is below the fold, the new scrollTop will be the offset -\n * the panel height + the option height, so the active option will be just visible at the\n * bottom of the panel. If that offset is above the top of the visible panel, the new scrollTop\n * will become the offset. If that offset is visible within the panel already, the scrollTop is\n * not adjusted.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var index = this.autocomplete._keyManager.activeItemIndex || 0;\n /** @type {?} */\n var labelCount = _countGroupLabelsBeforeOption(index, this.autocomplete.options, this.autocomplete.optionGroups);\n /** @type {?} */\n var newScrollPosition = _getOptionScrollPosition(index + labelCount, AUTOCOMPLETE_OPTION_HEIGHT, this.autocomplete._getScrollTop(), AUTOCOMPLETE_PANEL_HEIGHT);\n this.autocomplete._setScrollTop(newScrollPosition);\n };\n /**\n * This method listens to a stream of panel closing actions and resets the\n * stream every time the option list changes.\n */\n /**\n * This method listens to a stream of panel closing actions and resets the\n * stream every time the option list changes.\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._subscribeToClosingActions = /**\n * This method listens to a stream of panel closing actions and resets the\n * stream every time the option list changes.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var firstStable = this._zone.onStable.asObservable().pipe(take(1));\n /** @type {?} */\n var optionChanges = this.autocomplete.options.changes.pipe(tap(function () { return _this._positionStrategy.reapplyLastPosition(); }), \n // Defer emitting to the stream until the next tick, because changing\n // bindings in here will cause \"changed after checked\" errors.\n delay(0));\n // When the zone is stable initially, and when the option list changes...\n return merge(firstStable, optionChanges)\n .pipe(\n // create a new stream of panelClosingActions, replacing any previous streams\n // that were created, and flatten it so our stream only emits closing events...\n switchMap(function () {\n _this._resetActiveItem();\n _this.autocomplete._setVisibility();\n if (_this.panelOpen) {\n (/** @type {?} */ (_this._overlayRef)).updatePosition();\n }\n return _this.panelClosingActions;\n }), \n // when the first closing event occurs...\n take(1))\n // set the value, close the panel, and complete.\n .subscribe(function (event) { return _this._setValueAndClose(event); });\n };\n /** Destroys the autocomplete suggestion panel. */\n /**\n * Destroys the autocomplete suggestion panel.\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._destroyPanel = /**\n * Destroys the autocomplete suggestion panel.\n * @private\n * @return {?}\n */\n function () {\n if (this._overlayRef) {\n this.closePanel();\n this._overlayRef.dispose();\n this._overlayRef = null;\n }\n };\n /**\n *

@private\n * @param {?} value\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._setTriggerValue = /**\n * @private\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var toDisplay = this.autocomplete && this.autocomplete.displayWith ?\n this.autocomplete.displayWith(value) :\n value;\n // Simply falling back to an empty string if the display value is falsy does not work properly.\n // The display value can also be the number zero and shouldn't fall back to an empty string.\n /** @type {?} */\n var inputValue = toDisplay != null ? toDisplay : '';\n // If it's used within a `MatFormField`, we should set it through the property so it can go\n // through change detection.\n if (this._formField) {\n this._formField._control.value = inputValue;\n }\n else {\n this._element.nativeElement.value = inputValue;\n }\n this._previousValue = inputValue;\n };\n /**\n * This method closes the panel, and if a value is specified, also sets the associated\n * control to that value. It will also mark the control as dirty if this interaction\n * stemmed from the user.\n */\n /**\n * This method closes the panel, and if a value is specified, also sets the associated\n * control to that value. It will also mark the control as dirty if this interaction\n * stemmed from the user.\n * @private\n * @param {?} event\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._setValueAndClose = /**\n * This method closes the panel, and if a value is specified, also sets the associated\n * control to that value. It will also mark the control as dirty if this interaction\n * stemmed from the user.\n * @private\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if (event && event.source) {\n this._clearPreviousSelectedOption(event.source);\n this._setTriggerValue(event.source.value);\n this._onChange(event.source.value);\n this._element.nativeElement.focus();\n this.autocomplete._emitSelectEvent(event.source);\n }\n this.closePanel();\n };\n /**\n * Clear any previous selected option and emit a selection change event for this option\n */\n /**\n * Clear any previous selected option and emit a selection change event for this option\n * @private\n * @param {?} skip\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._clearPreviousSelectedOption = /**\n * Clear any previous selected option and emit a selection change event for this option\n * @private\n * @param {?} skip\n * @return {?}\n */\n function (skip) {\n this.autocomplete.options.forEach(function (option) {\n if (option != skip && option.selected) {\n option.deselect();\n }\n });\n };\n /**\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._attachOverlay = /**\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this.autocomplete) {\n throw getMatAutocompleteMissingPanelError();\n }\n if (!this._overlayRef) {\n this._portal = new TemplatePortal(this.autocomplete.template, this._viewContainerRef);\n this._overlayRef = this._overlay.create(this._getOverlayConfig());\n // Use the `keydownEvents` in order to take advantage of\n // the overlay event targeting provided by the CDK overlay.\n this._overlayRef.keydownEvents().subscribe(function (event) {\n // Close when pressing ESCAPE or ALT + UP_ARROW, based on the a11y guidelines.\n // See: https://www.w3.org/TR/wai-aria-practices-1.1/#textbox-keyboard-interaction\n if (event.keyCode === ESCAPE || (event.keyCode === UP_ARROW && event.altKey)) {\n _this._resetActiveItem();\n _this._closeKeyEventStream.next();\n }\n });\n if (this._viewportRuler) {\n this._viewportSubscription = this._viewportRuler.change().subscribe(function () {\n if (_this.panelOpen && _this._overlayRef) {\n _this._overlayRef.updateSize({ width: _this._getPanelWidth() });\n }\n });\n }\n }\n else {\n // Update the panel width and direction, in case anything has changed.\n this._overlayRef.updateSize({ width: this._getPanelWidth() });\n }\n if (this._overlayRef && !this._overlayRef.hasAttached()) {\n this._overlayRef.attach(this._portal);\n this._closingActionsSubscription = this._subscribeToClosingActions();\n }\n /** @type {?} */\n var wasOpen = this.panelOpen;\n this.autocomplete._setVisibility();\n this.autocomplete._isOpen = this._overlayAttached = true;\n // We need to do an extra `panelOpen` check in here, because the\n // autocomplete won't be shown if there are no options.\n if (this.panelOpen && wasOpen !== this.panelOpen) {\n this.autocomplete.opened.emit();\n }\n };\n /**\n * @private\n * @return {?}\n */\n

MatAutocompleteTrigger.prototype._getOverlayConfig = /**\n * @private\n * @return {?}\n */\n function () {\n return new OverlayConfig({\n positionStrategy: this._getOverlayPosition(),\n scrollStrategy: this._scrollStrategy(),\n width: this._getPanelWidth(),\n direction: this._dir\n });\n };\n /**\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._getOverlayPosition = /**\n * @private\n * @return {?}\n */\n function () {\n this._positionStrategy = this._overlay.position()\n .flexibleConnectedTo(this._getConnectedElement())\n .withFlexibleDimensions(false)\n .withPush(false)\n .withPositions([\n {\n originX: 'start',\n originY: 'bottom',\n overlayX: 'start',\n overlayY: 'top'\n },\n {\n originX: 'start',\n originY: 'top',\n overlayX: 'start',\n overlayY: 'bottom',\n // The overlay edge connected to the trigger should have squared corners, while\n // the opposite end has rounded corners. We apply a CSS class to swap the\n // border-radius based on the overlay position.\n panelClass: 'mat-autocomplete-panel-above'\n }\n]);\n return this._positionStrategy;\n };\n /**\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._getConnectedElement = /**\n * @private\n * @return {?}\n */\n function () {\n if (this.connectedTo) {\n return this.connectedTo.elementRef;\n }\n return this._formField ? this._formField.getConnectedOverlayOrigin() : this._element;\n };\n /**\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._getPanelWidth = /**\n * @private\n * @return {?}\n */\n function () {\n return this.autocomplete.panelWidth || this._getHostWidth();\n };\n /** Returns the width of the input element, so the panel width can match it. */\n /**\n * Returns the width of the input element, so the panel width can match it.\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._getHostWidth = /**\n * Returns the width of the input element, so the panel width can match it.\n * @private\n * @return {?}\n */\n function () {\n return this._getConnectedElement().nativeElement.getBoundingClientRect().width;\n };\n /**\n * Resets the active item to -1 so arrow events will activate the\n * correct options, or to 0 if the consumer opted into it.\n */\n /**\n * Resets the active item to -1 so arrow events will activate the\n * correct options, or to 0 if the consumer opted into it.\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._resetActiveItem = /**\n * Resets the active item to -1 so arrow events will activate the\n * correct options, or to 0 if the consumer opted into it.\n * @private\n * @return {?}\n */\n function () {\n this.autocomplete._keyManager.setActiveItem(this.autocomplete.autoActiveFirstOption ? 0 : -1);\n };\n /** Determines whether the panel can be opened. */\n /**\n * Determines whether the panel can be opened.\n * @private\n * @return {?}\n */\n MatAutocompleteTrigger.prototype._canOpen = /**\n * Determines whether the panel can be opened.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var element = this._element.nativeElement;\n return !element.readOnly && !element.disabled && !this._autocompleteDisabled;\n };\n MatAutocompleteTrigger.decorators = [\n { type: Directive, args: [{\n selector: \"input[matAutocomplete], textarea[matAutocomplete]\",\n host: {\n '[attr.autocomplete]': 'autocompleteAttribute',\n '[attr.role]': 'autocompleteDisabled ? null : \"combobox\"',\n '[attr.aria-autocomplete]': 'autocompleteDisabled ? null : \"list\"',\n '[attr.aria-activedescendant]': 'activeOption?.id',\n '[attr.aria-expanded]': 'autocompleteDisabled ? null : panelOpen.toString()',\n '[attr.aria-owns]': '(autocompleteDisabled || !panelOpen) ? null : autocomplete?.id',\n // Note: we use `focusin`, as opposed to `focus`, in order to open the panel\n // a little earlier. This avoids issues where IE delays the focusing of the input.\n '(focusin)': '_handleFocus()',\n '(blur)': '_onTouched()',\n '(input)': '_handleInput($event)',\n '(keydown)': '_handleKeydown($event)',\n },\n exportAs: 'matAutocompleteTrigger',\n providers: [MAT_AUTOCOMPLETE_VALUE_ACCESSOR]\n },] },\n];\n /** @nocollapse */\n MatAutocompleteTrigger.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Overlay },\n { type: ViewContainerRef },\n { type: NgZone },\n { type: ChangeDetectorRef },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_AUTOCOMPLETE_SCROLL_STRATEGY,] }] },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: MatFormField, decorators: [{ type:

Optional }, { type: Host }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [DOCUMENT,] }] },\n { type: ViewportRuler }\n]; };\n MatAutocompleteTrigger.propDecorators = {\n autocomplete: [{ type: Input, args: ['matAutocomplete',] }],\n connectedTo: [{ type: Input, args: ['matAutocompleteConnectedTo',] }],\n autocompleteAttribute: [{ type: Input, args: ['autocomplete',] }],\n autocompleteDisabled: [{ type: Input, args: ['matAutocompleteDisabled',] }]\n };\n return MatAutocompleteTrigger;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatAutocompleteModule = /** @class */ (function () {\n function MatAutocompleteModule() {\n }\n MatAutocompleteModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatOptionModule, OverlayModule, MatCommonModule, CommonModule],\n exports: [\n MatAutocomplete,\n MatOptionModule,\n MatAutocompleteTrigger,\n MatAutocompleteOrigin,\n MatCommonModule\n],\n declarations: [MatAutocomplete, MatAutocompleteTrigger, MatAutocompleteOrigin],\n providers: [MAT_AUTOCOMPLETE_SCROLL_STRATEGY_FACTORY_PROVIDER],\n },] },\n];\n return MatAutocompleteModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MAT_AUTOCOMPLETE_DEFAULT_OPTIONS_FACTORY, MatAutocompleteSelectedEvent, MatAutocompleteBase, _MatAutocompleteMixinBase, MAT_AUTOCOMPLETE_DEFAULT_OPTIONS, MatAutocomplete, MatAutocompleteModule, MAT_AUTOCOMPLETE_SCROLL_STRATEGY_FACTORY, getMatAutocompleteMissingPanelError, AUTOCOMPLETE_OPTION_HEIGHT, AUTOCOMPLETE_PANEL_HEIGHT, MAT_AUTOCOMPLETE_SCROLL_STRATEGY, MAT_AUTOCOMPLETE_SCROLL_STRATEGY_FACTORY_PROVIDER, MAT_AUTOCOMPLETE_VALUE_ACCESSOR, MatAutocompleteTrigger, MatAutocompleteOrigin as a30 };\n//# sourceMappingURL=autocomplete.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { AriaDescriber, A11yModule } from '@angular/cdk/a11y';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { DOCUMENT } from '@angular/common';\nimport { Directive, ElementRef, Inject, Input, NgZone, Optional, Renderer2, NgModule } from '@angular/core';\nimport { mixinDisabled, MatCommonModule } from '@angular/material/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar nextId = 0;\n// Boilerplate for applying mixins to MatBadge.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatBadge.\n/**\n * \\@docs-private\n */\nMatBadgeBase = /** @class */ (function () {\n function MatBadgeBase() {\n }\n return MatBadgeBase;\n}());\n/** @type {?} */\nvar _MatBadgeMixinBase = mixinDisabled(MatBadgeBase);\n/**\n * Directive to display a text badge.\n */\nvar MatBadge = /** @class */ (function (_super) {\n __extends(MatBadge, _super);\n function MatBadge(_document, _ngZone, _elementRef, _ariaDescriber, _renderer) {\n var _this = _super.call(this) || this;\n _this._document = _document;\n _this._ngZone = _ngZone;\n _this._elementRef = _elementRef;\n _this._ariaDescriber = _ariaDescriber;\n _this._renderer = _renderer;\n /**\n * Whether the badge has any content.\n */\n _this._hasContent = false;\n _this._color = 'primary';\n _this._overlap = true;\n /**\n * Position the badge should reside.\n * Accepts any combination of 'above'|'below' and 'before'|'after'\n */\n _this.position = 'above after';\n /**\n * Size of the badge. Can be 'small', 'medium', or 'large'.\n */\n _this.size = 'medium';\n /**\n * Unique id for the badge\n */\n _this._id = nextId++;\n return _this;\n }\n Object.defineProperty(MatBadge.prototype, \"color\", {\n /** The color of the badge. Can be `primary`, `accent`, or `warn`. */\n get: /**\n * The color of the badge. Can be `primary`, `accent`, or `warn`.\n *

@return {?}\n */\n function () { return this._color; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._setColor(value);\n this._color = value;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatBadge.prototype, \"overlap\", {\n /** Whether the badge should overlap its contents or not */\n get: /**\n * Whether the badge should overlap its contents or not\n * @return {?}\n */\n function () { return this._overlap; },\n set: /**\n * @param {?} val\n * @return {?}\n */\n function (val) {\n this._overlap = coerceBooleanProperty(val);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatBadge.prototype, \"content\", {\n /** The content for the badge */\n get: /**\n * The content for the badge\n * @return {?}\n */\n function () { return this._content; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._content = value;\n this._hasContent = value != null && (\"\" + value).trim().length > 0;\n this._updateTextContent();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatBadge.prototype, \"description\", {\n /** Message used to describe the decorated element via aria-describedby */\n get: /**\n * Message used to describe the decorated element via aria-describedby\n * @return {?}\n */\n function () { return this._description; },\n set: /**\n * @param {?} newDescription\n * @return {?}\n */\n function (newDescription) {\n if (newDescription !== this._description) {\n /** @type {?} */\n var badgeElement = this._badgeElement;\n this._updateHostAriaDescription(newDescription, this._description);\n this._description = newDescription;\n if (badgeElement) {\n newDescription ? badgeElement.setAttribute('aria-label', newDescription) :\n badgeElement.removeAttribute('aria-label');\n }\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatBadge.prototype, \"hidden\", {\n /** Whether the badge is hidden. */\n get: /**\n * Whether the badge is hidden.\n * @return {?}\n */\n function () { return this._hidden; },\n set: /**\n * @param {?} val\n * @return {?}\n */\n function (val) {\n this._hidden = coerceBooleanProperty(val);\n },\n enumerable: true,\n configurable: true\n });\n /** Whether the badge is above the host or not */\n /**\n * Whether the badge is above the host or not\n * @return {?}\n */\n MatBadge.prototype.isAbove = /**\n * Whether the badge is above the host or not\n * @return {?}\n */\n function () {\n return this.position.indexOf('below') === -1;\n };\n /** Whether the badge is after the host or not */\n /**\n * Whether the badge is after the host or not\n * @return {?}\n */\n MatBadge.prototype.isAfter = /**\n * Whether the badge is after the host or not\n * @return {?}\n */\n function () {\n return this.position.indexOf('before') === -1;\n };\n /**\n * @return {?}\n */\n MatBadge.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n /** @type {?} */\n var badgeElement = this._badgeElement;\n if (badgeElement) {\n if (this.description) {\n this._ariaDescriber.removeDescription(badgeElement, this.description);\n }\n // When creating a badge through the Renderer, Angular will keep it in an index.\n // We have to destroy it ourselves, otherwise it'll be retained in memory.\n // @breaking-change 8.0.0 remove _renderer from null.\n if (this._renderer && this._renderer.destroyNode) {\n this._renderer.destroyNode(badgeElement);\n }\n }\n };\n /** Injects a span element into the DOM with the content. */\n /**\n * Injects a span element into the DOM with the content.\n * @private\n * @return {?}\n */\n MatBadge.prototype._updateTextContent = /**\n * Injects a span element into the DOM with the content.\n * @private\n * @return {?}\n */\n function () {\n if (!this._badgeElement) {\n this._badgeElement = this._createBadgeElement();\n }\n else {\n this._badgeElement.textContent = this.content;\n }\n return this._badgeElement;\n };\n /** Creates the badge element */\n /**\n * Creates the badge element\n * @private\n * @return {?}\n */\n MatBadge.prototype._createBadgeElement = /**\n * Creates the badge element\n * @private\n * @return {?}\n */\n function () {\n // @breaking-change 8.0.0 Remove null check for _renderer\n /** @type {?} */\n var rootNode = this._renderer || this._document;\n /** @type {?} */\n var badgeElement = rootNode.createElement('span');\n /** @type {?} */\n var activeClass = 'mat-badge-active';\n badgeElement.setAttribute('id', \"mat-badge-content-\" + this._id);\n

badgeElement.classList.add('mat-badge-content');\n badgeElement.textContent = this.content;\n if (this.description) {\n badgeElement.setAttribute('aria-label', this.description);\n }\n this._elementRef.nativeElement.appendChild(badgeElement);\n // animate in after insertion\n if (typeof requestAnimationFrame === 'function') {\n this._ngZone.runOutsideAngular(function () {\n requestAnimationFrame(function () {\n badgeElement.classList.add(activeClass);\n });\n });\n }\n else {\n badgeElement.classList.add(activeClass);\n }\n return badgeElement;\n };\n /** Sets the aria-label property on the element */\n /**\n * Sets the aria-label property on the element\n * @private\n * @param {?} newDescription\n * @param {?} oldDescription\n * @return {?}\n */\n MatBadge.prototype._updateHostAriaDescription = /**\n * Sets the aria-label property on the element\n * @private\n * @param {?} newDescription\n * @param {?} oldDescription\n * @return {?}\n */\n function (newDescription, oldDescription) {\n // ensure content available before setting label\n /** @type {?} */\n var content = this._updateTextContent();\n if (oldDescription) {\n this._ariaDescriber.removeDescription(content, oldDescription);\n }\n if (newDescription) {\n this._ariaDescriber.describe(content, newDescription);\n }\n };\n /** Adds css theme class given the color to the component host */\n /**\n * Adds css theme class given the color to the component host\n * @private\n * @param {?} colorPalette\n * @return {?}\n */\n MatBadge.prototype._setColor = /**\n * Adds css theme class given the color to the component host\n * @private\n * @param {?} colorPalette\n * @return {?}\n */\n function (colorPalette) {\n if (colorPalette !== this._color) {\n if (this._color) {\n this._elementRef.nativeElement.classList.remove(\"mat-badge-\" + this._color);\n }\n if (colorPalette) {\n this._elementRef.nativeElement.classList.add(\"mat-badge-\" + colorPalette);\n }\n }\n };\n MatBadge.decorators = [\n { type: Directive, args: [{\n selector: '[matBadge]',\n inputs: ['disabled: matBadgeDisabled'],\n host: {\n 'class': 'mat-badge',\n '[class.mat-badge-overlap]': 'overlap',\n '[class.mat-badge-above]': 'isAbove()',\n '[class.mat-badge-below]': '!isAbove()',\n '[class.mat-badge-before]': '!isAfter()',\n '[class.mat-badge-after]': 'isAfter()',\n '[class.mat-badge-small]': 'size === \"small\"',\n '[class.mat-badge-medium]': 'size === \"medium\"',\n '[class.mat-badge-large]': 'size === \"large\"',\n '[class.mat-badge-hidden]': 'hidden || !_hasContent',\n '[class.mat-badge-disabled]': 'disabled',\n },\n },] },\n];\n /** @nocollapse */\n MatBadge.ctorParameters = function () { return [\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [DOCUMENT,] }] },\n { type: NgZone },\n { type: ElementRef },\n { type: AriaDescriber },\n { type: Renderer2 }\n]; };\n MatBadge.propDecorators = {\n color: [{ type: Input, args: ['matBadgeColor',] }],\n overlap: [{ type: Input, args: ['matBadgeOverlap',] }],\n position: [{ type: Input, args: ['matBadgePosition',] }],\n content: [{ type: Input, args: ['matBadge',] }],\n description: [{ type: Input, args: ['matBadgeDescription',] }],\n size: [{ type: Input, args: ['matBadgeSize',] }],\n hidden: [{ type: Input, args: ['matBadgeHidden',] }]\n };\n return MatBadge;\n}(_MatBadgeMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatBadgeModule = /** @class */ (function () {\n function MatBadgeModule() {\n }\n MatBadgeModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n A11yModule,\n MatCommonModule\n],\n exports: [MatBadge],\n declarations: [MatBadge],\n },] },\n];\n return MatBadgeModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatBadgeModule, MatBadgeBase, _MatBadgeMixinBase, MatBadge };\n//# sourceMappingURL=badge.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { InjectionToken, Component, ViewChild, ElementRef, ChangeDetectionStrategy, ViewEncapsulation, ChangeDetectorRef, EventEmitter, Inject, Optional, NgModule,

Injectable, Injector, SkipSelf, TemplateRef, defineInjectable, inject, INJECTOR } from '@angular/core';\nimport { animate, state, style, transition, trigger } from '@angular/animations';\nimport { AnimationCurves, AnimationDurations, MatCommonModule } from '@angular/material/core';\nimport { __extends, __assign } from 'tslib';\nimport { BasePortalOutlet, CdkPortalOutlet, PortalModule, ComponentPortal, PortalInjector, TemplatePortal } from '@angular/cdk/portal';\nimport { BreakpointObserver, Breakpoints } from '@angular/cdk/layout';\nimport { DOCUMENT, CommonModule, Location } from '@angular/common';\nimport { FocusTrapFactory } from '@angular/cdk/a11y';\nimport { OverlayModule, Overlay, OverlayConfig } from '@angular/cdk/overlay';\nimport { ESCAPE } from '@angular/cdk/keycodes';\nimport { merge, Subject, of } from 'rxjs';\nimport { filter, take } from 'rxjs/operators';\nimport { Directionality } from '@angular/cdk/bidi';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token that can be used to access the data that was passed in to a bottom sheet.\n * @type {?}\n */\nvar MAT_BOTTOM_SHEET_DATA = new InjectionToken('MatBottomSheetData');\n/**\n * Configuration used when opening a bottom sheet.\n * @template D\n */\nvar /**\n * Configuration used when opening a bottom sheet.\n * @template D\n */\nMatBottomSheetConfig = /** @class */ (function () {\n   function MatBottomSheetConfig() {\n   /**\n   * Data being injected into the child component.\n   */\n   this.data = null;\n   /**\n   * Whether the bottom sheet has a backdrop.\n   */\n   this.hasBackdrop = true;\n   /**\n   * Whether the user can use escape or clicking outside to close the bottom sheet.\n   */\n   this.disableClose = false;\n   /**\n   * Aria label to assign to the bottom sheet element.\n   */\n   this.ariaLabel = null;\n   /**\n   * Whether the bottom sheet should close when the user goes backwards/forwards in history.\n   * Note that this usually doesn't include clicking on links (unless the user is using\n   * the `HashLocationStrategy`).\n   */\n   this.closeOnNavigation = true;\n   // Note that this is disabled by default, because while the a11y recommendations are to focus\n   // the first focusable element, doing so prevents screen readers from reading out the\n   // rest of the bottom sheet content.\n   /**\n   * Whether the bottom sheet should focus the first focusable element on open.\n   */\n   this.autoFocus = false;\n   /**\n   * Whether the bottom sheet should restore focus to the\n   * previously-focused element, after it's closed.\n   */\n   this.restoreFocus = true;\n   }\n   return MatBottomSheetConfig;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Animations used by the Material bottom sheet.\n * @type {?}\n */\nvar matBottomSheetAnimations = {\n   /**\n * Animation that shows and hides a bottom sheet.\n   */\n   bottomSheetState: trigger('state', [\n   state('void, hidden', style({ transform: 'translateY(100%)' })),\n   state('visible', style({ transform: 'translateY(0%)' })),\n transition('visible => void, visible => hidden', animate(AnimationDurations.COMPLEX + \" \" + AnimationCurves.ACCELERATION_CURVE)),\n   transition('void => visible', animate(AnimationDurations.EXITING + \" \" + AnimationCurves.DECELERATION_CURVE)),\n])\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// TODO(crisbeto): consolidate some logic between this, MatDialog and MatSnackBar\n/**\n * Internal component that wraps user-provided bottom sheet content.\n * \\@docs-private\n */\nvar MatBottomSheetContainer = /** @class */ (function (_super) {\n   __extends(MatBottomSheetContainer, _super);\n   function MatBottomSheetContainer(_elementRef, _changeDetectorRef, _focusTrapFactory, breakpointObserver, document, bottomSheetConfig) {\n   var _this = _super.call(this) || this;\n   _this._elementRef = _elementRef;\n _this._changeDetectorRef = _changeDetectorRef;\n   _this._focusTrapFactory = _focusTrapFactory;\n _this.bottomSheetConfig = bottomSheetConfig;\n   /**\n   * The state of the bottom sheet animations.\n   */\n   _this._animationState = 'void';\n   /**\n   * Emits whenever the state of the animation changes.\n   */\n   _this._animationStateChanged = new EventEmitter();\n   /**\n   * Element that was focused before the bottom sheet was opened.\n   */\n   _this._elementFocusedBeforeOpened = null;\n   _this._document = document;\n   _this._breakpointSubscription = breakpointObserver\n   .observe([Breakpoints.Medium,

Breakpoints.Large, Breakpoints.XLarge])\n .subscribe(function () {\n _this._toggleClass('mat-bottom-sheet-container-medium', breakpointObserver.isMatched(Breakpoints.Medium));\n _this._toggleClass('mat-bottom-sheet-container-large', breakpointObserver.isMatched(Breakpoints.Large));\n _this._toggleClass('mat-bottom-sheet-container-xlarge', breakpointObserver.isMatched(Breakpoints.XLarge));\n });\n return _this;\n }\n /** Attach a component portal as content to this bottom sheet container. */\n /**\n * Attach a component portal as content to this bottom sheet container.\n * @template T\n * @param {?} portal\n * @return {?}\n */\n MatBottomSheetContainer.prototype.attachComponentPortal = /**\n * Attach a component portal as content to this bottom sheet container.\n * @template T\n * @param {?} portal\n * @return {?}\n */\n function (portal) {\n this._validatePortalAttached();\n this._setPanelClass();\n this._savePreviouslyFocusedElement();\n return this._portalOutlet.attachComponentPortal(portal);\n };\n /** Attach a template portal as content to this bottom sheet container. */\n /**\n * Attach a template portal as content to this bottom sheet container.\n * @template C\n * @param {?} portal\n * @return {?}\n */\n MatBottomSheetContainer.prototype.attachTemplatePortal = /**\n * Attach a template portal as content to this bottom sheet container.\n * @template C\n * @param {?} portal\n * @return {?}\n */\n function (portal) {\n this._validatePortalAttached();\n this._setPanelClass();\n this._savePreviouslyFocusedElement();\n return this._portalOutlet.attachTemplatePortal(portal);\n };\n /** Begin animation of bottom sheet entrance into view. */\n /**\n * Begin animation of bottom sheet entrance into view.\n * @return {?}\n */\n MatBottomSheetContainer.prototype.enter = /**\n * Begin animation of bottom sheet entrance into view.\n * @return {?}\n */\n function () {\n if (!this._destroyed) {\n this._animationState = 'visible';\n this._changeDetectorRef.detectChanges();\n }\n };\n /** Begin animation of the bottom sheet exiting from view. */\n /**\n * Begin animation of the bottom sheet exiting from view.\n * @return {?}\n */\n MatBottomSheetContainer.prototype.exit = /**\n * Begin animation of the bottom sheet exiting from view.\n * @return {?}\n */\n function () {\n if (!this._destroyed) {\n this._animationState = 'hidden';\n this._changeDetectorRef.markForCheck();\n }\n };\n /**\n * @return {?}\n */\n MatBottomSheetContainer.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._breakpointSubscription.unsubscribe();\n this._destroyed = true;\n };\n /**\n * @param {?} event\n * @return {?}\n */\n MatBottomSheetContainer.prototype._onAnimationDone = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if (event.toState === 'hidden') {\n this._restoreFocus();\n }\n else if (event.toState === 'visible' && this.bottomSheetConfig.autoFocus) {\n this._trapFocus();\n }\n this._animationStateChanged.emit(event);\n };\n /**\n * @param {?} event\n * @return {?}\n */\n MatBottomSheetContainer.prototype._onAnimationStart = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n this._animationStateChanged.emit(event);\n };\n /**\n * @private\n * @param {?} cssClass\n * @param {?} add\n * @return {?}\n */\n MatBottomSheetContainer.prototype._toggleClass = /**\n * @private\n * @param {?} cssClass\n * @param {?} add\n * @return {?}\n */\n function (cssClass, add) {\n /** @type {?} */\n var classList = this._elementRef.nativeElement.classList;\n add ? classList.add(cssClass) : classList.remove(cssClass);\n };\n /**\n * @private\n * @return {?}\n */\n MatBottomSheetContainer.prototype._validatePortalAttached = /**\n * @private\n * @return {?}\n */\n function () {\n if (this._portalOutlet.hasAttached()) {\n throw Error('Attempting to attach bottom sheet content after content is already attached');\n }\n };\n /**\n * @private\n * @return {?}\n */\n MatBottomSheetContainer.prototype._setPanelClass = /**\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var element = this._elementRef.nativeElement;\n /** @type {?} */\n var panelClass = this.bottomSheetConfig.panelClass;\n if (Array.isArray(panelClass)) {\n // Note that we can't use a spread here, because IE doesn't support multiple arguments.\n panelClass.forEach(function (cssClass) { return element.classList.add(cssClass); });\n }\n else if (panelClass) {\n element.classList.add(panelClass);\n }\n };\n /** Moves the focus inside the focus trap. */\n /**\n * Moves the focus inside the focus trap.\n * @private\n * @return {?}\n */\n MatBottomSheetContainer.prototype._trapFocus = /**\n * Moves the focus inside the focus trap.\n *

@private\n * @return {?}\n */\n function () {\n if (!this._focusTrap) {\n this._focusTrap = this._focusTrapFactory.create(this._elementRef.nativeElement);\n }\n this._focusTrap.focusInitialElementWhenReady();\n };\n /** Restores focus to the element that was focused before the bottom sheet was opened. */\n /**\n * Restores focus to the element that was focused before the bottom sheet was opened.\n * @private\n * @return {?}\n */\n MatBottomSheetContainer.prototype._restoreFocus = /**\n * Restores focus to the element that was focused before the bottom sheet was opened.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var toFocus = this._elementFocusedBeforeOpened;\n // We need the extra check, because IE can set the `activeElement` to null in some cases.\n if (this.bottomSheetConfig.restoreFocus && toFocus && typeof toFocus.focus === 'function') {\n toFocus.focus();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n };\n /** Saves a reference to the element that was focused before the bottom sheet was opened. */\n /**\n * Saves a reference to the element that was focused before the bottom sheet was opened.\n * @private\n * @return {?}\n */\n MatBottomSheetContainer.prototype._savePreviouslyFocusedElement = /**\n * Saves a reference to the element that was focused before the bottom sheet was opened.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n this._elementFocusedBeforeOpened = (/** @type {?} */ (this._document.activeElement));\n // The `focus` method isn't available during server-side rendering.\n if (this._elementRef.nativeElement.focus) {\n Promise.resolve().then(function () { return _this._elementRef.nativeElement.focus(); });\n }\n };\n MatBottomSheetContainer.decorators = [\n { type: Component, args: [{selector: 'mat-bottom-sheet-container',\n template: \"<ng-template cdkPortalOutlet></ng-template>\",\n styles: [\".mat-bottom-sheet-container{padding:8px 16px;min-width:100vw;box-sizing:border-box;display:block;outline:0;max-height:80vh;overflow:auto}@media screen and (-ms-high-contrast:active){.mat-bottom-sheet-container{outline:1px solid}}.mat-bottom-sheet-container-large,.mat-bottom-sheet-container-medium,.mat-bottom-sheet-container-xlarge{border-top-left-radius:4px;border-top-right-radius:4px}.mat-bottom-sheet-container-medium{min-width:384px;max-width:calc(100vw - 128px)}.mat-bottom-sheet-container-large{min-width:512px;max-width:calc(100vw - 256px)}.mat-bottom-sheet-container-xlarge{min-width:576px;max-width:calc(100vw - 384px)}\"],\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n animations: [matBottomSheetAnimations.bottomSheetState],\n host: {\n 'class': 'mat-bottom-sheet-container',\n 'tabindex': '-1',\n 'role': 'dialog',\n 'aria-modal': 'true',\n '[attr.aria-label]': 'bottomSheetConfig?.ariaLabel',\n '[@state]': '_animationState',\n '(@state.start)': '_onAnimationStart($event)',\n '(@state.done)': '_onAnimationDone($event)'\n },\n },] },\n];\n /** @nocollapse */\n MatBottomSheetContainer.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: FocusTrapFactory },\n { type: BreakpointObserver },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [DOCUMENT,] }] },\n { type: MatBottomSheetConfig }\n]; };\n MatBottomSheetContainer.propDecorators = {\n _portalOutlet: [{ type: ViewChild, args: [CdkPortalOutlet,] }]\n };\n return MatBottomSheetContainer;\n}(BasePortalOutlet));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatBottomSheetModule = /** @class */ (function () {\n function MatBottomSheetModule() {\n }\n MatBottomSheetModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n CommonModule,\n OverlayModule,\n MatCommonModule,\n PortalModule,\n],\n exports: [MatBottomSheetContainer, MatCommonModule],\n declarations: [MatBottomSheetContainer],\n entryComponents: [MatBottomSheetContainer],\n },] },\n];\n return MatBottomSheetModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Reference to a bottom sheet dispatched from the bottom sheet service.\n * @template T, R\n */\nvar /**\n * Reference to a bottom sheet dispatched from the bottom sheet service.\n * @template T, R\n

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*/\nMatBottomSheetRef = /** @class */ (function () {\n    function MatBottomSheetRef(containerInstance,
_overlayRef, \n    // @breaking-change 8.0.0 `_location` parameter to be removed.\n    _location) {\n        var _this =
this;\n        this._overlayRef = _overlayRef;\n        /**\n         * Subject for notifying the user that the bottom sheet
has been dismissed.\n         */\n        this._afterDismissed = new Subject();\n        /**\n         * Subject for notifying
the user that the bottom sheet has opened and appeared.\n         */\n        this._afterOpened = new Subject();\n
this.containerInstance = containerInstance;\n        // Emit when opening animation completes\n
containerInstance._animationStateChanged.pipe(filter(function (event) { return event.phaseName === 'done' &&
event.toState === 'visible'; }), take(1))\n            .subscribe(function () {\n            _this._afterOpened.next();\n
_this._afterOpened.complete();\n        });\n        // Dispose overlay when closing animation is complete\n
containerInstance._animationStateChanged.pipe(filter(function (event) { return event.phaseName === 'done' &&
event.toState === 'hidden'; }), take(1))\n            .subscribe(function () {\n            _this._overlayRef.dispose();\n
 _this._afterDismissed.next(_this._result);\n            _this._afterDismissed.complete();\n        });\n        if
(!containerInstance.bottomSheetConfig.disableClose) {\n            merge(_overlayRef.backdropClick(),
_overlayRef.keydownEvents().pipe(filter(function (event) { return event.keyCode === ESCAPE;
})
)).subscribe(function () { return _this.dismiss(); });\n        }\n    }\n    /**\n     * Dismisses the bottom sheet.\n     *
@param result Data to be passed back to the bottom sheet opener.\n     */\n    /**\n     * Dismisses the bottom
sheet.\n     * @param {?=} result Data to be passed back to the bottom sheet opener.\n     * @return {?}\n     */\n
MatBottomSheetRef.prototype.dismiss = /**\n     * Dismisses the bottom sheet.\n     * @param {?=} result Data to
be passed back to the bottom sheet opener.\n     * @return {?}\n     */\n    function (result) {\n        var _this = this;\n
    if (!this._afterDismissed.closed) {\n            // Transition the backdrop in parallel to the bottom sheet.\n
this.containerInstance._animationStateChanged.pipe(filter(function (event) { return event.phaseName === 'start'; }),
take(1)).subscribe(function () { return _this._overlayRef.detachBackdrop(); });\n            this._result = result;\n
this.containerInstance.exit();\n        }\n    };\n    /** Gets an observable that is notified when the bottom sheet is
finished closing. */\n    /**\n     * Gets an observable that is notified when the bottom sheet is finished closing.\n     *
@return {?}\n     */\n    MatBottomSheetRef.prototype.afterDismissed = /**\n     * Gets an observable that is
notified when the bottom sheet is finished closing.\n     * @return {?}\n     */\n    function () {\n        return
this._afterDismissed.asObservable();\n    };\n    /** Gets an observable that is notified when the bottom sheet has
opened and appeared. */\n    /**\n     * Gets an observable that is notified when the bottom sheet has opened and
appeared.\n     * @return {?}\n     */\n    MatBottomSheetRef.prototype.afterOpened = /**\n     * Gets an observable
that is notified when the bottom sheet has opened and appeared.\n     * @return {?}\n     */\n    function () {\n
return this._afterOpened.asObservable();\n    };\n    /**\n     * Gets an observable that emits when the overlay's
backdrop has been clicked.\n     */\n    /**\n     * Gets an observable that emits when the overlay's backdrop has been
clicked.\n     * @return {?}\n     */\n    MatBottomSheetRef.prototype.backdropClick = /**\n     * Gets an observable
that emits when the overlay's backdrop has been clicked.\n     * @return {?}\n     */\n    function () {\n        return
this._overlayRef.backdropClick();\n    };\n    /**\n     * Gets an observable that emits when keydown events are
targeted on the overlay.\n     */\n    /**\n     * Gets an observable that emits when keydown events are targeted on the
overlay.\n     * @return {?}\n     */\n    MatBottomSheetRef.prototype.keydownEvents = /**\n     * Gets an
observable that emits when keydown events are targeted on the overlay.\n     * @return {?}\n     */\n    function ()
{\n        return this._overlayRef.keydownEvents();\n    };\n    return MatBottomSheetRef;\n}));\n\n/**\n *
@fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
Injection token that can be used to specify default bottom sheet options.\n * @type {?}\n */\nvar
MAT_BOTTOM_SHEET_DEFAULT_OPTIONS = new InjectionToken('mat-bottom-sheet-default-
options');\n/**\n * Service to trigger Material Design bottom sheets.\n */\nvar MatBottomSheet = /** @class */
(function () {\n    function MatBottomSheet(_overlay, _injector, _parentBottomSheet, _location, _defaultOptions)
{\n        this._overlay = _overlay;\n        this._injector = _injector;\n        this._parentBottomSheet =
_parentBottomSheet;\n        this._location = _location;\n        this._defaultOptions = _defaultOptions;\n
this._bottomSheetRefAtThisLevel = null;\n    }\n    Object.defineProperty(MatBottomSheet.prototype,
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\"_openedBottomSheetRef\", {\n        /** Reference to the currently opened bottom sheet. */\n        get: /**\n         *
Reference to the currently opened bottom sheet.\n         * @return {?}\n         */\n        function () {\n            /**
@type {?} */\n            var parent = this._parentBottomSheet;\n            return parent ?
parent._openedBottomSheetRef : this._bottomSheetRefAtThisLevel;\n        },\n        set: /**\n         * @param {?}
value\n         * @return {?}\n         */\n        function (value) {\n            if (this._parentBottomSheet) {\n
this._parentBottomSheet._openedBottomSheetRef = value;\n            }\n            else {\n
this._bottomSheetRefAtThisLevel = value;\n            }\n        },\n        enumerable: true,\n        configurable: true\n
});\n    /**\n     * @template T, D, R\n     * @param {?} componentOrTemplateRef\n     * @param {?=} config\n
* @return {?}\n     */\n    MatBottomSheet.prototype.open = /**\n     * @template T, D, R\n     * @param {?}
componentOrTemplateRef\n     * @param {?=} config\n     * @return {?}\n     */\n    function
(componentOrTemplateRef, config) {\n        var _this = this;\n        /** @type {?} */\n        var _config =
_applyConfigDefaults(this._defaultOptions || new MatBottomSheetConfig(), config);\n        /** @type {?} */\n
var overlayRef = this._createOverlay(_config);\n        /** @type {?} */\n        var container =
this._attachContainer(overlayRef, _config);\n        /** @type {?} */\n        var ref = new
MatBottomSheetRef(container, overlayRef, this._location);\n        if (componentOrTemplateRef instanceof
TemplateRef) {\n            container.attachTemplatePortal(new TemplatePortal(componentOrTemplateRef, (/**
@type {?} */ (null)), (/** @type {?} */ ({\n                $implicit: _config.data,\n                bottomSheetRef: ref\n
  }))));\n        }\n        else {\n            /** @type {?} */\n            var portal = new
ComponentPortal(componentOrTemplateRef, undefined, this._createInjector(_config, ref));\n            /** @type {?}
*/\n            var contentRef = container.attachComponentPortal(portal);\n            ref.instance = contentRef.instance;\n
      }\n        // When the bottom sheet is dismissed, clear the reference to it.\n
ref.afterDismissed().subscribe(function () {\n            // Clear the bottom sheet ref if it hasn't already been replaced by
a newer one.\n            if (_this._openedBottomSheetRef == ref) {\n                _this._openedBottomSheetRef =
null;\n            }\n        });\n        if (this._openedBottomSheetRef) {\n            // If a bottom sheet is already in view,
dismiss it and enter the\n            // new bottom sheet after exit animation is complete.\n
this._openedBottomSheetRef.afterDismissed().subscribe(function () { return ref.containerInstance.enter(); });\n
  this._openedBottomSheetRef.dismiss();\n        }\n        else {\n            // If no bottom sheet is in view, enter the new
bottom sheet.\n            ref.containerInstance.enter();\n        }\n        this._openedBottomSheetRef = ref;\n        return
ref;\n    };\n    /**\n     * Dismisses the currently-visible bottom sheet.\n     */\n    /**\n     * Dismisses the currently-
visible bottom sheet.\n     * @return {?}\n     */\n    MatBottomSheet.prototype.dismiss = /**\n     * Dismisses the
currently-visible bottom sheet.\n     * @return {?}\n     */\n    function () {\n        if (this._openedBottomSheetRef)
{\n            this._openedBottomSheetRef.dismiss();\n        }\n    };\n    /**\n     * @return {?}\n     */\n
MatBottomSheet.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n        if
(this._bottomSheetRefAtThisLevel) {\n            this._bottomSheetRefAtThisLevel.dismiss();\n        }\n    };\n    /**\n
  * Attaches the bottom sheet container component to the overlay.\n     */\n    /**\n     * Attaches the bottom sheet
container component to the overlay.\n     * @private\n     * @param {?} overlayRef\n     * @param {?} config\n     *
@return {?}\n     */\n    MatBottomSheet.prototype._attachContainer = /**\n     * Attaches the bottom sheet
container component to the overlay.\n     * @private\n     * @param {?} overlayRef\n     * @param {?} config\n     *
@return {?}\n     */\n    function (overlayRef, config) {\n        /** @type {?} */\n        var userInjector = config &&
config.viewContainerRef && config.viewContainerRef.injector;\n        /** @type {?} */\n        var injector = new
PortalInjector(userInjector || this._injector, new WeakMap([\n            [MatBottomSheetConfig, config]\n        ]));\n
   /** @type {?} */\n        var containerPortal = new ComponentPortal(MatBottomSheetContainer,
config.viewContainerRef, injector);\n        /** @type {?} */\n        var containerRef =
overlayRef.attach(containerPortal);\n        return containerRef.instance;\n    };\n    /**\n     * Creates a new overlay
and places it in the correct location.\n     * @param config The user-specified bottom sheet config.\n     */\n    /**\n
* Creates a new overlay and places it in the correct location.\n     * @private\n     * @param {?} config The user-
specified bottom sheet config.\n     * @return {?}\n     */\n    MatBottomSheet.prototype._createOverlay = /**\n     *
Creates a new overlay and places it in the correct location.\n     * @private\n     * @param {?} config The user-
```

specified bottom sheet config.\n * @return {?}\n */\n function (config) {\n /** @type {?} */\n var overlayConfig = new OverlayConfig({\n direction: config.direction,\n hasBackdrop: config.hasBackdrop,\n disposeOnNavigation: config.closeOnNavigation,\n maxWidth: '100%',\n scrollStrategy: this._overlay.scrollStrategies.block(),\n positionStrategy: this._overlay.position()\n .global()\n .centerHorizontally()\n .bottom('0')\n });\n if (config.backdropClass) {\n overlayConfig.backdropClass = config.backdropClass;\n }\n return this._overlay.create(overlayConfig);\n };\n /**\n * Creates an injector to be used inside of a bottom sheet component.\n * @param config Config that was used to create the bottom sheet.\n * @param bottomSheetRef Reference to the bottom sheet.\n */\n /**\n * Creates an injector to be used inside of a bottom sheet component.\n * @private\n * @template T\n * @param {?} config Config that was used to create the bottom sheet.\n * @param {?} bottomSheetRef Reference to the bottom sheet.\n * @return {?}\n */\n MatBottomSheet.prototype._createInjector = /**\n * Creates an injector to be used inside of a bottom sheet component.\n * @private\n * @template T\n * @param {?} config Config that was used to create the bottom sheet.\n * @param {?} bottomSheetRef Reference to the bottom sheet.\n * @return {?}\n */\n function (config, bottomSheetRef) {\n /** @type {?} */\n var userInjector = config && config.viewContainerRef && config.viewContainerRef.injector;\n /** @type {?} */\n var injectionTokens = new WeakMap([\n [MatBottomSheetRef, bottomSheetRef],\n [MAT_BOTTOM_SHEET_DATA, config.data]\n]);\n if (config.direction &&\n (!userInjector || !userInjector.get(Directionality, null))) {\n injectionTokens.set(Directionality, {\n value: config.direction,\n change: of()\n });\n }\n return new PortalInjector(userInjector || this._injector, injectionTokens);\n };\n MatBottomSheet.decorators = [\n { type: Injectable, args: [{ providedIn: MatBottomSheetModule },] },\n];\n /** @nocollapse */\n MatBottomSheet.ctorParameters = function () { return [\n { type: Overlay },\n { type: Injector },\n { type: MatBottomSheet, decorators: [{ type: Optional }, { type: SkipSelf }] },\n { type: Location, decorators: [{ type: Optional }] },\n { type: MatBottomSheetConfig, decorators: [{ type: Optional }, { type: Inject, args: [MAT_BOTTOM_SHEET_DEFAULT_OPTIONS,] }] }\n]; };\n /** @nocollapse */ MatBottomSheet.ngInjectableDef = defineInjectable({ factory: function MatBottomSheet_Factory() { return new MatBottomSheet(inject(Overlay), inject(INJECTOR), inject(MatBottomSheet, 12), inject(Location, 8), inject(MAT_BOTTOM_SHEET_DEFAULT_OPTIONS, 8)); }, token: MatBottomSheet, providedIn: MatBottomSheetModule });\n return MatBottomSheet;\n}());\n/**\n * Applies default options to the bottom sheet config.\n * @param {?} defaults Object containing the default values to which to fall back.\n * @param {?=} config The configuration to which the defaults will be applied.\n * @return {?} The new configuration object with defaults applied.\n */\nfunction _applyConfigDefaults(defaults, config) {\n return __assign({}, defaults, config);\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatBottomSheetModule, MAT_BOTTOM_SHEET_DEFAULT_OPTIONS, MatBottomSheet, MAT_BOTTOM_SHEET_DATA, MatBottomSheetConfig, MatBottomSheetContainer, matBottomSheetAnimations, MatBottomSheetRef };\n//# sourceMappingURL=bottom-sheet.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { FocusMonitor } from '@angular/cdk/a11y';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { SelectionModel } from '@angular/cdk/collections';\nimport { Attribute, ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChildren, Directive, ElementRef, EventEmitter, forwardRef, Input, Optional, Output, ViewChild, ViewEncapsulation, InjectionToken, Inject, NgModule } from '@angular/core';\nimport { NG_VALUE_ACCESSOR } from '@angular/forms';\nimport { mixinDisableRipple, MatCommonModule, MatRippleModule } from '@angular/material/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by

tsc\n */\n/**\n * Injection token that can be used to configure the\n * default options for all button toggles within an app.\n * @type {?}\n */\nvar MAT_BUTTON_TOGGLE_DEFAULT_OPTIONS = new InjectionToken('MAT_BUTTON_TOGGLE_DEFAULT_OPTIONS');\n/**\n * Provider Expression that allows mat-button-toggle-group to register as a ControlValueAccessor.\n * This allows it to support [(ngModel)].\n * \\@docs-private\n * @type {?}\n */\nvar MAT_BUTTON_TOGGLE_GROUP_VALUE_ACCESSOR = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return MatButtonToggleGroup; }),\n multi: true\n};\n/**\n * @deprecated Use `MatButtonToggleGroup` instead.\n * \\@breaking-change 8.0.0\n */\nvar /**\n * @deprecated Use `MatButtonToggleGroup` instead.\n * \\@breaking-change 8.0.0\n */\nMatButtonToggleGroupMultiple = /** @class */ (function () {\n function MatButtonToggleGroupMultiple() {\n }\n return MatButtonToggleGroupMultiple;\n}());\n/** @type {?} */\nvar _uniqueIdCounter = 0;\n/**\n * Change event object emitted by MatButtonToggle.\n */\nvar /**\n * Change event object emitted by MatButtonToggle.\n */\nMatButtonToggleChange = /** @class */ (function () {\n function MatButtonToggleChange(source, value) {\n this.source = source;\n this.value = value;\n }\n return MatButtonToggleChange;\n}());\n/**\n * Exclusive selection button toggle group that behaves like a radio-button group.\n */\nvar MatButtonToggleGroup = /** @class */ (function () {\n function MatButtonToggleGroup(_changeDetector, defaultOptions) {\n this._changeDetector = _changeDetector;\n this._vertical = false;\n this._multiple = false;\n this._disabled = false;\n /**\n * The method to be called in order to update ngModel.\n * Now `ngModel` binding is not supported in multiple selection mode.\n */\n this._controlValueAccessorChangeFn = function () { };\n /**\n * onTouch function registered via registerOnTouch (ControlValueAccessor).\n */\n this._onTouched = function () { };\n this._name = \"mat-button-toggle-group-\" + _uniqueIdCounter++;\n /**\n * Event that emits whenever the value of the group changes.\n * Used to facilitate two-way data binding.\n * \\@docs-private\n */\n this.valueChange = new EventEmitter();\n /**\n * Event emitted when the group's value changes.\n */\n this.change = new EventEmitter();\n this.appearance =\n defaultOptions && defaultOptions.appearance ? defaultOptions.appearance : 'standard';\n }\n Object.defineProperty(MatButtonToggleGroup.prototype, \"name\", {\n /** `name` attribute for the underlying `input` element. */\n get: /**\n * `name` attribute for the underlying `input` element.\n * @return {?}\n */\n function () { return this._name; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n var _this = this;\n this._name = value;\n if (this._buttonToggles) {\n this._buttonToggles.forEach(function (toggle) { return toggle.name = _this._name; });\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatButtonToggleGroup.prototype, \"vertical\", {\n /** Whether the toggle group is vertical. */\n get: /**\n * Whether the toggle group is vertical.\n * @return {?}\n */\n function () { return this._vertical; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._vertical = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatButtonToggleGroup.prototype, \"value\", {\n /** Value of the toggle group. */\n get: /**\n * Value of the toggle group.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var selected = this._selectionModel ? this._selectionModel.selected : [];\n if (this.multiple) {\n return selected.map(function (toggle) { return toggle.value; });\n }\n return selected[0] ? selected[0].value : undefined;\n },\n set: /**\n * @param {?} newValue\n * @return {?}\n */\n function (newValue) {\n this._setSelectionByValue(newValue);\n this.valueChange.emit(this.value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatButtonToggleGroup.prototype, \"selected\", {\n /** Selected button toggles in the group. */\n get: /**\n * Selected button toggles in the group.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var selected = this._selectionModel.selected;\n return this.multiple ? selected : (selected[0] || null);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatButtonToggleGroup.prototype, \"multiple\", {\n /** Whether multiple button toggles can be selected. */\n get: /**\n * Whether

multiple button toggles can be selected.\n * @return {?}\n */\n function () { return this._multiple; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._multiple = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatButtonToggleGroup.prototype, \"disabled\", {\n /** Whether multiple button toggle group is disabled. */\n get: /**\n * Whether multiple button toggle group is disabled.\n * @return {?}\n */\n function () { return this._disabled; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._disabled = coerceBooleanProperty(value);\n if (this._buttonToggles) {\n this._buttonToggles.forEach(function (toggle) { return toggle._markForCheck(); });\n }\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatButtonToggleGroup.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n this._selectionModel = new SelectionModel(this.multiple, undefined, false);\n };\n /**\n * @return {?}\n */\n MatButtonToggleGroup.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n var _a;\n (_a = this._selectionModel).select.apply(_a, this._buttonToggles.filter(function (toggle) { return toggle.checked; }));\n };\n /**\n * Sets the model value. Implemented as part of ControlValueAccessor.\n * @param value Value to be set to the model.\n */\n /**\n * Sets the model value. Implemented as part of ControlValueAccessor.\n * @param {?} value Value to be set to the model.\n * @return {?}\n */\n MatButtonToggleGroup.prototype.writeValue = /**\n * Sets the model value. Implemented as part of ControlValueAccessor.\n * @param {?} value Value to be set to the model.\n * @return {?}\n */\n function (value) {\n this.value = value;\n this._changeDetector.markForCheck();\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n MatButtonToggleGroup.prototype.registerOnChange = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._controlValueAccessorChangeFn = fn;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n MatButtonToggleGroup.prototype.registerOnTouched = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._onTouched = fn;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} isDisabled\n * @return {?}\n */\n MatButtonToggleGroup.prototype.setDisabledState = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} isDisabled\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n };\n /** Dispatch change event with current selection and group value. */\n /**\n * Dispatch change event with current selection and group value.\n * @return {?}\n */\n MatButtonToggleGroup.prototype._emitChangeEvent = /**\n * Dispatch change event with current selection and group value.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var selected = this.selected;\n /** @type {?} */\n var source = Array.isArray(selected) ? selected[selected.length - 1] : selected;\n /** @type {?} */\n var event = new MatButtonToggleChange((/** @type {?} */ (source)), this.value);\n this._controlValueAccessorChangeFn(event.value);\n this.change.emit(event);\n };\n /**\n * Syncs a button toggle's selected state with the model value.\n * @param toggle Toggle to be synced.\n * @param select Whether the toggle should be selected.\n * @param isUserInput Whether the change was a result of a user interaction.\n */\n /**\n * Syncs a button toggle's selected state with the model value.\n * @param {?} toggle Toggle to be synced.\n * @param {?} select Whether the toggle should be selected.\n * @param {?=} isUserInput Whether the change was a result of a user interaction.\n * @return {?}\n */\n MatButtonToggleGroup.prototype._syncButtonToggle = /**\n * Syncs a button toggle's selected state with the model value.\n * @param {?} toggle Toggle to be synced.\n * @param {?} select Whether the toggle should be selected.\n * @param {?=} isUserInput Whether the change was a result of a user interaction.\n * @return {?}\n */\n function (toggle, select, isUserInput) {\n if (isUserInput === void 0) { isUserInput = false; }\n // Deselect the currently-selected toggle, if we're in single-selection\n // mode and the button being toggled isn't selected at the moment.\n if (!this.multiple && this.selected && !toggle.checked) {\n ((/** @type {?} */ (this.selected))).checked = false;\n }\n if (select) {\n

this._selectionModel.select(toggle);\n }\n else {\n this._selectionModel.deselect(toggle);\n }\n // Only emit the change event for user input.\n if (isUserInput) {\n this._emitChangeEvent();\n }\n // Note: we emit this one no matter whether it was a user interaction, because\n // it is used by Angular to sync up the two-way data binding.\n this.valueChange.emit(this.value);\n };\n /** Checks whether a button toggle is selected. */\n /**\n * Checks whether a button toggle is selected.\n * @param {?} toggle\n * @return {?}\n */\n MatButtonToggleGroup.prototype._isSelected = /**\n * Checks whether a button toggle is selected.\n * @param {?} toggle\n * @return {?}\n */\n function (toggle) {\n return this._selectionModel.isSelected(toggle);\n };\n /** Determines whether a button toggle should be checked on init. */\n /**\n * Determines whether a button toggle should be checked on init.\n * @param {?} toggle\n * @return {?}\n */\n MatButtonToggleGroup.prototype._isPrechecked = /**\n * Determines whether a button toggle should be checked on init.\n * @param {?} toggle\n * @return {?}\n */\n function (toggle) {\n if (typeof this._rawValue === 'undefined') {\n return false;\n }\n if (this.multiple && Array.isArray(this._rawValue)) {\n return this._rawValue.some(function (value) { return toggle.value != null && value === toggle.value; });\n }\n return toggle.value === this._rawValue;\n };\n /** Updates the selection state of the toggles in the group based on a value. */\n /**\n * Updates the selection state of the toggles in the group based on a value.\n * @private\n * @param {?} value\n * @return {?}\n */\n MatButtonToggleGroup.prototype._setSelectionByValue = /**\n * Updates the selection state of the toggles in the group based on a value.\n * @private\n * @param {?} value\n * @return {?}\n */\n function (value) {\n var _this = this;\n this._rawValue = value;\n if (!this._buttonToggles) {\n return;\n }\n if (this.multiple && value) {\n if (!Array.isArray(value)) {\n throw Error('Value must be an array in multiple-selection mode.');\n }\n this._clearSelection();\n value.forEach(function (currentValue) { return _this._selectValue(currentValue); });\n }\n else {\n this._clearSelection();\n this._selectValue(value);\n }\n };\n /** Clears the selected toggles. */\n /**\n * Clears the selected toggles.\n * @private\n * @return {?}\n */\n MatButtonToggleGroup.prototype._clearSelection = /**\n * Clears the selected toggles.\n * @private\n * @return {?}\n */\n function () {\n this._selectionModel.clear();\n this._buttonToggles.forEach(function (toggle) { return toggle.checked = false; });\n };\n /** Selects a value if there's a toggle that corresponds to it. */\n /**\n * Selects a value if there's a toggle that corresponds to it.\n * @private\n * @param {?} value\n * @return {?}\n */\n MatButtonToggleGroup.prototype._selectValue = /**\n * Selects a value if there's a toggle that corresponds to it.\n * @private\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var correspondingOption = this._buttonToggles.find(function (toggle) {\n return toggle.value != null && toggle.value === value;\n });\n if (correspondingOption) {\n correspondingOption.checked = true;\n this._selectionModel.select(correspondingOption);\n }\n };\n MatButtonToggleGroup.decorators = [\n { type: Directive, args: [{\n selector: 'mat-button-toggle-group',\n providers: [\n MAT_BUTTON_TOGGLE_GROUP_VALUE_ACCESSOR,\n { provide: MatButtonToggleGroupMultiple, useExisting: MatButtonToggleGroup },\n],\n host: {\n 'role': 'group',\n 'class': 'mat-button-toggle-group',\n '[attr.aria-disabled]': 'disabled',\n '[class.mat-button-toggle-vertical]': 'vertical',\n '[class.mat-button-toggle-group-appearance-standard]': 'appearance === \"standard\"',\n },\n exportAs: 'matButtonToggleGroup',\n },] },\n];\n /** @nocollapse */\n MatButtonToggleGroup.ctorParameters = function () { return [\n { type: ChangeDetectorRef },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_BUTTON_TOGGLE_DEFAULT_OPTIONS,] }] }\n]; };\n MatButtonToggleGroup.propDecorators = {\n _buttonToggles: [{ type: ContentChildren, args: [forwardRef(function () { return MatButtonToggle; }),] }],\n appearance: [{ type: Input }],\n name: [{ type: Input }],\n vertical: [{ type: Input }],\n value: [{ type: Input }],\n valueChange: [{ type: Output }],\n multiple: [{ type: Input }],\n disabled: [{ type: Input }],\n change: [{ type: Output }]\n };\n return MatButtonToggleGroup;\n}());\n// Boilerplate for applying mixins to the MatButtonToggle class.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying

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mixins to the MatButtonToggle class.\n/**\n * \\@docs-private\n */\nMatButtonToggleBase = /** @class */
(function () {\n    function MatButtonToggleBase() {\n    }\n    return MatButtonToggleBase;\n}());\n/** @type {?}
*/\nvar _MatButtonToggleMixinBase = mixinDisableRipple(MatButtonToggleBase);\n/**\n * Single button inside
of a toggle group.\n */\nvar MatButtonToggle = /** @class */ (function (_super) {\n    __extends(MatButtonToggle,
_super);\n    function MatButtonToggle(toggleGroup, _changeDetectorRef, _elementRef, _focusMonitor, \n    //
@breaking-change 8.0.0 `defaultTabIndex` to be made a required parameter.\n    defaultTabIndex, defaultOptions)
{\n        var _this = _super.call(this) || this;\n        _this._changeDetectorRef = _changeDetectorRef;\n
_this._elementRef = _elementRef;\n        _this._focusMonitor = _focusMonitor;\n        _this._isSingleSelector =
false;\n        _this._checked = false;\n        /**\n         * Users can specify the `aria-labelledby` attribute which will be
forwarded to the input element\n         */\n        _this.ariaLabelledby = null;\n        _this._disabled = false;\n
/**\n         * Event emitted when the group value changes.\n         */\n        _this.change = new EventEmitter();\n
/** @type {?} */\n        var parsedTabIndex = Number(defaultTabIndex);\n        _this.tabIndex = (parsedTabIndex ||
parsedTabIndex === 0) ? parsedTabIndex : null;\n        _this.buttonToggleGroup = toggleGroup;\n
_this.appearance =\n            defaultOptions && defaultOptions.appearance ? defaultOptions.appearance :
'standard';\n        return _this;\n    }\n    Object.defineProperty(MatButtonToggle.prototype, \"buttonId\", {\n        /**
Unique ID for the underlying `button` element. */\n        get: /**\n         * Unique ID for the underlying `button`
element.\n         * @return {?}\n         */\n        function () { return this.id + \"-button\"; },\n        enumerable: true,\n
    configurable: true\n    });\n    Object.defineProperty(MatButtonToggle.prototype, \"appearance\", {\n        /** The
appearance style of the button. */\n        get: /**\n         * The appearance style of the button.\n         * @return {?}\n
         */\n        function () {\n            return this.buttonToggleGroup ? this.buttonToggleGroup.appearance :
this._appearance;\n        },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) {\n            this._appearance = value;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatButtonToggle.prototype, \"checked\", {\n        /** Whether the button is checked. */\n
get: /**\n         * Whether the button is checked.\n         * @return {?}\n         */\n        function () {\n            return
this.buttonToggleGroup ? this.buttonToggleGroup._isSelected(this) : this._checked;\n        },\n        set: /**\n         *
@param {?} value\n         * @return {?}\n         */\n        function (value) {\n            /** @type {?} */\n            var
newValue = coerceBooleanProperty(value);\n            if (newValue !== this._checked) {\n                this._checked =
newValue;\n                if (this.buttonToggleGroup) {\n                    this.buttonToggleGroup._syncButtonToggle(this,
this._checked);\n                }\n                this._changeDetectorRef.markForCheck();\n            }\n        },\n
enumerable: true,\n        configurable: true\n    });\n    Object.defineProperty(MatButtonToggle.prototype,
\"disabled\", {\n        /** Whether the button is disabled. */\n        get: /**\n         * Whether the button is disabled.\n
         * @return {?}\n         */\n        function () {\n            return this._disabled || (this.buttonToggleGroup &&
this.buttonToggleGroup.disabled);\n        },\n        set: /**\n         * @param {?} value\n         * @return {?}\n
*/\n        function (value) { this._disabled = coerceBooleanProperty(value); },\n        enumerable: true,\n
configurable: true\n    });\n    /**\n     * @return {?}\n     */\n    MatButtonToggle.prototype.ngOnInit = /**\n     *
@return {?}\n     */\n    function () {\n        this._isSingleSelector = this.buttonToggleGroup &&
!this.buttonToggleGroup.multiple;\n        this._type = this._isSingleSelector ? 'radio' : 'checkbox';\n        this.id =
this.id || \"mat-button-toggle-\" + _uniqueIdCounter++;\n        if (this._isSingleSelector) {\n            this.name =
this.buttonToggleGroup.name;\n        }\n        if (this.buttonToggleGroup &&
this.buttonToggleGroup._isPrechecked(this)) {\n            this.checked = true;\n        }\n
this._focusMonitor.monitor(this._elementRef, true);\n    };\n    /**\n     * @return {?}\n     */\n
MatButtonToggle.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._focusMonitor.stopMonitoring(this._elementRef);\n    };\n    /** Focuses the button. */\n    /**\n     * Focuses
the button.\n     * @return {?}\n     */\n    MatButtonToggle.prototype.focus = /**\n     * Focuses the button.\n     *
@return {?}\n     */\n    function () {\n        this._buttonElement.nativeElement.focus();\n    };\n    /** Checks the
button toggle due to an interaction with the underlying native button. */\n    /**\n     * Checks the button toggle due
to an interaction with the underlying native button.\n     * @return {?}\n     */\n
MatButtonToggle.prototype._onButtonClick = /**\n     * Checks the button toggle due to an interaction with the
```

underlying native button.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var newChecked = this._isSingleSelector ? true : !this._checked;\n if (newChecked !== this._checked) {\n this._checked = newChecked;\n if (this.buttonToggleGroup) {\n this.buttonToggleGroup._syncButtonToggle(this, this._checked, true);\n this.buttonToggleGroup._onTouched();\n }\n }\n // Emit a change event when it's the single selector\n this.change.emit(new MatButtonToggleChange(this, this.value));\n };\n /**\n * Marks the button toggle as needing checking for change detection.\n * This method is exposed because the parent button toggle group will directly\n * update bound properties of the radio button.\n */\n /**\n * Marks the button toggle as needing checking for change detection.\n * This method is exposed because the parent button toggle group will directly\n * update bound properties of the radio button.\n * @return {?}\n */\n MatButtonToggle.prototype._markForCheck = /**\n * Marks the button toggle as needing checking for change detection.\n * This method is exposed because the parent button toggle group will directly\n * update bound properties of the radio button.\n * @return {?}\n */\n function () {\n // When the group value changes, the button will not be notified.\n // Use `markForCheck` to explicit update button toggle's status.\n this._changeDetectorRef.markForCheck();\n };\n MatButtonToggle.decorators = [\n { type: Component, args: [{selector: 'mat-button-toggle',\n template: \"<button #button class=\\\"mat-button-toggle-button\\\" type=\\\"button\\\" [id]=\\\"buttonId\\\" [attr.tabindex]=\\\"disabled ? -1 : tabIndex\\\" [attr.aria-pressed]=\\\"checked\\\" [disabled]=\\\"disabled || null\\\" [attr.name]=\\\"name || null\\\" [attr.aria-label]=\\\"ariaLabel\\\" [attr.aria-labelledby]=\\\"ariaLabelledby\\\" (click)=\\\"_onButtonClick()\\\"><div class=\\\"mat-button-toggle-label-content\\\"><ng-content></ng-content> </button><div class=\\\"mat-button-toggle-focus-overlay\\\"> <div class=\\\"mat-button-toggle-ripple\\\" matRipple [matRippleTrigger]=\\\"button\\\" [matRippleDisabled]=\\\"this.disableRipple || this.disabled\\\"> \",\n styles: [\".mat-button-toggle-group,.mat-button-toggle-standalone{position:relative;display:inline-flex;flex-direction:row;white-space:nowrap;overflow:hidden;border-radius:2px;-webkit-tap-highlight-color:transparent}@media screen and (-ms-high-contrast:active){.mat-button-toggle-group,.mat-button-toggle-standalone{outline:solid 1px}}.mat-button-toggle-group-appearance-standard,.mat-button-toggle-standalone.mat-button-toggle-appearance-standard{border-radius:4px}@media screen and (-ms-high-contrast:active){.mat-button-toggle-group-appearance-standard,.mat-button-toggle-standalone.mat-button-toggle-appearance-standard{outline:0}}.mat-button-toggle-vertical{flex-direction:column}.mat-button-toggle-vertical .mat-button-toggle-label-content{display:block}.mat-button-toggle{white-space:nowrap;position:relative}.mat-button-toggle .mat-icon svg{vertical-align:top}.mat-button-toggle.cdk-keyboard-focused .mat-button-toggle-focus-overlay{opacity:1}@media screen and (-ms-high-contrast:active){.mat-button-toggle.cdk-keyboard-focused .mat-button-toggle-focus-overlay{opacity:.5}}.mat-button-toggle-appearance-standard:not(.mat-button-toggle-disabled):hover .mat-button-toggle-focus-overlay{opacity:.04}.mat-button-toggle-appearance-standard.cdk-keyboard-focused:not(.mat-button-toggle-disabled) .mat-button-toggle-focus-overlay{opacity:.12}@media screen and (-ms-high-contrast:active){.mat-button-toggle-appearance-standard.cdk-keyboard-focused:not(.mat-button-toggle-disabled) .mat-button-toggle-focus-overlay{opacity:.5}}@media (hover:none){.mat-button-toggle-appearance-standard:not(.mat-button-toggle-disabled):hover .mat-button-toggle-focus-overlay{display:none}}.mat-button-toggle-label-content{-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;display:inline-block;line-height:36px;padding:0 16px;position:relative}.mat-button-toggle-appearance-standard .mat-button-toggle-label-content{line-height:48px;padding:0 12px}.mat-button-toggle-label-content>*{vertical-align:middle}.mat-button-toggle-focus-overlay{border-radius:inherit;pointer-events:none;opacity:0;top:0;left:0;right:0;bottom:0;position:absolute}.mat-button-toggle-checked .mat-button-toggle-focus-overlay{border-bottom:solid 36px}@media screen and (-ms-high-contrast:active){.mat-button-toggle-checked .mat-button-toggle-focus-overlay{opacity:.5;height:0}}@media screen and (-ms-high-contrast:active){.mat-button-toggle-checked.mat-button-toggle-appearance-standard .mat-button-toggle-focus-overlay{border-bottom:solid 48px}}.mat-button-toggle .mat-button-toggle-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}.mat-button-toggle-button{border:0;background:0

0;color:inherit;padding:0;margin:0;font:inherit;outline:0;width:100%;cursor:pointer}.mat-button-toggle-disabled .mat-button-toggle-button{cursor:default}.mat-button-toggle-button::-moz-focus-inner{border:0}\"],\n encapsulation: ViewEncapsulation.None,\n exportAs: 'matButtonToggle',\n changeDetection: ChangeDetectionStrategy.OnPush,\n inputs: ['disableRipple'],\n host: {\n '[class.mat-button-toggle-standalone]': '!buttonToggleGroup',\n '[class.mat-button-toggle-checked]': 'checked',\n '[class.mat-button-toggle-disabled]': 'disabled',\n '[class.mat-button-toggle-appearance-standard]': 'appearance === \"standard\"',\n 'class': 'mat-button-toggle',\n // Always reset the tabindex to -1 so it doesn't conflict with the one on the `button`,\n // but can still receive focus from things like cdkFocusInitial.\n '[attr.tabindex]': '-1',\n '[attr.id]': 'id',\n '(focus)': 'focus()',\n }\n },] },\n];\n /** @nocollapse */\n MatButtonToggle.ctorParameters = function () { return [\n { type: MatButtonToggleGroup, decorators: [{ type: Optional }] },\n { type: ChangeDetectorRef },\n { type: ElementRef },\n { type: FocusMonitor },\n { type: String, decorators: [{ type: Attribute, args: ['tabindex',] }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_BUTTON_TOGGLE_DEFAULT_OPTIONS,] }] }\n]; };\n MatButtonToggle.propDecorators = {\n ariaLabel: [{ type: Input, args: ['aria-label',] }],\n ariaLabelledby: [{ type: Input, args: ['aria-labelledby',] }],\n _buttonElement: [{ type: ViewChild, args: ['button',] }],\n id: [{ type: Input }],\n name: [{ type: Input }],\n value: [{ type: Input }],\n tabIndex: [{ type: Input }],\n appearance: [{ type: Input }],\n checked: [{ type: Input }],\n disabled: [{ type: Input }],\n change: [{ type: Output }]\n };\n return MatButtonToggle;\n}(_MatButtonToggleMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatButtonToggleModule = /** @class */ (function () {\n function MatButtonToggleModule() {\n }\n MatButtonToggleModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatCommonModule, MatRippleModule],\n exports: [MatCommonModule, MatButtonToggleGroup, MatButtonToggle],\n declarations: [MatButtonToggleGroup, MatButtonToggle],\n },] },\n];\n return MatButtonToggleModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MAT_BUTTON_TOGGLE_DEFAULT_OPTIONS, MAT_BUTTON_TOGGLE_GROUP_VALUE_ACCESSOR, MatButtonToggleGroupMultiple, MatButtonToggleChange, MatButtonToggleGroup, MatButtonToggleBase, _MatButtonToggleMixinBase, MatButtonToggle, MatButtonToggleModule };\n//# sourceMappingURL=button-toggle.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { FocusMonitor } from '@angular/cdk/a11y';\nimport { Platform } from '@angular/cdk/platform';\nimport { ChangeDetectionStrategy, Component, ElementRef, ViewChild, ViewEncapsulation, Optional, Inject, Input, NgModule } from '@angular/core';\nimport { MatRipple, mixinColor, mixinDisabled, mixinDisableRipple, MatCommonModule, MatRippleModule } from '@angular/material/core';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Default color palette for round buttons (mat-fab and mat-mini-fab)\n * @type {?}\n */\nvar DEFAULT_ROUND_BUTTON_COLOR = 'accent';\n/**\n * List of classes to add to MatButton instances based on host attributes to\n * style as different variants.\n * @type {?}\n */\nvar BUTTON_HOST_ATTRIBUTES = [\n 'mat-button',\n 'mat-flat-button',\n 'mat-icon-button',\n 'mat-raised-button',\n 'mat-stroked-button',\n 'mat-mini-fab',\n 'mat-fab',\n];\n// Boilerplate for applying mixins to MatButton.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatButton.\n/**\n * \\@docs-private\n */\nMatButtonBase = /** @class */ (function () {\n function MatButtonBase(_elementRef) {\n this._elementRef = _elementRef;\n }\n return MatButtonBase;\n}());\n/** @type {?} */\nvar _MatButtonMixinBase =

mixinColor(mixinDisabled(mixinDisableRipple(MatButtonBase)));\n/**\n * Material design button.\n */\nvar MatButton = /** @class */ (function (_super) {\n __extends(MatButton, _super);\n function MatButton(elementRef, \n /**\n * @deprecated Platform checks for SSR are no longer needed\n * @breaking-change 8.0.0\n */\n _platform, _focusMonitor, _animationMode) {\n var _this = _super.call(this, elementRef) || this;\n _this._focusMonitor = _focusMonitor;\n _this._animationMode = _animationMode;\n /**\n * Whether the button is round.\n */\n _this.isRoundButton = _this._hasHostAttributes('mat-fab', 'mat-mini-fab');\n /**\n * Whether the button is icon button.\n */\n _this.isIconButton = _this._hasHostAttributes('mat-icon-button');\n // For each of the variant selectors that is prevent in the button's host\n // attributes, add the correct corresponding class.\n for (var _i = 0, BUTTON_HOST_ATTRIBUTES_1 = BUTTON_HOST_ATTRIBUTES; _i < BUTTON_HOST_ATTRIBUTES_1.length; _i++) {\n var attr = BUTTON_HOST_ATTRIBUTES_1[_i];\n if (_this._hasHostAttributes(attr)) {\n ((/** @type {?} */ (elementRef.nativeElement))).classList.add(attr);\n }\n }\n _this._focusMonitor.monitor(_this._elementRef, true);\n if (_this.isRoundButton) {\n _this.color = DEFAULT_ROUND_BUTTON_COLOR;\n }\n return _this;\n }\n /**\n * @return {?}\n */\n MatButton.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._focusMonitor.stopMonitoring(this._elementRef);\n };\n /** Focuses the button. */\n /**\n * Focuses the button.\n * @return {?}\n */\n MatButton.prototype.focus = /**\n * Focuses the button.\n * @return {?}\n */\n function () {\n this._getHostElement().focus();\n };\n /**\n * @return {?}\n */\n MatButton.prototype._getHostElement = /**\n * @return {?}\n */\n function () {\n return this._elementRef.nativeElement;\n };\n /**\n * @return {?}\n */\n MatButton.prototype._isRippleDisabled = /**\n * @return {?}\n */\n function () {\n return this.disableRipple || this.disabled;\n };\n /** Gets whether the button has one of the given attributes. */\n /**\n * Gets whether the button has one of the given attributes.\n * @param {...?} attributes\n * @return {?}\n */\n MatButton.prototype._hasHostAttributes = /**\n * Gets whether the button has one of the given attributes.\n * @param {...?} attributes\n * @return {?}\n */\n function () {\n var _this = this;\n var attributes = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n attributes[_i] = arguments[_i];\n }\n return attributes.some(function (attribute) { return _this._getHostElement().hasAttribute(attribute); });\n };\n MatButton.decorators = [\n { type: Component, args: [{selector: \"button[mat-button], button[mat-raised-button], button[mat-icon-button],\\n button[mat-fab], button[mat-mini-fab], button[mat-stroked-button],\\n button[mat-flat-button]\",\n exportAs: 'matButton',\n host: {\n '[disabled]': 'disabled || null',\n '[class._mat-animation-noopable]': '_animationMode === \"NoopAnimations\"',\n },\n template: \"<span class=\\\"mat-button-wrapper\\\"><ng-content></ng-content><div matRipple class=\\\"mat-button-ripple\\\" [class.mat-button-ripple-round]=\\\"isRoundButton || isIconButton\\\" [matRippleDisabled]=\\\"_isRippleDisabled()\\\" [matRippleCentered]=\\\"isIconButton\\\" [matRippleTrigger]=\\\"_getHostElement()\\\"> <div class=\\\"mat-button-focus-overlay\\\"> \",\n styles: [\".mat-button .mat-button-focus-overlay,.mat-icon-button .mat-button-focus-overlay{opacity:0}.mat-button:hover .mat-button-focus-overlay,.mat-stroked-button:hover .mat-button-focus-overlay{opacity:.04}@media (hover:none){.mat-button:hover .mat-button-focus-overlay,.mat-stroked-button:hover .mat-button-focus-overlay{opacity:0}}.mat-button,.mat-flat-button,.mat-icon-button,.mat-stroked-button{box-sizing:border-box;position:relative;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:pointer;outline:0;border:none;-webkit-tap-highlight-color:transparent;display:inline-block;white-space:nowrap;text-decoration:none;vertical-align:baseline;text-align:center;margin:0;min-width:64px;line-height:36px;padding:0 16px;border-radius:4px;overflow:visible}.mat-button::-moz-focus-inner,.mat-flat-button::-moz-focus-inner,.mat-icon-button::-moz-focus-inner,.mat-stroked-button::-moz-focus-inner{border:0}.mat-button[disabled],.mat-flat-button[disabled],.mat-icon-button[disabled],.mat-stroked-button[disabled]{cursor:default}.mat-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-button.cdk-program-focused .mat-button-focus-overlay,.mat-flat-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-

flat-button.cdk-program-focused .mat-button-focus-overlay,.mat-icon-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-icon-button.cdk-program-focused .mat-button-focus-overlay,.mat-stroked-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-stroked-button.cdk-program-focused .mat-button-focus-overlay{opacity:.12}.mat-button::-moz-focus-inner,.mat-flat-button::-moz-focus-inner,.mat-icon-button::-moz-focus-inner,.mat-stroked-button::-moz-focus-inner{border:0}.mat-raised-button{box-sizing:border-box;position:relative;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:pointer;outline:0;border:none;-webkit-tap-highlight-color:transparent;display:inline-block;white-space:nowrap;text-decoration:none;vertical-align:baseline;text-align:center;margin:0;min-width:64px;line-height:36px;padding:0 16px;border-radius:4px;overflow:visible;transform:translate3d(0,0,0);transition:background .4s cubic-bezier(.25,.8,.25,1),box-shadow 280ms cubic-bezier(.4,0,.2,1)}.mat-raised-button::-moz-focus-inner{border:0}.mat-raised-button[disabled]{cursor:default}.mat-raised-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-raised-button.cdk-program-focused .mat-button-focus-overlay{opacity:.12}.mat-raised-button::-moz-focus-inner{border:0}._mat-animation-noopable.mat-raised-button{transition:none;animation:none}.mat-stroked-button{border:1px solid currentColor;padding:0 15px;line-height:34px}.mat-stroked-button .mat-button-focus-overlay,.mat-stroked-button .mat-button-ripple.mat-ripple{top:-1px;left:-1px;right:-1px;bottom:-1px}.mat-fab{box-sizing:border-box;position:relative;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:pointer;outline:0;border:none;-webkit-tap-highlight-color:transparent;display:inline-block;white-space:nowrap;text-decoration:none;vertical-align:baseline;text-align:center;margin:0;min-width:64px;line-height:36px;padding:0 16px;border-radius:4px;overflow:visible;transform:translate3d(0,0,0);transition:background .4s cubic-bezier(.25,.8,.25,1),box-shadow 280ms cubic-bezier(.4,0,.2,1);min-width:0;border-radius:50%;width:56px;height:56px;padding:0;flex-shrink:0}.mat-fab::-moz-focus-inner{border:0}.mat-fab[disabled]{cursor:default}.mat-fab.cdk-keyboard-focused .mat-button-focus-overlay,.mat-fab.cdk-program-focused .mat-button-focus-overlay{opacity:.12}.mat-fab::-moz-focus-inner{border:0}._mat-animation-noopable.mat-fab{transition:none;animation:none}.mat-fab .mat-button-wrapper{padding:16px 0;display:inline-block;line-height:24px}.mat-mini-fab{box-sizing:border-box;position:relative;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:pointer;outline:0;border:none;-webkit-tap-highlight-color:transparent;display:inline-block;white-space:nowrap;text-decoration:none;vertical-align:baseline;text-align:center;margin:0;min-width:64px;line-height:36px;padding:0 16px;border-radius:4px;overflow:visible;transform:translate3d(0,0,0);transition:background .4s cubic-bezier(.25,.8,.25,1),box-shadow 280ms cubic-bezier(.4,0,.2,1);min-width:0;border-radius:50%;width:40px;height:40px;padding:0;flex-shrink:0}.mat-mini-fab::-moz-focus-inner{border:0}.mat-mini-fab[disabled]{cursor:default}.mat-mini-fab.cdk-keyboard-focused .mat-button-focus-overlay,.mat-mini-fab.cdk-program-focused .mat-button-focus-overlay{opacity:.12}.mat-mini-fab::-moz-focus-inner{border:0}._mat-animation-noopable.mat-mini-fab{transition:none;animation:none}.mat-mini-fab .mat-button-wrapper{padding:8px 0;display:inline-block;line-height:24px}.mat-icon-button{padding:0;min-width:0;width:40px;height:40px;flex-shrink:0;line-height:40px;border-radius:50%}.mat-icon-button .mat-icon,.mat-icon-button i{line-height:24px}.mat-button-focus-overlay,.mat-button-ripple.mat-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none;border-radius:inherit}.mat-button-focus-overlay{opacity:0;transition:opacity .2s cubic-bezier(.35,0,.25,1),background-color .2s cubic-bezier(.35,0,.25,1)}._mat-animation-noopable .mat-button-focus-overlay{transition:none}@media screen and (-ms-high-contrast:active){.mat-button-focus-overlay{background-color:rgba(255,255,255,.5)}}.mat-button-ripple-round{border-radius:50%;z-index:1}.mat-button .mat-button-wrapper>*,.mat-fab .mat-button-wrapper>*,.mat-flat-button .mat-button-wrapper>*,.mat-icon-button .mat-button-wrapper>*,.mat-mini-fab .mat-button-wrapper>*,.mat-raised-button .mat-button-wrapper>*,.mat-stroked-button .mat-button-wrapper>*{vertical-align:middle}.mat-form-field:not(.mat-form-field-appearance-legacy) .mat-form-field-prefix .mat-icon-button,.mat-form-field:not(.mat-form-field-appearance-legacy) .mat-form-field-suffix .mat-icon-button{display:block;font-size:inherit;width:2.5em;height:2.5em}@media screen and (-ms-high-contrast:active){.mat-button,.mat-fab,.mat-flat-button,.mat-icon-button,.mat-mini-fab,.mat-raised-button{outline:solid 1px}}\"],\n inputs: ['disabled', 'disableRipple', 'color'],\n encapsulation:

ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatButton.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Platform },\n { type: FocusMonitor },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] }\n]; };\n MatButton.propDecorators = {\n ripple: [{ type: ViewChild, args: [MatRipple,] }]\n };\n return MatButton;\n}(_MatButtonMixinBase));\n/**\n * Raised Material design button.\n */\nvar MatAnchor = /** @class */ (function (_super) {\n __extends(MatAnchor, _super);\n function MatAnchor(platform, focusMonitor, elementRef, \n // @breaking-change 8.0.0 `animationMode` parameter to be made required.\n animationMode) {\n return _super.call(this, elementRef, platform, focusMonitor, animationMode) || this;\n }\n /**\n * @param {?} event\n * @return {?}\n */\n MatAnchor.prototype._haltDisabledEvents = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n // A disabled button shouldn't apply any actions\n if (this.disabled) {\n event.preventDefault();\n event.stopImmediatePropagation();\n }\n };\n MatAnchor.decorators = [\n { type: Component, args: [{selector: \"a[mat-button], a[mat-raised-button], a[mat-icon-button], a[mat-fab],\\n a[mat-mini-fab], a[mat-stroked-button], a[mat-flat-button]\",\n exportAs: 'matButton, matAnchor',\n host: {\n // Note that we ignore the user-specified tabindex when it's disabled for\n // consistency with the `mat-button` applied on native buttons where even\n // though they have an index, they're not tabbable.\n '[attr.tabindex]': 'disabled ? -1 : (tabIndex || 0)',\n '[attr.disabled]': 'disabled || null',\n '[attr.aria-disabled]': 'disabled.toString()',\n '(click)': '_haltDisabledEvents($event)',\n '[class._mat-animation-noopable]': '_animationMode === \"NoopAnimations\"',\n },\n inputs: ['disabled', 'disableRipple', 'color'],\n template: \"<span class=\\\"mat-button-wrapper\\\"><ng-content></ng-content><div matRipple class=\\\"mat-button-ripple\\\" [class.mat-button-ripple-round]=\\\"isRoundButton || isIconButton\\\" [matRippleDisabled]=\\\"_isRippleDisabled()\\\" [matRippleCentered]=\\\"isIconButton\\\" [matRippleTrigger]=\\\"_getHostElement()\\\"> <div class=\\\"mat-button-focus-overlay\\\"> \",\n styles: [\".mat-button .mat-button-focus-overlay,.mat-icon-button .mat-button-focus-overlay{opacity:0}.mat-button:hover .mat-button-focus-overlay,.mat-stroked-button:hover .mat-button-focus-overlay{opacity:.04}@media (hover:none){.mat-button:hover .mat-button-focus-overlay,.mat-stroked-button:hover .mat-button-focus-overlay{opacity:0}}.mat-button,.mat-flat-button,.mat-icon-button,.mat-stroked-button{box-sizing:border-box;position:relative;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:pointer;outline:0;border:none;-webkit-tap-highlight-color:transparent;display:inline-block;white-space:nowrap;text-decoration:none;vertical-align:baseline;text-align:center;margin:0;min-width:64px;line-height:36px;padding:0 16px;border-radius:4px;overflow:visible}.mat-button::-moz-focus-inner,.mat-flat-button::-moz-focus-inner,.mat-icon-button::-moz-focus-inner,.mat-stroked-button::-moz-focus-inner{border:0}.mat-button[disabled],.mat-flat-button[disabled],.mat-icon-button[disabled],.mat-stroked-button[disabled]{cursor:default}.mat-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-button.cdk-program-focused .mat-button-focus-overlay,.mat-flat-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-flat-button.cdk-program-focused .mat-button-focus-overlay,.mat-icon-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-icon-button.cdk-program-focused .mat-button-focus-overlay,.mat-stroked-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-stroked-button.cdk-program-focused .mat-button-focus-overlay{opacity:.12}.mat-button::-moz-focus-inner,.mat-flat-button::-moz-focus-inner,.mat-icon-button::-moz-focus-inner,.mat-stroked-button::-moz-focus-inner{border:0}.mat-raised-button{box-sizing:border-box;position:relative;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:pointer;outline:0;border:none;-webkit-tap-highlight-color:transparent;display:inline-block;white-space:nowrap;text-decoration:none;vertical-align:baseline;text-align:center;margin:0;min-width:64px;line-height:36px;padding:0 16px;border-radius:4px;overflow:visible;transform:translate3d(0,0,0);transition:background .4s cubic-bezier(.25,.8,.25,1),box-shadow 280ms cubic-bezier(.4,0,.2,1)}.mat-raised-button::-moz-focus-inner{border:0}.mat-raised-button[disabled]{cursor:default}.mat-raised-button.cdk-keyboard-focused .mat-button-focus-overlay,.mat-raised-button.cdk-program-focused .mat-button-focus-overlay{opacity:.12}.mat-raised-button::-

moz-focus-inner{border:0}._mat-animation-noopable.mat-raised-button{transition:none;animation:none}.mat-stroked-button{border:1px solid currentColor;padding:0 15px;line-height:34px}.mat-stroked-button .mat-button-focus-overlay,.mat-stroked-button .mat-button-ripple.mat-ripple{top:-1px;left:-1px;right:-1px;bottom:-1px}.mat-fab{box-sizing:border-box;position:relative;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:pointer;outline:0;border:none;-webkit-tap-highlight-color:transparent;display:inline-block;white-space:nowrap;text-decoration:none;vertical-align:baseline;text-align:center;margin:0;min-width:64px;line-height:36px;padding:0 16px;border-radius:4px;overflow:visible;transform:translate3d(0,0,0);transition:background .4s cubic-bezier(.25,.8,.25,1),box-shadow 280ms cubic-bezier(.4,0,.2,1);min-width:0;border-radius:50%;width:56px;height:56px;padding:0;flex-shrink:0}.mat-fab::-moz-focus-inner{border:0}.mat-fab[disabled]{cursor:default}.mat-fab.cdk-keyboard-focused .mat-button-focus-overlay,.mat-fab.cdk-program-focused .mat-button-focus-overlay{opacity:.12}.mat-fab::-moz-focus-inner{border:0}._mat-animation-noopable.mat-fab{transition:none;animation:none}.mat-fab .mat-button-wrapper{padding:16px 0;display:inline-block;line-height:24px}.mat-mini-fab{box-sizing:border-box;position:relative;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:pointer;outline:0;border:none;-webkit-tap-highlight-color:transparent;display:inline-block;white-space:nowrap;text-decoration:none;vertical-align:baseline;text-align:center;margin:0;min-width:64px;line-height:36px;padding:0 16px;border-radius:4px;overflow:visible;transform:translate3d(0,0,0);transition:background .4s cubic-bezier(.25,.8,.25,1),box-shadow 280ms cubic-bezier(.4,0,.2,1);min-width:0;border-radius:50%;width:40px;height:40px;padding:0;flex-shrink:0}.mat-mini-fab::-moz-focus-inner{border:0}.mat-mini-fab[disabled]{cursor:default}.mat-mini-fab.cdk-keyboard-focused .mat-button-focus-overlay,.mat-mini-fab.cdk-program-focused .mat-button-focus-overlay{opacity:.12}.mat-mini-fab::-moz-focus-inner{border:0}._mat-animation-noopable.mat-mini-fab{transition:none;animation:none}.mat-mini-fab .mat-button-wrapper{padding:8px 0;display:inline-block;line-height:24px}.mat-icon-button{padding:0;min-width:0;width:40px;height:40px;flex-shrink:0;line-height:40px;border-radius:50%}.mat-icon-button .mat-icon,.mat-icon-button i{line-height:24px}.mat-button-focus-overlay,.mat-button-ripple.mat-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none;border-radius:inherit}.mat-button-focus-overlay{opacity:0;transition:opacity .2s cubic-bezier(.35,0,.25,1),background-color .2s cubic-bezier(.35,0,.25,1)}._mat-animation-noopable .mat-button-focus-overlay{transition:none}@media screen and (-ms-high-contrast:active){.mat-button-focus-overlay{background-color:rgba(255,255,255,.5)}}.mat-button-ripple-round{border-radius:50%;z-index:1}.mat-button .mat-button-wrapper>*,.mat-fab .mat-button-wrapper>*,.mat-flat-button .mat-button-wrapper>*,.mat-icon-button .mat-button-wrapper>*,.mat-mini-fab .mat-button-wrapper>*,.mat-raised-button .mat-button-wrapper>*,.mat-stroked-button .mat-button-wrapper>*{vertical-align:middle}.mat-form-field:not(.mat-form-field-appearance-legacy) .mat-form-field-prefix .mat-icon-button,.mat-form-field:not(.mat-form-field-appearance-legacy) .mat-form-field-suffix .mat-icon-button{display:block;font-size:inherit;width:2.5em;height:2.5em}@media screen and (-ms-high-contrast:active){.mat-button,.mat-fab,.mat-flat-button,.mat-icon-button,.mat-mini-fab,.mat-raised-button{outline:solid 1px}}\"],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatAnchor.ctorParameters = function () { return [\n { type: Platform },\n { type: FocusMonitor },\n { type: ElementRef },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] }\n]; };\n MatAnchor.propDecorators = {\n tabIndex: [{ type: Input }]\n };\n return MatAnchor;\n}(MatButton));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatButtonModule = /** @class */ (function () {\n function MatButtonModule() {\n }\n MatButtonModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n CommonModule,\n MatRippleModule,\n MatCommonModule,\n],\n exports: [\n MatButton,\n MatAnchor,\n MatCommonModule,\n],\n declarations: [\n MatButton,\n MatAnchor,\n],\n },] },\n];\n return MatButtonModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress

{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatButtonModule, MatButtonBase, _MatButtonMixinBase, MatButton, MatAnchor };\n//# sourceMappingURL=button.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Component, ViewEncapsulation, ChangeDetectionStrategy, Directive, Input, NgModule } from '@angular/core';\nimport { MatCommonModule } from '@angular/material/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Content of a card, needed as it's used as a selector in the API.\n * \\@docs-private\n */\nvar MatCardContent = /** @class */ (function () {\n   function MatCardContent() {\n   }\n   MatCardContent.decorators = [\n   { type: Directive, args: [{\n   selector: 'mat-card-content',\n   host: { 'class': 'mat-card-content' }\n   },] },\n   ];\n   return MatCardContent;\n}());\n/**\n * Title of a card, needed as it's used as a selector in the API.\n * \\@docs-private\n */\nvar MatCardTitle = /** @class */ (function () {\n   function MatCardTitle() {\n   }\n   MatCardTitle.decorators = [\n   { type: Directive, args: [{\n   selector: \"mat-card-title, [mat-card-title], [matCardTitle]\",\n   host: {\n   'class': 'mat-card-title'\n   }\n   },] },\n   ];\n   return MatCardTitle;\n}());\n/**\n * Sub-title of a card, needed as it's used as a selector in the API.\n * \\@docs-private\n */\nvar MatCardSubtitle = /** @class */ (function () {\n   function MatCardSubtitle() {\n   }\n   MatCardSubtitle.decorators = [\n   { type: Directive, args: [{\n   selector: \"mat-card-subtitle, [mat-card-subtitle], [matCardSubtitle]\",\n   host: {\n   'class': 'mat-card-subtitle'\n   }\n   },] },\n   ];\n   return MatCardSubtitle;\n}());\n/**\n * Action section of a card, needed as it's used as a selector in the API.\n * \\@docs-private\n */\nvar MatCardActions = /** @class */ (function () {\n   function MatCardActions() {\n   /**\n   * Position of the actions inside the card.\n   */\n   this.align = 'start';\n   }\n   MatCardActions.decorators = [\n   { type: Directive, args: [{\n   selector: 'mat-card-actions',\n   exportAs: 'matCardActions',\n   host: {\n   'class': 'mat-card-actions',\n   '[class.mat-card-actions-align-end]': 'align === \"end\"',\n   }\n   },] },\n   ];\n   MatCardActions.propDecorators = {\n   align: [{ type: Input }]\n   };\n   return MatCardActions;\n}());\n/**\n * Footer of a card, needed as it's used as a selector in the API.\n * \\@docs-private\n */\nvar MatCardFooter = /** @class */ (function () {\n   function MatCardFooter() {\n   }\n   MatCardFooter.decorators = [\n   { type: Directive, args: [{\n   selector: 'mat-card-footer',\n   host: { 'class': 'mat-card-footer' }\n   },] },\n   ];\n   return MatCardFooter;\n}());\n/**\n * Image used in a card, needed to add the mat- CSS styling.\n * \\@docs-private\n */\nvar MatCardImage = /** @class */ (function () {\n   function MatCardImage() {\n   }\n   MatCardImage.decorators = [\n   { type: Directive, args: [{\n   selector: '[mat-card-image], [matCardImage]',\n   host: { 'class': 'mat-card-image' }\n   },] },\n   ];\n   return MatCardImage;\n}());\n/**\n * Image used in a card, needed to add the mat- CSS styling.\n * \\@docs-private\n */\nvar MatCardSmImage = /** @class */ (function () {\n   function MatCardSmImage() {\n   }\n   MatCardSmImage.decorators = [\n   { type: Directive, args: [{\n   selector: '[mat-card-sm-image], [matCardImageSmall]',\n   host: { 'class': 'mat-card-sm-image' }\n   },] },\n   ];\n   return MatCardSmImage;\n}());\n/**\n * Image used in a card, needed to add the mat- CSS styling.\n * \\@docs-private\n */\nvar MatCardMdImage = /** @class */ (function () {\n   function MatCardMdImage() {\n   }\n   MatCardMdImage.decorators = [\n   { type: Directive, args: [{\n   selector: '[mat-card-md-image], [matCardImageMedium]',\n   host: { 'class': 'mat-card-md-image' }\n   },] },\n   ];\n   return MatCardMdImage;\n}());\n/**\n * Image used in a card, needed to add the mat- CSS styling.\n * \\@docs-private\n */\nvar MatCardLgImage = /** @class */ (function () {\n   function MatCardLgImage() {\n   }\n   MatCardLgImage.decorators = [\n   { type: Directive, args: [{\n   selector: '[mat-card-lg-image], [matCardImageLarge]',\n   host: { 'class': 'mat-card-lg-image' }\n   },] },\n   ];\n   return MatCardLgImage;\n}());\n/**\n * Large image used in a card, needed to add the mat- CSS styling.\n * \\@docs-

private\n */\nvar MatCardXlImage = /** @class */ (function () {\n   function MatCardXlImage() {\n   }\n MatCardXlImage.decorators = [\n   { type: Directive, args: [{\n   selector: '[mat-card-xl-image], [matCardImageXLarge]',\n   host: { 'class': 'mat-card-xl-image' }\n   },] },\n   ];\n   return MatCardXlImage;\n}());\n/**\n * Avatar image used in a card, needed to add the mat- CSS styling.\n * \\@docs-private\n */\nvar MatCardAvatar = /** @class */ (function () {\n   function MatCardAvatar() {\n   }\n MatCardAvatar.decorators = [\n   { type: Directive, args: [{\n   selector: '[mat-card-avatar], [matCardAvatar]',\n   host: { 'class': 'mat-card-avatar' }\n   },] },\n   ];\n   return MatCardAvatar;\n}());\n/**\n * A basic content container component that adds the styles of a Material design card.\n *\n * While this component can be used alone, it also provides a number\n * of preset styles for common card sections, including:\n * - mat-card-title\n * - mat-card-subtitle\n * - mat-card-content\n * - mat-card-actions\n * - mat-card-footer\n */\nvar MatCard = /** @class */ (function () {\n   function MatCard() {\n   }\n MatCard.decorators = [\n   { type: Component, args: [{selector: 'mat-card',\n   exportAs: 'matCard',\n   template: \"<ng-content></ng-content><ng-content select=\\\"mat-card-footer\\\"></ng-content>\",\n   styles: [\".mat-card{transition:box-shadow 280ms cubic-bezier(.4,0,.2,1);display:block;position:relative;padding:16px;border-radius:4px}.mat-card .mat-divider-horizontal{position:absolute;left:0;width:100%}[dir=rtl] .mat-card .mat-divider-horizontal{left:auto;right:0}.mat-card .mat-divider-horizontal.mat-divider-inset{position:static;margin:0}[dir=rtl] .mat-card .mat-divider-horizontal.mat-divider-inset{margin-right:0}@media screen and (-ms-high-contrast:active){.mat-card{outline:solid 1px}}.mat-card-actions,.mat-card-content,.mat-card-subtitle{display:block;margin-bottom:16px}.mat-card-title{display:block;margin-bottom:8px}.mat-card-actions{margin-left:-8px;margin-right:-8px;padding:8px 0}.mat-card-actions-align-end{display:flex;justify-content:flex-end}.mat-card-image{width:calc(100% + 32px);margin:0 -16px 16px -16px}.mat-card-footer{display:block;margin:0 -16px -16px -16px}.mat-card-actions .mat-button,.mat-card-actions .mat-raised-button{margin:0 8px}.mat-card-header{display:flex;flex-direction:row}.mat-card-header .mat-card-title{margin-bottom:12px}.mat-card-header-text{margin:0 16px}.mat-card-avatar{height:40px;width:40px;border-radius:50%;flex-shrink:0;object-fit:cover}.mat-card-title-group{display:flex;justify-content:space-between}.mat-card-sm-image{width:80px;height:80px}.mat-card-md-image{width:112px;height:112px}.mat-card-lg-image{width:152px;height:152px}.mat-card-xl-image{width:240px;height:240px;margin:-8px}.mat-card-title-group>.mat-card-xl-image{margin:-8px 0 8px 0}@media (max-width:599px){.mat-card-title-group{margin:0}.mat-card-xl-image{margin-left:0;margin-right:0}}.mat-card-content>:first-child,.mat-card>:first-child{margin-top:0}.mat-card-content>:last-child:not(.mat-card-footer),.mat-card>:last-child:not(.mat-card-footer){margin-bottom:0}.mat-card-image:first-child{margin-top:-16px;border-top-left-radius:inherit;border-top-right-radius:inherit}.mat-card>.mat-card-actions:last-child{margin-bottom:-8px;padding-bottom:0}.mat-card-actions .mat-button:first-child,.mat-card-actions .mat-raised-button:first-child{margin-left:0;margin-right:0}.mat-card-title{margin-bottom:8px}.mat-card-subtitle:not(:first-child),.mat-card-title:not(:first-child){margin-top:-4px}.mat-card-header .mat-card-subtitle:not(:first-child){margin-top:-8px}.mat-card>.mat-card-xl-image:first-child{margin-top:-8px}.mat-card>.mat-card-xl-image:last-child{margin-bottom:-8px}\"],\n   encapsulation: ViewEncapsulation.None,\n   changeDetection: ChangeDetectionStrategy.OnPush,\n   host: { 'class': 'mat-card' }\n   },] },\n   ];\n   return MatCard;\n}());\n/**\n * Component intended to be used within the `<mat-card>` component. It adds styles for a\n * preset header section (i.e. a title, subtitle, and avatar layout).\n * \\@docs-private\n */\nvar MatCardHeader = /** @class */ (function () {\n   function MatCardHeader() {\n   }\n   MatCardHeader.decorators = [\n   { type: Component, args: [{selector: 'mat-card-header',\n   template: \"<ng-content select=\\\"[mat-card-avatar], [matCardAvatar]\\\"></ng-content><div class=\\\"mat-card-header-text\\\"><ng-content select=\\\"mat-card-title, mat-card-subtitle, [mat-card-title], [mat-card-subtitle], [matCardTitle], [matCardSubtitle]\\\"></ng-content> <ng-content></ng-content>\",\n   encapsulation: ViewEncapsulation.None,\n   changeDetection: ChangeDetectionStrategy.OnPush,\n   host: { 'class': 'mat-card-header' }\n   },] },\n   ];\n   return MatCardHeader;\n}());\n/**\n * Component intended to be used within the `<mat-card>` component. It adds styles for a preset\n * layout that groups an image with a title section.\n * \\@docs-private\n

*/\nvar MatCardTitleGroup = /** @class */ (function () {\n   function MatCardTitleGroup() {\n   }\n MatCardTitleGroup.decorators = [\n   { type: Component, args: [{selector: 'mat-card-title-group',\n template: \" <ng-content select=\\\"mat-card-title, mat-card-subtitle, [mat-card-title], [mat-card-subtitle], [matCardTitle], [matCardSubtitle]\\\"></ng-content> <ng-content select=\\\"img\\\"></ng-content><ng-content></ng-content>\",\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n host: { 'class': 'mat-card-title-group' }\n },] },\n];\n return MatCardTitleGroup;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatCardModule = /** @class */ (function () {\n   function MatCardModule() {\n   }\n MatCardModule.decorators = [\n   { type: NgModule, args: [{\n imports: [MatCommonModule],\n exports: [\n MatCard,\n MatCardHeader,\n MatCardTitleGroup,\n MatCardContent,\n MatCardTitle,\n MatCardSubtitle,\n MatCardActions,\n MatCardFooter,\n MatCardSmImage,\n MatCardMdImage,\n MatCardLgImage,\n MatCardImage,\n MatCardXlImage,\n MatCardAvatar,\n MatCommonModule,\n],\n declarations: [\n MatCard, MatCardHeader, MatCardTitleGroup, MatCardContent, MatCardTitle, MatCardSubtitle,\n MatCardActions, MatCardFooter, MatCardSmImage, MatCardMdImage, MatCardLgImage, MatCardImage,\n MatCardXlImage, MatCardAvatar,\n],\n },] },\n];\n return MatCardModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatCardContent, MatCardTitle, MatCardSubtitle, MatCardActions, MatCardFooter, MatCardImage, MatCardSmImage, MatCardMdImage, MatCardLgImage, MatCardXlImage, MatCardAvatar, MatCard, MatCardHeader, MatCardTitleGroup, MatCardModule };\n//# sourceMappingURL=card.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { InjectionToken, Attribute, ChangeDetectionStrategy, ChangeDetectorRef, Component, ElementRef, EventEmitter, forwardRef, Inject, Input, NgZone, Optional, Output, ViewChild, ViewEncapsulation, Directive, NgModule } from '@angular/core';\nimport { __extends } from 'tslib';\nimport { FocusMonitor } from '@angular/cdk/a11y';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { NG_VALUE_ACCESSOR, CheckboxRequiredValidator, NG_VALIDATORS } from '@angular/forms';\nimport { MatRipple, mixinColor, mixinDisabled, mixinDisableRipple, mixinTabIndex, MatCommonModule, MatRippleModule } from '@angular/material/core';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { ObserversModule } from '@angular/cdk/observers';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token that can be used to specify the checkbox click behavior.\n * @type {?}\n */\nvar MAT_CHECKBOX_CLICK_ACTION = new InjectionToken('mat-checkbox-click-action');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Increasing integer for generating unique ids for checkbox components.\n/** @type {?} */\nvar nextUniqueId = 0;\n// TODO(josephperrott): Revert to constants for ripple radius once 2018 Checkbox updates have\n// landed.\n// The radius for the checkbox's ripple, in pixels.\n/** @type {?} */\nvar calculatedRippleRadius = 0;\n/**\n * Provider Expression that allows mat-checkbox to register as a ControlValueAccessor.\n * This allows it to support [(ngModel)].\n * \\@docs-private\n * @type {?}\n */\nvar MAT_CHECKBOX_CONTROL_VALUE_ACCESSOR = {\n   provide: NG_VALUE_ACCESSOR,\n   useExisting: forwardRef(function () { return MatCheckbox; }),\n

multi: true\n};\n/** @enum {number} */\nvar TransitionCheckState = {\n /** The initial state of the component before any user interaction. */\n Init: 0,\n /** The state representing the component when it's becoming checked. */\n Checked: 1,\n /** The state representing the component when it's becoming unchecked. */\n Unchecked: 2,\n /** The state representing the component when it's becoming indeterminate. */\n Indeterminate: 3,\n};\nTransitionCheckState[TransitionCheckState.Init] = 'Init';\nTransitionCheckState[TransitionCheckState.Checked] = 'Checked';\nTransitionCheckState[TransitionCheckState.Unchecked] = 'Unchecked';\nTransitionCheckState[TransitionCheckState.Indeterminate] = 'Indeterminate';\n/**\n * Change event object emitted by MatCheckbox.\n */\nvar /**\n * Change event object emitted by MatCheckbox.\n */\nMatCheckboxChange = /** @class */ (function () {\n function MatCheckboxChange() {\n }\n return MatCheckboxChange;\n}());\n// Boilerplate for applying mixins to MatCheckbox.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatCheckbox.\n/**\n * \\@docs-private\n */\nMatCheckboxBase = /** @class */ (function () {\n function MatCheckboxBase(_elementRef) {\n   this._elementRef = _elementRef;\n }\n return MatCheckboxBase;\n}());\n/** @type {?} */\nvar _MatCheckboxMixinBase = mixinTabIndex(mixinColor(mixinDisableRipple(mixinDisabled(MatCheckboxBase)), 'accent'));\n/**\n * A material design checkbox component. Supports all of the functionality of an HTML5 checkbox,\n * and exposes a similar API. A MatCheckbox can be either checked, unchecked, indeterminate, or\n * disabled. Note that all additional accessibility attributes are taken care of by the component,\n * so there is no need to provide them yourself. However, if you want to omit a label and still\n * have the checkbox be accessible, you may supply an [aria-label] input.\n * See: https://material.io/design/components/selection-controls.html\n */\nvar MatCheckbox = /** @class */ (function (_super) {\n __extends(MatCheckbox, _super);\n function MatCheckbox(elementRef, _changeDetectorRef, _focusMonitor, _ngZone, tabIndex, _clickAction, _animationMode) {\n   var _this = _super.call(this, elementRef) || this;\n   _this._changeDetectorRef = _changeDetectorRef;\n   _this._focusMonitor = _focusMonitor;\n   _this._ngZone = _ngZone;\n   _this._clickAction = _clickAction;\n   _this._animationMode = _animationMode;\n   /**\n   * Attached to the aria-label attribute of the host element. In most cases, arial-labelledby will\n   * take precedence so this may be omitted.\n   */\n   _this.ariaLabel = '';\n   /**\n   * Users can specify the `aria-labelledby` attribute which will be forwarded to the input element\n   */\n   _this.ariaLabelledby = null;\n   _this._uniqueId = \"mat-checkbox-\" + ++nextUniqueId;\n   /**\n   * A unique id for the checkbox input. If none is supplied, it will be auto-generated.\n   */\n   _this.id = _this._uniqueId;\n   /**\n   * Whether the label should appear after or before the checkbox. Defaults to 'after'\n   */\n   _this.labelPosition = 'after';\n   /**\n   * Name value will be applied to the input element if present\n   */\n   _this.name = null;\n   /**\n   * Event emitted when the checkbox's `checked` value changes.\n   */\n   _this.change = new EventEmitter();\n   /**\n   * Event emitted when the checkbox's `indeterminate` value changes.\n   */\n   _this.indeterminateChange = new EventEmitter();\n   /**\n   * Called when the checkbox is blurred. Needed to properly implement ControlValueAccessor.\n   * \\@docs-private\n   */\n   _this._onTouched = function () { };\n   _this._currentAnimationClass = '';\n   _this._currentCheckState = TransitionCheckState.Init;\n   _this._controlValueAccessorChangeFn = function () { };\n   _this._checked = false;\n   _this._disabled = false;\n   _this._indeterminate = false;\n   _this.tabIndex = parseInt(tabIndex) || 0;\n   _this._focusMonitor.monitor(elementRef, true).subscribe(function (focusOrigin) {\n   if (!focusOrigin) {\n   // When a focused element becomes disabled, the browser *immediately* fires a blur event.\n   // Angular does not expect events to be raised during change detection, so any state change\n   // (such as a form control's 'ng-touched') will cause a changed-after-checked error.\n   // See https://github.com/angular/angular/issues/17793. To work around this, we defer\n   // telling the form control it has been touched until the next tick.\n   Promise.resolve().then(function () { return _this._onTouched(); });\n   }\n   });\n   return _this;\n }\n Object.defineProperty(MatCheckbox.prototype, \"inputId\", {\n   /** Returns the unique id for the visual hidden input. */\n   get: /**\n   * Returns the unique id for the visual hidden input.\n   * @return {?}\n   */\n

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function () { return (this.id || this._uniqueId) + \"-input\"; },\n        enumerable: true,\n        configurable: true\n
});\n    Object.defineProperty(MatCheckbox.prototype, \"required\", {\n        /** Whether the checkbox is required.
*/\n        get: /**\n         * Whether the checkbox is required.\n         * @return {?}\n         */\n        function () {
return this._required; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) { this._required = coerceBooleanProperty(value); },\n        enumerable: true,\n        configurable: true\n
});\n    /**\n     * @return {?}\n     */\n    MatCheckbox.prototype.ngAfterViewChecked = /**\n     * @return {?}\n
 */\n    function () {\n        this._calculateRippleRadius();\n    };\n    /**\n     * @return {?}\n     */\n
MatCheckbox.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._focusMonitor.stopMonitoring(this._elementRef);\n    };\n    Object.defineProperty(MatCheckbox.prototype,
\"checked\", {\n        /**\n         * Whether the checkbox is checked.\n         */\n        get: /**\n         * Whether the
checkbox is checked.\n         * @return {?}\n         */\n        function () { return this._checked; },\n        set: /**\n
* @param {?} value\n         * @return {?}\n         */\n        function (value) {\n            if (value != this.checked) {\n
            this._checked = value;\n                this._changeDetectorRef.markForCheck();\n            }\n        },\n
enumerable: true,\n        configurable: true\n    });\n    Object.defineProperty(MatCheckbox.prototype, \"disabled\",
{\n        /**\n         * Whether the checkbox is disabled. This fully overrides the implementation provided by\n         *
mixinDisabled, but the mixin is still required because mixinTabIndex requires it.\n         */\n        get: /**\n         *
Whether the checkbox is disabled. This fully overrides the implementation provided by\n         * mixinDisabled, but
the mixin is still required because mixinTabIndex requires it.\n         * @return {?}\n         */\n        function () {
return this._disabled; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) {\n            /** @type {?} */\n            var newValue = coerceBooleanProperty(value);\n            if (newValue
!== this.disabled) {\n                this._disabled = newValue;\n                this._changeDetectorRef.markForCheck();\n
        }\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatCheckbox.prototype, \"indeterminate\", {\n        /**\n         * Whether the checkbox is
indeterminate. This is also known as \"mixed\" mode and can be used to\n         * represent a checkbox with three
states, e.g. a checkbox that represents a nested list of\n         * checkable items. Note that whenever checkbox is
manually clicked, indeterminate is immediately\n         * set to false.\n         */\n        get: /**\n         * Whether the
checkbox is indeterminate. This is also known as \"mixed\" mode and can be used to\n         * represent a checkbox
with three states, e.g. a checkbox that represents a nested list of\n         * checkable items. Note that whenever
checkbox is manually clicked, indeterminate is immediately\n         * set to false.\n         * @return {?}\n         */\n
 function () { return this._indeterminate; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n
*/\n        function (value) {\n            /** @type {?} */\n            var changed = value != this._indeterminate;\n
this._indeterminate = value;\n            if (changed) {\n                if (this._indeterminate) {\n
this._transitionCheckState(TransitionCheckState.Indeterminate);\n                }\n                else {\n
this._transitionCheckState(this.checked ? TransitionCheckState.Checked : TransitionCheckState.Unchecked);\n
    }\n                this.indeterminateChange.emit(this._indeterminate);\n            }\n        },\n        enumerable: true,\n
  configurable: true\n    });\n    /**\n     * @return {?}\n     */\n    MatCheckbox.prototype._isRippleDisabled = /**\n
  * @return {?}\n     */\n    function () {\n        return this.disableRipple || this.disabled;\n    };\n    /** Method being
called whenever the label text changes. */\n    /**\n     * Method being called whenever the label text changes.\n     *
@return {?}\n     */\n    MatCheckbox.prototype._onLabelTextChange = /**\n     * Method being called whenever
the label text changes.\n     * @return {?}\n     */\n    function () {\n        // Since the event of the
`cdkObserveContent` directive runs outside of the zone, the checkbox\n        // component will be only marked for
check, but no actual change detection runs automatically.\n        // Instead of going back into the zone in order to
trigger a change detection which causes\n        // *all* components to be checked (if explicitly marked or not using
OnPush), we only trigger\n        // an explicit change detection for the checkbox view and it's children.\n
this._changeDetectorRef.detectChanges();\n    };\n    // Implemented as part of ControlValueAccessor.\n    //
Implemented as part of ControlValueAccessor.\n    /**\n     * @param {?} value\n     * @return {?}\n     */\n
MatCheckbox.prototype.writeValue = \n    // Implemented as part of ControlValueAccessor.\n    /**\n     * @param
{?} value\n     * @return {?}\n     */\n    function (value) {\n        this.checked = !!value;\n    };\n    // Implemented as
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part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n MatCheckbox.prototype.registerOnChange = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._controlValueAccessorChangeFn = fn;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n MatCheckbox.prototype.registerOnTouched = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._onTouched = fn;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} isDisabled\n * @return {?}\n */\n MatCheckbox.prototype.setDisabledState = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} isDisabled\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n };\n /**\n * @return {?}\n */\n MatCheckbox.prototype._getAriaChecked = /**\n * @return {?}\n */\n function () {\n return this.checked ? 'true' : (this.indeterminate ? 'mixed' : 'false');\n };\n /**\n * @private\n * @param {?} newState\n * @return {?}\n */\n MatCheckbox.prototype._transitionCheckState = /**\n * @private\n * @param {?} newState\n * @return {?}\n */\n function (newState) {\n /** @type {?} */\n var oldState = this._currentCheckState;\n /** @type {?} */\n var element = this._elementRef.nativeElement;\n if (oldState === newState) {\n return;\n }\n if (this._currentAnimationClass.length > 0) {\n element.classList.remove(this._currentAnimationClass);\n }\n this._currentAnimationClass = this._getAnimationClassForCheckStateTransition(oldState, newState);\n this._currentCheckState = newState;\n if (this._currentAnimationClass.length > 0) {\n element.classList.add(this._currentAnimationClass);\n // Remove the animation class to avoid animation when the checkbox is moved between containers\n /** @type {?} */\n var animationClass_1 = this._currentAnimationClass;\n this._ngZone.runOutsideAngular(function () {\n setTimeout(function () {\n element.classList.remove(animationClass_1);\n }, 1000);\n });\n }\n };\n /**\n * @private\n * @return {?}\n */\n MatCheckbox.prototype._emitChangeEvent = /**\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var event = new MatCheckboxChange();\n event.source = this;\n event.checked = this.checked;\n this._controlValueAccessorChangeFn(this.checked);\n this.change.emit(event);\n };\n /** Toggles the `checked` state of the checkbox. */\n /**\n * Toggles the `checked` state of the checkbox.\n * @return {?}\n */\n MatCheckbox.prototype.toggle = /**\n * Toggles the `checked` state of the checkbox.\n * @return {?}\n */\n function () {\n this.checked = !this.checked;\n };\n /**\n * Event handler for checkbox input element.\n * Toggles checked state if element is not disabled.\n * Do not toggle on (change) event since IE doesn't fire change event when\n * indeterminate checkbox is clicked.\n * @param event\n */\n /**\n * Event handler for checkbox input element.\n * Toggles checked state if element is not disabled.\n * Do not toggle on (change) event since IE doesn't fire change event when\n * indeterminate checkbox is clicked.\n * @param {?} event\n * @return {?}\n */\n MatCheckbox.prototype._onInputClick = /**\n * Event handler for checkbox input element.\n * Toggles checked state if element is not disabled.\n * Do not toggle on (change) event since IE doesn't fire change event when\n * indeterminate checkbox is clicked.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n var _this = this;\n // We have to stop propagation for click events on the visual hidden input element.\n // By default, when a user clicks on a label element, a generated click event will be\n // dispatched on the associated input element. Since we are using a label element as our\n // root container, the click event on the `checkbox` will be executed twice.\n // The real click event will bubble up, and the generated click event also tries to bubble up.\n // This will lead to multiple click events.\n // Preventing bubbling for the second event will solve that issue.\n event.stopPropagation();\n // If resetIndeterminate is false, and the current state is indeterminate, do nothing on click\n if (!this.disabled && this._clickAction !== 'noop') {\n // When user manually click on the checkbox, `indeterminate` is set to false.\n if (this.indeterminate && this._clickAction !== 'check') {\n Promise.resolve().then(function () {\n _this._indeterminate = false;\n

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_this.indeterminateChange.emit(_this._indeterminate);\n                });\n            }\n            this.toggle();\n
this._transitionCheckState(this._checked ? TransitionCheckState.Checked : TransitionCheckState.Unchecked);\n
    // Emit our custom change event if the native input emitted one.\n            // It is important to only emit it, if the
native input triggered one, because\n            // we don't want to trigger a change event, when the `checked` variable
changes for example.\n            this._emitChangeEvent();\n        }\n        else if (!this.disabled && this._clickAction
=== 'noop') {\n            // Reset native input when clicked with noop. The native checkbox becomes checked after\n
        // click, reset it to be align with `checked` value of `mat-checkbox`.\n
this._inputElement.nativeElement.checked = this.checked;\n            this._inputElement.nativeElement.indeterminate
= this.indeterminate;\n        }\n    };\n    /** Focuses the checkbox. */\n    /**\n     * Focuses the checkbox.\n     *
@return {?}\n     */\n    MatCheckbox.prototype.focus = /**\n     * Focuses the checkbox.\n     * @return {?}\n
*/\n    function () {\n        this._focusMonitor.focusVia(this._inputElement, 'keyboard');\n    };\n    /**\n     * @param
{?} event\n     * @return {?}\n     */\n    MatCheckbox.prototype._onInteractionEvent = /**\n     * @param {?}
event\n     * @return {?}\n     */\n    function (event) {\n        // We always have to stop propagation on the change
event.\n        // Otherwise the change event, from the input element, will bubble up and\n        // emit its event object
to the `change` output.\n        event.stopPropagation();\n    };\n    /**\n     * @private\n     * @param {?} oldState\n
* @param {?} newState\n     * @return {?}\n     */\n
MatCheckbox.prototype._getAnimationClassForCheckStateTransition = /**\n     * @private\n     * @param {?}
oldState\n     * @param {?} newState\n     * @return {?}\n     */\n    function (oldState, newState) {\n        // Don't
transition if animations are disabled.\n        if (this._animationMode === 'NoopAnimations') {\n            return '';\n
}\n        /** @type {?} */\n        var animSuffix = '';\n        switch (oldState) {\n            case
TransitionCheckState.Init:\n                // Handle edge case where user interacts with checkbox that does not have
[(ngModel)] or\n                // [checked] bound to it.\n                if (newState === TransitionCheckState.Checked) {\n
                animSuffix = 'unchecked-checked';\n                }\n                else if (newState ==
TransitionCheckState.Indeterminate) {\n                    animSuffix = 'unchecked-indeterminate';\n                }\n
else {\n                    return '';\n                }\n                break;\n            case TransitionCheckState.Unchecked:\n
    animSuffix = newState === TransitionCheckState.Checked ?\n                    'unchecked-checked' : 'unchecked-
indeterminate';\n                break;\n            case TransitionCheckState.Checked:\n                animSuffix = newState
=== TransitionCheckState.Unchecked ?\n                    'checked-unchecked' : 'checked-indeterminate';\n
break;\n            case TransitionCheckState.Indeterminate:\n                animSuffix = newState ===
TransitionCheckState.Checked ?\n                    'indeterminate-checked' : 'indeterminate-unchecked';\n
break;\n        }\n        return \"mat-checkbox-anim-\" + animSuffix;\n    };\n    // TODO(josephperrott): Revert to
constants for ripple radius once 2018 Checkbox updates have\n    // landed.\n    /**\n     * Calculate the radius for the
ripple based on the ripple elements width.  Only calculated once\n     * for the application.\n     */\n    //
TODO(josephperrott): Revert to constants for ripple radius once 2018 Checkbox updates have\n    // landed.\n
/**\n     * Calculate the radius for the ripple based on the ripple elements width.  Only calculated once\n     * for the
application.\n     * @private\n     * @return {?}\n     */\n    MatCheckbox.prototype._calculateRippleRadius = \n    //
TODO(josephperrott): Revert to constants for ripple radius once 2018 Checkbox updates have\n    // landed.\n
/**\n     * Calculate the radius for the ripple based on the ripple elements width.  Only calculated once\n     * for the
application.\n     * @private\n     * @return {?}\n     */\n    function () {\n        if (!calculatedRippleRadius) {\n
/** @type {?} */\n            var rippleWidth = this._elementRef.nativeElement.querySelector('.mat-checkbox-
ripple').clientWidth || 0;\n            calculatedRippleRadius = rippleWidth / 2;\n        }\n        this.ripple.radius =
calculatedRippleRadius;\n    };\n    MatCheckbox.decorators = [\n        { type: Component, args: [{selector: 'mat-
checkbox',\n                template: \"<label [attr.for]=\\\"inputId\\\" class=\\\"mat-checkbox-layout\\\" #label><div
class=\\\"mat-checkbox-inner-container\\\" [class.mat-checkbox-inner-container-no-side-
margin]=\\\"!checkboxLabel.textContent || !checkboxLabel.textContent.trim()\\\"><input #input class=\\\"mat-
checkbox-input cdk-visually-hidden\\\" type=\\\"checkbox\\\" [id]=\\\"inputId\\\" [required]=\\\"required\\\"
[checked]=\\\"checked\\\" [attr.value]=\\\"value\\\" [disabled]=\\\"disabled\\\" [attr.name]=\\\"name\\\"
[tabIndex]=\\\"tabIndex\\\" [indeterminate]=\\\"indeterminate\\\" [attr.aria-label]=\\\"ariaLabel || null\\\" [attr.aria-
```

labelledby]=\\\"ariaLabelledby\\\" [attr.aria-checked]=\\\"_getAriaChecked()\\\" (change)=\\\"_onInteractionEvent($event)\\\" (click)=\\\"_onInputClick($event)\\\"><div matRipple class=\\\"mat-checkbox-ripple\\\" [matRippleTrigger]=\\\"label\\\" [matRippleDisabled]=\\\"_isRippleDisabled()\\\" [matRippleRadius]=\\\"20\\\" [matRippleCentered]=\\\"true\\\" [matRippleAnimation]=\\\"{enterDuration: 150}\\\"><div class=\\\"mat-ripple-element mat-checkbox-persistent-ripple\\\"> <div class=\\\"mat-checkbox-frame\\\"> <div class=\\\"mat-checkbox-background\\\"><svg version=\\\"1.1\\\" focusable=\\\"false\\\" class=\\\"mat-checkbox-checkmark\\\" viewBox=\\\"0 0 24 24\\\" xml:space=\\\"preserve\\\"><path class=\\\"mat-checkbox-checkmark-path\\\" fill=\\\"none\\\" stroke=\\\"white\\\" d=\\\"M4.1,12.7 9,17.6 20.3,6.3\\\"/></svg><div class=\\\"mat-checkbox-mixedmark\\\"> <span class=\\\"mat-checkbox-label\\\" #checkboxLabel (cdkObserveContent)=\\\"_onLabelTextChange()\\\"><span style=\\\"display:none\\\"> <ng-content></ng-content></label>\",\n styles: [\"@keyframes mat-checkbox-fade-in-background{0%{opacity:0}50%{opacity:1}}@keyframes mat-checkbox-fade-out-background{0%,50%{opacity:1}100%{opacity:0}}@keyframes mat-checkbox-unchecked-checked-checkmark-path{0%,50%{stroke-dashoffset:22.91026}50%{animation-timing-function:cubic-bezier(0,0,.2,.1)}100%{stroke-dashoffset:0}}@keyframes mat-checkbox-unchecked-indeterminate-mixedmark{0%,68.2%{transform:scaleX(0)}68.2%{animation-timing-function:cubic-bezier(0,0,0,1)}100%{transform:scaleX(1)}}@keyframes mat-checkbox-checked-unchecked-checkmark-path{from{animation-timing-function:cubic-bezier(.4,0,1,1);stroke-dashoffset:0}to{stroke-dashoffset:-22.91026}}@keyframes mat-checkbox-checked-indeterminate-checkmark{from{animation-timing-function:cubic-bezier(0,0,.2,.1);opacity:1;transform:rotate(0)}to{opacity:0;transform:rotate(45deg)}}@keyframes mat-checkbox-indeterminate-checked-checkmark{from{animation-timing-function:cubic-bezier(.14,0,0,1);opacity:0;transform:rotate(45deg)}to{opacity:1;transform:rotate(360deg)}}@keyframes mat-checkbox-checked-indeterminate-mixedmark{from{animation-timing-function:cubic-bezier(0,0,.2,.1);opacity:0;transform:rotate(-45deg)}to{opacity:1;transform:rotate(0)}}@keyframes mat-checkbox-indeterminate-checked-mixedmark{from{animation-timing-function:cubic-bezier(.14,0,0,1);opacity:1;transform:rotate(0)}to{opacity:0;transform:rotate(315deg)}}@keyframes mat-checkbox-indeterminate-unchecked-mixedmark{0%{animation-timing-function:linear;opacity:1;transform:scaleX(1)}100%,32.8%{opacity:0;transform:scaleX(0)}}.mat-checkbox-background,.mat-checkbox-frame{top:0;left:0;right:0;bottom:0;position:absolute;border-radius:2px;box-sizing:border-box;pointer-events:none}.mat-checkbox{transition:background .4s cubic-bezier(.25,.8,.25,1),box-shadow 280ms cubic-bezier(.4,0,.2,1);cursor:pointer;-webkit-tap-highlight-color:transparent}._mat-animation-noopable.mat-checkbox{transition:none;animation:none}.mat-checkbox .mat-ripple-element:not(.mat-checkbox-persistent-ripple){opacity:.16}.mat-checkbox-layout{cursor:inherit;align-items:baseline;vertical-align:middle;display:inline-flex;white-space:nowrap}.mat-checkbox-inner-container{display:inline-block;height:16px;line-height:0;margin:auto;margin-right:8px;order:0;position:relative;vertical-align:middle;white-space:nowrap;width:16px;flex-shrink:0}[dir=rtl] .mat-checkbox-inner-container{margin-left:8px;margin-right:auto}.mat-checkbox-inner-container-no-side-margin{margin-left:0;margin-right:0}.mat-checkbox-frame{background-color:transparent;transition:border-color 90ms cubic-bezier(0,0,.2,.1);border-width:2px;border-style:solid}._mat-animation-noopable .mat-checkbox-frame{transition:none}@media screen and (-ms-high-contrast:active){.mat-checkbox.cdk-keyboard-focused .mat-checkbox-frame{border-style:dotted}}.mat-checkbox-background{align-items:center;display:inline-flex;justify-content:center;transition:background-color 90ms cubic-bezier(0,0,.2,.1),opacity 90ms cubic-bezier(0,0,.2,.1)}._mat-animation-noopable .mat-checkbox-background{transition:none}.mat-checkbox-persistent-ripple{width:100%;height:100%;transform:none}.mat-checkbox-inner-container:hover .mat-checkbox-persistent-ripple{opacity:.04}.mat-checkbox.cdk-keyboard-focused .mat-checkbox-persistent-ripple{opacity:.12}.mat-checkbox-persistent-ripple,.mat-checkbox.mat-disabled .mat-checkbox-inner-container:hover .mat-checkbox-persistent-ripple{opacity:0}.mat-checkbox-checkmark{top:0;left:0;right:0;bottom:0;position:absolute;width:100%}.mat-checkbox-checkmark-path{stroke-dashoffset:22.91026;stroke-dasharray:22.91026;stroke-width:2.13333px}.mat-checkbox-

mixedmark{width:calc(100% - 6px);height:2px;opacity:0;transform:scaleX(0) rotate(0);border-radius:2px}@media screen and (-ms-high-contrast:active){.mat-checkbox-mixedmark{height:0;border-top:solid 2px;margin-top:2px}}.mat-checkbox-label-before .mat-checkbox-inner-container{order:1;margin-left:8px;margin-right:auto}[dir=rtl] .mat-checkbox-label-before .mat-checkbox-inner-container{margin-left:auto;margin-right:8px}.mat-checkbox-checked .mat-checkbox-checkmark{opacity:1}.mat-checkbox-checked .mat-checkbox-checkmark-path{stroke-dashoffset:0}.mat-checkbox-checked .mat-checkbox-mixedmark{transform:scaleX(1) rotate(-45deg)}.mat-checkbox-indeterminate .mat-checkbox-checkmark{opacity:0;transform:rotate(45deg)}.mat-checkbox-indeterminate .mat-checkbox-checkmark-path{stroke-dashoffset:0}.mat-checkbox-indeterminate .mat-checkbox-mixedmark{opacity:1;transform:scaleX(1) rotate(0)}.mat-checkbox-indeterminate.mat-checkbox-disabled .mat-checkbox-inner-container{opacity:.5}.mat-checkbox-unchecked .mat-checkbox-background{background-color:transparent}.mat-checkbox-disabled{cursor:default}.mat-checkbox-anim-unchecked-checked .mat-checkbox-background{animation:180ms linear 0s mat-checkbox-fade-in-background}.mat-checkbox-anim-unchecked-checked .mat-checkbox-checkmark-path{animation:180ms linear 0s mat-checkbox-unchecked-checked-checkmark-path}.mat-checkbox-anim-unchecked-indeterminate .mat-checkbox-background{animation:180ms linear 0s mat-checkbox-fade-in-background}.mat-checkbox-anim-unchecked-indeterminate .mat-checkbox-mixedmark{animation:90ms linear 0s mat-checkbox-unchecked-indeterminate-mixedmark}.mat-checkbox-anim-checked-unchecked .mat-checkbox-background{animation:180ms linear 0s mat-checkbox-fade-out-background}.mat-checkbox-anim-checked-unchecked .mat-checkbox-checkmark-path{animation:90ms linear 0s mat-checkbox-checked-unchecked-checkmark-path}.mat-checkbox-anim-checked-indeterminate .mat-checkbox-checkmark{animation:90ms linear 0s mat-checkbox-checked-indeterminate-checkmark}.mat-checkbox-anim-checked-indeterminate .mat-checkbox-mixedmark{animation:90ms linear 0s mat-checkbox-checked-indeterminate-mixedmark}.mat-checkbox-anim-indeterminate-checked .mat-checkbox-checkmark{animation:.5s linear 0s mat-checkbox-indeterminate-checked-checkmark}.mat-checkbox-anim-indeterminate-checked .mat-checkbox-mixedmark{animation:.5s linear 0s mat-checkbox-indeterminate-checked-mixedmark}.mat-checkbox-anim-indeterminate-unchecked .mat-checkbox-background{animation:180ms linear 0s mat-checkbox-fade-out-background}.mat-checkbox-anim-indeterminate-unchecked .mat-checkbox-mixedmark{animation:.3s linear 0s mat-checkbox-indeterminate-unchecked-mixedmark}.mat-checkbox-input{bottom:0;left:50%}.mat-checkbox .mat-checkbox-ripple{position:absolute;left:calc(50% - 20px);top:calc(50% - 20px);height:40px;width:40px;z-index:1;pointer-events:none}\"],\n exportAs: 'matCheckbox',\n host: {\n 'class': 'mat-checkbox',\n '[id]': 'id',\n '[attr.tabindex]': 'null',\n '[class.mat-checkbox-indeterminate]': 'indeterminate',\n '[class.mat-checkbox-checked]': 'checked',\n '[class.mat-checkbox-disabled]': 'disabled',\n '[class.mat-checkbox-label-before]': 'labelPosition == \"before\"',\n '[class._mat-animation-noopable]': \"_animationMode === 'NoopAnimations'\",\n },\n providers: [MAT_CHECKBOX_CONTROL_VALUE_ACCESSOR],\n inputs: ['disableRipple', 'color', 'tabIndex'],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush\n },] },\n];\n /** @nocollapse */\n MatCheckbox.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: FocusMonitor },\n { type: NgZone },\n { type: String, decorators: [{ type: Attribute, args: ['tabindex',] }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_CHECKBOX_CLICK_ACTION,] }] },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] }\n]; };\n MatCheckbox.propDecorators = {\n ariaLabel: [{ type: Input, args: ['aria-label',] }],\n ariaLabelledby: [{ type: Input, args: ['aria-labelledby',] }],\n id: [{ type: Input }],\n required: [{ type: Input }],\n labelPosition: [{ type: Input }],\n name: [{ type: Input }],\n change: [{ type: Output }],\n indeterminateChange: [{ type: Output }],\n value: [{ type: Input }],\n _inputElement: [{ type: ViewChild, args: ['input',] }],\n ripple: [{ type: ViewChild, args: [MatRipple,] }],\n checked: [{ type: Input }],\n disabled: [{ type: Input }],\n indeterminate: [{ type: Input }]\n };\n return MatCheckbox;\n}(_MatCheckboxMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?}

*/\nvar MAT_CHECKBOX_REQUIRED_VALIDATOR = {\n provide: NG_VALIDATORS,\n useExisting: forwardRef(function () { return MatCheckboxRequiredValidator; }),\n multi: true\n};\n/**\n * Validator for Material checkbox's required attribute in template-driven checkbox.\n * Current CheckboxRequiredValidator only work with `input type=checkbox` and does not\n * work with `mat-checkbox`.\n */\nvar MatCheckboxRequiredValidator = /** @class */ (function (_super) {\n __extends(MatCheckboxRequiredValidator, _super);\n function MatCheckboxRequiredValidator() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatCheckboxRequiredValidator.decorators = [\n { type: Directive, args: [{\n selector: \"mat-checkbox[required][formControlName],\\n mat-checkbox[required][formControl], mat-checkbox[required][ngModel]\",\n providers: [MAT_CHECKBOX_REQUIRED_VALIDATOR],\n host: { '[attr.required]': 'required ? \"\" : null' }\n },] },\n];\n return MatCheckboxRequiredValidator;\n}(CheckboxRequiredValidator));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatCheckboxModule = /** @class */ (function () {\n function MatCheckboxModule() {\n }\n MatCheckboxModule.decorators = [\n { type: NgModule, args: [{\n imports: [CommonModule, MatRippleModule, MatCommonModule, ObserversModule],\n exports: [MatCheckbox, MatCheckboxRequiredValidator, MatCommonModule],\n declarations: [MatCheckbox, MatCheckboxRequiredValidator],\n },] },\n];\n return MatCheckboxModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MAT_CHECKBOX_CONTROL_VALUE_ACCESSOR, TransitionCheckState, MatCheckboxChange, MatCheckboxBase, _MatCheckboxMixinBase, MatCheckbox, MAT_CHECKBOX_CLICK_ACTION, MatCheckboxModule, MAT_CHECKBOX_REQUIRED_VALIDATOR, MatCheckboxRequiredValidator };\n//# sourceMappingURL=checkbox.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { BACKSPACE, DELETE, SPACE, END, HOME, hasModifierKey, ENTER } from '@angular/cdk/keycodes';\nimport { Platform } from '@angular/cdk/platform';\nimport { ContentChild, Directive, ElementRef, EventEmitter, forwardRef, Inject, Input, NgZone, Optional, Output, InjectionToken, ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChildren, Self, ViewEncapsulation, NgModule } from '@angular/core';\nimport { MAT_RIPPLE_GLOBAL_OPTIONS, mixinColor, mixinDisabled, mixinDisableRipple, RippleRenderer, ErrorStateMatcher, mixinErrorState } from '@angular/material/core';\nimport { Subject, merge } from 'rxjs';\nimport { take, startWith, takeUntil } from 'rxjs/operators';\nimport { FocusKeyManager } from '@angular/cdk/a11y';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { SelectionModel } from '@angular/cdk/collections';\nimport { FormGroupDirective, NgControl, NgForm } from '@angular/forms';\nimport { MatFormFieldControl } from '@angular/material/form-field';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Event object emitted by MatChip when selected or deselected.\n */\nvar /**\n * Event object emitted by MatChip when selected or deselected.\n */\nMatChipSelectionChange = /** @class */ (function () {\n function MatChipSelectionChange(source, selected, isUserInput) {\n if (isUserInput === void 0) { isUserInput = false; }\n this.source = source;\n this.selected = selected;\n this.isUserInput = isUserInput;\n }\n return MatChipSelectionChange;\n}());\n// Boilerplate for applying mixins to MatChip.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatChip.\n/**\n * \\@docs-private\n */\nMatChipBase = /** @class */ (function () {\n function MatChipBase(_elementRef) {\n this._elementRef = _elementRef;\n }\n return MatChipBase;\n}());\n/** @type {?} */\nvar _MatChipMixinBase = mixinColor(mixinDisableRipple(mixinDisabled(MatChipBase)), 'primary');\n/** @type {?} */\nvar

CHIP_ATTRIBUTE_NAMES = ['mat-basic-chip'];\n/**\n * Dummy directive to add CSS class to chip avatar.\n * \\@docs-private\n */\nvar MatChipAvatar = /** @class */ (function () {\n function MatChipAvatar() {\n }\n MatChipAvatar.decorators = [\n { type: Directive, args: [{\n selector: 'mat-chip-avatar, [matChipAvatar]',\n host: { 'class': 'mat-chip-avatar' }\n },] },\n];\n return MatChipAvatar;\n}());\n/**\n * Dummy directive to add CSS class to chip trailing icon.\n * \\@docs-private\n */\nvar MatChipTrailingIcon = /** @class */ (function () {\n function MatChipTrailingIcon() {\n }\n MatChipTrailingIcon.decorators = [\n { type: Directive, args: [{\n selector: 'mat-chip-trailing-icon, [matChipTrailingIcon]',\n host: { 'class': 'mat-chip-trailing-icon' }\n },] },\n];\n return MatChipTrailingIcon;\n}());\n/**\n * Material design styled Chip component. Used inside the MatChipList component.\n */\nvar MatChip = /** @class */ (function (_super) {\n __extends(MatChip, _super);\n function MatChip(_elementRef, _ngZone, platform, globalOptions) {\n var _this = _super.call(this, _elementRef) || this;\n _this._elementRef = _elementRef;\n _this._ngZone = _ngZone;\n /**\n * Whether the ripples are globally disabled through the RippleGlobalOptions\n */\n _this._ripplesGloballyDisabled = false;\n /**\n * Ripple configuration for ripples that are launched on pointer down.\n * \\@docs-private\n */\n _this.rippleConfig = {};\n /**\n * Whether the chip has focus.\n */\n _this._hasFocus = false;\n /**\n * Whether the chip list is selectable\n */\n _this.chipListSelectable = true;\n _this._selected = false;\n _this._selectable = true;\n _this._removable = true;\n /**\n * Emits when the chip is focused.\n */\n _this._onFocus = new Subject();\n /**\n * Emits when the chip is blured.\n */\n _this._onBlur = new Subject();\n /**\n * Emitted when the chip is selected or deselected.\n */\n _this.selectionChange = new EventEmitter();\n /**\n * Emitted when the chip is destroyed.\n */\n _this.destroyed = new EventEmitter();\n /**\n * Emitted when a chip is to be removed.\n */\n _this.removed = new EventEmitter();\n _this._addHostClassName();\n _this._chipRipple = new RippleRenderer(_this, _ngZone, _elementRef, platform);\n _this._chipRipple.setupTriggerEvents(_elementRef.nativeElement);\n if (globalOptions) {\n // TODO(paul): Do not copy each option manually. Allow dynamic global option changes: #9729\n _this._ripplesGloballyDisabled = !!globalOptions.disabled;\n _this.rippleConfig = {\n animation: globalOptions.animation,\n terminateOnPointerUp: globalOptions.terminateOnPointerUp,\n };\n }\n return _this;\n }\n Object.defineProperty(MatChip.prototype, \"rippleDisabled\", {\n /**\n * Whether ripples are disabled on interaction\n * @docs-private\n */\n get: /**\n * Whether ripples are disabled on interaction\n * \\@docs-private\n * @return {?}\n */\n function () {\n return this.disabled || this.disableRipple || this._ripplesGloballyDisabled;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChip.prototype, \"selected\", {\n /** Whether the chip is selected. */\n get: /**\n * Whether the chip is selected.\n * @return {?}\n */\n function () { return this._selected; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var coercedValue = coerceBooleanProperty(value);\n if (coercedValue !== this._selected) {\n this._selected = coercedValue;\n this._dispatchSelectionChange();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChip.prototype, \"value\", {\n /** The value of the chip. Defaults to the content inside `<mat-chip>` tags. */\n get: /**\n * The value of the chip. Defaults to the content inside `<mat-chip>` tags.\n * @return {?}\n */\n function () {\n return this._value != undefined\n ? this._value\n : this._elementRef.nativeElement.textContent;\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._value = value; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChip.prototype, \"selectable\", {\n /**\n * Whether or not the chip is selectable. When a chip is not selectable,\n * changes to its selected state are always ignored. By default a chip is\n * selectable, and it becomes non-selectable if its parent chip list is\n * not selectable.\n */\n get: /**\n * Whether or not the chip is selectable. When a chip is not selectable,\n * changes to its selected state are always ignored. By default a chip is\n * selectable, and it becomes non-selectable if its parent chip list is\n * not selectable.\n * @return {?}\n */\n function () { return

this._selectable && this.chipListSelectable; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._selectable = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChip.prototype, \"removable\", {\n /**\n * Determines whether or not the chip displays the remove styling and emits (removed) events.\n */\n get: /**\n * Determines whether or not the chip displays the remove styling and emits (removed) events.\n * @return {?}\n */\n function () { return this._removable; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._removable = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChip.prototype, \"ariaSelected\", {\n /** The ARIA selected applied to the chip. */\n get: /**\n * The ARIA selected applied to the chip.\n * @return {?}\n */\n function () {\n return this.selectable ? this.selected.toString() : null;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatChip.prototype._addHostClassName = /**\n * @return {?}\n */\n function () {\n // Add class for the different chips\n for (var _i = 0, CHIP_ATTRIBUTE_NAMES_1 = CHIP_ATTRIBUTE_NAMES; _i < CHIP_ATTRIBUTE_NAMES_1.length; _i++) {\n var attr = CHIP_ATTRIBUTE_NAMES_1[_i];\n if (this._elementRef.nativeElement.hasAttribute(attr) ||\n this._elementRef.nativeElement.tagName.toLowerCase() === attr) {\n ((/** @type {?} */ (this._elementRef.nativeElement))).classList.add(attr);\n return;\n }\n }\n ((/** @type {?} */ (this._elementRef.nativeElement))).classList.add('mat-standard-chip');\n };\n /**\n * @return {?}\n */\n MatChip.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this.destroyed.emit({ chip: this });\n this._chipRipple._removeTriggerEvents();\n };\n /** Selects the chip. */\n /**\n * Selects the chip.\n * @return {?}\n */\n MatChip.prototype.select = /**\n * Selects the chip.\n * @return {?}\n */\n function () {\n if (!this._selected) {\n this._selected = true;\n this._dispatchSelectionChange();\n }\n };\n /** Deselects the chip. */\n /**\n * Deselects the chip.\n * @return {?}\n */\n MatChip.prototype.deselect = /**\n * Deselects the chip.\n * @return {?}\n */\n function () {\n if (this._selected) {\n this._selected = false;\n this._dispatchSelectionChange();\n }\n };\n /** Select this chip and emit selected event */\n /**\n * Select this chip and emit selected event\n * @return {?}\n */\n MatChip.prototype.selectViaInteraction = /**\n * Select this chip and emit selected event\n * @return {?}\n */\n function () {\n if (!this._selected) {\n this._selected = true;\n this._dispatchSelectionChange(true);\n }\n };\n /** Toggles the current selected state of this chip. */\n /**\n * Toggles the current selected state of this chip.\n * @param {?=} isUserInput\n * @return {?}\n */\n MatChip.prototype.toggleSelected = /**\n * Toggles the current selected state of this chip.\n * @param {?=} isUserInput\n * @return {?}\n */\n function (isUserInput) {\n if (isUserInput === void 0) { isUserInput = false; }\n this._selected = !this.selected;\n this._dispatchSelectionChange(isUserInput);\n return this.selected;\n };\n /** Allows for programmatic focusing of the chip. */\n /**\n * Allows for programmatic focusing of the chip.\n * @return {?}\n */\n MatChip.prototype.focus = /**\n * Allows for programmatic focusing of the chip.\n * @return {?}\n */\n function () {\n if (!this._hasFocus) {\n this._elementRef.nativeElement.focus();\n this._onFocus.next({ chip: this });\n }\n this._hasFocus = true;\n };\n /**\n * Allows for programmatic removal of the chip. Called by the MatChipList when the DELETE or\n * BACKSPACE keys are pressed.\n *\n * Informs any listeners of the removal request. Does not remove the chip from the DOM.\n */\n /**\n * Allows for programmatic removal of the chip. Called by the MatChipList when the DELETE or\n * BACKSPACE keys are pressed.\n *\n * Informs any listeners of the removal request. Does not remove the chip from the DOM.\n * @return {?}\n */\n MatChip.prototype.remove = /**\n * Allows for programmatic removal of the chip. Called by the MatChipList when the DELETE or\n * BACKSPACE keys are pressed.\n *\n * Informs any listeners of the removal request. Does not remove the chip from the DOM.\n * @return {?}\n */\n function () {\n if (this.removable) {\n this.removed.emit({ chip: this });\n }\n };\n /** Handles click events on the chip. */\n /**\n * Handles click events on the chip.\n * @param {?} event\n * @return {?}\n */\n MatChip.prototype._handleClick = /**\n * Handles click events on the chip.\n * @param {?} event\n *

@return {?}\n */\n function (event) {\n if (this.disabled) {\n event.preventDefault();\n }\n
else {\n event.stopPropagation();\n }\n };\n /** Handle custom key presses. */\n /**\n * Handle
custom key presses.\n * @param {?} event\n * @return {?}\n */\n MatChip.prototype._handleKeydown =
/**\n * Handle custom key presses.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n
if (this.disabled) {\n return;\n }\n switch (event.keyCode) {\n case DELETE:\n case
BACKSPACE:\n // If we are removable, remove the focused chip\n this.remove();\n //
Always prevent so page navigation does not occur\n event.preventDefault();\n break;\n
case SPACE:\n // If we are selectable, toggle the focused chip\n if (this.selectable) {\n
this.toggleSelected(true);\n }\n // Always prevent space from scrolling the page since the list has
focus\n event.preventDefault();\n break;\n }\n };\n /**\n * @return {?}\n */\n
MatChip.prototype._blur = /**\n * @return {?}\n */\n function () {\n var _this = this;\n // When
animations are enabled, Angular may end up removing the chip from the DOM a little\n // earlier than usual,
causing it to be blurred and throwing off the logic in the chip list\n // that moves focus not the next item. To
work around the issue, we defer marking the chip\n // as not focused until the next time the zone stabilizes.\n
this._ngZone.onStable\n .asObservable()\n .pipe(take(1))\n .subscribe(function () {\n
_this._ngZone.run(function () {\n _this._hasFocus = false;\n _this._onBlur.next({ chip: _this });\n
});\n });\n };\n /**\n * @private\n * @param {?=} isUserInput\n * @return {?}\n */\n
MatChip.prototype._dispatchSelectionChange = /**\n * @private\n * @param {?=} isUserInput\n * @return
{?}\n */\n function (isUserInput) {\n if (isUserInput === void 0) { isUserInput = false; }\n
this.selectionChange.emit({\n source: this,\n isUserInput: isUserInput,\n selected:
this._selected\n });\n };\n MatChip.decorators = [\n { type: Directive, args: [{\n selector:
\"mat-basic-chip, [mat-basic-chip], mat-chip, [mat-chip]\",\n inputs: ['color', 'disabled',
'disableRipple'],\n exportAs: 'matChip',\n host: {\n 'class': 'mat-chip',\n
'[attr.tabindex]': 'disabled ? null : -1',\n 'role': 'option',\n '[class.mat-chip-selected]':
'selected',\n '[class.mat-chip-with-avatar]': 'avatar',\n '[class.mat-chip-with-trailing-
icon]': 'trailingIcon || removeIcon',\n '[class.mat-chip-disabled]': 'disabled',\n
'[attr.disabled]': 'disabled || null',\n '[attr.aria-disabled]': 'disabled.toString()',\n '[attr.aria-
selected]': 'ariaSelected',\n '(click)': '_handleClick($event)',\n '(keydown)':
'_handleKeydown($event)',\n '(focus)': 'focus()',\n '(blur)': '_blur()',\n },\n
},] },\n];\n /** @nocollapse */\n MatChip.ctorParameters = function () { return [\n { type:
ElementRef },\n { type: NgZone },\n { type: Platform },\n { type: undefined, decorators: [{ type:
Optional }, { type: Inject, args: [MAT_RIPPLE_GLOBAL_OPTIONS,] }] }\n]; };\n MatChip.propDecorators =
{\n avatar: [{ type: ContentChild, args: [MatChipAvatar,] }],\n trailingIcon: [{ type: ContentChild, args:
[MatChipTrailingIcon,] }],\n removeIcon: [{ type: ContentChild, args: [forwardRef(function () { return
MatChipRemove; }),] }],\n selected: [{ type: Input }],\n value: [{ type: Input }],\n selectable: [{ type:
Input }],\n removable: [{ type: Input }],\n selectionChange: [{ type: Output }],\n destroyed: [{ type:
Output }],\n removed: [{ type: Output }]\n };\n return MatChip;\n}(_MatChipMixinBase));\n/**\n * Applies
proper (click) support and adds styling for use with the Material Design \"cancel\" icon\n * available at
https://material.io/icons/#ic_cancel.\n *\n * Example:\n *\n * `<mat-chip>\n * <mat-icon
matChipRemove>cancel</mat-icon>\n * </mat-chip>`\n *\n * You *may* use a custom icon, but you may need
to override the `mat-chip-remove` positioning\n * styles to properly center the icon within the chip.\n */\nvar
MatChipRemove = /** @class */ (function () {\n function MatChipRemove(_parentChip) {\n
this._parentChip = _parentChip;\n }\n /** Calls the parent chip's public `remove()` method if applicable. */\n
/**\n * Calls the parent chip's public `remove()` method if applicable.\n * @param {?} event\n * @return
{?}\n */\n MatChipRemove.prototype._handleClick = /**\n * Calls the parent chip's public `remove()`
method if applicable.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if
(this._parentChip.removable) {\n this._parentChip.remove();\n }\n // We need to stop event
propagation because otherwise the event will bubble up to the\n // form field and cause the `onContainerClick`

method to be invoked. This method would then\n // reset the focused chip that has been focused after chip removal. Usually the parent\n // the parent click listener of the `MatChip` would prevent propagation, but it can happen\n // that the chip is being removed before the event bubbles up.\n event.stopPropagation();\n };\n MatChipRemove.decorators = [\n { type: Directive, args: [{\n selector: '[matChipRemove]',\n host: {\n 'class': 'mat-chip-remove mat-chip-trailing-icon',\n '(click)': '_handleClick($event)',\n }\n },] },\n];\n /** @nocollapse */\n MatChipRemove.ctorParameters = function () { return [\n { type: MatChip }\n]; };\n return MatChipRemove;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token to be used to override the default options for the chips module.\n * @type {?}\n */\nvar MAT_CHIPS_DEFAULT_OPTIONS = new InjectionToken('mat-chips-default-options');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatChipList.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatChipList.\n/**\n * \\@docs-private\n */\nMatChipListBase = /** @class */ (function () {\n function MatChipListBase(_defaultErrorStateMatcher, _parentForm, _parentFormGroup, ngControl) {\n this._defaultErrorStateMatcher = _defaultErrorStateMatcher;\n this._parentForm = _parentForm;\n this._parentFormGroup = _parentFormGroup;\n this.ngControl = ngControl;\n }\n return MatChipListBase;\n}));\n/** @type {?} */\nvar _MatChipListMixinBase = mixinErrorState(MatChipListBase);\n// Increasing integer for generating unique ids for chip-list components.\n/** @type {?} */\nvar nextUniqueId = 0;\n/**\n * Change event object that is emitted when the chip list value has changed.\n */\nvar \n/**\n * Change event object that is emitted when the chip list value has changed.\n */\nMatChipListChange = /** @class */ (function () {\n function MatChipListChange(source, value) {\n this.source = source;\n this.value = value;\n }\n return MatChipListChange;\n}));\n/**\n * A material design chips component (named ChipList for its similarity to the List component).\n */\nvar MatChipList = /** @class */ (function (_super) {\n __extends(MatChipList, _super);\n function MatChipList(_elementRef, _changeDetectorRef, _dir, _parentForm, _parentFormGroup, _defaultErrorStateMatcher, ngControl) {\n var _this = _super.call(this, _defaultErrorStateMatcher, _parentForm, _parentFormGroup, ngControl) || this;\n _this._elementRef = _elementRef;\n _this._changeDetectorRef = _changeDetectorRef;\n _this._dir = _dir;\n _this.ngControl = ngControl;\n /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n */\n _this.controlType = 'mat-chip-list';\n /**\n * When a chip is destroyed, we store the index of the destroyed chip until the chips\n * query list notifies about the update. This is necessary because we cannot determine an\n * appropriate chip that should receive focus until the array of chips updated completely.\n */\n _this._lastDestroyedChipIndex = null;\n /**\n * Subject that emits when the component has been destroyed.\n */\n _this._destroyed = new Subject();\n /**\n * Uid of the chip list\n */\n _this._uid = \"mat-chip-list-\" + nextUniqueId++;\n /**\n * Tab index for the chip list.\n */\n _this._tabIndex = 0;\n /**\n * User defined tab index.\n * When it is not null, use user defined tab index. Otherwise use _tabIndex\n */\n _this._userTabIndex = null;\n /**\n * Function when touched\n */\n _this._onTouched = function () { };\n /**\n * Function when changed\n */\n _this._onChange = function () { };\n _this._multiple = false;\n _this._compareWith = function (o1, o2) { return o1 === o2; };\n _this._required = false;\n _this._disabled = false;\n /**\n * Orientation of the chip list.\n */\n _this.ariaOrientation = 'horizontal';\n _this._selectable = true;\n /**\n * Event emitted when the selected chip list value has been changed by the user.\n */\n _this.change = new EventEmitter();\n /**\n * Event that emits whenever the raw value of the chip-list changes. This is here primarily\n * to facilitate the two-way binding for the `value` input.\n * \\@docs-private\n */\n _this.valueChange = new EventEmitter();\n if (_this.ngControl) {\n _this.ngControl.valueAccessor = _this;\n }\n return _this;\n }\n Object.defineProperty(MatChipList.prototype, \"selected\", {\n /** The array of selected chips inside chip list. */\n get: /**\n * The array of selected chips inside chip list.\n * @return {?}\n */\n function

() {\n return this.multiple ? this._selectionModel.selected : this._selectionModel.selected[0];\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"role\", {\n /** The ARIA role applied to the chip list. */\n get: /**\n * The ARIA role applied to the chip list.\n * @return {?}\n */\n function () { return this.empty ? null : 'listbox'; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"multiple\", {\n /** Whether the user should be allowed to select multiple chips. */\n get: /**\n * Whether the user should be allowed to select multiple chips.\n * @return {?}\n */\n function () { return this._multiple; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._multiple = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"compareWith\", {\n /**\n * A function to compare the option values with the selected values. The first argument\n * is a value from an option. The second is a value from the selection. A boolean\n * should be returned.\n */\n get: /**\n * A function to compare the option values with the selected values. The first argument\n * is a value from an option. The second is a value from the selection. A boolean\n * should be returned.\n * @return {?}\n */\n function () { return this._compareWith; },\n set: /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._compareWith = fn;\n if (this._selectionModel) {\n // A different comparator means the selection could change.\n this._initializeSelection();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"value\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () { return this._value; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.writeValue(value);\n this._value = value;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"id\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () {\n return this._chipInput ? this._chipInput.id : this._uid;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"required\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () { return this._required; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._required = coerceBooleanProperty(value);\n this.stateChanges.next();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"placeholder\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () {\n return this._chipInput ? this._chipInput.placeholder : this._placeholder;\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._placeholder = value;\n this.stateChanges.next();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"focused\", {\n /** Whether any chips or the matChipInput inside of this chip-list has focus. */\n get: /**\n * Whether any chips or the matChipInput inside of this chip-list has focus.\n * @return {?}\n */\n function () {\n return (this._chipInput && this._chipInput.focused) || this._hasFocusedChip();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"empty\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () {\n return (!this._chipInput || this._chipInput.empty) && this.chips.length === 0;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"shouldLabelFloat\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n

function () { return !this.empty || this.focused; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"disabled\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () { return this.ngControl ? !!this.ngControl.disabled : this._disabled; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n var _this = this;\n this._disabled = coerceBooleanProperty(value);\n if (this.chips) {\n this.chips.forEach(function (chip) { return chip.disabled = _this._disabled; });\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"selectable\", {\n /**\n * Whether or not this chip list is selectable. When a chip list is not selectable,\n * the selected states for all the chips inside the chip list are always ignored.\n */\n get: /**\n * Whether or not this chip list is selectable. When a chip list is not selectable,\n * the selected states for all the chips inside the chip list are always ignored.\n * @return {?}\n */\n function () { return this._selectable; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n var _this = this;\n this._selectable = coerceBooleanProperty(value);\n if (this.chips) {\n this.chips.forEach(function (chip) { return chip.chipListSelectable = _this._selectable; });\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"tabIndex\", {\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._userTabIndex = value;\n this._tabIndex = value;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"chipSelectionChanges\", {\n /** Combined stream of all of the child chips' selection change events. */\n get: /**\n * Combined stream of all of the child chips' selection change events.\n * @return {?}\n */\n function () {\n return merge.apply(void 0, this.chips.map(function (chip) { return chip.selectionChange; }));\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"chipFocusChanges\", {\n /** Combined stream of all of the child chips' focus change events. */\n get: /**\n * Combined stream of all of the child chips' focus change events.\n * @return {?}\n */\n function () {\n return merge.apply(void 0, this.chips.map(function (chip) { return chip._onFocus; }));\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"chipBlurChanges\", {\n /** Combined stream of all of the child chips' blur change events. */\n get: /**\n * Combined stream of all of the child chips' blur change events.\n * @return {?}\n */\n function () {\n return merge.apply(void 0, this.chips.map(function (chip) { return chip._onBlur; }));\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatChipList.prototype, \"chipRemoveChanges\", {\n /** Combined stream of all of the child chips' remove change events. */\n get: /**\n * Combined stream of all of the child chips' remove change events.\n * @return {?}\n */\n function () {\n return merge.apply(void 0, this.chips.map(function (chip) { return chip.destroyed; }));\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatChipList.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._keyManager = new FocusKeyManager(this.chips)\n .withWrap()\n .withVerticalOrientation()\n .withHorizontalOrientation(this._dir ? this._dir.value : 'ltr');\n if (this._dir) {\n this._dir.change\n .pipe(takeUntil(this._destroyed))\n .subscribe(function (dir) { return _this._keyManager.withHorizontalOrientation(dir); });\n }\n // Prevents the chip list from capturing focus and redirecting\n // it back to the first chip when the user tabs out.\n this._keyManager.tabOut.pipe(takeUntil(this._destroyed)).subscribe(function () {\n _this._tabIndex = -1;\n setTimeout(function () { return _this._tabIndex = _this._userTabIndex || 0; });\n });\n // When the list changes, re-subscribe\n this.chips.changes.pipe(startWith(null), takeUntil(this._destroyed)).subscribe(function () {\n _this._resetChips();\n // Reset chips selected/deselected status\n _this._initializeSelection();\n // Check to see if we need to update our tab index\n _this._updateTabIndex();\n // Check to see if we have a destroyed chip and need to refocus\n

_this._updateFocusForDestroyedChips();\n _this.stateChanges.next();\n });\n };\n /**\n * @return {?}\n */\n MatChipList.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n this._selectionModel = new SelectionModel(this.multiple, undefined, false);\n this.stateChanges.next();\n };\n /**\n * @return {?}\n */\n MatChipList.prototype.ngDoCheck = /**\n * @return {?}\n */\n function () {\n if (this.ngControl) {\n // We need to re-evaluate this on every change detection cycle, because there are some\n // error triggers that we can't subscribe to (e.g. parent form submissions). This means\n // that whatever logic is in here has to be super lean or we risk destroying the performance.\n this.updateErrorState();\n }\n };\n /**\n * @return {?}\n */\n MatChipList.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._destroyed.next();\n this._destroyed.complete();\n this.stateChanges.complete();\n this._dropSubscriptions();\n };\n /** Associates an HTML input element with this chip list. */\n /**\n * Associates an HTML input element with this chip list.\n * @param {?} inputElement\n * @return {?}\n */\n MatChipList.prototype.registerInput = /**\n * Associates an HTML input element with this chip list.\n * @param {?} inputElement\n * @return {?}\n */\n function (inputElement) {\n this._chipInput = inputElement;\n };\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @param {?} ids\n * @return {?}\n */\n MatChipList.prototype.setDescribedByIds = /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @param {?} ids\n * @return {?}\n */\n function (ids) { this._ariaDescribedby = ids.join(' '); };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} value\n * @return {?}\n */\n MatChipList.prototype.writeValue = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (this.chips) {\n this._setSelectionByValue(value, false);\n }\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n MatChipList.prototype.registerOnChange = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._onChange = fn;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n MatChipList.prototype.registerOnTouched = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._onTouched = fn;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} isDisabled\n * @return {?}\n */\n MatChipList.prototype.setDisabledState = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} isDisabled\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n this.stateChanges.next();\n };\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @param {?} event\n * @return {?}\n */\n MatChipList.prototype.onContainerClick = /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if (!this._originatesFromChip(event)) {\n this.focus();\n }\n };\n /**\n * Focuses the the first non-disabled chip in this chip list, or the associated input when there\n * are no eligible chips.\n */\n /**\n * Focuses the the first non-disabled chip in this chip list, or the associated input when there\n * are no eligible chips.\n * @return {?}\n */\n MatChipList.prototype.focus = /**\n * Focuses the the first non-disabled chip in this chip list, or the associated input when there\n * are no eligible chips.\n * @return {?}\n */\n function () {\n if (this.disabled) {\n return;\n }\n // TODO: ARIA says this should focus the first `selected` chip if any are selected.\n // Focus on first element if there's no chipInput inside chip-list\n if (this._chipInput && this._chipInput.focused) {\n // do nothing\n }\n else if (this.chips.length > 0) {\n this._keyManager.setFirstItemActive();\n this.stateChanges.next();\n }\n else {\n this._focusInput();\n this.stateChanges.next();\n }\n };\n /** Attempt to focus an input if we have one. */\n /**\n * Attempt to focus an input if we have one.\n * @return {?}\n */\n MatChipList.prototype._focusInput = /**\n * Attempt to focus an input if we have one.\n * @return {?}\n

```
*/\n    function () {\n        if (this._chipInput) {\n            this._chipInput.focus();\n        }\n    };\n    /**\n     * Pass
events to the keyboard manager. Available here for tests.\n     */\n    /**\n     * Pass events to the keyboard manager.
Available here for tests.\n     * @param {?} event\n     * @return {?}\n     */\n    MatChipList.prototype._keydown =
/**\n     * Pass events to the keyboard manager. Available here for tests.\n     * @param {?} event\n     * @return
{?}\n     */\n    function (event) {\n        /** @type {?} */\n        var target = (/** @type {?} */ (event.target));\n
// If they are on an empty input and hit backspace, focus the last chip\n        if (event.keyCode === BACKSPACE
&& this._isInputEmpty(target)) {\n            this._keyManager.setLastItemActive();\n
event.preventDefault();\n        }\n        else if (target && target.classList.contains('mat-chip')) {\n            if
(event.keyCode === HOME) {\n                this._keyManager.setFirstItemActive();\n
event.preventDefault();\n            }\n            else if (event.keyCode === END) {\n
this._keyManager.setLastItemActive();\n                event.preventDefault();\n            }\n            else {\n
this._keyManager.onKeydown(event);\n            }\n            this.stateChanges.next();\n        }\n    };\n    /**\n     *
Check the tab index as you should not be allowed to focus an empty list.\n     */\n    /**\n     * Check the tab index as
you should not be allowed to focus an empty list.\n     * @protected\n     * @return {?}\n     */\n
MatChipList.prototype._updateTabIndex = /**\n     * Check the tab index as you should not be allowed to focus an
empty list.\n     * @protected\n     * @return {?}\n     */\n    function () {\n        // If we have 0 chips, we should not
allow keyboard focus\n        this._tabIndex = this._userTabIndex || (this.chips.length === 0 ? -1 : 0);\n    };\n    /**\n
 * If the amount of chips changed, we need to update the\n     * key manager state and focus the next closest chip.\n
 */\n    /**\n     * If the amount of chips changed, we need to update the\n     * key manager state and focus the next
closest chip.\n     * @protected\n     * @return {?}\n     */\n
MatChipList.prototype._updateFocusForDestroyedChips = /**\n     * If the amount of chips changed, we need to
update the\n     * key manager state and focus the next closest chip.\n     * @protected\n     * @return {?}\n     */\n
function () {\n        if (this._lastDestroyedChipIndex != null && this.chips.length) {\n            /** @type {?} */\n
   var newChipIndex = Math.min(this._lastDestroyedChipIndex, this.chips.length - 1);\n
this._keyManager.setActiveItem(newChipIndex);\n        }\n        this._lastDestroyedChipIndex = null;\n    };\n
/**\n     * Utility to ensure all indexes are valid.\n     *\n     * @param index The index to be checked.\n     *
@returns True if the index is valid for our list of chips.\n     */\n    /**\n     * Utility to ensure all indexes are valid.\n
 *\n     * @private\n     * @param {?} index The index to be checked.\n     * @return {?} True if the index is valid
for our list of chips.\n     */\n    MatChipList.prototype._isValidIndex = /**\n     * Utility to ensure all indexes are
valid.\n     *\n     * @private\n     * @param {?} index The index to be checked.\n     * @return {?} True if the index
is valid for our list of chips.\n     */\n    function (index) {\n        return index >= 0 && index < this.chips.length;\n
};\n    /**\n     * @private\n     * @param {?} element\n     * @return {?}\n     */\n
MatChipList.prototype._isInputEmpty = /**\n     * @private\n     * @param {?} element\n     * @return {?}\n
*/\n    function (element) {\n        if (element && element.nodeName.toLowerCase() === 'input') {\n            /**
@type {?} */\n            var input = (/** @type {?} */ (element));\n            return !input.value;\n        }\n        return
false;\n    };\n    /**\n     * @param {?} value\n     * @param {?=} isUserInput\n     * @return {?}\n     */\n
MatChipList.prototype._setSelectionByValue = /**\n     * @param {?} value\n     * @param {?=} isUserInput\n
* @return {?}\n     */\n    function (value, isUserInput) {\n        var _this = this;\n        if (isUserInput === void 0) {
isUserInput = true; }\n        this._clearSelection();\n        this.chips.forEach(function (chip) { return chip.deselect();
});\n        if (Array.isArray(value)) {\n            value.forEach(function (currentValue) { return
_this._selectValue(currentValue, isUserInput); });\n            this._sortValues();\n        }\n        else {\n            /**
@type {?} */\n            var correspondingChip = this._selectValue(value, isUserInput);\n            // Shift focus to the
active item. Note that we shouldn't do this in multiple\n            // mode, because we don't know what chip the user
interacted with last.\n            if (correspondingChip) {\n                if (isUserInput) {\n
this._keyManager.setActiveItem(correspondingChip);\n                }\n            }\n        }\n    };\n    /**\n     * Finds and
selects the chip based on its value.\n     * @returns Chip that has the corresponding value.\n     */\n    /**\n     * Finds
and selects the chip based on its value.\n     * @private\n     * @param {?} value\n     * @param {?=} isUserInput\n
 * @return {?} Chip that has the corresponding value.\n     */\n    MatChipList.prototype._selectValue = /**\n     *
```

Finds and selects the chip based on its value.\n * @private\n * @param {?} value\n * @param {?=} isUserInput\n * @return {?} Chip that has the corresponding value.\n */\n function (value, isUserInput) {\n var _this = this;\n if (isUserInput === void 0) { isUserInput = true; }\n /** @type {?} */\n var correspondingChip = this.chips.find(function (chip) {\n return chip.value != null && _this._compareWith(chip.value, value);\n });\n if (correspondingChip) {\n isUserInput ? correspondingChip.selectViaInteraction() : correspondingChip.select();\n this._selectionModel.select(correspondingChip);\n }\n return correspondingChip;\n };\n /**\n * @private\n * @return {?}\n */\n MatChipList.prototype._initializeSelection = /**\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n // Defer setting the value in order to avoid the \"Expression\n // has changed after it was checked\" errors from Angular.\n Promise.resolve().then(function () {\n if (_this.ngControl || _this._value) {\n _this._setSelectionByValue(_this.ngControl ? _this.ngControl.value : _this._value, false);\n _this.stateChanges.next();\n }\n });\n };\n /**\n * Deselects every chip in the list.\n * @param skip Chip that should not be deselected.\n */\n /**\n * Deselects every chip in the list.\n * @private\n * @param {?=} skip Chip that should not be deselected.\n * @return {?}\n */\n MatChipList.prototype._clearSelection = /**\n * Deselects every chip in the list.\n * @private\n * @param {?=} skip Chip that should not be deselected.\n * @return {?}\n */\n function (skip) {\n this._selectionModel.clear();\n this.chips.forEach(function (chip) {\n if (chip !== skip) {\n chip.deselect();\n }\n });\n this.stateChanges.next();\n };\n /**\n * Sorts the model values, ensuring that they keep the same\n * order that they have in the panel.\n */\n /**\n * Sorts the model values, ensuring that they keep the same\n * order that they have in the panel.\n * @private\n * @return {?}\n */\n MatChipList.prototype._sortValues = /**\n * Sorts the model values, ensuring that they keep the same\n * order that they have in the panel.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._multiple) {\n this._selectionModel.clear();\n this.chips.forEach(function (chip) {\n if (chip.selected) {\n _this._selectionModel.select(chip);\n }\n });\n this.stateChanges.next();\n }\n };\n /** Emits change event to set the model value. */\n /**\n * Emits change event to set the model value.\n * @private\n * @param {?=} fallbackValue\n * @return {?}\n */\n MatChipList.prototype._propagateChanges = /**\n * Emits change event to set the model value.\n * @private\n * @param {?=} fallbackValue\n * @return {?}\n */\n function (fallbackValue) {\n /** @type {?} */\n var valueToEmit = null;\n if (Array.isArray(this.selected)) {\n valueToEmit = this.selected.map(function (chip) { return chip.value; });\n }\n else {\n valueToEmit = this.selected ? this.selected.value : fallbackValue;\n }\n this._value = valueToEmit;\n this.change.emit(new MatChipListChange(this, valueToEmit));\n this.valueChange.emit(valueToEmit);\n this._onChange(valueToEmit);\n this._changeDetectorRef.markForCheck();\n };\n /** When blurred, mark the field as touched when focus moved outside the chip list. */\n /**\n * When blurred, mark the field as touched when focus moved outside the chip list.\n * @return {?}\n */\n MatChipList.prototype._blur = /**\n * When blurred, mark the field as touched when focus moved outside the chip list.\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._hasFocusedChip()) {\n this._keyManager.setActiveItem(-1);\n }\n if (!this.disabled) {\n if (this._chipInput) {\n // If there's a chip input, we should check whether the focus moved to chip input.\n // If the focus is not moved to chip input, mark the field as touched. If the focus moved\n // to chip input, do nothing.\n // Timeout is needed to wait for the focus() event trigger on chip input.\n setTimeout(function () {\n if (!_this.focused) {\n _this._markAsTouched();\n }\n });\n }\n else {\n // If there's no chip input, then mark the field as touched.\n this._markAsTouched();\n }\n }\n };\n /** Mark the field as touched */\n /**\n * Mark the field as touched\n * @return {?}\n */\n MatChipList.prototype._markAsTouched = /**\n * Mark the field as touched\n * @return {?}\n */\n function () {\n this._onTouched();\n this._changeDetectorRef.markForCheck();\n this.stateChanges.next();\n };\n /**\n * @private\n * @return {?}\n */\n MatChipList.prototype._resetChips = /**\n * @private\n * @return {?}\n */\n function () {\n

this._dropSubscriptions();\n this._listenToChipsFocus();\n this._listenToChipsSelection();\n this._listenToChipsRemoved();\n };\n /**\n * @private\n * @return {?}\n */\n MatChipList.prototype._dropSubscriptions = /**\n * @private\n * @return {?}\n */\n function () {\n if (this._chipFocusSubscription) {\n this._chipFocusSubscription.unsubscribe();\n this._chipFocusSubscription = null;\n }\n if (this._chipBlurSubscription) {\n this._chipBlurSubscription.unsubscribe();\n this._chipBlurSubscription = null;\n }\n if (this._chipSelectionSubscription) {\n this._chipSelectionSubscription.unsubscribe();\n this._chipSelectionSubscription = null;\n }\n if (this._chipRemoveSubscription) {\n this._chipRemoveSubscription.unsubscribe();\n this._chipRemoveSubscription = null;\n }\n };\n /** Listens to user-generated selection events on each chip. */\n /**\n * Listens to user-generated selection events on each chip.\n * @private\n * @return {?}\n */\n MatChipList.prototype._listenToChipsSelection = /**\n * Listens to user-generated selection events on each chip.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n this._chipSelectionSubscription = this.chipSelectionChanges.subscribe(function (event) {\n event.source.selected\n ? _this._selectionModel.select(event.source)\n : _this._selectionModel.deselect(event.source);\n // For single selection chip list, make sure the deselected value is unselected.\n if (!_this.multiple) {\n _this.chips.forEach(function (chip) {\n if (!_this._selectionModel.isSelected(chip) && chip.selected) {\n chip.deselect();\n }\n });\n }\n if (event.isUserInput) {\n _this._propagateChanges();\n }\n });\n };\n /** Listens to user-generated selection events on each chip. */\n /**\n * Listens to user-generated selection events on each chip.\n * @private\n * @return {?}\n */\n MatChipList.prototype._listenToChipsFocus = /**\n * Listens to user-generated selection events on each chip.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n this._chipFocusSubscription = this.chipFocusChanges.subscribe(function (event) {\n /** @type {?} */\n var chipIndex = _this.chips.toArray().indexOf(event.chip);\n if (_this._isValidIndex(chipIndex)) {\n _this._keyManager.updateActiveItemIndex(chipIndex);\n }\n _this.stateChanges.next();\n });\n this._chipBlurSubscription = this.chipBlurChanges.subscribe(function () {\n _this._blur();\n _this.stateChanges.next();\n });\n };\n /**\n * @private\n * @return {?}\n */\n MatChipList.prototype._listenToChipsRemoved = /**\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n this._chipRemoveSubscription = this.chipRemoveChanges.subscribe(function (event) {\n /** @type {?} */\n var chip = event.chip;\n /** @type {?} */\n var chipIndex = _this.chips.toArray().indexOf(event.chip);\n // In case the chip that will be removed is currently focused, we temporarily store\n // the index in order to be able to determine an appropriate sibling chip that will\n // receive focus.\n if (_this._isValidIndex(chipIndex) && chip._hasFocus) {\n _this._lastDestroyedChipIndex = chipIndex;\n }\n });\n };\n /** Checks whether an event comes from inside a chip element. */\n /**\n * Checks whether an event comes from inside a chip element.\n * @private\n * @param {?} event\n * @return {?}\n */\n MatChipList.prototype._originatesFromChip = /**\n * Checks whether an event comes from inside a chip element.\n * @private\n * @param {?} event\n * @return {?}\n */\n function (event) {\n /** @type {?} */\n var currentElement = (/** @type {?} */ (event.target));\n while (currentElement && currentElement !== this._elementRef.nativeElement) {\n if (currentElement.classList.contains('mat-chip')) {\n return true;\n }\n currentElement = currentElement.parentElement;\n }\n return false;\n };\n /** Checks whether any of the chips is focused. */\n /**\n * Checks whether any of the chips is focused.\n * @private\n * @return {?}\n */\n MatChipList.prototype._hasFocusedChip = /**\n * Checks whether any of the chips is focused.\n * @private\n * @return {?}\n */\n function () {\n return this.chips.some(function (chip) { return chip._hasFocus; });\n };\n MatChipList.decorators = [\n { type: Component, args: [{selector: 'mat-chip-list',\n template: \"<div class=\\\"mat-chip-list-wrapper\\\"><ng-content></ng-content> \",\n exportAs: 'matChipList',\n host: {\n '[attr.tabindex]': 'disabled ? null : _tabIndex',\n '[attr.aria-describedby]': '_ariaDescribedby || null',\n '[attr.aria-required]': 'required.toString()',\n

'[attr.aria-disabled]': 'disabled.toString()',\n '[attr.aria-invalid]': 'errorState',\n '[attr.aria-multiselectable]': 'multiple',\n '[attr.role]': 'role',\n '[class.mat-chip-list-disabled]': 'disabled',\n '[class.mat-chip-list-invalid]': 'errorState',\n '[class.mat-chip-list-required]': 'required',\n '[attr.aria-orientation]': 'ariaOrientation',\n 'class': 'mat-chip-list',\n '(focus)': 'focus()',\n '(blur)': '_blur()',\n '(keydown)': '_keydown($event)',\n '[id]': '_uid',\n },\n providers: [{ provide: MatFormFieldControl, useExisting: MatChipList }],\n styles: [\".mat-chip{position:relative;overflow:hidden;box-sizing:border-box;-webkit-tap-highlight-color:transparent;transform:translateZ(0)}.mat-standard-chip{transition:box-shadow 280ms cubic-bezier(.4,0,.2,1);display:inline-flex;padding:7px 12px;border-radius:16px;align-items:center;cursor:default;min-height:32px;height:1px}.mat-standard-chip .mat-chip-remove.mat-icon{width:18px;height:18px}.mat-standard-chip::after{top:0;left:0;right:0;bottom:0;position:absolute;border-radius:inherit;opacity:0;content:'';pointer-events:none;transition:opacity .2s cubic-bezier(.35,0,.25,1)}.mat-standard-chip:hover::after{opacity:.12}.mat-standard-chip:focus{outline:0}.mat-standard-chip:focus::after{opacity:.16}@media screen and (-ms-high-contrast:active){.mat-standard-chip{outline:solid 1px}.mat-standard-chip:focus{outline:dotted 2px}}.mat-standard-chip.mat-chip-disabled::after{opacity:0}.mat-standard-chip.mat-chip-disabled .mat-chip-remove,.mat-standard-chip.mat-chip-disabled .mat-chip-trailing-icon{cursor:default}.mat-standard-chip.mat-chip-with-avatar,.mat-standard-chip.mat-chip-with-trailing-icon.mat-chip-with-avatar{padding-top:0;padding-bottom:0}.mat-standard-chip.mat-chip-with-trailing-icon.mat-chip-with-avatar{padding-right:8px;padding-left:0}[dir=rtl] .mat-standard-chip.mat-chip-with-trailing-icon.mat-chip-with-avatar{padding-left:8px;padding-right:0}.mat-standard-chip.mat-chip-with-trailing-icon{padding-top:7px;padding-bottom:7px;padding-right:8px;padding-left:12px}[dir=rtl] .mat-standard-chip.mat-chip-with-trailing-icon{padding-left:8px;padding-right:12px}.mat-standard-chip.mat-chip-with-avatar{padding-left:0;padding-right:12px}[dir=rtl] .mat-standard-chip.mat-chip-with-avatar{padding-right:0;padding-left:12px}.mat-standard-chip .mat-chip-avatar{width:24px;height:24px;margin-right:8px;margin-left:4px}[dir=rtl] .mat-standard-chip .mat-chip-avatar{margin-left:8px;margin-right:4px}.mat-standard-chip .mat-chip-remove,.mat-standard-chip .mat-chip-trailing-icon{width:18px;height:18px;cursor:pointer}.mat-standard-chip .mat-chip-remove,.mat-standard-chip .mat-chip-trailing-icon{margin-left:8px;margin-right:0}[dir=rtl] .mat-standard-chip .mat-chip-remove,[dir=rtl] .mat-standard-chip .mat-chip-trailing-icon{margin-right:8px;margin-left:0}.mat-chip-list-wrapper{display:flex;flex-direction:row;flex-wrap:wrap;align-items:center;margin:-4px}.mat-chip-list-wrapper .mat-standard-chip,.mat-chip-list-wrapper input.mat-input-element{margin:4px}.mat-chip-list-stacked .mat-chip-list-wrapper{flex-direction:column;align-items:flex-start}.mat-chip-list-stacked .mat-chip-list-wrapper .mat-standard-chip{width:100%}.mat-chip-avatar{border-radius:50%;justify-content:center;align-items:center;display:flex;overflow:hidden;object-fit:cover}input.mat-chip-input{width:150px;margin:4px;flex:1 0 150px}\"],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush\n },] },\n];\n /** @nocollapse */\n MatChipList.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: NgForm, decorators: [{ type: Optional }] },\n { type: FormGroupDirective, decorators: [{ type: Optional }] },\n { type: ErrorStateMatcher },\n { type: NgControl, decorators: [{ type: Optional }, { type: Self }] }\n]; };\n MatChipList.propDecorators = {\n errorStateMatcher: [{ type: Input }],\n multiple: [{ type: Input }],\n compareWith: [{ type: Input }],\n value: [{ type: Input }],\n required: [{ type: Input }],\n placeholder: [{ type: Input }],\n disabled: [{ type: Input }],\n ariaOrientation: [{ type: Input, args: ['aria-orientation',] }],\n selectable: [{ type: Input }],\n tabIndex: [{ type: Input }],\n change: [{ type: Output }],\n valueChange: [{ type: Output }],\n chips: [{ type: ContentChildren, args: [MatChip,] }]\n };\n return MatChipList;\n}(_MatChipListMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Increasing integer for generating unique ids.\n/** @type {?} */\nvar nextUniqueId$1 = 0;\n/**\n * Directive that adds chip-specific behaviors to an input element inside `<mat-form-field>`.\n * May be placed inside or outside of an `<mat-

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chip-list>`.\n */\nvar MatChipInput = /** @class */ (function () {\n    function MatChipInput(_elementRef,
_defaultOptions) {\n        this._elementRef = _elementRef;\n        this._defaultOptions = _defaultOptions;\n
/**\n         * Whether the control is focused.\n         */\n        this.focused = false;\n        this._addOnBlur = false;\n
  /**\n         * The list of key codes that will trigger a chipEnd event.\n         *\n         * Defaults to `[ENTER]`.\n
*/\n        this.separatorKeyCodes = this._defaultOptions.separatorKeyCodes;\n        /**\n         * Emitted when a chip
is to be added.\n         */\n        this.chipEnd = new EventEmitter();\n        /**\n         * The input's placeholder text.\n
         */\n        this.placeholder = '';\n        /**\n         * Unique id for the input.\n         */\n        this.id = \"mat-chip-
list-input-\" + nextUniqueId$1++;\n        this._disabled = false;\n        this._inputElement = (/** @type {?} */
(this._elementRef.nativeElement));\n    }\n    Object.defineProperty(MatChipInput.prototype, \"chipList\", {\n
/** Register input for chip list */\n        set: /**\n         * Register input for chip list\n         * @param {?} value\n
 * @return {?}\n         */\n        function (value) {\n            if (value) {\n                this._chipList = value;\n
this._chipList.registerInput(this);\n            }\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatChipInput.prototype, \"addOnBlur\", {\n        /**\n         * Whether or not the chipEnd
event will be emitted when the input is blurred.\n         */\n        get: /**\n         * Whether or not the chipEnd event
will be emitted when the input is blurred.\n         * @return {?}\n         */\n        function () { return this._addOnBlur;
},\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) {
this._addOnBlur = coerceBooleanProperty(value); },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatChipInput.prototype, \"disabled\", {\n        /** Whether the input is disabled. */\n        get:
/**\n         * Whether the input is disabled.\n         * @return {?}\n         */\n        function () { return this._disabled ||
(this._chipList && this._chipList.disabled); },\n        set: /**\n         * @param {?} value\n         * @return {?}\n
*/\n        function (value) { this._disabled = coerceBooleanProperty(value); },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatChipInput.prototype, \"empty\", {\n        /** Whether the
input is empty. */\n        get: /**\n         * Whether the input is empty.\n         * @return {?}\n         */\n        function
() { return !this._inputElement.value; },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     *
@return {?}\n     */\n    MatChipInput.prototype.ngOnChanges = /**\n     * @return {?}\n     */\n    function () {\n
  this._chipList.stateChanges.next();\n    };\n    /** Utility method to make host definition/tests more clear. */\n
/**\n     * Utility method to make host definition/tests more clear.\n     * @param {?=} event\n     * @return {?}\n
*/\n    MatChipInput.prototype._keydown = /**\n     * Utility method to make host definition/tests more clear.\n     *
@param {?=} event\n     * @return {?}\n     */\n    function (event) {\n        this._emitChipEnd(event);\n    };\n    /**
Checks to see if the blur should emit the (chipEnd) event. */\n    /**\n     * Checks to see if the blur should emit the
(chipEnd) event.\n     * @return {?}\n     */\n    MatChipInput.prototype._blur = /**\n     * Checks to see if the blur
should emit the (chipEnd) event.\n     * @return {?}\n     */\n    function () {\n        if (this.addOnBlur) {\n
this._emitChipEnd();\n        }\n        this.focused = false;\n        // Blur the chip list if it is not focused\n        if
(!this._chipList.focused) {\n            this._chipList._blur();\n        }\n        this._chipList.stateChanges.next();\n    };\n
 /**\n     * @return {?}\n     */\n    MatChipInput.prototype._focus = /**\n     * @return {?}\n     */\n    function ()
{\n        this.focused = true;\n        this._chipList.stateChanges.next();\n    };\n    /** Checks to see if the (chipEnd)
event needs to be emitted. */\n    /**\n     * Checks to see if the (chipEnd) event needs to be emitted.\n     * @param
{?=} event\n     * @return {?}\n     */\n    MatChipInput.prototype._emitChipEnd = /**\n     * Checks to see if the
(chipEnd) event needs to be emitted.\n     * @param {?=} event\n     * @return {?}\n     */\n    function (event) {\n
  if (!this._inputElement.value && !!event) {\n            this._chipList._keydown(event);\n        }\n        if (!event ||
this._isSeparatorKey(event)) {\n            this.chipEnd.emit({ input: this._inputElement, value:
this._inputElement.value });\n            if (event) {\n                event.preventDefault();\n            }\n        }\n    };\n
/**\n     * @return {?}\n     */\n    MatChipInput.prototype._onInput = /**\n     * @return {?}\n     */\n    function ()
{\n        // Let chip list know whenever the value changes.\n        this._chipList.stateChanges.next();\n    };\n    /**
Focuses the input. */\n    /**\n     * Focuses the input.\n     * @return {?}\n     */\n    MatChipInput.prototype.focus =
/**\n     * Focuses the input.\n     * @return {?}\n     */\n    function () {\n        this._inputElement.focus();\n    };\n
/** Checks whether a keycode is one of the configured separators. */\n    /**\n     * Checks whether a keycode is one
of the configured separators.\n     * @private\n     * @param {?} event\n     * @return {?}\n     */\n
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MatChipInput.prototype._isSeparatorKey = /**\n * Checks whether a keycode is one of the configured separators.\n * @private\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if (hasModifierKey(event)) {\n return false;\n }\n /** @type {?} */\n var separators = this.separatorKeyCodes;\n /** @type {?} */\n var keyCode = event.keyCode;\n return Array.isArray(separators) ? separators.indexOf(keyCode) > -1 : separators.has(keyCode);\n };\n MatChipInput.decorators = [\n { type: Directive, args: [{\n selector: 'input[matChipInputFor]',\n exportAs: 'matChipInput, matChipInputFor',\n host: {\n 'class': 'mat-chip-input mat-input-element',\n '(keydown)': '_keydown($event)',\n '(blur)': '_blur()',\n '(focus)': '_focus()',\n '(input)': '_onInput()',\n '[id]': 'id',\n '[attr.disabled]': 'disabled || null',\n '[attr.placeholder]': 'placeholder || null',\n '[attr.aria-invalid]': '_chipList && _chipList.ngControl ? _chipList.ngControl.invalid : null',\n }\n },] },\n];\n /** @nocollapse */\n MatChipInput.ctorParameters = function () { return [\n { type: ElementRef },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_CHIPS_DEFAULT_OPTIONS,] }] }\n]; };\n MatChipInput.propDecorators = {\n chipList: [{ type: Input, args: ['matChipInputFor',] }],\n addOnBlur: [{ type: Input, args: ['matChipInputAddOnBlur',] }],\n separatorKeyCodes: [{ type: Input, args: ['matChipInputSeparatorKeyCodes',] }],\n chipEnd: [{ type: Output, args: ['matChipInputTokenEnd',] }],\n placeholder: [{ type: Input }],\n id: [{ type: Input }],\n disabled: [{ type: Input }]\n };\n return MatChipInput;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar CHIP_DECLARATIONS = [\n MatChipList,\n MatChip,\n MatChipInput,\n MatChipRemove,\n MatChipAvatar,\n MatChipTrailingIcon,\n];\nvar 0 = ({\n separatorKeyCodes: [ENTER]\n});\nvar MatChipsModule = /** @class */ (function () {\n function MatChipsModule() {\n }\n MatChipsModule.decorators = [\n { type: NgModule, args: [{\n exports: CHIP_DECLARATIONS,\n declarations: CHIP_DECLARATIONS,\n providers: [\n ErrorStateMatcher,\n {\n provide: MAT_CHIPS_DEFAULT_OPTIONS,\n useValue: (/** @type {?} */ (0))\n }\n]\n },] },\n];\n return MatChipsModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatChipsModule, MatChipListBase, _MatChipListMixinBase, MatChipListChange, MatChipList, MatChipSelectionChange, MatChipBase, _MatChipMixinBase, MatChipAvatar, MatChipTrailingIcon, MatChip, MatChipRemove, MatChipInput, MAT_CHIPS_DEFAULT_OPTIONS };\n//# sourceMappingURL=chips.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { NgModule, InjectionToken, Optional, Inject, isDevMode, inject, LOCALE_ID, Injectable, Directive, ElementRef, Input, NgZone, Component, ViewEncapsulation, ChangeDetectionStrategy, ChangeDetectorRef, EventEmitter, Output, defineInjectable } from '@angular/core';\nimport { HAMMER_LOADER, HammerGestureConfig } from '@angular/platform-browser';\nimport { BidiModule } from '@angular/cdk/bidi';\nimport { __extends, __assign } from 'tslib';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { Subject, Observable } from 'rxjs';\nimport { Platform, PlatformModule, normalizePassiveListenerOptions } from '@angular/cdk/platform';\nimport { startWith } from 'rxjs/operators';\nimport { isFakeMousedownFromScreenReader } from '@angular/cdk/a11y';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { ENTER, SPACE, hasModifierKey } from '@angular/cdk/keycodes';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * \\@docs-private\n */\nvar AnimationCurves = /** @class */ (function () {\n function AnimationCurves() {\n }\n

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  AnimationCurves.STANDARD_CURVE = 'cubic-bezier(0.4,0.0,0.2,1)';\n
AnimationCurves.DECELERATION_CURVE = 'cubic-bezier(0.0,0.0,0.2,1)';\n
AnimationCurves.ACCELERATION_CURVE = 'cubic-bezier(0.4,0.0,1,1)';\n    AnimationCurves.SHARP_CURVE
= 'cubic-bezier(0.4,0.0,0.6,1)';\n    return AnimationCurves;\n}());\n/**\n * \\@docs-private\n */\nvar
AnimationDurations = /** @class */ (function () {\n    function AnimationDurations() {\n    }\n
AnimationDurations.COMPLEX = '375ms';\n    AnimationDurations.ENTERING = '225ms';\n
AnimationDurations.EXITING = '195ms';\n    return AnimationDurations;\n}());\n\n/**\n * @fileoverview added
by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked
by tsc\n */\n/**\n * Injection token that configures whether the Material sanity checks are enabled.\n * @type {?}\n
*/\nvar MATERIAL_SANITY_CHECKS = new InjectionToken('mat-sanity-checks', {\n    providedIn: 'root',\n
factory: MATERIAL_SANITY_CHECKS_FACTORY,\n});\n/**\n * \\@docs-private\n * @return {?}\n
*/\nfunction MATERIAL_SANITY_CHECKS_FACTORY() {\n    return true;\n}\n/**\n * Module that captures
anything that should be loaded and/or run for *all* Angular Material\n * components. This includes Bidi, etc.\n *\n
* This module should be imported to each top-level component module (e.g., MatTabsModule).\n */\nvar
MatCommonModule = /** @class */ (function () {\n    function MatCommonModule(_sanityChecksEnabled,
_hammerLoader) {\n        this._sanityChecksEnabled = _sanityChecksEnabled;\n        this._hammerLoader =
_hammerLoader;\n        /**\n         * Whether we've done the global sanity checks (e.g. a theme is loaded, there is a
doctype).\n         */\n        this._hasDoneGlobalChecks = false;\n        /**\n         * Whether we've already checked
for HammerJs availability.\n         */\n        this._hasCheckedHammer = false;\n        /**\n         * Reference to the
global `document` object.\n         */\n        this._document = typeof document === 'object' && document ? document
: null;\n        /**\n         * Reference to the global 'window' object.\n         */\n        this._window = typeof window
=== 'object' && window ? window : null;\n        if (this._areChecksEnabled() && !this._hasDoneGlobalChecks) {\n
            this._checkDoctypeIsDefined();\n            this._checkThemeIsPresent();\n            this._hasDoneGlobalChecks
= true;\n        }\n    }\n    /** Whether any sanity checks are enabled */\n    /**\n     * Whether any sanity checks are
enabled\n     * @private\n     * @return {?}\n     */\n    MatCommonModule.prototype._areChecksEnabled = /**\n
* Whether any sanity checks are enabled\n     * @private\n     * @return {?}\n     */\n    function () {\n        return
this._sanityChecksEnabled && isDevMode() && !this._isTestEnv();\n    };\n    /** Whether the code is running in
tests. */\n    /**\n     * Whether the code is running in tests.\n     * @private\n     * @return {?}\n     */\n
MatCommonModule.prototype._isTestEnv = /**\n     * Whether the code is running in tests.\n     * @private\n     *
@return {?}\n     */\n    function () {\n        /** @type {?} */\n        var window = (/** @type {?} */
(this._window));\n        return window && (window.__karma__ || window.jasmine);\n    };\n    /**\n     * @private\n
   * @return {?}\n     */\n    MatCommonModule.prototype._checkDoctypeIsDefined = /**\n     * @private\n     *
@return {?}\n     */\n    function () {\n        if (this._document && !this._document.doctype) {\n
console.warn('Current document does not have a doctype. This may cause ' +\n                'some Angular Material
components not to behave as expected.');\n        }\n    };\n    /**\n     * @private\n     * @return {?}\n     */\n
MatCommonModule.prototype._checkThemeIsPresent = /**\n     * @private\n     * @return {?}\n     */\n    function
() {\n        // We need to assert that the `body` is defined, because these checks run very early\n        // and the `body`
won't be defined if the consumer put their scripts in the `head`.\n        if (!this._document || !this._document.body ||
typeof getComputedStyle !== 'function') {\n            return;\n        }\n        /** @type {?} */\n        var testElement =
this._document.createElement('div');\n        testElement.classList.add('mat-theme-loaded-marker');\n
this._document.body.appendChild(testElement);\n        /** @type {?} */\n        var computedStyle =
getComputedStyle(testElement);\n        // In some situations the computed style of the test element can be null. For
example in\n        // Firefox, the computed style is null if an application is running inside of a hidden iframe.\n        //
See: https://bugzilla.mozilla.org/show_bug.cgi?id=548397\n        if (computedStyle && computedStyle.display !==
'none') {\n            console.warn('Could not find Angular Material core theme. Most Material ' +\n
'components may not work as expected. For more info refer ' +\n                'to the theming guide:
https://material.angular.io/guide/theming');\n        }\n        this._document.body.removeChild(testElement);\n    };\n
/** Checks whether HammerJS is available. */\n    /**\n     * Checks whether HammerJS is available.\n     * @return
```

{?}\n */\n MatCommonModule.prototype._checkHammerIsAvailable = /**\n * Checks whether HammerJS is available.\n * @return {?}\n */\n function () {\n if (this._hasCheckedHammer || !this._window) {\n return;\n }\n if (this._areChecksEnabled() && !((/** @type {?} */ (this._window)))['Hammer'] && !this._hammerLoader) {\n console.warn('Could not find HammerJS. Certain Angular Material components may not work correctly.');\n }\n this._hasCheckedHammer = true;\n };\n MatCommonModule.decorators = [\n { type: NgModule, args: [{\n imports: [BidiModule],\n exports: [BidiModule],\n },] },\n];\n /** @nocollapse */\n MatCommonModule.ctorParameters = function () { return [\n { type: Boolean, decorators: [{ type: Optional }, { type: Inject, args: [MATERIAL_SANITY_CHECKS,] }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [HAMMER_LOADER,] }] }\n]; };\n return MatCommonModule;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Mixin to augment a directive with a `disabled` property.\n * @template T\n * @param {?} base\n * @return {?}\n */\nfunction mixinDisabled(base) {\n return /** @class */ (function (_super) {\n __extends(class_1, _super);\n function class_1() {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n var _this = _super.apply(this, args) || this;\n _this._disabled = false;\n return _this;\n }\n Object.defineProperty(class_1.prototype, \"disabled\", {\n get: /**\n * @return {?}\n */\n function () { return this._disabled; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._disabled = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n return class_1;\n }(base));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Mixin to augment a directive with a `color` property.\n * @template T\n * @param {?} base\n * @param {?=} defaultColor\n * @return {?}\n */\nfunction mixinColor(base, defaultColor) {\n return /** @class */ (function (_super) {\n __extends(class_1, _super);\n function class_1() {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n var _this = _super.apply(this, args) || this;\n // Set the default color that can be specified from the mixin.\n _this.color = defaultColor;\n return _this;\n }\n Object.defineProperty(class_1.prototype, \"color\", {\n get: /**\n * @return {?}\n */\n function () { return this._color; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var colorPalette = value || defaultColor;\n if (colorPalette !== this._color) {\n if (this._color) {\n this._elementRef.nativeElement.classList.remove(\"mat-\" + this._color);\n }\n if (colorPalette) {\n this._elementRef.nativeElement.classList.add(\"mat-\" + colorPalette);\n }\n this._color = colorPalette;\n }\n },\n enumerable: true,\n configurable: true\n });\n return class_1;\n }(base));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Mixin to augment a directive with a `disableRipple` property.\n * @template T\n * @param {?} base\n * @return {?}\n */\nfunction mixinDisableRipple(base) {\n return /** @class */ (function (_super) {\n __extends(class_1, _super);\n function class_1() {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n var _this = _super.apply(this, args) || this;\n _this._disableRipple = false;\n return _this;\n }\n Object.defineProperty(class_1.prototype, \"disableRipple\", {\n /** Whether the ripple effect is disabled or not. */\n get: /**\n * Whether the ripple effect is disabled or not.\n * @return {?}\n */\n function () { return this._disableRipple; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._disableRipple = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n return class_1;\n }(base));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Mixin to augment a directive with a `tabIndex` property.\n * @template T\n * @param {?} base\n * @param {?=}

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defaultTabIndex\n * @return {?}\n */\nfunction mixinTabIndex(base, defaultTabIndex) {\n    if (defaultTabIndex
=== void 0) { defaultTabIndex = 0; }\n    return /** @class */ (function (_super) {\n        __extends(class_1,
_super);\n        function class_1() {\n            var args = [];\n            for (var _i = 0; _i < arguments.length; _i++) {\n
            args[_i] = arguments[_i];\n            }\n            var _this = _super.apply(this, args) || this;\n
_this._tabIndex = defaultTabIndex;\n            return _this;\n        }\n        Object.defineProperty(class_1.prototype,
\"tabIndex\", {\n            get: /**\n            * @return {?}\n            */\n            function () { return this.disabled ? -1 :
this._tabIndex; },\n            set: /**\n            * @param {?} value\n            * @return {?}\n            */\n
function (value) {\n                // If the specified tabIndex value is null or undefined, fall back to the default value.\n
            this._tabIndex = value != null ? value : defaultTabIndex;\n            },\n            enumerable: true,\n
configurable: true\n        });\n        return class_1;\n    }(base));\n}\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n
*/\n/**\n * Mixin to augment a directive with updateErrorState method.\n * For component with `errorState` and
need to update `errorState`.\n * @template T\n * @param {?} base\n * @return {?}\n */\nfunction
mixinErrorState(base) {\n    return /** @class */ (function (_super) {\n        __extends(class_1, _super);\n
function class_1() {\n            var args = [];\n            for (var _i = 0; _i < arguments.length; _i++) {\n
args[_i] = arguments[_i];\n            }\n            var _this = _super.apply(this, args) || this;\n            /**\n            *
Whether the component is in an error state.\n            */\n            _this.errorState = false;\n            /**\n            *
Stream that emits whenever the state of the input changes such that the wrapping\n            * `MatFormField` needs
to run change detection.\n            */\n            _this.stateChanges = new Subject();\n            return _this;\n        }\n
/**\n        * @return {?}\n        */\n        class_1.prototype.updateErrorState = /**\n        * @return {?}\n        */\n
    function () {\n            /** @type {?} */\n            var oldState = this.errorState;\n            /** @type {?} */\n
var parent = this._parentFormGroup || this._parentForm;\n            /** @type {?} */\n            var matcher =
this.errorStateMatcher || this._defaultErrorStateMatcher;\n            /** @type {?} */\n            var control =
this.ngControl ? (/** @type {?} */ (this.ngControl.control)) : null;\n            /** @type {?} */\n            var newState
= matcher.isErrorState(control, parent);\n            if (newState !== oldState) {\n                this.errorState =
newState;\n                this.stateChanges.next();\n            }\n        };\n        return class_1;\n    }(base));\n}\n\n/**\n *
@fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Mixin
to augment a directive with an initialized property that will emits when ngOnInit ends.\n * @template T\n *
@param {?} base\n * @return {?}\n */\nfunction mixinInitialized(base) {\n    return /** @class */ (function
(_super) {\n        __extends(class_1, _super);\n        function class_1() {\n            var args = [];\n            for (var _i =
0; _i < arguments.length; _i++) {\n                args[_i] = arguments[_i];\n            }\n            var _this =
_super.apply(this, args) || this;\n            /**\n            * Whether this directive has been marked as initialized.\n
 */\n            _this._isInitialized = false;\n            /**\n            * List of subscribers that subscribed before the
directive was initialized. Should be notified\n            * during _markInitialized. Set to null after pending subscribers
are notified, and should\n            * not expect to be populated after.\n            */\n            _this._pendingSubscribers
= [];\n            /**\n            * Observable stream that emits when the directive initializes. If already initialized, the\n
            * subscriber is stored to be notified once _markInitialized is called.\n            */\n            _this.initialized = new
Observable(function (subscriber) {\n                // If initialized, immediately notify the subscriber. Otherwise store the
subscriber to notify\n                // when _markInitialized is called.\n                if (_this._isInitialized) {\n
_this._notifySubscriber(subscriber);\n                }\n                else {\n                    (/** @type {?} */
(_this._pendingSubscribers)).push(subscriber);\n                }\n            });\n            return _this;\n        }\n        /**\n
   * Marks the state as initialized and notifies pending subscribers. Should be called at the end\n        * of
ngOnInit.\n        * @docs-private\n        */\n        /**\n        * Marks the state as initialized and notifies pending
subscribers. Should be called at the end\n        * of ngOnInit.\n        * \\@docs-private\n        * @return {?}\n
*/\n        class_1.prototype._markInitialized = /**\n        * Marks the state as initialized and notifies pending
subscribers. Should be called at the end\n        * of ngOnInit.\n        * \\@docs-private\n        * @return {?}\n
*/\n        function () {\n            if (this._isInitialized) {\n                throw Error('This directive has already been
```

marked as initialized and ' +\n 'should not be called twice.');\n }\n this._isInitialized = true;\n (/** @type {?} */ (this._pendingSubscribers)).forEach(this._notifySubscriber);\n this._pendingSubscribers = null;\n };\n /** Emits and completes the subscriber stream (should only emit once). */\n /**\n * Emits and completes the subscriber stream (should only emit once).\n * @param {?} subscriber\n * @return {?}\n */\n class_1.prototype._notifySubscriber = /**\n * Emits and completes the subscriber stream (should only emit once).\n * @param {?} subscriber\n * @return {?}\n */\n function (subscriber) {\n subscriber.next();\n subscriber.complete();\n };\n return class_1;\n }(base));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * InjectionToken for datepicker that can be used to override default locale code.\n * @type {?}\n */\nvar MAT_DATE_LOCALE = new InjectionToken('MAT_DATE_LOCALE', {\n providedIn: 'root',\n factory: MAT_DATE_LOCALE_FACTORY,\n});\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction MAT_DATE_LOCALE_FACTORY() {\n return inject(LOCALE_ID);\n}\n/**\n * No longer needed since MAT_DATE_LOCALE has been changed to a scoped injectable.\n * If you are importing and providing this in your code you can simply remove it.\n * @deprecated\n * \\@breaking-change 8.0.0\n * @type {?}\n */\nvar MAT_DATE_LOCALE_PROVIDER = { provide: MAT_DATE_LOCALE, useExisting: LOCALE_ID };\n/**\n * Adapts type `D` to be usable as a date by cdk-based components that work with dates.\n * @abstract\n * @template D\n */\nvar /**\n * Adapts type `D` to be usable as a date by cdk-based components that work with dates.\n * @abstract\n * @template D\n */\nDateAdapter = /** @class */ (function () {\n function DateAdapter() {\n this._localeChanges = new Subject();\n }\n Object.defineProperty(DateAdapter.prototype, \"localeChanges\", {\n /** A stream that emits when the locale changes. */\n get: /**\n * A stream that emits when the locale changes.\n * @return {?}\n */\n function () { return this._localeChanges; },\n enumerable: true,\n configurable: true\n });\n /**\n * Attempts to deserialize a value to a valid date object. This is different from parsing in that\n * deserialize should only accept non-ambiguous, locale-independent formats (e.g. a ISO 8601\n * string). The default implementation does not allow any deserialization, it simply checks that\n * the given value is already a valid date object or null. The `<mat-datepicker>` will call this\n * method on all of it's `@Input()` properties that accept dates. It is therefore possible to\n * support passing values from your backend directly to these properties by overriding this method\n * to also deserialize the format used by your backend.\n * @param value The value to be deserialized into a date object.\n * @returns The deserialized date object, either a valid date, null if the value can be\n * deserialized into a null date (e.g. the empty string), or an invalid date.\n */\n /**\n * Attempts to deserialize a value to a valid date object. This is different from parsing in that\n * deserialize should only accept non-ambiguous, locale-independent formats (e.g. a ISO 8601\n * string). The default implementation does not allow any deserialization, it simply checks that\n * the given value is already a valid date object or null. The `<mat-datepicker>` will call this\n * method on all of it's `\\@Input()` properties that accept dates. It is therefore possible to\n * support passing values from your backend directly to these properties by overriding this method\n * to also deserialize the format used by your backend.\n * @param {?} value The value to be deserialized into a date object.\n * @return {?} The deserialized date object, either a valid date, null if the value can be\n * deserialized into a null date (e.g. the empty string), or an invalid date.\n */\n DateAdapter.prototype.deserialize = /**\n * Attempts to deserialize a value to a valid date object. This is different from parsing in that\n * deserialize should only accept non-ambiguous, locale-independent formats (e.g. a ISO 8601\n * string). The default implementation does not allow any deserialization, it simply checks that\n * the given value is already a valid date object or null. The `<mat-datepicker>` will call this\n * method on all of it's `\\@Input()` properties that accept dates. It is therefore possible to\n * support passing values from your backend directly to these properties by overriding this method\n * to also deserialize the format used by your backend.\n * @param {?} value The value to be deserialized into a date object.\n * @return {?} The deserialized date object, either a valid date, null if the value can be\n * deserialized into a null date (e.g. the empty string), or an invalid

date.\n */\n function (value) {\n if (value == null || this.isDateInstance(value) && this.isValid(value)) {\n return value;\n }\n return this.invalid();\n };\n /**\n * Sets the locale used for all dates.\n * @param locale The new locale.\n */\n /**\n * Sets the locale used for all dates.\n * @param {?} locale The new locale.\n * @return {?}\n */\n DateAdapter.prototype.setLocale = /**\n * Sets the locale used for all dates.\n * @param {?} locale The new locale.\n * @return {?}\n */\n function (locale) {\n this.locale = locale;\n this._localeChanges.next();\n };\n /**\n * Compares two dates.\n * @param first The first date to compare.\n * @param second The second date to compare.\n * @returns 0 if the dates are equal, a number less than 0 if the first date is earlier,\n * a number greater than 0 if the first date is later.\n */\n /**\n * Compares two dates.\n * @param {?} first The first date to compare.\n * @param {?} second The second date to compare.\n * @return {?} 0 if the dates are equal, a number less than 0 if the first date is earlier,\n * a number greater than 0 if the first date is later.\n */\n DateAdapter.prototype.compareDate = /**\n * Compares two dates.\n * @param {?} first The first date to compare.\n * @param {?} second The second date to compare.\n * @return {?} 0 if the dates are equal, a number less than 0 if the first date is earlier,\n * a number greater than 0 if the first date is later.\n */\n function (first, second) {\n return this.getYear(first) - this.getYear(second) ||\n this.getMonth(first) - this.getMonth(second) ||\n this.getDate(first) - this.getDate(second);\n };\n /**\n * Checks if two dates are equal.\n * @param first The first date to check.\n * @param second The second date to check.\n * @returns Whether the two dates are equal.\n * Null dates are considered equal to other null dates.\n */\n /**\n * Checks if two dates are equal.\n * @param {?} first The first date to check.\n * @param {?} second The second date to check.\n * @return {?} Whether the two dates are equal.\n * Null dates are considered equal to other null dates.\n */\n DateAdapter.prototype.sameDate = /**\n * Checks if two dates are equal.\n * @param {?} first The first date to check.\n * @param {?} second The second date to check.\n * @return {?} Whether the two dates are equal.\n * Null dates are considered equal to other null dates.\n */\n function (first, second) {\n if (first && second) {\n /** @type {?} */\n var firstValid = this.isValid(first);\n /** @type {?} */\n var secondValid = this.isValid(second);\n if (firstValid && secondValid) {\n return !this.compareDate(first, second);\n }\n return firstValid == secondValid;\n }\n return first == second;\n };\n /**\n * Clamp the given date between min and max dates.\n * @param date The date to clamp.\n * @param min The minimum value to allow. If null or omitted no min is enforced.\n * @param max The maximum value to allow. If null or omitted no max is enforced.\n * @returns `min` if `date` is less than `min`, `max` if date is greater than `max`,\n * otherwise `date`.\n */\n /**\n * Clamp the given date between min and max dates.\n * @param {?} date The date to clamp.\n * @param {?=} min The minimum value to allow. If null or omitted no min is enforced.\n * @param {?=} max The maximum value to allow. If null or omitted no max is enforced.\n * @return {?} `min` if `date` is less than `min`, `max` if date is greater than `max`,\n * otherwise `date`.\n */\n DateAdapter.prototype.clampDate = /**\n * Clamp the given date between min and max dates.\n * @param {?} date The date to clamp.\n * @param {?=} min The minimum value to allow. If null or omitted no min is enforced.\n * @param {?=} max The maximum value to allow. If null or omitted no max is enforced.\n * @return {?} `min` if `date` is less than `min`, `max` if date is greater than `max`,\n * otherwise `date`.\n */\n function (date, min, max) {\n if (min && this.compareDate(date, min) < 0) {\n return min;\n }\n if (max && this.compareDate(date, max) > 0) {\n return max;\n }\n return date;\n };\n return DateAdapter;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar MAT_DATE_FORMATS = new InjectionToken('mat-date-formats');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// TODO(mmalerba): Remove when we no longer support safari 9.\n/**\n * Whether the browser supports the Intl API.\n * @type {?}\n */\nvar SUPPORTS_INTL_API = typeof Intl != 'undefined';\n/**\n * The default month names to use if Intl API is not available.\n * @type {?}\n */\nvar DEFAULT_MONTH_NAMES = {\n 'long': [\n 'January', 'February', 'March', 'April', 'May', 'June', 'July', 'August', 'September',\n 'October', 'November', 'December'\n],\n 'short': ['Jan', 'Feb', 'Mar', 'Apr', 'May', 'Jun',

'Jul', 'Aug', 'Sep', 'Oct', 'Nov', 'Dec'],\n 'narrow': ['J', 'F', 'M', 'A', 'M', 'J', 'J', 'A', 'S', 'O', 'N', 'D']\n};\nvar 0 = function (i) { return String(i + 1); };\n/**\n * The default date names to use if Intl API is not available.\n * @type {?}\n */\nvar DEFAULT_DATE_NAMES = range(31, 0);\n/**\n * The default day of the week names to use if Intl API is not available.\n * @type {?}\n */\nvar DEFAULT_DAY_OF_WEEK_NAMES = {\n 'long': ['Sunday', 'Monday', 'Tuesday', 'Wednesday', 'Thursday', 'Friday', 'Saturday'],\n 'short': ['Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat'],\n 'narrow': ['S', 'M', 'T', 'W', 'T', 'F', 'S']\n};\n/**\n * Matches strings that have the form of a valid RFC 3339 string\n * (https://tools.ietf.org/html/rfc3339). Note that the string may not actually be a valid date\n * because the regex will match strings an with out of bounds month, date, etc.\n * @type {?}\n */\nvar ISO_8601_REGEX = /^\\d{4}-\\d{2}-\\d{2}(?:T\\d{2}:\\d{2}:\\d{2}(?:\\.\\d+)?(?:Z|(?:(?:\\+|-)\\d{2}:\\d{2}))?)?$/;\n/**\n * Creates an array and fills it with values.\n * @template T\n * @param {?} length\n * @param {?} valueFunction\n * @return {?}\n */\nfunction range(length, valueFunction) {\n /** @type {?} */\n var valuesArray = Array(length);\n for (var i = 0; i < length; i++) {\n   valuesArray[i] = valueFunction(i);\n }\n return valuesArray;\n}\n/**\n * Adapts the native JS Date for use with cdk-based components that work with dates.\n */\nvar NativeDateAdapter = /** @class */ (function (_super) {\n __extends(NativeDateAdapter, _super);\n function NativeDateAdapter(matDateLocale, platform) {\n   var _this = _super.call(this) || this;\n   /**\n   * Whether to use `timeZone: 'utc'` with `Intl.DateTimeFormat` when formatting dates.\n   * Without this `Intl.DateTimeFormat` sometimes chooses the wrong timeZone, which can throw off\n   * the result. (e.g. in the en-US locale `new Date(1800, 7, 14).toLocaleDateString()`\n   * will produce `'8/13/1800'`.\n   *\n   * TODO(mmalerba): drop this variable. It's not being used in the code right now. We're now\n   * getting the string representation of a Date object from it's utc representation. We're keeping\n   * it here for sometime, just for precaution, in case we decide to revert some of these changes\n   * though.\n   */\n   _this.useUtcForDisplay = true;\n   _super.prototype.setLocale.call(_this, matDateLocale);\n   // IE does its own time zone correction, so we disable this on IE.\n   _this.useUtcForDisplay = !platform.TRIDENT;\n   _this._clampDate = platform.TRIDENT || platform.EDGE;\n   return _this;\n }\n /**\n   * @param {?} date\n   * @return {?}\n   */\n NativeDateAdapter.prototype.getYear = /**\n   * @param {?} date\n   * @return {?}\n   */\n function (date) {\n   return date.getFullYear();\n };\n /**\n   * @param {?} date\n   * @return {?}\n   */\n NativeDateAdapter.prototype.getMonth = /**\n   * @param {?} date\n   * @return {?}\n   */\n function (date) {\n   return date.getMonth();\n };\n /**\n   * @param {?} date\n   * @return {?}\n   */\n NativeDateAdapter.prototype.getDate = /**\n   * @param {?} date\n   * @return {?}\n   */\n function (date) {\n   return date.getDate();\n };\n /**\n   * @param {?} date\n   * @return {?}\n   */\n NativeDateAdapter.prototype.getDayOfWeek = /**\n   * @param {?} date\n   * @return {?}\n   */\n function (date) {\n   return date.getDay();\n };\n /**\n   * @param {?} style\n   * @return {?}\n   */\n NativeDateAdapter.prototype.getMonthNames = /**\n   * @param {?} style\n   * @return {?}\n   */\n function (style) {\n   var _this = this;\n   if (SUPPORTS_INTL_API) {\n   /** @type {?} */\n   var dtf_1 = new Intl.DateTimeFormat(this.locale, { month: style, timeZone: 'utc' });\n   return range(12, function (i) {\n   return _this._stripDirectionalityCharacters(_this._format(dtf_1, new Date(2017, i, 1)));\n   });\n   }\n   return DEFAULT_MONTH_NAMES[style];\n };\n /**\n   * @return {?}\n   */\n NativeDateAdapter.prototype.getDateNames = /**\n   * @return {?}\n   */\n function () {\n   var _this = this;\n   if (SUPPORTS_INTL_API) {\n   /** @type {?} */\n   var dtf_2 = new Intl.DateTimeFormat(this.locale, { day: 'numeric', timeZone: 'utc' });\n   return range(31, function (i) { return _this._stripDirectionalityCharacters(_this._format(dtf_2, new Date(2017, 0, i + 1))); });\n   }\n   return DEFAULT_DATE_NAMES;\n };\n /**\n   * @param {?} style\n   * @return {?}\n   */\n NativeDateAdapter.prototype.getDayOfWeekNames = /**\n   * @param {?} style\n   * @return {?}\n   */\n function (style) {\n   var _this = this;\n   if (SUPPORTS_INTL_API) {\n   /** @type {?} */\n   var dtf_3 = new Intl.DateTimeFormat(this.locale, { weekday: style, timeZone: 'utc' });\n   return range(7, function (i) { return _this._stripDirectionalityCharacters(_this._format(dtf_3, new Date(2017, 0, i + 1))); });\n   }\n   return DEFAULT_DAY_OF_WEEK_NAMES[style];\n };\n /**\n   * @param {?} date\n   * @return {?}\n   */\n NativeDateAdapter.prototype.getYearName = /**\n   * @param {?} date\n   * @return {?}\n   */\n

function (date) {\n if (SUPPORTS_INTL_API) {\n /** @type {?} */\n var dtf = new Intl.DateTimeFormat(this.locale, { year: 'numeric', timeZone: 'utc' });\n return this._stripDirectionalityCharacters(this._format(dtf, date));\n }\n return String(this.getYear(date));\n };\n /**\n * @return {?}\n */\n NativeDateAdapter.prototype.getFirstDayOfWeek = /**\n * @return {?}\n */\n function () {\n // We can't tell using native JS Date what the first day of the week is, we default to Sunday.\n return 0;\n };\n /**\n * @param {?} date\n * @return {?}\n */\n NativeDateAdapter.prototype.getNumDaysInMonth = /**\n * @param {?} date\n * @return {?}\n */\n function (date) {\n return this.getDate(this._createDateWithOverflow(this.getYear(date), this.getMonth(date) + 1, 0));\n };\n /**\n * @param {?} date\n * @return {?}\n */\n NativeDateAdapter.prototype.clone = /**\n * @param {?} date\n * @return {?}\n */\n function (date) {\n return this.createDate(this.getYear(date), this.getMonth(date), this.getDate(date));\n };\n /**\n * @param {?} year\n * @param {?} month\n * @param {?} date\n * @return {?}\n */\n NativeDateAdapter.prototype.createDate = /**\n * @param {?} year\n * @param {?} month\n * @param {?} date\n * @return {?}\n */\n function (year, month, date) {\n // Check for invalid month and date (except upper bound on date which we have to check after\n // creating the Date).\n if (month < 0 || month > 11) {\n throw Error(\"Invalid month index \\\"\" + month + \"\\\". Month index has to be between 0 and 11.\");\n }\n if (date < 1) {\n throw Error(\"Invalid date \\\"\" + date + \"\\\". Date has to be greater than 0.\");\n }\n /** @type {?} */\n var result = this._createDateWithOverflow(year, month, date);\n // Check that the date wasn't above the upper bound for the month, causing the month to overflow\n if (result.getMonth() != month) {\n throw Error(\"Invalid date \\\"\" + date + \"\\\" for month with index \\\"\" + month + \"\\\".\");\n }\n return result;\n };\n /**\n * @return {?}\n */\n NativeDateAdapter.prototype.today = /**\n * @return {?}\n */\n function () {\n return new Date();\n };\n /**\n * @param {?} value\n * @return {?}\n */\n NativeDateAdapter.prototype.parse = /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n // We have no way using the native JS Date to set the parse format or locale, so we ignore these\n // parameters.\n if (typeof value == 'number') {\n return new Date(value);\n }\n return value ? new Date(Date.parse(value)) : null;\n };\n /**\n * @param {?} date\n * @param {?} displayFormat\n * @return {?}\n */\n NativeDateAdapter.prototype.format = /**\n * @param {?} date\n * @param {?} displayFormat\n * @return {?}\n */\n function (date, displayFormat) {\n if (!this.isValid(date)) {\n throw Error('NativeDateAdapter: Cannot format invalid date.');\n }\n if (SUPPORTS_INTL_API) {\n // On IE and Edge the i18n API will throw a hard error that can crash the entire app\n // if we attempt to format a date whose year is less than 1 or greater than 9999.\n if (this._clampDate && (date.getFullYear() < 1 || date.getFullYear() > 9999)) {\n date = this.clone(date);\n date.setFullYear(Math.max(1, Math.min(9999, date.getFullYear())));\n }\n displayFormat = __assign({}, displayFormat, { timeZone: 'utc' });\n /** @type {?} */\n var dtf = new Intl.DateTimeFormat(this.locale, displayFormat);\n return this._stripDirectionalityCharacters(this._format(dtf, date));\n }\n return this._stripDirectionalityCharacters(date.toDateString());\n };\n /**\n * @param {?} date\n * @param {?} years\n * @return {?}\n */\n NativeDateAdapter.prototype.addCalendarYears = /**\n * @param {?} date\n * @param {?} years\n * @return {?}\n */\n function (date, years) {\n return this.addCalendarMonths(date, years * 12);\n };\n /**\n * @param {?} date\n * @param {?} months\n * @return {?}\n */\n NativeDateAdapter.prototype.addCalendarMonths = /**\n * @param {?} date\n * @param {?} months\n * @return {?}\n */\n function (date, months) {\n /** @type {?} */\n var newDate = this._createDateWithOverflow(this.getYear(date), this.getMonth(date) + months, this.getDate(date));\n // It's possible to wind up in the wrong month if the original month has more days than the new\n // month. In this case we want to go to the last day of the desired month.\n // Note: the additional + 12 % 12 ensures we end up with a positive number, since JS % doesn't\n // guarantee this.\n if (this.getMonth(newDate) != ((this.getMonth(date) + months) % 12 + 12) % 12) {\n newDate = this._createDateWithOverflow(this.getYear(newDate), this.getMonth(newDate), 0);\n }\n return

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newDate;\n    };\n    /**\n     * @param {?} date\n     * @param {?} days\n     * @return {?}\n     */\n
NativeDateAdapter.prototype.addCalendarDays = /**\n     * @param {?} date\n     * @param {?} days\n     *
@return {?}\n     */\n    function (date, days) {\n        return this._createDateWithOverflow(this.getYear(date),
this.getMonth(date), this.getDate(date) + days);\n    };\n    /**\n     * @param {?} date\n     * @return {?}\n     */\n
NativeDateAdapter.prototype.toIso8601 = /**\n     * @param {?} date\n     * @return {?}\n     */\n    function (date)
{\n        return [\n            date.getUTCFullYear(),\n            this._2digit(date.getUTCMonth() + 1),\n
this._2digit(date.getUTCDate())\n        ].join('-');\n    };\n    /**\n     * Returns the given value if given a valid Date or
null. Deserializes valid ISO 8601 strings\n     * (https://www.ietf.org/rfc/rfc3339.txt) into valid Dates and empty
string into null. Returns an\n     * invalid date for all other values.\n     */\n    /**\n     * Returns the given value if
given a valid Date or null. Deserializes valid ISO 8601 strings\n     * (https://www.ietf.org/rfc/rfc3339.txt) into valid
Dates and empty string into null. Returns an\n     * invalid date for all other values.\n     * @param {?} value\n     *
@return {?}\n     */\n    NativeDateAdapter.prototype.deserialize = /**\n     * Returns the given value if given a valid
Date or null. Deserializes valid ISO 8601 strings\n     * (https://www.ietf.org/rfc/rfc3339.txt) into valid Dates and
empty string into null. Returns an\n     * invalid date for all other values.\n     * @param {?} value\n     * @return
{?}\n     */\n    function (value) {\n        if (typeof value === 'string') {\n            if (!value) {\n                return null;\n
        }\n            // The `Date` constructor accepts formats other than ISO 8601, so we need to make sure the\n
// string is the right format first.\n            if (ISO_8601_REGEX.test(value)) {\n                /** @type {?} */\n
 var date = new Date(value);\n                if (this.isValid(date)) {\n                    return date;\n                }\n            }\n
    }\n        return _super.prototype.deserialize.call(this, value);\n    };\n    /**\n     * @param {?} obj\n     * @return
{?}\n     */\n    NativeDateAdapter.prototype.isDateInstance = /**\n     * @param {?} obj\n     * @return {?}\n
*/\n    function (obj) {\n        return obj instanceof Date;\n    };\n    /**\n     * @param {?} date\n     * @return {?}\n
 */\n    NativeDateAdapter.prototype.isValid = /**\n     * @param {?} date\n     * @return {?}\n     */\n    function
(date) {\n        return !isNaN(date.getTime());\n    };\n    /**\n     * @return {?}\n     */\n
NativeDateAdapter.prototype.invalid = /**\n     * @return {?}\n     */\n    function () {\n        return new
Date(NaN);\n    };\n    /** Creates a date but allows the month and date to overflow. */\n    /**\n     * Creates a date
but allows the month and date to overflow.\n     * @private\n     * @param {?} year\n     * @param {?} month\n     *
@param {?} date\n     * @return {?}\n     */\n    NativeDateAdapter.prototype._createDateWithOverflow = /**\n
* Creates a date but allows the month and date to overflow.\n     * @private\n     * @param {?} year\n     * @param
{?} month\n     * @param {?} date\n     * @return {?}\n     */\n    function (year, month, date) {\n        /** @type
{?} */\n        var result = new Date(year, month, date);\n        // We need to correct for the fact that JS native Date
treats years in range [0, 99] as\n        // abbreviations for 19xx.\n        if (year >= 0 && year < 100) {\n
result.setFullYear(this.getYear(result) - 1900);\n        }\n        return result;\n    };\n    /**\n     * Pads a number to
make it two digits.\n     * @param n The number to pad.\n     * @returns The padded number.\n     */\n    /**\n     *
Pads a number to make it two digits.\n     * @private\n     * @param {?} n The number to pad.\n     * @return {?}
The padded number.\n     */\n    NativeDateAdapter.prototype._2digit = /**\n     * Pads a number to make it two
digits.\n     * @private\n     * @param {?} n The number to pad.\n     * @return {?} The padded number.\n     */\n
function (n) {\n        return ('00' + n).slice(-2);\n    };\n    /**\n     * Strip out unicode LTR and RTL characters. Edge
and IE insert these into formatted dates while\n     * other browsers do not. We remove them to make output
consistent and because they interfere with\n     * date parsing.\n     * @param str The string to strip direction
characters from.\n     * @returns The stripped string.\n     */\n    /**\n     * Strip out unicode LTR and RTL
characters. Edge and IE insert these into formatted dates while\n     * other browsers do not. We remove them to
make output consistent and because they interfere with\n     * date parsing.\n     * @private\n     * @param {?} str
The string to strip direction characters from.\n     * @return {?} The stripped string.\n     */\n
NativeDateAdapter.prototype._stripDirectionalityCharacters = /**\n     * Strip out unicode LTR and RTL characters.
Edge and IE insert these into formatted dates while\n     * other browsers do not. We remove them to make output
consistent and because they interfere with\n     * date parsing.\n     * @private\n     * @param {?} str The string to
strip direction characters from.\n     * @return {?} The stripped string.\n     */\n    function (str) {\n        return
str.replace(/[\\u200e\\u200f]/g, '');\n    };\n    /**\n     * When converting Date object to string, javascript built-in
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functions may return wrong\n * results because it applies its internal DST rules. The DST rules around the world change\n * very frequently, and the current valid rule is not always valid in previous years though.\n * We work around this problem building a new Date object which has its internal UTC\n * representation with the local date and time.\n * @param dtf Intl.DateTimeFormat object, containg the desired string format. It must have\n * timeZone set to 'utc' to work fine.\n * @param date Date from which we want to get the string representation according to dtf\n * @returns A Date object with its UTC representation based on the passed in date info\n */\n /**\n * When converting Date object to string, javascript built-in functions may return wrong\n * results because it applies its internal DST rules. The DST rules around the world change\n * very frequently, and the current valid rule is not always valid in previous years though.\n * We work around this problem building a new Date object which has its internal UTC\n * representation with the local date and time.\n * @private\n * @param {?} dtf Intl.DateTimeFormat object, containg the desired string format. It must have\n * timeZone set to 'utc' to work fine.\n * @param {?} date Date from which we want to get the string representation according to dtf\n * @return {?} A Date object with its UTC representation based on the passed in date info\n */\n NativeDateAdapter.prototype._format = /**\n * When converting Date object to string, javascript built-in functions may return wrong\n * results because it applies its internal DST rules. The DST rules around the world change\n * very frequently, and the current valid rule is not always valid in previous years though.\n * We work around this problem building a new Date object which has its internal UTC\n * representation with the local date and time.\n * @private\n * @param {?} dtf Intl.DateTimeFormat object, containg the desired string format. It must have\n * timeZone set to 'utc' to work fine.\n * @param {?} date Date from which we want to get the string representation according to dtf\n * @return {?} A Date object with its UTC representation based on the passed in date info\n */\n function (dtf, date) {\n /** @type {?} */\n var d = new Date(Date.UTC(date.getFullYear(), date.getMonth(), date.getDate(), date.getHours(), date.getMinutes(), date.getSeconds(), date.getMilliseconds()));\n return dtf.format(d);\n };\n NativeDateAdapter.decorators = [\n { type: Injectable },\n];\n /** @nocollapse */\n NativeDateAdapter.ctorParameters = function () { return [\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [MAT_DATE_LOCALE,] }] },\n { type: Platform }\n]; };\n return NativeDateAdapter;\n}(DateAdapter));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/** @type {?} */\nvar MAT_NATIVE_DATE_FORMATS = {\n parse: {\n dateInput: null,\n },\n display: {\n dateInput: { year: 'numeric', month: 'numeric', day: 'numeric' },\n monthYearLabel: { year: 'numeric', month: 'short' },\n dateA11yLabel: { year: 'numeric', month: 'long', day: 'numeric' },\n monthYearA11yLabel: { year: 'numeric', month: 'long' },\n }\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar NativeDateModule = /** @class */ (function () {\n function NativeDateModule() {\n }\n NativeDateModule.decorators = [\n { type: NgModule, args: [{\n imports: [PlatformModule],\n providers: [\n { provide: DateAdapter, useClass: NativeDateAdapter },\n],\n },] },\n];\n return NativeDateModule;\n}());\nvar 0$1 = MAT_NATIVE_DATE_FORMATS;\nvar MatNativeDateModule = /** @class */ (function () {\n function MatNativeDateModule() {\n }\n MatNativeDateModule.decorators = [\n { type: NgModule, args: [{\n imports: [NativeDateModule],\n providers: [{ provide: MAT_DATE_FORMATS, useValue: 0$1 }],\n },] },\n];\n return MatNativeDateModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Error state matcher that matches when a control is invalid and dirty.\n */\nvar ShowOnDirtyErrorStateMatcher = /** @class */ (function () {\n function ShowOnDirtyErrorStateMatcher() {\n }\n /**\n * @param {?} control\n * @param {?} form\n * @return {?}\n */\n ShowOnDirtyErrorStateMatcher.prototype.isErrorState = /**\n * @param {?} control\n * @param {?} form\n * @return {?}\n */\n function (control, form) {\n return !!(control && control.invalid && (control.dirty || (form && form.submitted)));\n };\n ShowOnDirtyErrorStateMatcher.decorators = [\n { type: Injectable },\n];\n return ShowOnDirtyErrorStateMatcher;\n}());\n/**\n * Provider that defines how form controls behave with regards to

displaying error messages.\n */\nvar ErrorStateMatcher = /** @class */ (function () {\n function ErrorStateMatcher() {\n }\n /**\n * @param {?} control\n * @param {?} form\n * @return {?}\n */\n ErrorStateMatcher.prototype.isErrorState = /**\n * @param {?} control\n * @param {?} form\n * @return {?}\n */\n function (control, form) {\n return !!(control && control.invalid && (control.touched || (form && form.submitted)));\n };\n ErrorStateMatcher.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ ErrorStateMatcher.ngInjectableDef = defineInjectable({ factory: function ErrorStateMatcher_Factory() { return new ErrorStateMatcher(); }, token: ErrorStateMatcher, providedIn: \"root\" });\n return ErrorStateMatcher;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token that can be used to provide options to the Hammerjs instance.\n * More info at http://hammerjs.github.io/api/.\n * @type {?}\n */\nvar MAT_HAMMER_OPTIONS = new InjectionToken('MAT_HAMMER_OPTIONS');\n/** @type {?} */\nvar ANGULAR_MATERIAL_SUPPORTED_HAMMER_GESTURES = [\n 'longpress',\n 'slide',\n 'slidestart',\n 'slideend',\n 'sliderright',\n 'slideleft'\n];\nvar 0$2 = function () { }, 1 = function () { };\n/**\n * Fake HammerInstance that is used when a Hammer instance is requested when HammerJS has not\n * been loaded on the page.\n * @type {?}\n */\nvar noopHammerInstance = {\n on: 0$2,\n off: 1,\n};\n/**\n * Adjusts configuration of our gesture library, Hammer.\n */\nvar GestureConfig = /** @class */ (function (_super) {\n __extends(GestureConfig, _super);\n function GestureConfig(_hammerOptions, commonModule) {\n var _this = _super.call(this) || this;\n _this._hammerOptions = _hammerOptions;\n /**\n * List of new event names to add to the gesture support list\n */\n _this.events = ANGULAR_MATERIAL_SUPPORTED_HAMMER_GESTURES;\n if (commonModule) {\n commonModule._checkHammerIsAvailable();\n }\n return _this;\n }\n /**\n * Builds Hammer instance manually to add custom recognizers that match the Material Design spec.\n *\n * Our gesture names come from the Material Design gestures spec:\n * https://material.io/design/#gestures-touch-mechanics\n *\n * More information on default recognizers can be found in Hammer docs:\n * http://hammerjs.github.io/recognizer-pan/\n * http://hammerjs.github.io/recognizer-press/\n *\n * @param element Element to which to assign the new HammerJS gestures.\n * @returns Newly-created HammerJS instance.\n */\n /**\n * Builds Hammer instance manually to add custom recognizers that match the Material Design spec.\n *\n * Our gesture names come from the Material Design gestures spec:\n * https://material.io/design/#gestures-touch-mechanics\n *\n * More information on default recognizers can be found in Hammer docs:\n * http://hammerjs.github.io/recognizer-pan/\n * http://hammerjs.github.io/recognizer-press/\n *\n * @param {?} element Element to which to assign the new HammerJS gestures.\n * @return {?} Newly-created HammerJS instance.\n */\n GestureConfig.prototype.buildHammer = /**\n * Builds Hammer instance manually to add custom recognizers that match the Material Design spec.\n *\n * Our gesture names come from the Material Design gestures spec:\n * https://material.io/design/#gestures-touch-mechanics\n *\n * More information on default recognizers can be found in Hammer docs:\n * http://hammerjs.github.io/recognizer-pan/\n * http://hammerjs.github.io/recognizer-press/\n *\n * @param {?} element Element to which to assign the new HammerJS gestures.\n * @return {?} Newly-created HammerJS instance.\n */\n function (element) {\n /** @type {?} */\n var hammer = typeof window !== 'undefined' ? ((/** @type {?} */ (window))).Hammer : null;\n if (!hammer) {\n // If HammerJS is not loaded here, return the noop HammerInstance. This is necessary to\n // ensure that omitting HammerJS completely will not cause any errors while *also* supporting\n // the lazy-loading of HammerJS via the HAMMER_LOADER token introduced in Angular 6.1.\n // Because we can't depend on HAMMER_LOADER's existance until 7.0, we have to always set\n // `this.events` to the set we support, instead of conditionally setting it to `[]` if\n // `HAMMER_LOADER` is present (and then throwing an Error here if `window.Hammer` is\n // undefined).\n // @breaking-change 8.0.0\n return

noopHammerInstance;\n }\n /** @type {?} */\n var mc = new hammer(element, this._hammerOptions || undefined);\n // Default Hammer Recognizers.\n /** @type {?} */\n var pan = new hammer.Pan();\n /** @type {?} */\n var swipe = new hammer.Swipe();\n /** @type {?} */\n var press = new hammer.Press();\n // Notice that a HammerJS recognizer can only depend on one other recognizer once.\n // Otherwise the previous `recognizeWith` will be dropped.\n // TODO: Confirm threshold numbers with Material Design UX Team\n /** @type {?} */\n var slide = this._createRecognizer(pan, { event: 'slide', threshold: 0 }, swipe);\n /** @type {?} */\n var longpress = this._createRecognizer(press, { event: 'longpress', time: 500 });\n // Overwrite the default `pan` event to use the swipe event.\n pan.recognizeWith(swipe);\n // Since the slide event threshold is set to zero, the slide recognizer can fire and\n // accidentally reset the longpress recognizer. In order to make sure that the two\n // recognizers can run simultaneously but don't affect each other, we allow the slide\n // recognizer to recognize while a longpress is being processed.\n // See: https://github.com/hammerjs/hammer.js/blob/master/src/manager.js#L123-L124\n longpress.recognizeWith(slide);\n // Add customized gestures to Hammer manager\n mc.add([swipe, press, pan, slide, longpress]);\n return (/** @type {?} */ (mc));\n };\n /** Creates a new recognizer, without affecting the default recognizers of HammerJS */\n /**\n * Creates a new recognizer, without affecting the default recognizers of HammerJS\n * @private\n * @param {?} base\n * @param {?} options\n * @param {...?} inheritances\n * @return {?}\n */\n GestureConfig.prototype._createRecognizer = /**\n * Creates a new recognizer, without affecting the default recognizers of HammerJS\n * @private\n * @param {?} base\n * @param {?} options\n * @param {...?} inheritances\n * @return {?}\n */\n function (base, options) {\n var inheritances = [];\n for (var _i = 2; _i < arguments.length; _i++) {\n inheritances[_i - 2] = arguments[_i];\n }\n /** @type {?} */\n var recognizer = new ((/** @type {?} */ (base.constructor)))(options);\n inheritances.push(base);\n inheritances.forEach(function (item) { return recognizer.recognizeWith(item); });\n return recognizer;\n };\n GestureConfig.decorators = [\n { type: Injectable },\n];\n /** @nocollapse */\n GestureConfig.ctorParameters = function () { return [\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_HAMMER_OPTIONS,] }] },\n { type: MatCommonModule, decorators: [{ type: Optional }] }\n]; };\n return GestureConfig;\n}(HammerGestureConfig));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Shared directive to count lines inside a text area, such as a list item.\n * Line elements can be extracted with a \\@ContentChildren(MatLine) query, then\n * counted by checking the query list's length.\n */\nvar MatLine = /** @class */ (function () {\n function MatLine() {\n }\n MatLine.decorators = [\n { type: Directive, args: [{\n selector: '[mat-line], [matLine]',\n host: { 'class': 'mat-line' }\n },] },\n];\n return MatLine;\n}());\n/**\n * Helper that takes a query list of lines and sets the correct class on the host.\n * \\@docs-private\n * @param {?} lines\n * @param {?} element\n * @return {?}\n */\nfunction setLines(lines, element) {\n // Note: doesn't need to unsubscribe, because `changes`\n // gets completed by Angular when the view is destroyed.\n lines.changes.pipe(startWith(lines)).subscribe(function (_a) {\n var length = _a.length;\n setClass(element, 'mat-2-line', false);\n setClass(element, 'mat-3-line', false);\n setClass(element, 'mat-multi-line', false);\n if (length === 2 || length === 3) {\n setClass(element, \"mat-\" + length + \"-line\", true);\n }\n else if (length > 3) {\n setClass(element, \"mat-multi-line\", true);\n }\n });\n}\n/**\n * Adds or removes a class from an element.\n * @param {?} element\n * @param {?} className\n * @param {?} isAdd\n * @return {?}\n */\nfunction setClass(element, className, isAdd) {\n /** @type {?} */\n var classList = element.nativeElement.classList;\n isAdd ? classList.add(className) : classList.remove(className);\n}\n/**\n * Helper that takes a query list of lines and sets the correct class on the host.\n * \\@docs-private\n * @deprecated Use `setLines` instead.\n * \\@breaking-change 8.0.0\n */\nvar /**\n * Helper that takes a query list of lines and sets the correct class on the host.\n * \\@docs-private\n * @deprecated Use `setLines` instead.\n * \\@breaking-change 8.0.0\n */\nMatLineSetter = /** @class */ (function () {\n function MatLineSetter(lines, element) {\n setLines(lines, element);\n }\n return MatLineSetter;\n}());\nvar MatLineModule = /** @class */ (function () {\n function MatLineModule() {\n }\n

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MatLineModule.decorators = [\n        { type: NgModule, args: [{\n                imports: [MatCommonModule],\n
            exports: [MatLine, MatCommonModule],\n                declarations: [MatLine],\n            },] },\n    ];\n
return MatLineModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/** @enum
{number} */\nvar RippleState = {\n    FADING_IN: 0, VISIBLE: 1, FADING_OUT: 2, HIDDEN:
3,\n};\nRippleState[RippleState.FADING_IN] = 'FADING_IN';\nRippleState[RippleState.VISIBLE] =
'VISIBLE';\nRippleState[RippleState.FADING_OUT] = 'FADING_OUT';\nRippleState[RippleState.HIDDEN] =
'HIDDEN';\n/**\n * Reference to a previously launched ripple element.\n */\nvar  /**\n * Reference to a previously
launched ripple element.\n */\nRippleRef = /** @class */ (function () {\n    function RippleRef(_renderer, element,
config) {\n        this._renderer = _renderer;\n        this.element = element;\n        this.config = config;\n        /**\n
* Current state of the ripple.\n         */\n        this.state = RippleState.HIDDEN;\n    }\n    /** Fades out the ripple
element. */\n    /**\n     * Fades out the ripple element.\n     * @return {?}\n     */\n    RippleRef.prototype.fadeOut =
/**\n     * Fades out the ripple element.\n     * @return {?}\n     */\n    function () {\n
this._renderer.fadeOutRipple(this);\n    };\n    return RippleRef;\n}());\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n
*/\n/**\n * Default ripple animation configuration for ripples without an explicit\n * animation config specified.\n *
@type {?}\n */\nvar defaultRippleAnimationConfig = {\n    enterDuration: 450,\n    exitDuration: 400\n};\n/**\n *
Timeout for ignoring mouse events. Mouse events will be temporary ignored after touch\n * events to avoid
synthetic mouse events.\n * @type {?}\n */\nvar ignoreMouseEventsTimeout = 800;\n/**\n * Options that apply to
all the event listeners that are bound by the ripple renderer.\n * @type {?}\n */\nvar passiveEventOptions =
normalizePassiveListenerOptions({ passive: true });\n/**\n * Helper service that performs DOM manipulations. Not
intended to be used outside this module.\n * The constructor takes a reference to the ripple directive's host element
and a map of DOM\n * event handlers to be installed on the element that triggers ripple animations.\n * This will
eventually become a custom renderer once Angular support exists.\n * \\@docs-private\n */\nvar  /**\n * Helper
service that performs DOM manipulations. Not intended to be used outside this module.\n * The constructor takes a
reference to the ripple directive's host element and a map of DOM\n * event handlers to be installed on the element
that triggers ripple animations.\n * This will eventually become a custom renderer once Angular support exists.\n *
\\@docs-private\n */\nRippleRenderer = /** @class */ (function () {\n    function RippleRenderer(_target, _ngZone,
elementRef, platform) {\n        var _this = this;\n        this._target = _target;\n        this._ngZone = _ngZone;\n
/**\n         * Whether the pointer is currently down or not.\n         */\n        this._isPointerDown = false;\n        /**\n
    * Events to be registered on the trigger element.\n         */\n        this._triggerEvents = new Map();\n        /**\n
* Set of currently active ripple references.\n         */\n        this._activeRipples = new Set();\n        /**\n         *
Function being called whenever the trigger is being pressed using mouse.\n         */\n        this.onMousedown =
function (event) {\n            // Screen readers will fire fake mouse events for space/enter. Skip launching a\n            //
ripple in this case for consistency with the non-screen-reader experience.\n            /** @type {?} */\n            var
isFakeMousedown = isFakeMousedownFromScreenReader(event);\n            /** @type {?} */\n            var
isSyntheticEvent = _this._lastTouchStartEvent &&\n                Date.now() < _this._lastTouchStartEvent +
ignoreMouseEventsTimeout;\n            if (!_this._target.rippleDisabled && !isFakeMousedown &&
!isSyntheticEvent) {\n                _this._isPointerDown = true;\n                _this.fadeInRipple(event.clientX,
event.clientY, _this._target.rippleConfig);\n            }\n        };\n        /**\n         * Function being called whenever the
trigger is being pressed using touch.\n         */\n        this.onTouchStart = function (event) {\n            if
(!_this._target.rippleDisabled) {\n                // Some browsers fire mouse events after a `touchstart` event. Those
synthetic mouse\n                // events will launch a second ripple if we don't ignore mouse events for a specific\n
        // time after a touchstart event.\n                _this._lastTouchStartEvent = Date.now();\n
_this._isPointerDown = true;\n                // Use `changedTouches` so we skip any touches where the user put\n
    // their finger down, but used another finger to tap the element again.\n                /** @type {?} */\n                var
touches = event.changedTouches;\n                for (var i = 0; i < touches.length; i++) {\n
_this.fadeInRipple(touches[i].clientX, touches[i].clientY, _this._target.rippleConfig);\n                }\n            }\n
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};\n        /**\n         * Function being called whenever the trigger is being released.\n         */\n        this.onPointerUp
= function () {\n            if (!_this._isPointerDown) {\n                return;\n            }\n            _this._isPointerDown =
false;\n            // Fade-out all ripples that are visible and not persistent.\n
_this._activeRipples.forEach(function (ripple) {\n                // By default, only ripples that are completely visible
will fade out on pointer release.\n                // If the `terminateOnPointerUp` option is set, ripples that still fade in
will also fade out.\n                /** @type {?} */\n                var isVisible = ripple.state === RippleState.VISIBLE ||\n
                ripple.config.terminateOnPointerUp && ripple.state === RippleState.FADING_IN;\n                if
(!ripple.config.persistent && isVisible) {\n                    ripple.fadeOut();\n                }\n            });\n        };\n        //
Only do anything if we're on the browser.\n        if (platform.isBrowser) {\n            this._containerElement =
elementRef.nativeElement;\n            // Specify events which need to be registered on the trigger.\n
this._triggerEvents\n                .set('mousedown', this.onMousedown)\n                .set('mouseup', this.onPointerUp)\n
            .set('mouseleave', this.onPointerUp)\n                .set('touchstart', this.onTouchStart)\n
.set('touchend', this.onPointerUp)\n                .set('touchcancel', this.onPointerUp);\n        }\n    }\n    /**\n     * Fades
in a ripple at the given coordinates.\n     * @param x Coordinate within the element, along the X axis at which to
start the ripple.\n     * @param y Coordinate within the element, along the Y axis at which to start the ripple.\n     *
@param config Extra ripple options.\n     */\n    /**\n     * Fades in a ripple at the given coordinates.\n     * @param
{?} x Coordinate within the element, along the X axis at which to start the ripple.\n     * @param {?} y Coordinate
within the element, along the Y axis at which to start the ripple.\n     * @param {?=} config Extra ripple options.\n
* @return {?}\n     */\n    RippleRenderer.prototype.fadeInRipple = /**\n     * Fades in a ripple at the given
coordinates.\n     * @param {?} x Coordinate within the element, along the X axis at which to start the ripple.\n     *
@param {?} y Coordinate within the element, along the Y axis at which to start the ripple.\n     * @param {?=}
config Extra ripple options.\n     * @return {?}\n     */\n    function (x, y, config) {\n        var _this = this;\n        if
(config === void 0) { config = {}; }\n        /** @type {?} */\n        var containerRect = this._containerRect =\n
 this._containerRect || this._containerElement.getBoundingClientRect();\n        /** @type {?} */\n        var
animationConfig = __assign({}, defaultRippleAnimationConfig, config.animation);\n        if (config.centered) {\n
      x = containerRect.left + containerRect.width / 2;\n            y = containerRect.top + containerRect.height / 2;\n
}\n        /** @type {?} */\n        var radius = config.radius || distanceToFurthestCorner(x, y, containerRect);\n
/** @type {?} */\n        var offsetX = x - containerRect.left;\n        /** @type {?} */\n        var offsetY = y -
containerRect.top;\n        /** @type {?} */\n        var duration = animationConfig.enterDuration;\n        /** @type
{?} */\n        var ripple = document.createElement('div');\n        ripple.classList.add('mat-ripple-element');\n
ripple.style.left = offsetX - radius + \"px\";\n        ripple.style.top = offsetY - radius + \"px\";\n
ripple.style.height = radius * 2 + \"px\";\n        ripple.style.width = radius * 2 + \"px\";\n        // If the color is not set,
the default CSS color will be used.\n        ripple.style.backgroundColor = config.color || null;\n
ripple.style.transitionDuration = duration + \"ms\";\n        this._containerElement.appendChild(ripple);\n        // By
default the browser does not recalculate the styles of dynamically created\n        // ripple elements. This is critical
because then the `scale` would not animate properly.\n        enforceStyleRecalculation(ripple);\n
ripple.style.transform = 'scale(1)';\n        // Exposed reference to the ripple that will be returned.\n        /** @type {?}
*/\n        var rippleRef = new RippleRef(this, ripple, config);\n        rippleRef.state = RippleState.FADING_IN;\n
// Add the ripple reference to the list of all active ripples.\n        this._activeRipples.add(rippleRef);\n        if
(!config.persistent) {\n            this._mostRecentTransientRipple = rippleRef;\n        }\n        // Wait for the ripple
element to be completely faded in.\n        // Once it's faded in, the ripple can be hidden immediately if the mouse is
released.\n        this.runTimeoutOutsideZone(function () {\n            /** @type {?} */\n            var
isMostRecentTransientRipple = rippleRef === _this._mostRecentTransientRipple;\n            rippleRef.state =
RippleState.VISIBLE;\n            // When the timer runs out while the user has kept their pointer down, we want to\n
        // keep only the persistent ripples and the latest transient ripple. We do this,\n            // because we don't want
stacked transient ripples to appear after their enter\n            // animation has finished.\n            if (!config.persistent
&& (!isMostRecentTransientRipple || !_this._isPointerDown)) {\n                rippleRef.fadeOut();\n            }\n        },
duration);\n        return rippleRef;\n    };\n    /** Fades out a ripple reference. */\n    /**\n     * Fades out a ripple
```

reference.\n * @param {?} rippleRef\n * @return {?}\n */\n RippleRenderer.prototype.fadeOutRipple = /**\n * Fades out a ripple reference.\n * @param {?} rippleRef\n * @return {?}\n */\n function (rippleRef) {\n /** @type {?} */\n var wasActive = this._activeRipples.delete(rippleRef);\n if (rippleRef === this._mostRecentTransientRipple) {\n this._mostRecentTransientRipple = null;\n }\n // Clear out the cached bounding rect if we have no more ripples.\n if (!this._activeRipples.size) {\n this._containerRect = null;\n }\n // For ripples that are not active anymore, don't re-run the fade-out animation.\n if (!wasActive) {\n return;\n }\n /** @type {?} */\n var rippleEl = rippleRef.element;\n /** @type {?} */\n var animationConfig = __assign({}, defaultRippleAnimationConfig, rippleRef.config.animation);\n rippleEl.style.transitionDuration = animationConfig.exitDuration + \"ms\";\n rippleEl.style.opacity = '0';\n rippleRef.state = RippleState.FADING_OUT;\n // Once the ripple faded out, the ripple can be safely removed from the DOM.\n this.runTimeoutOutsideZone(function () {\n rippleRef.state = RippleState.HIDDEN;\n (/** @type {?} */ (rippleEl.parentNode)).removeChild(rippleEl);\n }, animationConfig.exitDuration);\n };\n /** Fades out all currently active ripples. */\n /**\n * Fades out all currently active ripples.\n * @return {?}\n */\n RippleRenderer.prototype.fadeOutAll = /**\n * Fades out all currently active ripples.\n * @return {?}\n */\n function () {\n this._activeRipples.forEach(function (ripple) { return ripple.fadeOut(); });\n };\n /** Sets up the trigger event listeners */\n /**\n * Sets up the trigger event listeners\n * @param {?} element\n * @return {?}\n */\n RippleRenderer.prototype.setupTriggerEvents = /**\n * Sets up the trigger event listeners\n * @param {?} element\n * @return {?}\n */\n function (element) {\n var _this = this;\n if (!element || element === this._triggerElement) {\n return;\n }\n // Remove all previously registered event listeners from the trigger element.\n this._removeTriggerEvents();\n this._ngZone.runOutsideAngular(function () {\n _this._triggerEvents.forEach(function (fn, type) {\n element.addEventListener(type, fn, passiveEventOptions);\n });\n });\n this._triggerElement = element;\n };\n /** Runs a timeout outside of the Angular zone to avoid triggering the change detection. */\n /**\n * Runs a timeout outside of the Angular zone to avoid triggering the change detection.\n * @private\n * @param {?} fn\n * @param {?=} delay\n * @return {?}\n */\n RippleRenderer.prototype.runTimeoutOutsideZone = /**\n * Runs a timeout outside of the Angular zone to avoid triggering the change detection.\n * @private\n * @param {?} fn\n * @param {?=} delay\n * @return {?}\n */\n function (fn, delay) {\n if (delay === void 0) { delay = 0; }\n this._ngZone.runOutsideAngular(function () { return setTimeout(fn, delay); });\n };\n /** Removes previously registered event listeners from the trigger element. */\n /**\n * Removes previously registered event listeners from the trigger element.\n * @return {?}\n */\n RippleRenderer.prototype._removeTriggerEvents = /**\n * Removes previously registered event listeners from the trigger element.\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._triggerElement) {\n this._triggerEvents.forEach(function (fn, type) {\n (/** @type {?} */ (_this._triggerElement)).removeEventListener(type, fn, passiveEventOptions);\n });\n }\n };\n return RippleRenderer;\n}());\n/**\n * Enforces a style recalculation of a DOM element by computing its styles.\n * @param {?} element\n * @return {?}\n */\nfunction enforceStyleRecalculation(element) {\n // Enforce a style recalculation by calling `getComputedStyle` and accessing any property.\n // Calling `getPropertyValue` is important to let optimizers know that this is not a noop.\n // See: https://gist.github.com/paulirish/5d52fb081b3570c81e3a\n window.getComputedStyle(element).getPropertyValue('opacity');\n}\n/**\n * Returns the distance from the point (x, y) to the furthest corner of a rectangle.\n * @param {?} x\n * @param {?} y\n * @param {?} rect\n * @return {?}\n */\nfunction distanceToFurthestCorner(x, y, rect) {\n /** @type {?} */\n var distX = Math.max(Math.abs(x - rect.left), Math.abs(x - rect.right));\n /** @type {?} */\n var distY = Math.max(Math.abs(y - rect.top), Math.abs(y - rect.bottom));\n return Math.sqrt(distX * distX + distY * distY);\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token that can be used to specify the global ripple options.\n * @type {?}\n */\nvar

MAT_RIPPLE_GLOBAL_OPTIONS = new InjectionToken('mat-ripple-global-options');\nvar MatRipple = /**
@class */ (function () {\n function MatRipple(_elementRef, ngZone, platform, globalOptions, animationMode)
{\n this._elementRef = _elementRef;\n /**\n * If set, the radius in pixels of foreground ripples when
fully expanded. If unset, the radius\n * will be the distance from the center of the ripple to the furthest corner of
the host element's\n * bounding rectangle.\n */\n this.radius = 0;\n this._disabled = false;\n
/**\n * Whether ripple directive is initialized and the input bindings are set.\n */\n this._isInitialized =
false;\n this._globalOptions = globalOptions || {};\n this._rippleRenderer = new RippleRenderer(this,
ngZone, _elementRef, platform);\n if (animationMode === 'NoopAnimations') {\n
this._globalOptions.animation = { enterDuration: 0, exitDuration: 0 };\n }\n }\n
Object.defineProperty(MatRipple.prototype, \"disabled\", {\n /**\n * Whether click events will not trigger
the ripple. Ripples can be still launched manually\n * by using the `launch()` method.\n */\n get: /**\n
* Whether click events will not trigger the ripple. Ripples can be still launched manually\n * by using the
`launch()` method.\n * @return {?}\n */\n function () { return this._disabled; },\n set: /**\n *
@param {?} value\n * @return {?}\n */\n function (value) {\n this._disabled = value;\n
this._setupTriggerEventsIfEnabled();\n },\n enumerable: true,\n configurable: true\n });\n
Object.defineProperty(MatRipple.prototype, \"trigger\", {\n /**\n * The element that triggers the ripple
when click events are received.\n * Defaults to the directive's host element.\n */\n get: /**\n *
The element that triggers the ripple when click events are received.\n * Defaults to the directive's host
element.\n * @return {?}\n */\n function () { return this._trigger || this._elementRef.nativeElement;
},\n set: /**\n * @param {?} trigger\n * @return {?}\n */\n function (trigger) {\n
this._trigger = trigger;\n this._setupTriggerEventsIfEnabled();\n },\n enumerable: true,\n
configurable: true\n });\n /**\n * @return {?}\n */\n MatRipple.prototype.ngOnInit = /**\n * @return
{?}\n */\n function () {\n this._isInitialized = true;\n this._setupTriggerEventsIfEnabled();\n };\n
/**\n * @return {?}\n */\n MatRipple.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function ()
{\n this._rippleRenderer._removeTriggerEvents();\n };\n /** Fades out all currently showing ripple
elements. */\n /**\n * Fades out all currently showing ripple elements.\n * @return {?}\n */\n
MatRipple.prototype.fadeOutAll = /**\n * Fades out all currently showing ripple elements.\n * @return {?}\n
*/\n function () {\n this._rippleRenderer.fadeOutAll();\n };\n Object.defineProperty(MatRipple.prototype,
\"rippleConfig\", {\n /**\n * Ripple configuration from the directive's input values.\n * @docs-private
Implemented as part of RippleTarget\n */\n get: /**\n * Ripple configuration from the directive's input
values.\n * \\@docs-private Implemented as part of RippleTarget\n * @return {?}\n */\n function
() {\n return {\n centered: this.centered,\n radius: this.radius,\n color: this.color,\n
animation: __assign({}, this._globalOptions.animation, this.animation),\n terminateOnPointerUp:
this._globalOptions.terminateOnPointerUp,\n };\n },\n enumerable: true,\n configurable: true\n
});\n Object.defineProperty(MatRipple.prototype, \"rippleDisabled\", {\n /**\n * Whether ripples on
pointer-down are disabled or not.\n * @docs-private Implemented as part of RippleTarget\n */\n get:
/**\n * Whether ripples on pointer-down are disabled or not.\n * \\@docs-private Implemented as part of
RippleTarget\n * @return {?}\n */\n function () {\n return this.disabled ||
!!this._globalOptions.disabled;\n },\n enumerable: true,\n configurable: true\n });\n /** Sets up the
the trigger event listeners if ripples are enabled. */\n /**\n * Sets up the the trigger event listeners if ripples are
enabled.\n * @private\n * @return {?}\n */\n MatRipple.prototype._setupTriggerEventsIfEnabled = /**\n
* Sets up the the trigger event listeners if ripples are enabled.\n * @private\n * @return {?}\n */\n
function () {\n if (!this.disabled && this._isInitialized) {\n
this._rippleRenderer.setupTriggerEvents(this.trigger);\n }\n };\n /** Launches a manual ripple at the
specified coordinated or just by the ripple config. */\n /**\n * Launches a manual ripple at the specified
coordinated or just by the ripple config.\n * @param {?} configOrX\n * @param {?=} y\n * @param {?=}
config\n * @return {?}\n */\n MatRipple.prototype.launch = /**\n * Launches a manual ripple at the
specified coordinated or just by the ripple config.\n * @param {?} configOrX\n * @param {?=} y\n *

@param {?=} config\n * @return {?}\n */\n function (configOrX, y, config) {\n if (y === void 0) { y = 0; }\n if (typeof configOrX === 'number') {\n return this._rippleRenderer.fadeInRipple(configOrX, y, __assign({}, this.rippleConfig, config));\n }\n else {\n return this._rippleRenderer.fadeInRipple(0, 0, __assign({}, this.rippleConfig, configOrX));\n }\n };\n MatRipple.decorators = [\n { type: Directive, args: [{\n selector: '[mat-ripple], [matRipple]',\n exportAs: 'matRipple',\n host: {\n 'class': 'mat-ripple',\n '[class.mat-ripple-unbounded]': 'unbounded'\n }\n },] },\n];\n /** @nocollapse */\n MatRipple.ctorParameters = function () { return [\n { type: ElementRef },\n { type: NgZone },\n { type: Platform },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_RIPPLE_GLOBAL_OPTIONS,] }] },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] }\n]; };\n MatRipple.propDecorators = {\n color: [{ type: Input, args: ['matRippleColor',] }],\n unbounded: [{ type: Input, args: ['matRippleUnbounded',] }],\n centered: [{ type: Input, args: ['matRippleCentered',] }],\n radius: [{ type: Input, args: ['matRippleRadius',] }],\n animation: [{ type: Input, args: ['matRippleAnimation',] }],\n disabled: [{ type: Input, args: ['matRippleDisabled',] }],\n trigger: [{ type: Input, args: ['matRippleTrigger',] }]\n };\n return MatRipple;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatRippleModule = /** @class */ (function () {\n function MatRippleModule() {\n }\n MatRippleModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatCommonModule, PlatformModule],\n exports: [MatRipple, MatCommonModule],\n declarations: [MatRipple],\n },] },\n];\n return MatRippleModule;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Component that shows a simplified checkbox without including any kind of \"real\" checkbox.\n * Meant to be used when the checkbox is purely decorative and a large number of them will be\n * included, such as for the options in a multi-select. Uses no SVGs or complex animations.\n * Note that theming is meant to be handled by the parent element, e.g.\n * `mat-primary .mat-pseudo-checkbox`.\n *\n * Note that this component will be completely invisible to screen-reader users. This is *not*\n * interchangeable with `<mat-checkbox>` and should *not* be used if the user would directly\n * interact with the checkbox. The pseudo-checkbox should only be used as an implementation detail\n * of more complex components that appropriately handle selected / checked state.\n * \\@docs-private\n */\nvar MatPseudoCheckbox = /** @class */ (function () {\n function MatPseudoCheckbox(_animationMode) {\n this._animationMode = _animationMode;\n /**\n * Display state of the checkbox.\n */\n this.state = 'unchecked';\n /**\n * Whether the checkbox is disabled.\n */\n this.disabled = false;\n }\n MatPseudoCheckbox.decorators = [\n { type: Component, args: [{encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n selector: 'mat-pseudo-checkbox',\n styles: [\".mat-pseudo-checkbox{width:16px;height:16px;border:2px solid;border-radius:2px;cursor:pointer;display:inline-block;vertical-align:middle;box-sizing:border-box;position:relative;flex-shrink:0;transition:border-color 90ms cubic-bezier(0,0,.2,.1),background-color 90ms cubic-bezier(0,0,.2,.1)}.mat-pseudo-checkbox::after{position:absolute;opacity:0;content:\";border-bottom:2px solid currentColor;transition:opacity 90ms cubic-bezier(0,0,.2,.1)}.mat-pseudo-checkbox.mat-pseudo-checkbox-checked,.mat-pseudo-checkbox.mat-pseudo-checkbox-indeterminate{border-color:transparent}._mat-animation-noopable.mat-pseudo-checkbox{transition:none;animation:none}._mat-animation-noopable.mat-pseudo-checkbox::after{transition:none}.mat-pseudo-checkbox-disabled{cursor:default}.mat-pseudo-checkbox-disabled.mat-pseudo-checkbox-indeterminate{opacity:.5}.mat-pseudo-checkbox-indeterminate::after{top:5px;left:1px;width:10px;opacity:1;border-radius:2px}.mat-pseudo-checkbox-checked::after{top:2.4px;left:1px;width:8px;height:3px;border-left:2px solid currentColor;transform:rotate(-45deg);opacity:1}\"],\n template: \",\n host: {\n 'class': 'mat-pseudo-checkbox',\n '[class.mat-pseudo-checkbox-indeterminate]': 'state === \"indeterminate\"',\n '[class.mat-pseudo-checkbox-checked]': 'state === \"checked\"',\n '[class.mat-pseudo-checkbox-

disabled]': 'disabled',\n '[class._mat-animation-noopable]': '_animationMode === \"NoopAnimations\"',\n },\n },] },\n];\n /** @nocollapse */\n MatPseudoCheckbox.ctorParameters = function () { return [\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] }\n]; };\n MatPseudoCheckbox.propDecorators = {\n state: [{ type: Input }],\n disabled: [{ type: Input }]\n };\n return MatPseudoCheckbox;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatPseudoCheckboxModule = /** @class */ (function () {\n function MatPseudoCheckboxModule() {\n }\n MatPseudoCheckboxModule.decorators = [\n { type: NgModule, args: [{\n exports: [MatPseudoCheckbox],\n declarations: [MatPseudoCheckbox]\n },] },\n];\n return MatPseudoCheckboxModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatOptgroup.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatOptgroup.\n/**\n * \\@docs-private\n */\nMatOptgroupBase = /** @class */ (function () {\n function MatOptgroupBase() {\n }\n return MatOptgroupBase;\n}());\n/** @type {?} */\nvar _MatOptgroupMixinBase = mixinDisabled(MatOptgroupBase);\n// Counter for unique group ids.\n/** @type {?} */\nvar _uniqueOptgroupIdCounter = 0;\n/**\n * Component that is used to group instances of `mat-option`.\n */\nvar MatOptgroup = /** @class */ (function (_super) {\n __extends(MatOptgroup, _super);\n function MatOptgroup() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n /**\n * Unique id for the underlying label.\n */\n _this._labelId = \"mat-optgroup-label-\" + _uniqueOptgroupIdCounter++;\n return _this;\n }\n MatOptgroup.decorators = [\n { type: Component, args: [{selector: 'mat-optgroup',\n exportAs: 'matOptgroup',\n template: \"<label class=\\\"mat-optgroup-label\\\" [id]=\\\"_labelId\\\">{{ label }}<ng-content></ng-content></label><ng-content select=\\\"mat-option, ng-container\\\"></ng-content>\",\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n inputs: ['disabled'],\n styles: [\".mat-optgroup-label{white-space:nowrap;overflow:hidden;text-overflow:ellipsis;display:block;line-height:48px;height:48px;padding:0 16px;text-align:left;text-decoration:none;max-width:100%;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:default}.mat-optgroup-label[disabled]{cursor:default}[dir=rtl] .mat-optgroup-label{text-align:right}.mat-optgroup-label .mat-icon{margin-right:16px;vertical-align:middle}.mat-optgroup-label .mat-icon svg{vertical-align:top}[dir=rtl] .mat-optgroup-label .mat-icon{margin-left:16px;margin-right:0}\"],\n host: {\n 'class': 'mat-optgroup',\n 'role': 'group',\n '[class.mat-optgroup-disabled]': 'disabled',\n '[attr.aria-disabled]': 'disabled.toString()',\n '[attr.aria-labelledby]': '_labelId',\n }\n },] },\n];\n MatOptgroup.propDecorators = {\n label: [{ type: Input }]\n };\n return MatOptgroup;\n}(_MatOptgroupMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Option IDs need to be unique across components, so this counter exists outside of\n * the component definition.\n * @type {?}\n */\nvar _uniqueIdCounter = 0;\n/**\n * Event object emitted by MatOption when selected or deselected.\n */\nvar \n/**\n * Event object emitted by MatOption when selected or deselected.\n */\nMatOptionSelectionChange = /** @class */ (function () {\n function MatOptionSelectionChange(source, isUserInput) {\n if (isUserInput === void 0) { isUserInput = false; }\n this.source = source;\n this.isUserInput = isUserInput;\n }\n return MatOptionSelectionChange;\n}());\n/**\n * Injection token used to provide the parent component to options.\n * @type {?}\n */\nvar MAT_OPTION_PARENT_COMPONENT = new InjectionToken('MAT_OPTION_PARENT_COMPONENT');\n/**\n * Single option inside of a `<mat-select>` element.\n */\nvar MatOption = /** @class */ (function () {\n function MatOption(_element, _changeDetectorRef, _parent, group) {\n this._element = _element;\n this._changeDetectorRef = _changeDetectorRef;\n this._parent = _parent;\n this.group = group;\n this._selected = false;\n this._active = false;\n this._disabled = false;\n this._mostRecentViewValue = '';\n /**\n * The unique ID of the option.\n

```
*/\n        this.id = \"mat-option-\" + _uniqueIdCounter++;\n        /**\n         * Event emitted when the option is
selected or deselected.\n         */\n        // tslint:disable-next-line:no-output-on-prefix\n        this.onSelectionChange =
new EventEmitter();\n        /**\n         * Emits when the state of the option changes and any parents have to be
notified.\n         */\n        this._stateChanges = new Subject();\n    }\n    Object.defineProperty(MatOption.prototype,
\"multiple\", {\n        /** Whether the wrapping component is in multiple selection mode. */\n        get: /**\n         *
Whether the wrapping component is in multiple selection mode.\n         * @return {?}\n         */\n        function () {
return this._parent && this._parent.multiple; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatOption.prototype, \"selected\", {\n        /** Whether or not the option is currently
selected. */\n        get: /**\n         * Whether or not the option is currently selected.\n         * @return {?}\n         */\n
    function () { return this._selected; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatOption.prototype, \"disabled\", {\n        /** Whether the option is disabled. */\n        get:
/**\n         * Whether the option is disabled.\n         * @return {?}\n         */\n        function () { return (this.group
&& this.group.disabled) || this._disabled; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n
*/\n        function (value) { this._disabled = coerceBooleanProperty(value); },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatOption.prototype, \"disableRipple\", {\n        /** Whether
ripples for the option are disabled. */\n        get: /**\n         * Whether ripples for the option are disabled.\n         *
@return {?}\n         */\n        function () { return this._parent && this._parent.disableRipple; },\n        enumerable:
true,\n        configurable: true\n    });\n    Object.defineProperty(MatOption.prototype, \"active\", {\n        /**\n
* Whether or not the option is currently active and ready to be selected.\n         * An active option displays styles as
if it is focused, but the\n         * focus is actually retained somewhere else. This comes in handy\n         * for
components like autocomplete where focus must remain on the input.\n         */\n        get: /**\n         * Whether or
not the option is currently active and ready to be selected.\n         * An active option displays styles as if it is
focused, but the\n         * focus is actually retained somewhere else. This comes in handy\n         * for components
like autocomplete where focus must remain on the input.\n         * @return {?}\n         */\n        function () {\n
return this._active;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatOption.prototype, \"viewValue\", {\n        /**\n         * The displayed value of the option.
It is necessary to show the selected option in the\n         * select's trigger.\n         */\n        get: /**\n         * The
displayed value of the option. It is necessary to show the selected option in the\n         * select's trigger.\n         *
@return {?}\n         */\n        function () {\n            // TODO(kara): Add input property alternative for node envs.\n
        return (this._getHostElement().textContent || '').trim();\n        },\n        enumerable: true,\n        configurable:
true\n    });\n    /** Selects the option. */\n    /**\n     * Selects the option.\n     * @return {?}\n     */\n
MatOption.prototype.select = /**\n     * Selects the option.\n     * @return {?}\n     */\n    function () {\n        if
(!this._selected) {\n            this._selected = true;\n            this._changeDetectorRef.markForCheck();\n
this._emitSelectionChangeEvent();\n        }\n    };\n    /** Deselects the option. */\n    /**\n     * Deselects the
option.\n     * @return {?}\n     */\n    MatOption.prototype.deselect = /**\n     * Deselects the option.\n     * @return
{?}\n     */\n    function () {\n        if (this._selected) {\n            this._selected = false;\n
this._changeDetectorRef.markForCheck();\n            this._emitSelectionChangeEvent();\n        }\n    };\n    /** Sets
focus onto this option. */\n    /**\n     * Sets focus onto this option.\n     * @return {?}\n     */\n
MatOption.prototype.focus = /**\n     * Sets focus onto this option.\n     * @return {?}\n     */\n    function () {\n
/** @type {?} */\n        var element = this._getHostElement();\n        if (typeof element.focus === 'function') {\n
    element.focus();\n        }\n    };\n    /**\n     * This method sets display styles on the option to make it appear\n
* active. This is used by the ActiveDescendantKeyManager so key\n     * events will display the proper options as
active on arrow key events.\n     */\n    /**\n     * This method sets display styles on the option to make it appear\n
* active. This is used by the ActiveDescendantKeyManager so key\n     * events will display the proper options as
active on arrow key events.\n     * @return {?}\n     */\n    MatOption.prototype.setActiveStyles = /**\n     * This
method sets display styles on the option to make it appear\n     * active. This is used by the
ActiveDescendantKeyManager so key\n     * events will display the proper options as active on arrow key events.\n
 * @return {?}\n     */\n    function () {\n        if (!this._active) {\n            this._active = true;\n
```

this._changeDetectorRef.markForCheck();\n }\n };\n /**\n * This method removes display styles on the option that made it appear\n * active. This is used by the ActiveDescendantKeyManager so key\n * events will display the proper options as active on arrow key events.\n */\n /**\n * This method removes display styles on the option that made it appear\n * active. This is used by the ActiveDescendantKeyManager so key\n * events will display the proper options as active on arrow key events.\n * @return {?}\n */\n MatOption.prototype.setInactiveStyles = /**\n * This method removes display styles on the option that made it appear\n * active. This is used by the ActiveDescendantKeyManager so key\n * events will display the proper options as active on arrow key events.\n * @return {?}\n */\n function () {\n if (this._active) {\n this._active = false;\n this._changeDetectorRef.markForCheck();\n }\n };\n /** Gets the label to be used when determining whether the option should be focused. */\n /**\n * Gets the label to be used when determining whether the option should be focused.\n * @return {?}\n */\n MatOption.prototype.getLabel = /**\n * Gets the label to be used when determining whether the option should be focused.\n * @return {?}\n */\n function () {\n return this.viewValue;\n };\n /** Ensures the option is selected when activated from the keyboard. */\n /**\n * Ensures the option is selected when activated from the keyboard.\n * @param {?} event\n * @return {?}\n */\n MatOption.prototype._handleKeydown = /**\n * Ensures the option is selected when activated from the keyboard.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if ((event.keyCode === ENTER || event.keyCode === SPACE) && !hasModifierKey(event)) {\n this._selectViaInteraction();\n // Prevent the page from scrolling down and form submits.\n event.preventDefault();\n }\n };\n /**\n * `Selects the option while indicating the selection came from the user. Used to\n  * determine if the select's view -> model callback should be invoked.`\n */\n /**\n * `Selects the option while indicating the selection came from the user. Used to\n  * determine if the select's view -> model callback should be invoked.`\n * @return {?}\n */\n MatOption.prototype._selectViaInteraction = /**\n * `Selects the option while indicating the selection came from the user. Used to\n  * determine if the select's view -> model callback should be invoked.`\n * @return {?}\n */\n function () {\n if (!this.disabled) {\n this._selected = this.multiple ? !this._selected : true;\n this._changeDetectorRef.markForCheck();\n this._emitSelectionChangeEvent(true);\n }\n };\n /** Returns the correct tabindex for the option depending on disabled state. */\n /**\n * Returns the correct tabindex for the option depending on disabled state.\n * @return {?}\n */\n MatOption.prototype._getTabIndex = /**\n * Returns the correct tabindex for the option depending on disabled state.\n * @return {?}\n */\n function () {\n return this.disabled ? '-1' : '0';\n };\n /** Gets the host DOM element. */\n /**\n * Gets the host DOM element.\n * @return {?}\n */\n MatOption.prototype._getHostElement = /**\n * Gets the host DOM element.\n * @return {?}\n */\n function () {\n return this._element.nativeElement;\n };\n /**\n * @return {?}\n */\n MatOption.prototype.ngAfterViewChecked = /**\n * @return {?}\n */\n function () {\n // Since parent components could be using the option's label to display the selected values\n // (e.g. `mat-select`) and they don't have a way of knowing if the option's label has changed\n // we have to check for changes in the DOM ourselves and dispatch an event. These checks are\n // relatively cheap, however we still limit them only to selected options in order to avoid\n // hitting the DOM too often.\n if (this._selected) {\n /** @type {?} */\n var viewValue = this.viewValue;\n if (viewValue !== this._mostRecentViewValue) {\n this._mostRecentViewValue = viewValue;\n this._stateChanges.next();\n }\n }\n };\n /**\n * @return {?}\n */\n MatOption.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._stateChanges.complete();\n };\n /** Emits the selection change event. */\n /**\n * Emits the selection change event.\n * @private\n * @param {?=} isUserInput\n * @return {?}\n */\n MatOption.prototype._emitSelectionChangeEvent = /**\n * Emits the selection change event.\n * @private\n * @param {?=} isUserInput\n * @return {?}\n */\n function (isUserInput) {\n if (isUserInput === void 0) { isUserInput = false; }\n this.onSelectionChange.emit(new MatOptionSelectionChange(this, isUserInput));\n };\n MatOption.decorators = [\n { type: Component, args: [{selector: 'mat-option',\n exportAs: 'matOption',\n host: {\n 'role': 'option',\n '[attr.tabindex]': '_getTabIndex()',\n

'[class.mat-selected]': 'selected',\n '[class.mat-option-multiple]': 'multiple',\n '[class.mat-active]': 'active',\n '[id]': 'id',\n '[attr.aria-selected]': 'selected.toString()',\n '[attr.aria-disabled]': 'disabled.toString()',\n '[class.mat-option-disabled]': 'disabled',\n '(click)': '_selectViaInteraction()',\n '(keydown)': '_handleKeydown($event)',\n 'class': 'mat-option',\n },\n styles: [\".mat-option{white-space:nowrap;overflow:hidden;text-overflow:ellipsis;display:block;line-height:48px;height:48px;padding:0 16px;text-align:left;text-decoration:none;max-width:100%;position:relative;cursor:pointer;outline:0;display:flex;flex-direction:row;max-width:100%;box-sizing:border-box;align-items:center;-webkit-tap-highlight-color:transparent}.mat-option[disabled]{cursor:default}[dir=rtl] .mat-option{text-align:right}.mat-option .mat-icon{margin-right:16px;vertical-align:middle}.mat-option .mat-icon svg{vertical-align:top}[dir=rtl] .mat-option .mat-icon{margin-left:16px;margin-right:0}.mat-option[aria-disabled=true]{-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:default}.mat-optgroup .mat-option:not(.mat-option-multiple){padding-left:32px}[dir=rtl] .mat-optgroup .mat-option:not(.mat-option-multiple){padding-left:16px;padding-right:32px}@media screen and (-ms-high-contrast:active){.mat-option{margin:0 1px}.mat-option.mat-active{border:solid 1px currentColor;margin:0}}.mat-option-text{display:inline-block;flex-grow:1;overflow:hidden;text-overflow:ellipsis}.mat-option .mat-option-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}@media screen and (-ms-high-contrast:active){.mat-option .mat-option-ripple{opacity:.5}}.mat-option-pseudo-checkbox{margin-right:8px}[dir=rtl] .mat-option-pseudo-checkbox{margin-left:8px;margin-right:0}\"],\n template: \"<mat-pseudo-checkbox *ngIf=\\\"multiple\\\" class=\\\"mat-option-pseudo-checkbox\\\" [state]=\\\"selected ? 'checked' : \"\\\" [disabled]=\\\"disabled\\\"></mat-pseudo-checkbox><span class=\\\"mat-option-text\\\"><ng-content></ng-content><div class=\\\"mat-option-ripple\\\" mat-ripple [matRippleTrigger]=\\\"_getHostElement()\\\" [matRippleDisabled]=\\\"disabled || disableRipple\\\"> \",\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatOption.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_OPTION_PARENT_COMPONENT,] }] },\n { type: MatOptgroup, decorators: [{ type: Optional }] }\n]; };\n MatOption.propDecorators = {\n value: [{ type: Input }],\n id: [{ type: Input }],\n disabled: [{ type: Input }],\n onSelectionChange: [{ type: Output }]\n };\n return MatOption;\n});\n/**\n * Counts the amount of option group labels that precede the specified option.\n * \\@docs-private\n * @param {?} optionIndex Index of the option at which to start counting.\n * @param {?} options Flat list of all of the options.\n * @param {?} optionGroups Flat list of all of the option groups.\n * @return {?}\n */\nfunction _countGroupLabelsBeforeOption(optionIndex, options, optionGroups) {\n if (optionGroups.length) {\n /** @type {?} */\n var optionsArray = options.toArray();\n /** @type {?} */\n var groups = optionGroups.toArray();\n /** @type {?} */\n var groupCounter = 0;\n for (var i = 0; i < optionIndex + 1; i++) {\n if (optionsArray[i].group && optionsArray[i].group === groups[groupCounter]) {\n groupCounter++;\n }\n }\n return groupCounter;\n }\n return 0;\n}\n/**\n * Determines the position to which to scroll a panel in order for an option to be into view.\n * \\@docs-private\n * @param {?} optionIndex Index of the option to be scrolled into the view.\n * @param {?} optionHeight Height of the options.\n * @param {?} currentScrollPosition Current scroll position of the panel.\n * @param {?} panelHeight Height of the panel.\n * @return {?}\n */\nfunction _getOptionScrollPosition(optionIndex, optionHeight, currentScrollPosition, panelHeight) {\n /** @type {?} */\n var optionOffset = optionIndex * optionHeight;\n if (optionOffset < currentScrollPosition) {\n return optionOffset;\n }\n if (optionOffset + optionHeight > currentScrollPosition + panelHeight) {\n return Math.max(0, optionOffset - panelHeight + optionHeight);\n }\n return currentScrollPosition;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatOptionModule = /** @class */ (function () {\n function MatOptionModule() {\n }\n

MatOptionModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatRippleModule, CommonModule, MatPseudoCheckboxModule],\n exports: [MatOption, MatOptgroup],\n declarations: [MatOption, MatOptgroup]\n },] },\n];\n return MatOptionModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * InjectionToken that can be used to specify the global label options.\n * @type {?}\n */\nvar MAT_LABEL_GLOBAL_OPTIONS = new InjectionToken('mat-label-global-options');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * When constructing a Date, the month is zero-based. This can be confusing, since people are\n * used to seeing them one-based. So we create these aliases to make writing the tests easier.\n * \\@docs-private\n * \\@breaking-change 8.0.0 Remove this with V8 since it was only targeted for testing.\n * @type {?}\n */\nvar JAN = 0;\n/** @type {?} */\nvar FEB = 1;\n/** @type {?} */\nvar MAR = 2;\n/** @type {?} */\nvar APR = 3;\n/** @type {?} */\nvar MAY = 4;\n/** @type {?} */\nvar JUN = 5;\n/** @type {?} */\nvar JUL = 6;\n/** @type {?} */\nvar AUG = 7;\n/** @type {?} */\nvar SEP = 8;\n/** @type {?} */\nvar OCT = 9;\n/** @type {?} */\nvar NOV = 10;\n/** @type {?} */\nvar DEC = 11;\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { AnimationCurves, AnimationDurations, MatCommonModule, MATERIAL_SANITY_CHECKS, mixinDisabled, mixinColor, mixinDisableRipple, mixinTabIndex, mixinErrorState, mixinInitialized, NativeDateModule, MatNativeDateModule, MAT_DATE_LOCALE_FACTORY, MAT_DATE_LOCALE, MAT_DATE_LOCALE_PROVIDER, DateAdapter, MAT_DATE_FORMATS, NativeDateAdapter, MAT_NATIVE_DATE_FORMATS, ShowOnDirtyErrorStateMatcher, ErrorStateMatcher, MAT_HAMMER_OPTIONS, GestureConfig, setLines, MatLine, MatLineSetter, MatLineModule, MatOptionModule, _countGroupLabelsBeforeOption, _getOptionScrollPosition, MatOptionSelectionChange, MAT_OPTION_PARENT_COMPONENT, MatOption, MatOptgroupBase, _MatOptgroupMixinBase, MatOptgroup, MAT_LABEL_GLOBAL_OPTIONS, MatRippleModule, MAT_RIPPLE_GLOBAL_OPTIONS, MatRipple, RippleState, RippleRef, defaultRippleAnimationConfig, RippleRenderer, MatPseudoCheckboxModule, MatPseudoCheckbox, JAN, FEB, MAR, APR, MAY, JUN, JUL, AUG, SEP, OCT, NOV, DEC, MATERIAL_SANITY_CHECKS_FACTORY as a1 };\n//# sourceMappingURL=core.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Injectable, NgModule, ChangeDetectionStrategy, ChangeDetectorRef, Component, EventEmitter, forwardRef, Inject, Input, Optional, Output, ViewChild, ViewEncapsulation, ElementRef, NgZone, InjectionToken, ViewContainerRef, Directive, Attribute, ContentChild, defineInjectable } from '@angular/core';\nimport { Subject, merge, Subscription, of } from 'rxjs';\nimport { take, filter } from 'rxjs/operators';\nimport { DOWN_ARROW, END, ENTER, HOME, LEFT_ARROW, PAGE_DOWN, PAGE_UP, RIGHT_ARROW, UP_ARROW, SPACE, ESCAPE } from '@angular/cdk/keycodes';\nimport { DateAdapter, MAT_DATE_FORMATS, mixinColor } from '@angular/material/core';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { ComponentPortal, PortalModule } from '@angular/cdk/portal';\nimport { animate, state, style, transition, trigger } from '@angular/animations';\nimport { __extends } from 'tslib';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { Overlay, OverlayConfig, OverlayModule } from '@angular/cdk/overlay';\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport { MatDialog, MatDialogModule } from '@angular/material/dialog';\nimport { NG_VALIDATORS, NG_VALUE_ACCESSOR, Validators } from '@angular/forms';\nimport { MatFormField } from '@angular/material/form-field';\nimport { MAT_INPUT_VALUE_ACCESSOR } from '@angular/material/input';\nimport { MatButtonModule } from '@angular/material/button';\nimport { A11yModule } from '@angular/cdk/a11y';\n\n/**\n * @fileoverview added by tsickle\n * @suppress

{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * \\@docs-private\n * @param {?} provider\n * @return {?}\n */\nfunction createMissingDateImplError(provider) {\n return Error(\"MatDatepicker: No provider found for \" + provider + \". You must import one of the following \" +\n   \"modules at your application root: MatNativeDateModule, MatMomentDateModule, or provide a \" +\n \"custom implementation.\");\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Datepicker data that requires internationalization.\n */\nvar MatDatepickerIntl = /** @class */ (function () {\n function MatDatepickerIntl() {\n   /**\n   * Stream that emits whenever the labels here are changed. Use this to notify\n   * components if the labels have changed after initialization.\n   */\n   this.changes = new Subject();\n   /**\n   * A label for the calendar popup (used by screen readers).\n   */\n   this.calendarLabel = 'Calendar';\n   /**\n   * A label for the button used to open the calendar popup (used by screen readers).\n   */\n   this.openCalendarLabel = 'Open calendar';\n   /**\n   * A label for the previous month button (used by screen readers).\n   */\n   this.prevMonthLabel = 'Previous month';\n   /**\n   * A label for the next month button (used by screen readers).\n   */\n   this.nextMonthLabel = 'Next month';\n   /**\n   * A label for the previous year button (used by screen readers).\n   */\n   this.prevYearLabel = 'Previous year';\n   /**\n   * A label for the next year button (used by screen readers).\n   */\n   this.nextYearLabel = 'Next year';\n   /**\n   * A label for the previous multi-year button (used by screen readers).\n   */\n   this.prevMultiYearLabel = 'Previous 20 years';\n   /**\n   * A label for the next multi-year button (used by screen readers).\n   */\n   this.nextMultiYearLabel = 'Next 20 years';\n   /**\n   * A label for the 'switch to month view' button (used by screen readers).\n   */\n   this.switchToMonthViewLabel = 'Choose date';\n   /**\n   * A label for the 'switch to year view' button (used by screen readers).\n   */\n   this.switchToMultiYearViewLabel = 'Choose month and year';\n }\n MatDatepickerIntl.decorators = [\n   { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ MatDatepickerIntl.ngInjectableDef = defineInjectable({ factory: function MatDatepickerIntl_Factory() { return new MatDatepickerIntl(); }, token: MatDatepickerIntl, providedIn: \"root\" });\n return MatDatepickerIntl;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * An internal class that represents the data corresponding to a single calendar cell.\n * \\@docs-private\n */\nvar /**\n * An internal class that represents the data corresponding to a single calendar cell.\n * \\@docs-private\n */\nMatCalendarCell = /** @class */ (function () {\n function MatCalendarCell(value, displayValue, ariaLabel, enabled, cssClasses) {\n   this.value = value;\n   this.displayValue = displayValue;\n   this.ariaLabel = ariaLabel;\n   this.enabled = enabled;\n   this.cssClasses = cssClasses;\n }\n return MatCalendarCell;\n}());\n/**\n * An internal component used to display calendar data in a table.\n * \\@docs-private\n */\nvar MatCalendarBody = /** @class */ (function () {\n function MatCalendarBody(_elementRef, _ngZone) {\n   this._elementRef = _elementRef;\n   this._ngZone = _ngZone;\n   /**\n   * The number of columns in the table.\n   */\n   this.numCols = 7;\n   /**\n   * The cell number of the active cell in the table.\n   */\n   this.activeCell = 0;\n   /**\n   * The aspect ratio (width / height) to use for the cells in the table. This aspect ratio will be\n   * maintained even as the table resizes.\n   */\n   this.cellAspectRatio = 1;\n   /**\n   * Emits when a new value is selected.\n   */\n   this.selectedValueChange = new EventEmitter();\n }\n /**\n   * @param {?} cell\n   * @return {?}\n   */\n MatCalendarBody.prototype._cellClicked = /**\n   * @param {?} cell\n   * @return {?}\n   */\n function (cell) {\n   if (cell.enabled) {\n   this.selectedValueChange.emit(cell.value);\n   }\n };\n /**\n   * @param {?} changes\n   * @return {?}\n   */\n MatCalendarBody.prototype.ngOnChanges = /**\n   * @param {?} changes\n   * @return {?}\n   */\n function (changes) {\n   /** @type {?} */\n   var columnChanges = changes.numCols;\n   var _a = this, rows = _a.rows, numCols = _a.numCols;\n   if (changes.rows || columnChanges) {\n   this._firstRowOffset = rows && rows.length && rows[0].length ? numCols - rows[0].length : 0;\n   }\n   if (changes.cellAspectRatio || columnChanges || !this._cellPadding) {\n   this._cellPadding = 50 * this.cellAspectRatio / numCols + \"%\";\n   }\n   if (columnChanges ||

!this._cellWidth) {\n this._cellWidth = 100 / numCols + \"%\";\n }\n };\n /**\n * @param {?} rowIndex\n * @param {?} colIndex\n * @return {?}\n */\n MatCalendarBody.prototype._isActiveCell = /**\n * @param {?} rowIndex\n * @param {?} colIndex\n * @return {?}\n */\n function (rowIndex, colIndex) {\n /** @type {?} */\n var cellNumber = rowIndex * this.numCols + colIndex;\n // Account for the fact that the first row may not have as many cells.\n if (rowIndex) {\n cellNumber -= this._firstRowOffset;\n }\n return cellNumber == this.activeCell;\n };\n /** Focuses the active cell after the microtask queue is empty. */\n /**\n * Focuses the active cell after the microtask queue is empty.\n * @return {?}\n */\n MatCalendarBody.prototype._focusActiveCell = /**\n * Focuses the active cell after the microtask queue is empty.\n * @return {?}\n */\n function () {\n var _this = this;\n this._ngZone.runOutsideAngular(function () {\n _this._ngZone.onStable.asObservable().pipe(take(1)).subscribe(function () {\n /** @type {?} */\n var activeCell = _this._elementRef.nativeElement.querySelector('.mat-calendar-body-active');\n if (activeCell) {\n activeCell.focus();\n }\n });\n });\n };\n MatCalendarBody.decorators = [\n { type: Component, args: [{selector: '[mat-calendar-body]',\n template: \"<tr *ngIf=\\\"_firstRowOffset < labelMinRequiredCells\\\" aria-hidden=\\\"true\\\"><td class=\\\"mat-calendar-body-label\\\" [attr.colspan]=\\\"numCols\\\" [style.paddingTop]=\\\"_cellPadding\\\" [style.paddingBottom]=\\\"_cellPadding\\\">{{label}}</td></tr><tr *ngFor=\\\"let row of rows; let rowIndex = index\\\" role=\\\"row\\\"><td *ngIf=\\\"rowIndex === 0 && _firstRowOffset\\\" aria-hidden=\\\"true\\\" class=\\\"mat-calendar-body-label\\\" [attr.colspan]=\\\"_firstRowOffset\\\" [style.paddingTop]=\\\"_cellPadding\\\" [style.paddingBottom]=\\\"_cellPadding\\\">{{_firstRowOffset >= labelMinRequiredCells ? label : ''}}</td><td *ngFor=\\\"let item of row; let colIndex = index\\\" role=\\\"gridcell\\\" class=\\\"mat-calendar-body-cell\\\" [ngClass]=\\\"item.cssClasses\\\" [tabindex]=\\\"_isActiveCell(rowIndex, colIndex) ? 0 : -1\\\" [class.mat-calendar-body-disabled]=\\\"!item.enabled\\\" [class.mat-calendar-body-active]=\\\"_isActiveCell(rowIndex, colIndex)\\\" [attr.aria-label]=\\\"item.ariaLabel\\\" [attr.aria-disabled]=\\\"!item.enabled || null\\\" [attr.aria-selected]=\\\"selectedValue === item.value\\\" (click)=\\\"_cellClicked(item)\\\" [style.width]=\\\"_cellWidth\\\" [style.paddingTop]=\\\"_cellPadding\\\" [style.paddingBottom]=\\\"_cellPadding\\\"><div class=\\\"mat-calendar-body-cell-content\\\" [class.mat-calendar-body-selected]=\\\"selectedValue === item.value\\\" [class.mat-calendar-body-today]=\\\"todayValue === item.value\\\">{{item.displayValue}} </td></tr>\",\n styles: [\".mat-calendar-body{min-width:224px}.mat-calendar-body-label{height:0;line-height:0;text-align:left;padding-left:4.71429%;padding-right:4.71429%}.mat-calendar-body-cell{position:relative;height:0;line-height:0;text-align:center;outline:0;cursor:pointer}.mat-calendar-body-disabled{cursor:default}.mat-calendar-body-cell-content{position:absolute;top:5%;left:5%;display:flex;align-items:center;justify-content:center;box-sizing:border-box;width:90%;height:90%;line-height:1;border-width:1px;border-style:solid;border-radius:999px}@media screen and (-ms-high-contrast:active){.mat-calendar-body-cell-content{border:none}}@media screen and (-ms-high-contrast:active){.mat-calendar-body-selected,.mat-datepicker-popup:not(:empty){outline:solid 1px}.mat-calendar-body-today{outline:dotted 1px}}[dir=rtl] .mat-calendar-body-label{text-align:right}\"],\n host: {\n 'class': 'mat-calendar-body',\n 'role': 'grid',\n 'aria-readonly': 'true'\n },\n exportAs: 'matCalendarBody',\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatCalendarBody.ctorParameters = function () { return [\n { type: ElementRef },\n { type: NgZone }\n]; };\n MatCalendarBody.propDecorators = {\n label: [{ type: Input }],\n rows: [{ type: Input }],\n todayValue: [{ type: Input }],\n selectedValue: [{ type: Input }],\n labelMinRequiredCells: [{ type: Input }],\n numCols: [{ type: Input }],\n activeCell: [{ type: Input }],\n cellAspectRatio: [{ type: Input }],\n selectedValueChange: [{ type: Output }]\n };\n return MatCalendarBody;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar DAYS_PER_WEEK = 7;\n/**\n * An internal component used to display a single month in the datepicker.\n * \\@docs-private\n * @template D\n */\nvar MatMonthView = /** @class */ (function () {\n function MatMonthView(_changeDetectorRef, _dateFormats, _dateAdapter, _dir) {\n

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  this._changeDetectorRef = _changeDetectorRef;\n        this._dateFormats = _dateFormats;\n        this._dateAdapter
= _dateAdapter;\n        this._dir = _dir;\n        /**\n         * Emits when a new date is selected.\n         */\n
this.selectedChange = new EventEmitter();\n        /**\n         * Emits when any date is selected.\n         */\n
this._userSelection = new EventEmitter();\n        /**\n         * Emits when any date is activated.\n         */\n
this.activeDateChange = new EventEmitter();\n        if (!this._dateAdapter) {\n            throw
createMissingDateImplError('DateAdapter');\n        }\n        if (!this._dateFormats) {\n            throw
createMissingDateImplError('MAT_DATE_FORMATS');\n        }\n        /** @type {?} */\n        var
firstDayOfWeek = this._dateAdapter.getFirstDayOfWeek();\n        /** @type {?} */\n        var narrowWeekdays =
this._dateAdapter.getDayOfWeekNames('narrow');\n        /** @type {?} */\n        var longWeekdays =
this._dateAdapter.getDayOfWeekNames('long');\n        // Rotate the labels for days of the week based on the
configured first day of the week.\n        /** @type {?} */\n        var weekdays = longWeekdays.map(function (long,
i) {\n            return { long: long, narrow: narrowWeekdays[i] };\n        });\n        this._weekdays =
weekdays.slice(firstDayOfWeek).concat(weekdays.slice(0, firstDayOfWeek));\n        this._activeDate =
this._dateAdapter.today();\n    }\n    Object.defineProperty(MatMonthView.prototype, \"activeDate\", {\n        /**\n
     * The date to display in this month view (everything other than the month and year is ignored).\n         */\n
get: /**\n         * The date to display in this month view (everything other than the month and year is ignored).\n
* @return {?}\n         */\n        function () { return this._activeDate; },\n        set: /**\n         * @param {?} value\n
   * @return {?}\n         */\n        function (value) {\n            /** @type {?} */\n            var oldActiveDate =
this._activeDate;\n            /** @type {?} */\n            var validDate =
this._getValidDateOrNull(this._dateAdapter.deserialize(value)) || this._dateAdapter.today();\n
this._activeDate = this._dateAdapter.clampDate(validDate, this.minDate, this.maxDate);\n            if
(!this._hasSameMonthAndYear(oldActiveDate, this._activeDate)) {\n                this._init();\n            }\n        },\n
enumerable: true,\n        configurable: true\n    });\n    Object.defineProperty(MatMonthView.prototype, \"selected\",
{\n        /** The currently selected date. */\n        get: /**\n         * The currently selected date.\n         * @return
{?}\n         */\n        function () { return this._selected; },\n        set: /**\n         * @param {?} value\n         * @return
{?}\n         */\n        function (value) {\n            this._selected =
this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n            this._selectedDate =
this._getDateInCurrentMonth(this._selected);\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatMonthView.prototype, \"minDate\", {\n        /** The minimum selectable date. */\n
get: /**\n         * The minimum selectable date.\n         * @return {?}\n         */\n        function () { return
this._minDate; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value)
{\n            this._minDate = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n        },\n
enumerable: true,\n        configurable: true\n    });\n    Object.defineProperty(MatMonthView.prototype,
\"maxDate\", {\n        /** The maximum selectable date. */\n        get: /**\n         * The maximum selectable date.\n
     * @return {?}\n         */\n        function () { return this._maxDate; },\n        set: /**\n         * @param {?} value\n
     * @return {?}\n         */\n        function (value) {\n            this._maxDate =
this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n        },\n        enumerable: true,\n
configurable: true\n    });\n    /**\n     * @return {?}\n     */\n    MatMonthView.prototype.ngAfterContentInit =
/**\n     * @return {?}\n     */\n    function () {\n        this._init();\n    };\n    /** Handles when a new date is selected.
*/\n    /**\n     * Handles when a new date is selected.\n     * @param {?} date\n     * @return {?}\n     */\n
MatMonthView.prototype._dateSelected = /**\n     * Handles when a new date is selected.\n     * @param {?}
date\n     * @return {?}\n     */\n    function (date) {\n        if (this._selectedDate != date) {\n            /** @type {?}
*/\n            var selectedYear = this._dateAdapter.getYear(this.activeDate);\n            /** @type {?} */\n            var
selectedMonth = this._dateAdapter.getMonth(this.activeDate);\n            /** @type {?} */\n            var selectedDate
= this._dateAdapter.createDate(selectedYear, selectedMonth, date);\n
this.selectedChange.emit(selectedDate);\n        }\n        this._userSelection.emit();\n    };\n    /** Handles keydown
events on the calendar body when calendar is in month view. */\n    /**\n     * Handles keydown events on the
calendar body when calendar is in month view.\n     * @param {?} event\n     * @return {?}\n     */\n
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MatMonthView.prototype._handleCalendarBodyKeydown = /**\n     * Handles keydown events on the calendar
body when calendar is in month view.\n     * @param {?} event\n     * @return {?}\n     */\n    function (event) {\n
  // TODO(mmalerba): We currently allow keyboard navigation to disabled dates, but just prevent\n        // disabled
ones from being selected. This may not be ideal, we should look into whether\n        // navigation should skip over
disabled dates, and if so, how to implement that efficiently.\n        // TODO(mmalerba): We currently allow
keyboard navigation to disabled dates, but just prevent\n        // disabled ones from being selected. This may not be
ideal, we should look into whether\n        // navigation should skip over disabled dates, and if so, how to implement
that efficiently.\n        /** @type {?} */\n        var oldActiveDate = this._activeDate;\n        /** @type {?} */\n
var isRtl = this._isRtl();\n        switch (event.keyCode) {\n            case LEFT_ARROW:\n                this.activeDate =
this._dateAdapter.addCalendarDays(this._activeDate, isRtl ? 1 : -1);\n                break;\n            case
RIGHT_ARROW:\n                this.activeDate = this._dateAdapter.addCalendarDays(this._activeDate, isRtl ? -1 :
1);\n                break;\n            case UP_ARROW:\n                this.activeDate =
this._dateAdapter.addCalendarDays(this._activeDate, -7);\n                break;\n            case DOWN_ARROW:\n
    this.activeDate = this._dateAdapter.addCalendarDays(this._activeDate, 7);\n                break;\n            case
HOME:\n                this.activeDate = this._dateAdapter.addCalendarDays(this._activeDate, 1 -
this._dateAdapter.getDate(this._activeDate));\n                break;\n            case END:\n                this.activeDate =
this._dateAdapter.addCalendarDays(this._activeDate, (this._dateAdapter.getNumDaysInMonth(this._activeDate) -\n
                this._dateAdapter.getDate(this._activeDate)));\n                break;\n            case PAGE_UP:\n
this.activeDate = event.altKey ?\n                this._dateAdapter.addCalendarYears(this._activeDate, -1) :\n
   this._dateAdapter.addCalendarMonths(this._activeDate, -1);\n                break;\n            case PAGE_DOWN:\n
       this.activeDate = event.altKey ?\n                this._dateAdapter.addCalendarYears(this._activeDate, 1) :\n
         this._dateAdapter.addCalendarMonths(this._activeDate, 1);\n                break;\n            case ENTER:\n
case SPACE:\n                if (!this.dateFilter || this.dateFilter(this._activeDate)) {\n
this._dateSelected(this._dateAdapter.getDate(this._activeDate));\n                this._userSelection.emit();\n
  // Prevent unexpected default actions such as form submission.\n                event.preventDefault();\n
}\n                return;\n            default:\n                // Don't prevent default or focus active cell on keys that we don't
explicitly handle.\n                return;\n        }\n        if (this._dateAdapter.compareDate(oldActiveDate,
this.activeDate)) {\n            this.activeDateChange.emit(this.activeDate);\n        }\n        this._focusActiveCell();\n
  // Prevent unexpected default actions such as form submission.\n        event.preventDefault();\n    };\n    /**
Initializes this month view. */\n    /**\n     * Initializes this month view.\n     * @return {?}\n     */\n
MatMonthView.prototype._init = /**\n     * Initializes this month view.\n     * @return {?}\n     */\n    function () {\n
     this._selectedDate = this._getDateInCurrentMonth(this.selected);\n        this._todayDate =
this._getDateInCurrentMonth(this._dateAdapter.today());\n        this._monthLabel =\n
this._dateAdapter.getMonthNames('short')[this._dateAdapter.getMonth(this.activeDate)]\n
.toLocaleUpperCase();\n        /** @type {?} */\n        var firstOfMonth =
this._dateAdapter.createDate(this._dateAdapter.getYear(this.activeDate),
this._dateAdapter.getMonth(this.activeDate), 1);\n        this._firstWeekOffset =\n            (DAYS_PER_WEEK +
this._dateAdapter.getDayOfWeek(firstOfMonth) -\n                this._dateAdapter.getFirstDayOfWeek()) %
DAYS_PER_WEEK;\n        this._createWeekCells();\n        this._changeDetectorRef.markForCheck();\n    };\n
/** Focuses the active cell after the microtask queue is empty. */\n    /**\n     * Focuses the active cell after the
microtask queue is empty.\n     * @return {?}\n     */\n    MatMonthView.prototype._focusActiveCell = /**\n     *
Focuses the active cell after the microtask queue is empty.\n     * @return {?}\n     */\n    function () {\n
this._matCalendarBody._focusActiveCell();\n    };\n    /** Creates MatCalendarCells for the dates in this month.
*/\n    /**\n     * Creates MatCalendarCells for the dates in this month.\n     * @private\n     * @return {?}\n     */\n
MatMonthView.prototype._createWeekCells = /**\n     * Creates MatCalendarCells for the dates in this month.\n
* @private\n     * @return {?}\n     */\n    function () {\n        /** @type {?} */\n        var daysInMonth =
this._dateAdapter.getNumDaysInMonth(this.activeDate);\n        /** @type {?} */\n        var dateNames =
this._dateAdapter.getDateNames();\n        this._weeks = [[]];\n        for (var i = 0, cell = this._firstWeekOffset; i <
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daysInMonth; i++, cell++) {\n            if (cell == DAYS_PER_WEEK) {\n                this._weeks.push([]);\n
cell = 0;\n            }\n            /** @type {?} */\n            var date =
this._dateAdapter.createDate(this._dateAdapter.getYear(this.activeDate),
this._dateAdapter.getMonth(this.activeDate), i + 1);\n            /** @type {?} */\n            var enabled =
this._shouldEnableDate(date);\n            /** @type {?} */\n            var ariaLabel = this._dateAdapter.format(date,
this._dateFormats.display.dateA11yLabel);\n            /** @type {?} */\n            var cellClasses = this.dateClass ?
this.dateClass(date) : undefined;\n            this._weeks[this._weeks.length - 1]\n                .push(new
MatCalendarCell(i + 1, dateNames[i], ariaLabel, enabled, cellClasses));\n        }\n    };\n    /** Date filter for the
month */\n    /**\n     * Date filter for the month\n     * @private\n     * @param {?} date\n     * @return {?}\n     */\n
  MatMonthView.prototype._shouldEnableDate = /**\n     * Date filter for the month\n     * @private\n     * @param
{?} date\n     * @return {?}\n     */\n    function (date) {\n        return !!date &&\n            (!this.dateFilter ||
this.dateFilter(date)) &&\n            (!this.minDate || this._dateAdapter.compareDate(date, this.minDate) >= 0) &&\n
        (!this.maxDate || this._dateAdapter.compareDate(date, this.maxDate) <= 0);\n    };\n    /**\n     * Gets the date
in this month that the given Date falls on.\n     * Returns null if the given Date is in another month.\n     */\n    /**\n
 * Gets the date in this month that the given Date falls on.\n     * Returns null if the given Date is in another month.\n
   * @private\n     * @param {?} date\n     * @return {?}\n     */\n
MatMonthView.prototype._getDateInCurrentMonth = /**\n     * Gets the date in this month that the given Date falls
on.\n     * Returns null if the given Date is in another month.\n     * @private\n     * @param {?} date\n     * @return
{?}\n     */\n    function (date) {\n        return date && this._hasSameMonthAndYear(date, this.activeDate) ?\n
this._dateAdapter.getDate(date) : null;\n    };\n    /** Checks whether the 2 dates are non-null and fall within the
same month of the same year. */\n    /**\n     * Checks whether the 2 dates are non-null and fall within the same
month of the same year.\n     * @private\n     * @param {?} d1\n     * @param {?} d2\n     * @return {?}\n     */\n
MatMonthView.prototype._hasSameMonthAndYear = /**\n     * Checks whether the 2 dates are non-null and fall
within the same month of the same year.\n     * @private\n     * @param {?} d1\n     * @param {?} d2\n     *
@return {?}\n     */\n    function (d1, d2) {\n        return !!(d1 && d2 && this._dateAdapter.getMonth(d1) ==
this._dateAdapter.getMonth(d2) &&\n            this._dateAdapter.getYear(d1) == this._dateAdapter.getYear(d2));\n
};\n    /**\n     * @param obj The object to check.\n     * @returns The given object if it is both a date instance and
valid, otherwise null.\n     */\n    /**\n     * @private\n     * @param {?} obj The object to check.\n     * @return {?}
The given object if it is both a date instance and valid, otherwise null.\n     */\n
MatMonthView.prototype._getValidDateOrNull = /**\n     * @private\n     * @param {?} obj The object to check.\n
   * @return {?} The given object if it is both a date instance and valid, otherwise null.\n     */\n    function (obj) {\n
    return (this._dateAdapter.isDateInstance(obj) && this._dateAdapter.isValid(obj)) ? obj : null;\n    };\n    /**
Determines whether the user has the RTL layout direction. */\n    /**\n     * Determines whether the user has the
RTL layout direction.\n     * @private\n     * @return {?}\n     */\n    MatMonthView.prototype._isRtl = /**\n     *
Determines whether the user has the RTL layout direction.\n     * @private\n     * @return {?}\n     */\n    function ()
{\n        return this._dir && this._dir.value === 'rtl';\n    };\n    MatMonthView.decorators = [\n        { type:
Component, args: [{selector: 'mat-month-view',\n                    template: \"<table class=\\\"mat-calendar-
table\\\"><thead class=\\\"mat-calendar-table-header\\\"><tr><th *ngFor=\\\"let day of _weekdays\\\" [attr.aria-
label]=\\\"day.long\\\">{{day.narrow}}</th></tr><tr><th class=\\\"mat-calendar-table-header-divider\\\"
colspan=\\\"7\\\" aria-hidden=\\\"true\\\"></th></tr></thead><tbody mat-calendar-body [label]=\\\"_monthLabel\\\"
[rows]=\\\"_weeks\\\" [todayValue]=\\\"_todayDate\\\" [selectedValue]=\\\"_selectedDate\\\"
[labelMinRequiredCells]=\\\"3\\\" [activeCell]=\\\"_dateAdapter.getDate(activeDate) - 1\\\"
(selectedValueChange)=\\\"_dateSelected($event)\\\"
(keydown)=\\\"_handleCalendarBodyKeydown($event)\\\"></tbody></table>\",\n                    exportAs:
'matMonthView',\n                    encapsulation: ViewEncapsulation.None,\n                    changeDetection:
ChangeDetectionStrategy.OnPush\n                },] },\n    ];\n    /** @nocollapse */\n
MatMonthView.ctorParameters = function () { return [\n        { type: ChangeDetectorRef },\n        { type: undefined,
decorators: [{ type: Optional }, { type: Inject, args: [MAT_DATE_FORMATS,] }] },\n        { type: DateAdapter,
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decorators: [{ type: Optional }] },\n        { type: Directionality, decorators: [{ type: Optional }] }\n    ]; };\n
MatMonthView.propDecorators = {\n        activeDate: [{ type: Input }],\n        selected: [{ type: Input }],\n
minDate: [{ type: Input }],\n        maxDate: [{ type: Input }],\n        dateFilter: [{ type: Input }],\n        dateClass: [{
type: Input }],\n        selectedChange: [{ type: Output }],\n        _userSelection: [{ type: Output }],\n
activeDateChange: [{ type: Output }],\n        _matCalendarBody: [{ type: ViewChild, args: [MatCalendarBody,]
}]\n    };\n    return MatMonthView;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?}
*/\nvar yearsPerPage = 24;\n/** @type {?} */\nvar yearsPerRow = 4;\n/**\n * An internal component used to
display a year selector in the datepicker.\n * \\@docs-private\n * @template D\n */\nvar MatMultiYearView = /**
@class */ (function () {\n    function MatMultiYearView(_changeDetectorRef, _dateAdapter, _dir) {\n
this._changeDetectorRef = _changeDetectorRef;\n        this._dateAdapter = _dateAdapter;\n        this._dir = _dir;\n
    /**\n         * Emits when a new year is selected.\n         */\n        this.selectedChange = new EventEmitter();\n
/**\n         * Emits the selected year. This doesn't imply a change on the selected date\n         */\n
this.yearSelected = new EventEmitter();\n        /**\n         * Emits when any date is activated.\n         */\n
this.activeDateChange = new EventEmitter();\n        if (!this._dateAdapter) {\n            throw
createMissingDateImplError('DateAdapter');\n        }\n        this._activeDate = this._dateAdapter.today();\n    }\n
Object.defineProperty(MatMultiYearView.prototype, \"activeDate\", {\n        /** The date to display in this multi-
year view (everything other than the year is ignored). */\n        get: /**\n         * The date to display in this multi-year
view (everything other than the year is ignored).\n         * @return {?}\n         */\n        function () { return
this._activeDate; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value)
{\n            /** @type {?} */\n            var oldActiveDate = this._activeDate;\n            /** @type {?} */\n            var
validDate = this._getValidDateOrNull(this._dateAdapter.deserialize(value)) || this._dateAdapter.today();\n
this._activeDate = this._dateAdapter.clampDate(validDate, this.minDate, this.maxDate);\n            if
(Math.floor(this._dateAdapter.getYear(oldActiveDate) / yearsPerPage) !=\n
Math.floor(this._dateAdapter.getYear(this._activeDate) / yearsPerPage)) {\n                this._init();\n            }\n
},\n        enumerable: true,\n        configurable: true\n    });\n    Object.defineProperty(MatMultiYearView.prototype,
\"selected\", {\n        /** The currently selected date. */\n        get: /**\n         * The currently selected date.\n         *
@return {?}\n         */\n        function () { return this._selected; },\n        set: /**\n         * @param {?} value\n         *
@return {?}\n         */\n        function (value) {\n            this._selected =
this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n            this._selectedYear = this._selected &&
this._dateAdapter.getYear(this._selected);\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatMultiYearView.prototype, \"minDate\", {\n        /** The minimum selectable date. */\n
  get: /**\n         * The minimum selectable date.\n         * @return {?}\n         */\n        function () { return
this._minDate; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value)
{\n            this._minDate = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n        },\n
enumerable: true,\n        configurable: true\n    });\n    Object.defineProperty(MatMultiYearView.prototype,
\"maxDate\", {\n        /** The maximum selectable date. */\n        get: /**\n         * The maximum selectable date.\n
     * @return {?}\n         */\n        function () { return this._maxDate; },\n        set: /**\n         * @param {?} value\n
     * @return {?}\n         */\n        function (value) {\n            this._maxDate =
this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n        },\n        enumerable: true,\n
configurable: true\n    });\n    /**\n     * @return {?}\n     */\n    MatMultiYearView.prototype.ngAfterContentInit =
/**\n     * @return {?}\n     */\n    function () {\n        this._init();\n    };\n    /** Initializes this multi-year view. */\n
/**\n     * Initializes this multi-year view.\n     * @return {?}\n     */\n    MatMultiYearView.prototype._init = /**\n
 * Initializes this multi-year view.\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n
this._todayYear = this._dateAdapter.getYear(this._dateAdapter.today());\n        /** @type {?} */\n        var
activeYear = this._dateAdapter.getYear(this._activeDate);\n        /** @type {?} */\n        var activeOffset =
activeYear % yearsPerPage;\n        this._years = [];\n        for (var i = 0, row = []; i < yearsPerPage; i++) {\n
row.push(activeYear - activeOffset + i);\n            if (row.length == yearsPerRow) {\n
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this._years.push(row.map(function (year) { return _this._createCellForYear(year); }));\n row = [];\n }\n }\n this._changeDetectorRef.markForCheck();\n };\n /** Handles when a new year is selected. */\n /**\n * Handles when a new year is selected.\n * @param {?} year\n * @return {?}\n */\n MatMultiYearView.prototype._yearSelected = /**\n * Handles when a new year is selected.\n * @param {?} year\n * @return {?}\n */\n function (year) {\n this.yearSelected.emit(this._dateAdapter.createDate(year, 0, 1));\n /** @type {?} */\n var month = this._dateAdapter.getMonth(this.activeDate);\n /** @type {?} */\n var daysInMonth = this._dateAdapter.getNumDaysInMonth(this._dateAdapter.createDate(year, month, 1));\n this.selectedChange.emit(this._dateAdapter.createDate(year, month, Math.min(this._dateAdapter.getDate(this.activeDate), daysInMonth)));\n };\n /** Handles keydown events on the calendar body when calendar is in multi-year view. */\n /**\n * Handles keydown events on the calendar body when calendar is in multi-year view.\n * @param {?} event\n * @return {?}\n */\n MatMultiYearView.prototype._handleCalendarBodyKeydown = /**\n * Handles keydown events on the calendar body when calendar is in multi-year view.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n // TODO(mmalerba): We currently allow keyboard navigation to disabled dates, but just prevent\n // disabled ones from being selected. This may not be ideal, we should look into whether\n // navigation should skip over disabled dates, and if so, how to implement that efficiently.\n // TODO(mmalerba): We currently allow keyboard navigation to disabled dates, but just prevent\n // disabled ones from being selected. This may not be ideal, we should look into whether\n // navigation should skip over disabled dates, and if so, how to implement that efficiently.\n /** @type {?} */\n var oldActiveDate = this._activeDate;\n /** @type {?} */\n var isRtl = this._isRtl();\n switch (event.keyCode) {\n case LEFT_ARROW:\n this.activeDate = this._dateAdapter.addCalendarYears(this._activeDate, isRtl ? 1 : -1);\n break;\n case RIGHT_ARROW:\n this.activeDate = this._dateAdapter.addCalendarYears(this._activeDate, isRtl ? -1 : 1);\n break;\n case UP_ARROW:\n this.activeDate = this._dateAdapter.addCalendarYears(this._activeDate, -yearsPerRow);\n break;\n case DOWN_ARROW:\n this.activeDate = this._dateAdapter.addCalendarYears(this._activeDate, yearsPerRow);\n break;\n case HOME:\n this.activeDate = this._dateAdapter.addCalendarYears(this._activeDate, -this._dateAdapter.getYear(this._activeDate) % yearsPerPage);\n break;\n case END:\n this.activeDate = this._dateAdapter.addCalendarYears(this._activeDate, yearsPerPage - this._dateAdapter.getYear(this._activeDate) % yearsPerPage - 1);\n break;\n case PAGE_UP:\n this.activeDate =\n this._dateAdapter.addCalendarYears(this._activeDate, event.altKey ? -yearsPerPage * 10 : -yearsPerPage);\n break;\n case PAGE_DOWN:\n this.activeDate =\n this._dateAdapter.addCalendarYears(this._activeDate, event.altKey ? yearsPerPage * 10 : yearsPerPage);\n break;\n case ENTER:\n case SPACE:\n this._yearSelected(this._dateAdapter.getYear(this._activeDate));\n break;\n default:\n // Don't prevent default or focus active cell on keys that we don't explicitly handle.\n return;\n }\n if (this._dateAdapter.compareDate(oldActiveDate, this.activeDate)) {\n this.activeDateChange.emit(this.activeDate);\n }\n this._focusActiveCell();\n // Prevent unexpected default actions such as form submission.\n event.preventDefault();\n };\n /**\n * @return {?}\n */\n MatMultiYearView.prototype._getActiveCell = /**\n * @return {?}\n */\n function () {\n return this._dateAdapter.getYear(this.activeDate) % yearsPerPage;\n };\n /** Focuses the active cell after the microtask queue is empty. */\n /**\n * Focuses the active cell after the microtask queue is empty.\n * @return {?}\n */\n MatMultiYearView.prototype._focusActiveCell = /**\n * Focuses the active cell after the microtask queue is empty.\n * @return {?}\n */\n function () {\n this._matCalendarBody._focusActiveCell();\n };\n /** Creates an MatCalendarCell for the given year. */\n /**\n * Creates an MatCalendarCell for the given year.\n * @private\n * @param {?} year\n * @return {?}\n */\n MatMultiYearView.prototype._createCellForYear = /**\n * Creates an MatCalendarCell for the given year.\n * @private\n * @param {?} year\n * @return {?}\n */\n function (year) {\n /** @type {?} */\n var

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yearName = this._dateAdapter.getYearName(this._dateAdapter.createDate(year, 0, 1));\n        return new
MatCalendarCell(year, yearName, yearName, this._shouldEnableYear(year));\n    };\n    /** Whether the given year
is enabled. */\n    /**\n     * Whether the given year is enabled.\n     * @private\n     * @param {?} year\n     *
@return {?}\n     */\n    MatMultiYearView.prototype._shouldEnableYear = /**\n     * Whether the given year is
enabled.\n     * @private\n     * @param {?} year\n     * @return {?}\n     */\n    function (year) {\n        // disable if
the year is greater than maxDate lower than minDate\n        if (year === undefined || year === null ||\n
(this.maxDate && year > this._dateAdapter.getYear(this.maxDate)) ||\n            (this.minDate && year <
this._dateAdapter.getYear(this.minDate))) {\n            return false;\n        }\n        // enable if it reaches here and
there's no filter defined\n        if (!this.dateFilter) {\n            return true;\n        }\n        /** @type {?} */\n        var
firstOfYear = this._dateAdapter.createDate(year, 0, 1);\n        // If any date in the year is enabled count the year as
enabled.\n        for (var date = firstOfYear; this._dateAdapter.getYear(date) == year; date =
this._dateAdapter.addCalendarDays(date, 1)) {\n            if (this.dateFilter(date)) {\n                return true;\n
}\n        }\n        return false;\n    };\n    /**\n     * @param obj The object to check.\n     * @returns The given object
if it is both a date instance and valid, otherwise null.\n     */\n    /**\n     * @private\n     * @param {?} obj The
object to check.\n     * @return {?} The given object if it is both a date instance and valid, otherwise null.\n     */\n
MatMultiYearView.prototype._getValidDateOrNull = /**\n     * @private\n     * @param {?} obj The object to
check.\n     * @return {?} The given object if it is both a date instance and valid, otherwise null.\n     */\n    function
(obj) {\n        return (this._dateAdapter.isDateInstance(obj) && this._dateAdapter.isValid(obj)) ? obj : null;\n    };\n
/** Determines whether the user has the RTL layout direction. */\n    /**\n     * Determines whether the user has the
RTL layout direction.\n     * @private\n     * @return {?}\n     */\n    MatMultiYearView.prototype._isRtl = /**\n
* Determines whether the user has the RTL layout direction.\n     * @private\n     * @return {?}\n     */\n    function
() {\n        return this._dir && this._dir.value === 'rtl';\n    };\n    MatMultiYearView.decorators = [\n        { type:
Component, args: [{selector: 'mat-multi-year-view',\n                    template: \"<table class=\\\"mat-calendar-
table\\\"><thead class=\\\"mat-calendar-table-header\\\"><tr><th class=\\\"mat-calendar-table-header-divider\\\"
colspan=\\\"4\\\"></th></tr></thead><tbody mat-calendar-body [rows]=\\\"_years\\\"
[todayValue]=\\\"_todayYear\\\" [selectedValue]=\\\"_selectedYear\\\" [numCols]=\\\"4\\\" [cellAspectRatio]=\\\"4 /
7\\\" [activeCell]=\\\"_getActiveCell()\\\" (selectedValueChange)=\\\"_yearSelected($event)\\\"
(keydown)=\\\"_handleCalendarBodyKeydown($event)\\\"></tbody></table>\",\n                    exportAs:
'matMultiYearView',\n                    encapsulation: ViewEncapsulation.None,\n                    changeDetection:
ChangeDetectionStrategy.OnPush\n                },] },\n    ];\n    /** @nocollapse */\n
MatMultiYearView.ctorParameters = function () { return [\n        { type: ChangeDetectorRef },\n        { type:
DateAdapter, decorators: [{ type: Optional }] },\n        { type: Directionality, decorators: [{ type: Optional }] }\n    ];
};\n    MatMultiYearView.propDecorators = {\n        activeDate: [{ type: Input }],\n        selected: [{ type: Input
}],\n        minDate: [{ type: Input }],\n        maxDate: [{ type: Input }],\n        dateFilter: [{ type: Input }],\n
selectedChange: [{ type: Output }],\n        yearSelected: [{ type: Output }],\n        activeDateChange: [{ type: Output
}],\n        _matCalendarBody: [{ type: ViewChild, args: [MatCalendarBody,] }]\n    };\n    return
MatMultiYearView;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * An
internal component used to display a single year in the datepicker.\n * \\@docs-private\n * @template D\n */\nvar
MatYearView = /** @class */ (function () {\n    function MatYearView(_changeDetectorRef, _dateFormats,
_dateAdapter, _dir) {\n        this._changeDetectorRef = _changeDetectorRef;\n        this._dateFormats =
_dateFormats;\n        this._dateAdapter = _dateAdapter;\n        this._dir = _dir;\n        /**\n         * Emits when a new
month is selected.\n         */\n        this.selectedChange = new EventEmitter();\n        /**\n         * Emits the selected
month. This doesn't imply a change on the selected date\n         */\n        this.monthSelected = new EventEmitter();\n
        /**\n         * Emits when any date is activated.\n         */\n        this.activeDateChange = new EventEmitter();\n
  if (!this._dateAdapter) {\n            throw createMissingDateImplError('DateAdapter');\n        }\n        if
(!this._dateFormats) {\n            throw createMissingDateImplError('MAT_DATE_FORMATS');\n        }\n
this._activeDate = this._dateAdapter.today();\n    }\n    Object.defineProperty(MatYearView.prototype,
```

\"activeDate\", {\n /** The date to display in this year view (everything other than the year is ignored). */\n get: /**\n * The date to display in this year view (everything other than the year is ignored).\n * @return {?}\n */\n function () { return this._activeDate; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var oldActiveDate = this._activeDate;\n /** @type {?} */\n var validDate = this._getValidDateOrNull(this._dateAdapter.deserialize(value)) || this._dateAdapter.today();\n this._activeDate = this._dateAdapter.clampDate(validDate, this.minDate, this.maxDate);\n if (this._dateAdapter.getYear(oldActiveDate) !== this._dateAdapter.getYear(this._activeDate)) {\n this._init();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatYearView.prototype, \"selected\", {\n /** The currently selected date. */\n get: /**\n * The currently selected date.\n * @return {?}\n */\n function () { return this._selected; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._selected = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n this._selectedMonth = this._getMonthInCurrentYear(this._selected);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatYearView.prototype, \"minDate\", {\n /** The minimum selectable date. */\n get: /**\n * The minimum selectable date.\n * @return {?}\n */\n function () { return this._minDate; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._minDate = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatYearView.prototype, \"maxDate\", {\n /** The maximum selectable date. */\n get: /**\n * The maximum selectable date.\n * @return {?}\n */\n function () { return this._maxDate; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._maxDate = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatYearView.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n this._init();\n };\n /** Handles when a new month is selected. */\n /**\n * Handles when a new month is selected.\n * @param {?} month\n * @return {?}\n */\n MatYearView.prototype._monthSelected = /**\n * Handles when a new month is selected.\n * @param {?} month\n * @return {?}\n */\n function (month) {\n /** @type {?} */\n var normalizedDate = this._dateAdapter.createDate(this._dateAdapter.getYear(this.activeDate), month, 1);\n this.monthSelected.emit(normalizedDate);\n /** @type {?} */\n var daysInMonth = this._dateAdapter.getNumDaysInMonth(normalizedDate);\n this.selectedChange.emit(this._dateAdapter.createDate(this._dateAdapter.getYear(this.activeDate), month, Math.min(this._dateAdapter.getDate(this.activeDate), daysInMonth)));\n };\n /** Handles keydown events on the calendar body when calendar is in year view. */\n /**\n * Handles keydown events on the calendar body when calendar is in year view.\n * @param {?} event\n * @return {?}\n */\n MatYearView.prototype._handleCalendarBodyKeydown = /**\n * Handles keydown events on the calendar body when calendar is in year view.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n // TODO(mmalerba): We currently allow keyboard navigation to disabled dates, but just prevent\n // disabled ones from being selected. This may not be ideal, we should look into whether\n // navigation should skip over disabled dates, and if so, how to implement that efficiently.\n // TODO(mmalerba): We currently allow keyboard navigation to disabled dates, but just prevent\n // disabled ones from being selected. This may not be ideal, we should look into whether\n // navigation should skip over disabled dates, and if so, how to implement that efficiently.\n /** @type {?} */\n var oldActiveDate = this._activeDate;\n /** @type {?} */\n var isRtl = this._isRtl();\n switch (event.keyCode) {\n case LEFT_ARROW:\n this.activeDate = this._dateAdapter.addCalendarMonths(this._activeDate, isRtl ? 1 : -1);\n break;\n case RIGHT_ARROW:\n this.activeDate = this._dateAdapter.addCalendarMonths(this._activeDate, isRtl ? -1 : 1);\n break;\n case UP_ARROW:\n this.activeDate = this._dateAdapter.addCalendarMonths(this._activeDate, -4);\n break;\n case DOWN_ARROW:\n

this.activeDate = this._dateAdapter.addCalendarMonths(this._activeDate, 4);\n break;\n case HOME:\n this.activeDate = this._dateAdapter.addCalendarMonths(this._activeDate, -this._dateAdapter.getMonth(this._activeDate));\n break;\n case END:\n this.activeDate = this._dateAdapter.addCalendarMonths(this._activeDate, 11 - this._dateAdapter.getMonth(this._activeDate));\n break;\n case PAGE_UP:\n this.activeDate =\n this._dateAdapter.addCalendarYears(this._activeDate, event.altKey ? -10 : -1);\n break;\n case PAGE_DOWN:\n this.activeDate =\n this._dateAdapter.addCalendarYears(this._activeDate, event.altKey ? 10 : 1);\n break;\n case ENTER:\n case SPACE:\n this._monthSelected(this._dateAdapter.getMonth(this._activeDate));\n break;\n default:\n // Don't prevent default or focus active cell on keys that we don't explicitly handle.\n return;\n }\n if (this._dateAdapter.compareDate(oldActiveDate, this.activeDate)) {\n this.activeDateChange.emit(this.activeDate);\n }\n this._focusActiveCell();\n // Prevent unexpected default actions such as form submission.\n event.preventDefault();\n };\n /** Initializes this year view. */\n /**\n * Initializes this year view.\n * @return {?}\n */\n MatYearView.prototype._init = /**\n * Initializes this year view.\n * @return {?}\n */\n function () {\n var _this = this;\n this._selectedMonth = this._getMonthInCurrentYear(this.selected);\n this._todayMonth = this._getMonthInCurrentYear(this._dateAdapter.today());\n this._yearLabel = this._dateAdapter.getYearName(this.activeDate);\n /** @type {?} */\n var monthNames = this._dateAdapter.getMonthNames('short');\n // First row of months only contains 5 elements so we can fit the year label on the same row.\n this._months = [[0, 1, 2, 3], [4, 5, 6, 7], [8, 9, 10, 11]].map(function (row) { return row.map(function (month) { return _this._createCellForMonth(month, monthNames[month]); }); });\n this._changeDetectorRef.markForCheck();\n };\n /** Focuses the active cell after the microtask queue is empty. */\n /**\n * Focuses the active cell after the microtask queue is empty.\n * @return {?}\n */\n MatYearView.prototype._focusActiveCell = /**\n * Focuses the active cell after the microtask queue is empty.\n * @return {?}\n */\n function () {\n this._matCalendarBody._focusActiveCell();\n };\n /**\n * Gets the month in this year that the given Date falls on.\n * Returns null if the given Date is in another year.\n */\n /**\n * Gets the month in this year that the given Date falls on.\n * Returns null if the given Date is in another year.\n * @private\n * @param {?} date\n * @return {?}\n */\n MatYearView.prototype._getMonthInCurrentYear = /**\n * Gets the month in this year that the given Date falls on.\n * Returns null if the given Date is in another year.\n * @private\n * @param {?} date\n * @return {?}\n */\n function (date) {\n return date && this._dateAdapter.getYear(date) == this._dateAdapter.getYear(this.activeDate) ?\n this._dateAdapter.getMonth(date) : null;\n };\n /** Creates an MatCalendarCell for the given month. */\n /**\n * Creates an MatCalendarCell for the given month.\n * @private\n * @param {?} month\n * @param {?} monthName\n * @return {?}\n */\n MatYearView.prototype._createCellForMonth = /**\n * Creates an MatCalendarCell for the given month.\n * @private\n * @param {?} month\n * @param {?} monthName\n * @return {?}\n */\n function (month, monthName) {\n /** @type {?} */\n var ariaLabel = this._dateAdapter.format(this._dateAdapter.createDate(this._dateAdapter.getYear(this.activeDate), month, 1), this._dateFormats.display.monthYearA11yLabel);\n return new MatCalendarCell(month, monthName.toLocaleUpperCase(), ariaLabel, this._shouldEnableMonth(month));\n };\n /** Whether the given month is enabled. */\n /**\n * Whether the given month is enabled.\n * @private\n * @param {?} month\n * @return {?}\n */\n MatYearView.prototype._shouldEnableMonth = /**\n * Whether the given month is enabled.\n * @private\n * @param {?} month\n * @return {?}\n */\n function (month) {\n /** @type {?} */\n var activeYear = this._dateAdapter.getYear(this.activeDate);\n if (month === undefined || month === null ||\n this._isYearAndMonthAfterMaxDate(activeYear, month) ||\n this._isYearAndMonthBeforeMinDate(activeYear, month)) {\n return false;\n }\n if (!this.dateFilter) {\n return true;\n }\n /** @type {?} */\n var firstOfMonth = this._dateAdapter.createDate(activeYear, month, 1);\n // If any date in the month is enabled count the month as

enabled.\n for (var date = firstOfMonth; this._dateAdapter.getMonth(date) == month; date = this._dateAdapter.addCalendarDays(date, 1)) {\n if (this.dateFilter(date)) {\n return true;\n }\n }\n return false;\n };\n /**\n * Tests whether the combination month/year is after this.maxDate, considering\n * just the month and year of this.maxDate\n */\n /**\n * Tests whether the combination month/year is after this.maxDate, considering\n * just the month and year of this.maxDate\n * @private\n * @param {?} year\n * @param {?} month\n * @return {?}\n */\n MatYearView.prototype._isYearAndMonthAfterMaxDate = /**\n * Tests whether the combination month/year is after this.maxDate, considering\n * just the month and year of this.maxDate\n * @private\n * @param {?} year\n * @param {?} month\n * @return {?}\n */\n function (year, month) {\n if (this.maxDate) {\n /** @type {?} */\n var maxYear = this._dateAdapter.getYear(this.maxDate);\n /** @type {?} */\n var maxMonth = this._dateAdapter.getMonth(this.maxDate);\n return year > maxYear || (year === maxYear && month > maxMonth);\n }\n return false;\n };\n /**\n * Tests whether the combination month/year is before this.minDate, considering\n * just the month and year of this.minDate\n */\n /**\n * Tests whether the combination month/year is before this.minDate, considering\n * just the month and year of this.minDate\n * @private\n * @param {?} year\n * @param {?} month\n * @return {?}\n */\n MatYearView.prototype._isYearAndMonthBeforeMinDate = /**\n * Tests whether the combination month/year is before this.minDate, considering\n * just the month and year of this.minDate\n * @private\n * @param {?} year\n * @param {?} month\n * @return {?}\n */\n function (year, month) {\n if (this.minDate) {\n /** @type {?} */\n var minYear = this._dateAdapter.getYear(this.minDate);\n /** @type {?} */\n var minMonth = this._dateAdapter.getMonth(this.minDate);\n return year < minYear || (year === minYear && month < minMonth);\n }\n return false;\n };\n /**\n * @param obj The object to check.\n * @returns The given object if it is both a date instance and valid, otherwise null.\n */\n /**\n * @private\n * @param {?} obj The object to check.\n * @return {?} The given object if it is both a date instance and valid, otherwise null.\n */\n MatYearView.prototype._getValidDateOrNull = /**\n * @private\n * @param {?} obj The object to check.\n * @return {?} The given object if it is both a date instance and valid, otherwise null.\n */\n function (obj) {\n return (this._dateAdapter.isDateInstance(obj) && this._dateAdapter.isValid(obj)) ? obj : null;\n };\n /** Determines whether the user has the RTL layout direction. */\n /**\n * Determines whether the user has the RTL layout direction.\n * @private\n * @return {?}\n */\n MatYearView.prototype._isRtl = /**\n * Determines whether the user has the RTL layout direction.\n * @private\n * @return {?}\n */\n function () {\n return this._dir && this._dir.value === 'rtl';\n };\n MatYearView.decorators = [\n { type: Component, args: [{selector: 'mat-year-view',\n template: \"<table class=\\\"mat-calendar-table\\\"><thead class=\\\"mat-calendar-table-header\\\"><tr><th class=\\\"mat-calendar-table-header-divider\\\" colspan=\\\"4\\\"></th></tr></thead><tbody mat-calendar-body [label]=\\\"_yearLabel\\\" [rows]=\\\"_months\\\" [todayValue]=\\\"_todayMonth\\\" [selectedValue]=\\\"_selectedMonth\\\" [labelMinRequiredCells]=\\\"2\\\" [numCols]=\\\"4\\\" [cellAspectRatio]=\\\"4 / 7\\\" [activeCell]=\\\"_dateAdapter.getMonth(activeDate)\\\" (selectedValueChange)=\\\"_monthSelected($event)\\\" (keydown)=\\\"_handleCalendarBodyKeydown($event)\\\"></tbody></table>\",\n exportAs: 'matYearView',\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush\n },] },\n];\n /** @nocollapse */\n MatYearView.ctorParameters = function () { return [\n { type: ChangeDetectorRef },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_DATE_FORMATS,] }] },\n { type: DateAdapter, decorators: [{ type: Optional }] },\n { type: Directionality, decorators: [{ type: Optional }] }\n]; };\n MatYearView.propDecorators = {\n activeDate: [{ type: Input }],\n selected: [{ type: Input }],\n minDate: [{ type: Input }],\n maxDate: [{ type: Input }],\n dateFilter: [{ type: Input }],\n selectedChange: [{ type: Output }],\n monthSelected: [{ type: Output }],\n activeDateChange: [{ type: Output }],\n _matCalendarBody: [{ type: ViewChild, args: [MatCalendarBody,] }]\n };\n return MatYearView;\n});\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n

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*/\n/**\n * Default header for MatCalendar\n * @template D\n */\nvar MatCalendarHeader = /** @class */
(function () {\n    function MatCalendarHeader(_intl, calendar, _dateAdapter, _dateFormats, changeDetectorRef) {\n
        this._intl = _intl;\n        this.calendar = calendar;\n        this._dateAdapter = _dateAdapter;\n
this._dateFormats = _dateFormats;\n        this.calendar.stateChanges.subscribe(function () { return
changeDetectorRef.markForCheck(); });\n    }\n    Object.defineProperty(MatCalendarHeader.prototype,
\"periodButtonText\", {\n        /** The label for the current calendar view. */\n        get: /**\n         * The label for
the current calendar view.\n         * @return {?}\n         */\n        function () {\n            if (this.calendar.currentView
== 'month') {\n                return this._dateAdapter\n                    .format(this.calendar.activeDate,
this._dateFormats.display.monthYearLabel)\n                    .toLocaleUpperCase();\n            }\n            if
(this.calendar.currentView == 'year') {\n                return
this._dateAdapter.getYearName(this.calendar.activeDate);\n            }\n            /** @type {?} */\n            var
activeYear = this._dateAdapter.getYear(this.calendar.activeDate);\n            /** @type {?} */\n            var
firstYearInView = this._dateAdapter.getYearName(this._dateAdapter.createDate(activeYear - activeYear % 24, 0,
1));\n            /** @type {?} */\n            var lastYearInView =
this._dateAdapter.getYearName(this._dateAdapter.createDate(activeYear + yearsPerPage - 1 - activeYear % 24, 0,
1));\n            return firstYearInView + \" \\u2013 \" + lastYearInView;\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatCalendarHeader.prototype, \"periodButtonLabel\", {\n
get: /**\n         * @return {?}\n         */\n        function () {\n            return this.calendar.currentView == 'month' ?\n
            this._intl.switchToMultiYearViewLabel : this._intl.switchToMonthViewLabel;\n        },\n        enumerable:
true,\n        configurable: true\n    });\n    Object.defineProperty(MatCalendarHeader.prototype, \"prevButtonLabel\",
{\n        /** The label for the the previous button. */\n        get: /**\n         * The label for the the previous button.\n
     * @return {?}\n         */\n        function () {\n            return {\n                'month': this._intl.prevMonthLabel,\n
        'year': this._intl.prevYearLabel,\n                'multi-year': this._intl.prevMultiYearLabel\n
}[this.calendar.currentView];\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatCalendarHeader.prototype, \"nextButtonLabel\", {\n        /** The label for the the next
button. */\n        get: /**\n         * The label for the the next button.\n         * @return {?}\n         */\n        function ()
{\n            return {\n                'month': this._intl.nextMonthLabel,\n                'year': this._intl.nextYearLabel,\n
    'multi-year': this._intl.nextMultiYearLabel\n            }[this.calendar.currentView];\n        },\n        enumerable:
true,\n        configurable: true\n    });\n    /** Handles user clicks on the period label. */\n    /**\n     * Handles user
clicks on the period label.\n     * @return {?}\n     */\n    MatCalendarHeader.prototype.currentPeriodClicked = /**\n
     * Handles user clicks on the period label.\n     * @return {?}\n     */\n    function () {\n
this.calendar.currentView = this.calendar.currentView == 'month' ? 'multi-year' : 'month';\n    };\n    /** Handles user
clicks on the previous button. */\n    /**\n     * Handles user clicks on the previous button.\n     * @return {?}\n
*/\n    MatCalendarHeader.prototype.previousClicked = /**\n     * Handles user clicks on the previous button.\n     *
@return {?}\n     */\n    function () {\n        this.calendar.activeDate = this.calendar.currentView == 'month' ?\n
 this._dateAdapter.addCalendarMonths(this.calendar.activeDate, -1) :\n
this._dateAdapter.addCalendarYears(this.calendar.activeDate, this.calendar.currentView == 'year' ? -1 : -
yearsPerPage);\n    };\n    /** Handles user clicks on the next button. */\n    /**\n     * Handles user clicks on the next
button.\n     * @return {?}\n     */\n    MatCalendarHeader.prototype.nextClicked = /**\n     * Handles user clicks on
the next button.\n     * @return {?}\n     */\n    function () {\n        this.calendar.activeDate =
this.calendar.currentView == 'month' ?\n            this._dateAdapter.addCalendarMonths(this.calendar.activeDate, 1)
:\n            this._dateAdapter.addCalendarYears(this.calendar.activeDate, this.calendar.currentView == 'year' ? 1 :
yearsPerPage);\n    };\n    /** Whether the previous period button is enabled. */\n    /**\n     * Whether the previous
period button is enabled.\n     * @return {?}\n     */\n    MatCalendarHeader.prototype.previousEnabled = /**\n     *
Whether the previous period button is enabled.\n     * @return {?}\n     */\n    function () {\n        if
(!this.calendar.minDate) {\n            return true;\n        }\n        return !this.calendar.minDate ||\n
!this._isSameView(this.calendar.activeDate, this.calendar.minDate);\n    };\n    /** Whether the next period button is
enabled. */\n    /**\n     * Whether the next period button is enabled.\n     * @return {?}\n     */\n
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MatCalendarHeader.prototype.nextEnabled = /**\n     * Whether the next period button is enabled.\n     * @return
{?}\n     */\n    function () {\n        return !this.calendar.maxDate ||\n
!this._isSameView(this.calendar.activeDate, this.calendar.maxDate);\n    };\n    /** Whether the two dates represent
the same view in the current view mode (month or year). */\n    /**\n     * Whether the two dates represent the same
view in the current view mode (month or year).\n     * @private\n     * @param {?} date1\n     * @param {?} date2\n
   * @return {?}\n     */\n    MatCalendarHeader.prototype._isSameView = /**\n     * Whether the two dates
represent the same view in the current view mode (month or year).\n     * @private\n     * @param {?} date1\n     *
@param {?} date2\n     * @return {?}\n     */\n    function (date1, date2) {\n        if (this.calendar.currentView ==
'month') {\n            return this._dateAdapter.getYear(date1) == this._dateAdapter.getYear(date2) &&\n
this._dateAdapter.getMonth(date1) == this._dateAdapter.getMonth(date2);\n        }\n        if
(this.calendar.currentView == 'year') {\n            return this._dateAdapter.getYear(date1) ==
this._dateAdapter.getYear(date2);\n        }\n        // Otherwise we are in 'multi-year' view.\n        return
Math.floor(this._dateAdapter.getYear(date1) / yearsPerPage) ==\n
Math.floor(this._dateAdapter.getYear(date2) / yearsPerPage);\n    };\n    MatCalendarHeader.decorators = [\n        {
type: Component, args: [{selector: 'mat-calendar-header',\n                template: \"<div class=\\\"mat-calendar-
header\\\"><div class=\\\"mat-calendar-controls\\\"><button mat-button type=\\\"button\\\" class=\\\"mat-calendar-
period-button\\\" (click)=\\\"currentPeriodClicked()\\\" [attr.aria-label]=\\\"periodButtonLabel\\\"
cdkAriaLive=\\\"polite\\\">{{periodButtonText}}<div class=\\\"mat-calendar-arrow\\\" [class.mat-calendar-
invert]=\\\"calendar.currentView != 'month'\\\"></div></button><div class=\\\"mat-calendar-spacer\\\"></div><ng-
content></ng-content><button mat-icon-button type=\\\"button\\\" class=\\\"mat-calendar-previous-button\\\"
[disabled]=\\\"!previousEnabled()\\\" (click)=\\\"previousClicked()\\\" [attr.aria-
label]=\\\"prevButtonLabel\\\"></button> <button mat-icon-button type=\\\"button\\\" class=\\\"mat-calendar-next-
button\\\" [disabled]=\\\"!nextEnabled()\\\" (click)=\\\"nextClicked()\\\" [attr.aria-
label]=\\\"nextButtonLabel\\\"></button></div></div>\",\n                exportAs: 'matCalendarHeader',\n
encapsulation: ViewEncapsulation.None,\n                changeDetection: ChangeDetectionStrategy.OnPush,\n
    },] },\n    ];\n    /** @nocollapse */\n    MatCalendarHeader.ctorParameters = function () { return [\n        { type:
MatDatepickerIntl },\n        { type: MatCalendar, decorators: [{ type: Inject, args: [forwardRef(function () { return
MatCalendar; }),] }] },\n        { type: DateAdapter, decorators: [{ type: Optional }] },\n        { type: undefined,
decorators: [{ type: Optional }, { type: Inject, args: [MAT_DATE_FORMATS,] }] },\n        { type:
ChangeDetectorRef }\n    ]; };\n    return MatCalendarHeader;\n}));\n/**\n * A calendar that is used as part of the
datepicker.\n * \\@docs-private\n * @template D\n */\nvar MatCalendar = /** @class */ (function () {\n    function
MatCalendar(_intl, _dateAdapter, _dateFormats, _changeDetectorRef) {\n        var _this = this;\n
this._dateAdapter = _dateAdapter;\n        this._dateFormats = _dateFormats;\n        this._changeDetectorRef =
_changeDetectorRef;\n        /**\n         * Used for scheduling that focus should be moved to the active cell on the
next tick.\n         * We need to schedule it, rather than do it immediately, because we have to wait\n         * for
Angular to re-evaluate the view children.\n         */\n        this._moveFocusOnNextTick = false;\n        /**\n         *
Whether the calendar should be started in month or year view.\n         */\n        this.startView = 'month';\n        /**\n
     * Emits when the currently selected date changes.\n         */\n        this.selectedChange = new EventEmitter();\n
  /**\n         * Emits the year chosen in multiyear view.\n         * This doesn't imply a change on the selected date.\n
    */\n        this.yearSelected = new EventEmitter();\n        /**\n         * Emits the month chosen in year view.\n
* This doesn't imply a change on the selected date.\n         */\n        this.monthSelected = new EventEmitter();\n
/**\n         * Emits when any date is selected.\n         */\n        this._userSelection = new EventEmitter();\n        /**\n
     * Emits whenever there is a state change that the header may need to respond to.\n         */\n
this.stateChanges = new Subject();\n        if (!this._dateAdapter) {\n            throw
createMissingDateImplError('DateAdapter');\n        }\n        if (!this._dateFormats) {\n            throw
createMissingDateImplError('MAT_DATE_FORMATS');\n        }\n        this._intlChanges =
_intl.changes.subscribe(function () {\n            _changeDetectorRef.markForCheck();\n
_this.stateChanges.next();\n        });\n    }\n    Object.defineProperty(MatCalendar.prototype, \"startAt\", {\n        /**
```

A date representing the period (month or year) to start the calendar in. */\n get: /**\n * A date representing the period (month or year) to start the calendar in.\n * @return {?}\n */\n function () { return this._startAt; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._startAt = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatCalendar.prototype, \"selected\", {\n /** The currently selected date. */\n get: /**\n * The currently selected date.\n * @return {?}\n */\n function () { return this._selected; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._selected = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatCalendar.prototype, \"minDate\", {\n /** The minimum selectable date. */\n get: /**\n * The minimum selectable date.\n * @return {?}\n */\n function () { return this._minDate; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._minDate = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatCalendar.prototype, \"maxDate\", {\n /** The maximum selectable date. */\n get: /**\n * The maximum selectable date.\n * @return {?}\n */\n function () { return this._maxDate; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._maxDate = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatCalendar.prototype, \"activeDate\", {\n /**\n * The current active date. This determines which time period is shown and which date is\n * highlighted when using keyboard navigation.\n */\n get: /**\n * The current active date. This determines which time period is shown and which date is\n * highlighted when using keyboard navigation.\n * @return {?}\n */\n function () { return this._clampedActiveDate; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._clampedActiveDate = this._dateAdapter.clampDate(value, this.minDate, this.maxDate);\n this.stateChanges.next();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatCalendar.prototype, \"currentView\", {\n /** Whether the calendar is in month view. */\n get: /**\n * Whether the calendar is in month view.\n * @return {?}\n */\n function () { return this._currentView; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._currentView = value;\n this._moveFocusOnNextTick = true;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatCalendar.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n this._calendarHeaderPortal = new ComponentPortal(this.headerComponent || MatCalendarHeader);\n this.activeDate = this.startAt || this._dateAdapter.today();\n // Assign to the private property since we don't want to move focus on init.\n this._currentView = this.startView;\n };\n /**\n * @return {?}\n */\n MatCalendar.prototype.ngAfterViewChecked = /**\n * @return {?}\n */\n function () {\n if (this._moveFocusOnNextTick) {\n this._moveFocusOnNextTick = false;\n this.focusActiveCell();\n }\n };\n /**\n * @return {?}\n */\n MatCalendar.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._intlChanges.unsubscribe();\n this.stateChanges.complete();\n };\n /**\n * @param {?} changes\n * @return {?}\n */\n MatCalendar.prototype.ngOnChanges = /**\n * @param {?} changes\n * @return {?}\n */\n function (changes) {\n /** @type {?} */\n var change = changes.minDate || changes.maxDate || changes.dateFilter;\n if (change && !change.firstChange) {\n /** @type {?} */\n var view = this._getCurrentViewComponent();\n if (view) {\n // We need to `detectChanges` manually here, because the `minDate`, `maxDate` etc. are\n // passed down to the view via data bindings which won't be up-to-date when we call `_init`.\n this._changeDetectorRef.detectChanges();\n view._init();\n }\n }\n this.stateChanges.next();\n };\n /**\n * @return {?}\n */\n MatCalendar.prototype.focusActiveCell = /**\n * @return {?}\n */\n function () {\n this._getCurrentViewComponent()._focusActiveCell();\n };\n /** Updates today's date after an update of the active date */\n /**\n * Updates today's date after an update of the active date\n * @return {?}\n */\n MatCalendar.prototype.updateTodaysDate = /**\n *

Updates today's date after an update of the active date\n * @return {?}\n */\n function () {\n /** @type {?} */\n var view = this.currentView == 'month' ? this.monthView :\n (this.currentView == 'year' ? this.yearView : this.multiYearView);\n view.ngAfterContentInit();\n };\n /** Handles date selection in the month view. */\n /**\n * Handles date selection in the month view.\n * @param {?} date\n * @return {?}\n */\n MatCalendar.prototype._dateSelected = /**\n * Handles date selection in the month view.\n * @param {?} date\n * @return {?}\n */\n function (date) {\n if (!this._dateAdapter.sameDate(date, this.selected)) {\n this.selectedChange.emit(date);\n }\n };\n /** Handles year selection in the multiyear view. */\n /**\n * Handles year selection in the multiyear view.\n * @param {?} normalizedYear\n * @return {?}\n */\n MatCalendar.prototype._yearSelectedInMultiYearView = /**\n * Handles year selection in the multiyear view.\n * @param {?} normalizedYear\n * @return {?}\n */\n function (normalizedYear) {\n this.yearSelected.emit(normalizedYear);\n };\n /** Handles month selection in the year view. */\n /**\n * Handles month selection in the year view.\n * @param {?} normalizedMonth\n * @return {?}\n */\n MatCalendar.prototype._monthSelectedInYearView = /**\n * Handles month selection in the year view.\n * @param {?} normalizedMonth\n * @return {?}\n */\n function (normalizedMonth) {\n this.monthSelected.emit(normalizedMonth);\n };\n /**\n * @return {?}\n */\n MatCalendar.prototype._userSelected = /**\n * @return {?}\n */\n function () {\n this._userSelection.emit();\n };\n /** Handles year/month selection in the multi-year/year views. */\n /**\n * Handles year/month selection in the multi-year/year views.\n * @param {?} date\n * @param {?} view\n * @return {?}\n */\n MatCalendar.prototype._goToDateInView = /**\n * Handles year/month selection in the multi-year/year views.\n * @param {?} date\n * @param {?} view\n * @return {?}\n */\n function (date, view) {\n this.activeDate = date;\n this.currentView = view;\n };\n /**\n * @param obj The object to check.\n * @returns The given object if it is both a date instance and valid, otherwise null.\n */\n /**\n * @private\n * @param {?} obj The object to check.\n * @return {?} The given object if it is both a date instance and valid, otherwise null.\n */\n MatCalendar.prototype._getValidDateOrNull = /**\n * @private\n * @param {?} obj The object to check.\n * @return {?} The given object if it is both a date instance and valid, otherwise null.\n */\n function (obj) {\n return (this._dateAdapter.isDateInstance(obj) && this._dateAdapter.isValid(obj)) ? obj : null;\n };\n /** Returns the component instance that corresponds to the current calendar view. */\n /**\n * Returns the component instance that corresponds to the current calendar view.\n * @private\n * @return {?}\n */\n MatCalendar.prototype._getCurrentViewComponent = /**\n * Returns the component instance that corresponds to the current calendar view.\n * @private\n * @return {?}\n */\n function () {\n return this.monthView || this.yearView || this.multiYearView;\n };\n MatCalendar.decorators = [\n { type: Component, args: [{selector: 'mat-calendar',\n template: \"<ng-template [cdkPortalOutlet]=\\\"_calendarHeaderPortal\\\"></ng-template><div class=\\\"mat-calendar-content\\\" [ngSwitch]=\\\"currentView\\\" cdkMonitorSubtreeFocus tabindex=\\\"-1\\\"><mat-month-view *ngSwitchCase=\\\"'month'\\\" [(activeDate)]=\\\"activeDate\\\" [selected]=\\\"selected\\\" [dateFilter]=\\\"dateFilter\\\" [maxDate]=\\\"maxDate\\\" [minDate]=\\\"minDate\\\" [dateClass]=\\\"dateClass\\\" (selectedChange)=\\\"_dateSelected($event)\\\" (_userSelection)=\\\"_userSelected()\\\"></mat-month-view><mat-year-view *ngSwitchCase=\\\"'year'\\\" [(activeDate)]=\\\"activeDate\\\" [selected]=\\\"selected\\\" [dateFilter]=\\\"dateFilter\\\" [maxDate]=\\\"maxDate\\\" [minDate]=\\\"minDate\\\" (monthSelected)=\\\"_monthSelectedInYearView($event)\\\" (selectedChange)=\\\"_goToDateInView($event, 'month')\\\"></mat-year-view><mat-multi-year-view *ngSwitchCase=\\\"'multi-year'\\\" [(activeDate)]=\\\"activeDate\\\" [selected]=\\\"selected\\\" [dateFilter]=\\\"dateFilter\\\" [maxDate]=\\\"maxDate\\\" [minDate]=\\\"minDate\\\" (yearSelected)=\\\"_yearSelectedInMultiYearView($event)\\\" (selectedChange)=\\\"_goToDateInView($event, 'year')\\\"></mat-multi-year-view> \",\n styles: [\".mat-calendar{display:block}.mat-calendar-header{padding:8px 8px 0 8px}.mat-calendar-content{padding:0 8px 8px 8px;outline:0}.mat-calendar-controls{display:flex;margin:5% calc(33% / 7 - 16px)}.mat-calendar-spacer{flex:1 1 auto}.mat-calendar-period-button{min-width:0}.mat-calendar-arrow{display:inline-block;width:0;height:0;border-left:5px solid transparent;border-right:5px solid transparent;border-top-

width:5px;border-top-style:solid;margin:0 0 0 5px;vertical-align:middle}.mat-calendar-arrow.mat-calendar-invert{transform:rotate(180deg)}[dir=rtl] .mat-calendar-arrow{margin:0 5px 0 0}.mat-calendar-next-button,.mat-calendar-previous-button{position:relative}.mat-calendar-next-button::after,.mat-calendar-previous-button::after{top:0;left:0;right:0;bottom:0;position:absolute;content:'';margin:15.5px;border:0 solid currentColor;border-top-width:2px}[dir=rtl] .mat-calendar-next-button,[dir=rtl] .mat-calendar-previous-button{transform:rotate(180deg)}.mat-calendar-previous-button::after{border-left-width:2px;transform:translateX(2px) rotate(-45deg)}.mat-calendar-next-button::after{border-right-width:2px;transform:translateX(-2px) rotate(45deg)}.mat-calendar-table{border-spacing:0;border-collapse:collapse;width:100%}.mat-calendar-table-header th{text-align:center;padding:0 0 8px 0}.mat-calendar-table-header-divider{position:relative;height:1px}.mat-calendar-table-header-divider::after{content:'';position:absolute;top:0;left:-8px;right:-8px;height:1px}\''],\n host: {\n 'class': 'mat-calendar',\n },\n exportAs: 'matCalendar',\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatCalendar.ctorParameters = function () { return [\n { type: MatDatepickerIntl },\n { type: DateAdapter, decorators: [{ type: Optional }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_DATE_FORMATS,] }] },\n { type: ChangeDetectorRef }\n]; };\n MatCalendar.propDecorators = {\n headerComponent: [{ type: Input }],\n startAt: [{ type: Input }],\n startView: [{ type: Input }],\n selected: [{ type: Input }],\n minDate: [{ type: Input }],\n maxDate: [{ type: Input }],\n dateFilter: [{ type: Input }],\n dateClass: [{ type: Input }],\n selectedChange: [{ type: Output }],\n yearSelected: [{ type: Output }],\n monthSelected: [{ type: Output }],\n _userSelection: [{ type: Output }],\n monthView: [{ type: ViewChild, args: [MatMonthView,] }],\n yearView: [{ type: ViewChild, args: [MatYearView,] }],\n multiYearView: [{ type: ViewChild, args: [MatMultiYearView,] }]\n };\n return MatCalendar;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Animations used by the Material datepicker.\n * \\@docs-private\n * @type {?}\n */\nvar matDatepickerAnimations = {\n /**\n * Transforms the height of the datepicker's calendar.\n */\n transformPanel: trigger('transformPanel', [\n state('void', style({\n opacity: 0,\n transform: 'scale(1, 0.8)'\n })),\n transition('void => enter', animate('120ms cubic-bezier(0, 0, 0.2, 1)', style({\n opacity: 1,\n transform: 'scale(1, 1)'\n }))),\n transition('* => void', animate('100ms linear', style({ opacity: 0 })))\n]),\n /**\n * Fades in the content of the calendar.\n */\n fadeInCalendar: trigger('fadeInCalendar', [\n state('void', style({ opacity: 0 })),\n state('enter', style({ opacity: 1 })),\n // TODO(crisbeto): this animation should be removed since it isn't quite on spec, but we\n // need to keep it until #12440 gets in, otherwise the exit animation will look glitchy.\n transition('void => *', animate('120ms 100ms cubic-bezier(0.55, 0, 0.55, 0.2)'))\n])\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Used to generate a unique ID for each datepicker instance.\n * @type {?}\n */\nvar datepickerUid = 0;\n/**\n * Injection token that determines the scroll handling while the calendar is open.\n * @type {?}\n */\nvar MAT_DATEPICKER_SCROLL_STRATEGY = new InjectionToken('mat-datepicker-scroll-strategy');\n/**\n * \\@docs-private\n * @param {?} overlay\n * @return {?}\n */\nfunction MAT_DATEPICKER_SCROLL_STRATEGY_FACTORY(overlay) {\n return function () { return overlay.scrollStrategies.reposition(); };\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_DATEPICKER_SCROLL_STRATEGY_FACTORY_PROVIDER = {\n provide: MAT_DATEPICKER_SCROLL_STRATEGY,\n deps: [Overlay],\n useFactory: MAT_DATEPICKER_SCROLL_STRATEGY_FACTORY,\n};\n// Boilerplate for applying mixins to MatDatepickerContent.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatDatepickerContent.\n/**\n * \\@docs-private\n */\nMatDatepickerContentBase = /** @class */ (function () {\n function MatDatepickerContentBase(_elementRef) {\n this._elementRef = _elementRef;\n }\n return MatDatepickerContentBase;\n}());\n/** @type {?} */\nvar _MatDatepickerContentMixinBase =

mixinColor(MatDatepickerContentBase);\n/**\n * Component used as the content for the datepicker dialog and popup. We use this instead of using\n * MatCalendar directly as the content so we can control the initial focus. This also gives us a\n * place to put additional features of the popup that are not part of the calendar itself in the\n * future. (e.g. confirmation buttons).\n * \\@docs-private\n * @template D\n */\nvar MatDatepickerContent = /** @class */ (function (_super) {\n __extends(MatDatepickerContent, _super);\n function MatDatepickerContent(elementRef) {\n   return _super.call(this, elementRef) || this;\n }\n /**\n   * @return {?}\n   */\n MatDatepickerContent.prototype.ngAfterViewInit = /**\n   * @return {?}\n   */\n function () {\n   this._calendar.focusActiveCell();\n };\n MatDatepickerContent.decorators = [\n   { type: Component, args: [{selector: 'mat-datepicker-content',\n   template: \"<mat-calendar cdkTrapFocus [id]=\\\"datepicker.id\\\" [ngClass]=\\\"datepicker.panelClass\\\" [startAt]=\\\"datepicker.startAt\\\" [startView]=\\\"datepicker.startView\\\" [minDate]=\\\"datepicker._minDate\\\" [maxDate]=\\\"datepicker._maxDate\\\" [dateFilter]=\\\"datepicker._dateFilter\\\" [headerComponent]=\\\"datepicker.calendarHeaderComponent\\\" [selected]=\\\"datepicker._selected\\\" [dateClass]=\\\"datepicker.dateClass\\\" [@fadeInCalendar]=\\\"'enter'\\\" (selectedChange)=\\\"datepicker.select($event)\\\" (yearSelected)=\\\"datepicker._selectYear($event)\\\" (monthSelected)=\\\"datepicker._selectMonth($event)\\\" (_userSelection)=\\\"datepicker.close()\\\"></mat-calendar>\",\n   styles: [\".mat-datepicker-content{display:block;border-radius:4px}.mat-datepicker-content .mat-calendar{width:296px;height:354px}.mat-datepicker-content-touch{display:block;max-height:80vh;overflow:auto;margin:-24px}.mat-datepicker-content-touch .mat-calendar{min-width:250px;min-height:312px;max-width:750px;max-height:788px}@media all and (orientation:landscape){.mat-datepicker-content-touch .mat-calendar{width:64vh;height:80vh}}@media all and (orientation:portrait){.mat-datepicker-content-touch .mat-calendar{width:80vw;height:100vw}}\"],\n   host: {\n   'class': 'mat-datepicker-content',\n   '[@transformPanel]': \"enter\",\n   '[class.mat-datepicker-content-touch]': 'datepicker.touchUi',\n   },\n   animations: [\n matDatepickerAnimations.transformPanel,\n   matDatepickerAnimations.fadeInCalendar,\n],\n   exportAs: 'matDatepickerContent',\n   encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n   inputs: ['color'],\n   },] },\n];\n /** @nocollapse */\n MatDatepickerContent.ctorParameters = function () { return [\n   { type: ElementRef }\n]; };\n MatDatepickerContent.propDecorators = {\n   _calendar: [{ type: ViewChild, args: [MatCalendar,] }]\n };\n return MatDatepickerContent;\n}(_MatDatepickerContentMixinBase));\n// TODO(mmalerba): We use a component instead of a directive here so the user can use implicit\n// template reference variables (e.g. #d vs #d=\"matDatepicker\"). We can change this to a directive\n// if angular adds support for `exportAs: '$implicit'` on directives.\n/**\n * Component responsible for managing the datepicker popup/dialog.\n * @template D\n */\nvar MatDatepicker = /** @class */ (function () {\n function MatDatepicker(_dialog, _overlay, _ngZone, _viewContainerRef, scrollStrategy, _dateAdapter, _dir, _document) {\n   this._dialog = _dialog;\n this._overlay = _overlay;\n   this._ngZone = _ngZone;\n   this._viewContainerRef = _viewContainerRef;\n this._dateAdapter = _dateAdapter;\n   this._dir = _dir;\n   this._document = _document;\n   /**\n   * The view that the calendar should start in.\n   */\n   this.startView = 'month';\n   this._touchUi = false;\n /**\n   * Emits selected year in multiyear view.\n   * This doesn't imply a change on the selected date.\n   */\n   this.yearSelected = new EventEmitter();\n   /**\n   * Emits selected month in year view.\n   * This doesn't imply a change on the selected date.\n   */\n   this.monthSelected = new EventEmitter();\n /**\n   * Emits when the datepicker has been opened.\n   */\n   this.openedStream = new EventEmitter();\n   /**\n   * Emits when the datepicker has been closed.\n   */\n   this.closedStream = new EventEmitter();\n   this._opened = false;\n   /**\n   * The id for the datepicker calendar.\n   */\n this.id = \"mat-datepicker-\" + datepickerUid++;\n   this._validSelected = null;\n   /**\n   * The element that was focused before the datepicker was opened.\n   */\n   this._focusedElementBeforeOpen = null;\n /**\n   * Subscription to value changes in the associated input element.\n   */\n   this._inputSubscription = Subscription.EMPTY;\n   /**\n   * Emits when the datepicker is disabled.\n   */\n

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this._disabledChange = new Subject();\n        /**\n         * Emits new selected date when selected date changes.\n
 */\n        this._selectedChanged = new Subject();\n        if (!this._dateAdapter) {\n            throw
createMissingDateImplError('DateAdapter');\n        }\n        this._scrollStrategy = scrollStrategy;\n    }\n
Object.defineProperty(MatDatepicker.prototype, \"startAt\", {\n        /** The date to open the calendar to initially.
*/\n        get: /**\n         * The date to open the calendar to initially.\n         * @return {?}\n         */\n        function ()
{\n            // If an explicit startAt is set we start there, otherwise we start at whatever the currently\n            //
selected value is.\n            return this._startAt || (this._datepickerInput ? this._datepickerInput.value : null);\n
},\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) {\n
this._startAt = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n        },\n        enumerable: true,\n
  configurable: true\n    });\n    Object.defineProperty(MatDatepicker.prototype, \"color\", {\n        /** Color palette
to use on the datepicker's calendar. */\n        get: /**\n         * Color palette to use on the datepicker's calendar.\n
* @return {?}\n         */\n        function () {\n            return this._color ||\n                (this._datepickerInput ?
this._datepickerInput._getThemePalette() : undefined);\n        },\n        set: /**\n         * @param {?} value\n         *
@return {?}\n         */\n        function (value) {\n            this._color = value;\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatDatepicker.prototype, \"touchUi\", {\n        /**\n         *
Whether the calendar UI is in touch mode. In touch mode the calendar opens in a dialog rather\n         * than a popup
and elements have more padding to allow for bigger touch targets.\n         */\n        get: /**\n         * Whether the
calendar UI is in touch mode. In touch mode the calendar opens in a dialog rather\n         * than a popup and
elements have more padding to allow for bigger touch targets.\n         * @return {?}\n         */\n        function () {
return this._touchUi; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) {\n            this._touchUi = coerceBooleanProperty(value);\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatDatepicker.prototype, \"disabled\", {\n        /** Whether the
datepicker pop-up should be disabled. */\n        get: /**\n         * Whether the datepicker pop-up should be
disabled.\n         * @return {?}\n         */\n        function () {\n            return this._disabled === undefined &&
this._datepickerInput ?\n                this._datepickerInput.disabled : !!this._disabled;\n        },\n        set: /**\n         *
@param {?} value\n         * @return {?}\n         */\n        function (value) {\n            /** @type {?} */\n            var
newValue = coerceBooleanProperty(value);\n            if (newValue !== this._disabled) {\n                this._disabled =
newValue;\n                this._disabledChange.next(newValue);\n            }\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatDatepicker.prototype, \"opened\", {\n        /** Whether the
calendar is open. */\n        get: /**\n         * Whether the calendar is open.\n         * @return {?}\n         */\n
function () { return this._opened; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n
function (value) { value ? this.open() : this.close(); },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatDatepicker.prototype, \"_selected\", {\n        /** The currently selected date. */\n        get:
/**\n         * The currently selected date.\n         * @return {?}\n         */\n        function () { return
this._validSelected; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) { this._validSelected = value; },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatDatepicker.prototype, \"_minDate\", {\n        /** The minimum selectable date. */\n
get: /**\n         * The minimum selectable date.\n         * @return {?}\n         */\n        function () {\n            return
this._datepickerInput && this._datepickerInput.min;\n        },\n        enumerable: true,\n        configurable: true\n
});\n    Object.defineProperty(MatDatepicker.prototype, \"_maxDate\", {\n        /** The maximum selectable date.
*/\n        get: /**\n         * The maximum selectable date.\n         * @return {?}\n         */\n        function () {\n
return this._datepickerInput && this._datepickerInput.max;\n        },\n        enumerable: true,\n        configurable:
true\n    });\n    Object.defineProperty(MatDatepicker.prototype, \"_dateFilter\", {\n        get: /**\n         * @return
{?}\n         */\n        function () {\n            return this._datepickerInput && this._datepickerInput._dateFilter;\n
},\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * @return {?}\n     */\n
MatDatepicker.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n        this.close();\n
this._inputSubscription.unsubscribe();\n        this._disabledChange.complete();\n        if (this._popupRef) {\n
this._popupRef.dispose();\n            this._popupComponentRef = null;\n        }\n    };\n    /** Selects the given date
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*/\n    /**\n     * Selects the given date\n     * @param {?} date\n     * @return {?}\n     */\n
MatDatepicker.prototype.select = /**\n     * Selects the given date\n     * @param {?} date\n     * @return {?}\n
*/\n    function (date) {\n        /** @type {?} */\n        var oldValue = this._selected;\n        this._selected = date;\n
 if (!this._dateAdapter.sameDate(oldValue, this._selected)) {\n            this._selectedChanged.next(date);\n        }\n
};\n    /** Emits the selected year in multiyear view */\n    /**\n     * Emits the selected year in multiyear view\n     *
@param {?} normalizedYear\n     * @return {?}\n     */\n    MatDatepicker.prototype._selectYear = /**\n     * Emits
the selected year in multiyear view\n     * @param {?} normalizedYear\n     * @return {?}\n     */\n    function
(normalizedYear) {\n        this.yearSelected.emit(normalizedYear);\n    };\n    /** Emits selected month in year view
*/\n    /**\n     * Emits selected month in year view\n     * @param {?} normalizedMonth\n     * @return {?}\n
*/\n    MatDatepicker.prototype._selectMonth = /**\n     * Emits selected month in year view\n     * @param {?}
normalizedMonth\n     * @return {?}\n     */\n    function (normalizedMonth) {\n
this.monthSelected.emit(normalizedMonth);\n    };\n    /**\n     * Register an input with this datepicker.\n     *
@param input The datepicker input to register with this datepicker.\n     */\n    /**\n     * Register an input with this
datepicker.\n     * @param {?} input The datepicker input to register with this datepicker.\n     * @return {?}\n
*/\n    MatDatepicker.prototype._registerInput = /**\n     * Register an input with this datepicker.\n     * @param {?}
input The datepicker input to register with this datepicker.\n     * @return {?}\n     */\n    function (input) {\n        var
_this = this;\n        if (this._datepickerInput) {\n            throw Error('A MatDatepicker can only be associated with a
single input.');\n        }\n        this._datepickerInput = input;\n        this._inputSubscription =\n
this._datepickerInput._valueChange.subscribe(function (value) { return _this._selected = value; });\n    };\n    /**
Open the calendar. */\n    /**\n     * Open the calendar.\n     * @return {?}\n     */\n    MatDatepicker.prototype.open
= /**\n     * Open the calendar.\n     * @return {?}\n     */\n    function () {\n        if (this._opened || this.disabled) {\n
            return;\n        }\n        if (!this._datepickerInput) {\n            throw Error('Attempted to open an MatDatepicker
with no associated input.');\n        }\n        if (this._document) {\n            this._focusedElementBeforeOpen =
this._document.activeElement;\n        }\n        this.touchUi ? this._openAsDialog() : this._openAsPopup();\n
this._opened = true;\n        this.openedStream.emit();\n    };\n    /** Close the calendar. */\n    /**\n     * Close the
calendar.\n     * @return {?}\n     */\n    MatDatepicker.prototype.close = /**\n     * Close the calendar.\n     *
@return {?}\n     */\n    function () {\n        var _this = this;\n        if (!this._opened) {\n            return;\n        }\n
if (this._popupRef && this._popupRef.hasAttached()) {\n            this._popupRef.detach();\n        }\n        if
(this._dialogRef) {\n            this._dialogRef.close();\n            this._dialogRef = null;\n        }\n        if
(this._calendarPortal && this._calendarPortal.isAttached) {\n            this._calendarPortal.detach();\n        }\n        /**
@type {?} */\n        var completeClose = function () {\n            // The `_opened` could've been reset already if\n
  // we got two events in quick succession.\n            if (_this._opened) {\n                _this._opened = false;\n
_this.closedStream.emit();\n                _this._focusedElementBeforeOpen = null;\n            }\n        };\n        if
(this._focusedElementBeforeOpen &&\n            typeof this._focusedElementBeforeOpen.focus === 'function') {\n
        // Because IE moves focus asynchronously, we can't count on it being restored before we've\n            // marked
the datepicker as closed. If the event fires out of sequence and the element that\n            // we're refocusing opens the
datepicker on focus, the user could be stuck with not being\n            // able to close the calendar at all. We work
around it by making the logic, that marks\n            // the datepicker as closed, async as well.\n
this._focusedElementBeforeOpen.focus();\n            setTimeout(completeClose);\n        }\n        else {\n
completeClose();\n        }\n    };\n    /** Open the calendar as a dialog. */\n    /**\n     * Open the calendar as a
dialog.\n     * @private\n     * @return {?}\n     */\n    MatDatepicker.prototype._openAsDialog = /**\n     * Open
the calendar as a dialog.\n     * @private\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n        //
Usually this would be handled by `open` which ensures that we can only have one overlay\n        // open at a time,
however since we reset the variables in async handlers some overlays\n        // may slip through if the user opens and
closes multiple times in quick succession (e.g.\n        // by holding down the enter key).\n        if (this._dialogRef)
{\n            this._dialogRef.close();\n        }\n        this._dialogRef = this._dialog.open(MatDatepickerContent, {\n
   direction: this._dir ? this._dir.value : 'ltr',\n            viewContainerRef: this._viewContainerRef,\n
panelClass: 'mat-datepicker-dialog',\n        });\n        this._dialogRef.afterClosed().subscribe(function () { return
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_this.close(); });\n this._dialogRef.componentInstance.datepicker = this;\n this._setColor();\n };\n /** Open the calendar as a popup. */\n /**\n * Open the calendar as a popup.\n * @private\n * @return {?}\n */\n MatDatepicker.prototype._openAsPopup = /**\n * Open the calendar as a popup.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._calendarPortal) {\n this._calendarPortal = new ComponentPortal(MatDatepickerContent, this._viewContainerRef);\n }\n if (!this._popupRef) {\n this._createPopup();\n }\n if (!this._popupRef.hasAttached()) {\n this._popupComponentRef = this._popupRef.attach(this._calendarPortal);\n this._popupComponentRef.instance.datepicker = this;\n this._setColor();\n // Update the position once the calendar has rendered.\n this._ngZone.onStable.asObservable().pipe(take(1)).subscribe(function () {\n _this._popupRef.updatePosition();\n });\n }\n };\n /** Create the popup. */\n /**\n * Create the popup.\n * @private\n * @return {?}\n */\n MatDatepicker.prototype._createPopup = /**\n * Create the popup.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var overlayConfig = new OverlayConfig({\n positionStrategy: this._createPopupPositionStrategy(),\n hasBackdrop: true,\n backdropClass: 'mat-overlay-transparent-backdrop',\n direction: this._dir,\n scrollStrategy: this._scrollStrategy(),\n panelClass: 'mat-datepicker-popup',\n });\n this._popupRef = this._overlay.create(overlayConfig);\n this._popupRef.overlayElement.setAttribute('role', 'dialog');\n merge(this._popupRef.backdropClick(), this._popupRef.detachments(), this._popupRef.keydownEvents().pipe(filter(function (event) {\n // Closing on alt + up is only valid when there's an input associated with the datepicker.\n return event.keyCode === ESCAPE ||\n (_this._datepickerInput && event.altKey && event.keyCode === UP_ARROW);\n })).subscribe(function () { return _this.close(); });\n };\n /** Create the popup PositionStrategy. */\n /**\n * Create the popup PositionStrategy.\n * @private\n * @return {?}\n */\n MatDatepicker.prototype._createPopupPositionStrategy = /**\n * Create the popup PositionStrategy.\n * @private\n * @return {?}\n */\n function () {\n return this._overlay.position()\n .flexibleConnectedTo(this._datepickerInput.getConnectedOverlayOrigin())\n .withTransformOriginOn('.mat-datepicker-content')\n .withFlexibleDimensions(false)\n .withViewportMargin(8)\n .withLockedPosition()\n .withPositions([\n {\n originX: 'start',\n originY: 'bottom',\n overlayX: 'start',\n overlayY: 'top'\n },\n {\n originX: 'start',\n originY: 'top',\n overlayX: 'start',\n overlayY: 'bottom'\n },\n {\n originX: 'end',\n originY: 'bottom',\n overlayX: 'end',\n overlayY: 'top'\n },\n {\n originX: 'end',\n originY: 'top',\n overlayX: 'end',\n overlayY: 'bottom'\n }\n]);\n };\n /**\n * @param obj The object to check.\n * @returns The given object if it is both a date instance and valid, otherwise null.\n */\n /**\n * @private\n * @param {?} obj The object to check.\n * @return {?} The given object if it is both a date instance and valid, otherwise null.\n */\n MatDatepicker.prototype._getValidDateOrNull = /**\n * @private\n * @param {?} obj The object to check.\n * @return {?} The given object if it is both a date instance and valid, otherwise null.\n */\n function (obj) {\n return (this._dateAdapter.isDateInstance(obj) && this._dateAdapter.isValid(obj)) ? obj : null;\n };\n /** Passes the current theme color along to the calendar overlay. */\n /**\n * Passes the current theme color along to the calendar overlay.\n * @private\n * @return {?}\n */\n MatDatepicker.prototype._setColor = /**\n * Passes the current theme color along to the calendar overlay.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var color = this.color;\n if (this._popupComponentRef) {\n this._popupComponentRef.instance.color = color;\n }\n if (this._dialogRef) {\n this._dialogRef.componentInstance.color = color;\n }\n };\n MatDatepicker.decorators = [\n { type: Component, args: [{selector: 'mat-datepicker',\n template: '',\n exportAs: 'matDatepicker',\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatDatepicker.ctorParameters = function () { return [\n { type: MatDialog },\n { type: Overlay },\n { type: NgZone },\n { type: ViewContainerRef },\n { type: undefined, decorators: [{ type: Inject, args:

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[MAT_DATEPICKER_SCROLL_STRATEGY,] }] },\n        { type: DateAdapter, decorators: [{ type: Optional }]
},\n        { type: Directionality, decorators: [{ type: Optional }] },\n        { type: undefined, decorators: [{ type:
Optional }, { type: Inject, args: [DOCUMENT,] }] }\n    ]; };\n    MatDatepicker.propDecorators = {\n
calendarHeaderComponent: [{ type: Input }],\n        startAt: [{ type: Input }],\n        startView: [{ type: Input }],\n
  color: [{ type: Input }],\n        touchUi: [{ type: Input }],\n        disabled: [{ type: Input }],\n        yearSelected: [{
type: Output }],\n        monthSelected: [{ type: Output }],\n        panelClass: [{ type: Input }],\n        dateClass: [{
type: Input }],\n        openedStream: [{ type: Output, args: ['opened',] }],\n        closedStream: [{ type: Output, args:
['closed',] }],\n        opened: [{ type: Input }]\n    };\n    return MatDatepicker;\n}());\n\n/**\n * @fileoverview
added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode}
checked by tsc\n */\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_DATEPICKER_VALUE_ACCESSOR
= {\n    provide: NG_VALUE_ACCESSOR,\n    useExisting: forwardRef(function () { return MatDatepickerInput;
}),\n    multi: true\n};\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_DATEPICKER_VALIDATORS =
{\n    provide: NG_VALIDATORS,\n    useExisting: forwardRef(function () { return MatDatepickerInput; }),\n
multi: true\n};\n/**\n * An event used for datepicker input and change events. We don't always have access to a
native\n * input or change event because the event may have been triggered by the user clicking on the\n * calendar
popup. For consistency, we always use MatDatepickerInputEvent instead.\n * @template D\n */\nvar  /**\n * An
event used for datepicker input and change events. We don't always have access to a native\n * input or change
event because the event may have been triggered by the user clicking on the\n * calendar popup. For consistency, we
always use MatDatepickerInputEvent instead.\n * @template D\n */\nMatDatepickerInputEvent = /** @class */
(function () {\n    function MatDatepickerInputEvent(target, targetElement) {\n        this.target = target;\n
this.targetElement = targetElement;\n        this.value = this.target.value;\n    }\n    return
MatDatepickerInputEvent;\n}());\n/**\n * Directive used to connect an input to a MatDatepicker.\n * @template
D\n */\nvar MatDatepickerInput = /** @class */ (function () {\n    function MatDatepickerInput(_elementRef,
_dateAdapter, _dateFormats, _formField) {\n        var _this = this;\n        this._elementRef = _elementRef;\n
this._dateAdapter = _dateAdapter;\n        this._dateFormats = _dateFormats;\n        this._formField = _formField;\n
    /**\n         * Emits when a `change` event is fired on this `<input>`.\n         */\n        this.dateChange = new
EventEmitter();\n        /**\n         * Emits when an `input` event is fired on this `<input>`.\n         */\n
this.dateInput = new EventEmitter();\n        /**\n         * Emits when the value changes (either due to user input or
programmatic change).\n         */\n        this._valueChange = new EventEmitter();\n        /**\n         * Emits when the
disabled state has changed\n         */\n        this._disabledChange = new EventEmitter();\n        this._onTouched =
function () { };\n        this._cvaOnChange = function () { };\n        this._validatorOnChange = function () { };\n
this._datepickerSubscription = Subscription.EMPTY;\n        this._localeSubscription = Subscription.EMPTY;\n
/**\n         * The form control validator for whether the input parses.\n         */\n        this._parseValidator = function
() {\n            return _this._lastValueValid ?\n                null : { 'matDatepickerParse': { 'text':
_this._elementRef.nativeElement.value } };\n        };\n        /**\n         * The form control validator for the min
date.\n         */\n        this._minValidator = function (control) {\n            /** @type {?} */\n            var controlValue
= _this._getValidDateOrNull(_this._dateAdapter.deserialize(control.value));\n            return (!_this.min ||
!controlValue ||\n                _this._dateAdapter.compareDate(_this.min, controlValue) <= 0) ?\n                null : {
'matDatepickerMin': { 'min': _this.min, 'actual': controlValue } };\n        };\n        /**\n         * The form control
validator for the max date.\n         */\n        this._maxValidator = function (control) {\n            /** @type {?} */\n
    var controlValue = _this._getValidDateOrNull(_this._dateAdapter.deserialize(control.value));\n            return
(!_this.max || !controlValue ||\n                _this._dateAdapter.compareDate(_this.max, controlValue) >= 0) ?\n
   null : { 'matDatepickerMax': { 'max': _this.max, 'actual': controlValue } };\n        };\n        /**\n         * The form
control validator for the date filter.\n         */\n        this._filterValidator = function (control) {\n            /** @type
{?} */\n            var controlValue = _this._getValidDateOrNull(_this._dateAdapter.deserialize(control.value));\n
  return !_this._dateFilter || !controlValue || _this._dateFilter(controlValue) ?\n                null : {
'matDatepickerFilter': true };\n        };\n        /**\n         * The combined form control validator for this input.\n
*/\n        this._validator = Validators.compose([this._parseValidator, this._minValidator, this._maxValidator,
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this._filterValidator]);\n /**\n * Whether the last value set on the input was valid.\n */\n this._lastValueValid = false;\n if (!this._dateAdapter) {\n throw createMissingDateImplError('DateAdapter');\n }\n if (!this._dateFormats) {\n throw createMissingDateImplError('MAT_DATE_FORMATS');\n }\n // Update the displayed date when the locale changes.\n this._localeSubscription = _dateAdapter.localeChanges.subscribe(function () {\n _this.value = _this.value;\n });\n }\n Object.defineProperty(MatDatepickerInput.prototype, \"matDatepicker\", {\n /** The datepicker that this input is associated with. */\n set: /**\n * The datepicker that this input is associated with.\n * @param {?} value\n * @return {?}\n */\n function (value) {\n var _this = this;\n if (!value) {\n return;\n }\n this._datepicker = value;\n this._datepicker._registerInput(this);\n this._datepickerSubscription.unsubscribe();\n this._datepickerSubscription = this._datepicker._selectedChanged.subscribe(function (selected) {\n _this.value = selected;\n _this._cvaOnChange(selected);\n _this._onTouched();\n _this.dateInput.emit(new MatDatepickerInputEvent(_this, _this._elementRef.nativeElement));\n _this.dateChange.emit(new MatDatepickerInputEvent(_this, _this._elementRef.nativeElement));\n });\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDatepickerInput.prototype, \"matDatepickerFilter\", {\n /** Function that can be used to filter out dates within the datepicker. */\n set: /**\n * Function that can be used to filter out dates within the datepicker.\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._dateFilter = value;\n this._validatorOnChange();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDatepickerInput.prototype, \"value\", {\n /** The value of the input. */\n get: /**\n * The value of the input.\n * @return {?}\n */\n function () { return this._value; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n value = this._dateAdapter.deserialize(value);\n this._lastValueValid = !value || this._dateAdapter.isValid(value);\n value = this._getValidDateOrNull(value);\n /** @type {?} */\n var oldDate = this.value;\n this._value = value;\n this._formatValue(value);\n if (!this._dateAdapter.sameDate(oldDate, value)) {\n this._valueChange.emit(value);\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDatepickerInput.prototype, \"min\", {\n /** The minimum valid date. */\n get: /**\n * The minimum valid date.\n * @return {?}\n */\n function () { return this._min; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._min = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n this._validatorOnChange();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDatepickerInput.prototype, \"max\", {\n /** The maximum valid date. */\n get: /**\n * The maximum valid date.\n * @return {?}\n */\n function () { return this._max; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._max = this._getValidDateOrNull(this._dateAdapter.deserialize(value));\n this._validatorOnChange();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDatepickerInput.prototype, \"disabled\", {\n /** Whether the datepicker-input is disabled. */\n get: /**\n * Whether the datepicker-input is disabled.\n * @return {?}\n */\n function () { return !!this._disabled; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var newValue = coerceBooleanProperty(value);\n /** @type {?} */\n var element = this._elementRef.nativeElement;\n if (this._disabled !== newValue) {\n this._disabled = newValue;\n this._disabledChange.emit(newValue);\n }\n // We need to null check the `blur` method, because it's undefined during SSR.\n if (newValue && element.blur) {\n // Normally, native input elements automatically blur if they turn disabled. This behavior\n // is problematic, because it would mean that it triggers another change detection cycle,\n // which then causes a changed after checked error if the input element was focused before.\n element.blur();\n }\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatDatepickerInput.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n

this._datepickerSubscription.unsubscribe();\n this._localeSubscription.unsubscribe();\n this._valueChange.complete();\n this._disabledChange.complete();\n };\n /** @docs-private */\n /**\n * \\@docs-private\n * @param {?} fn\n * @return {?}\n */\n MatDatepickerInput.prototype.registerOnValidatorChange = /**\n * \\@docs-private\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._validatorOnChange = fn;\n };\n /** @docs-private */\n /**\n * \\@docs-private\n * @param {?} c\n * @return {?}\n */\n MatDatepickerInput.prototype.validate = /**\n * \\@docs-private\n * @param {?} c\n * @return {?}\n */\n function (c) {\n return this._validator ? this._validator(c) : null;\n };\n /**\n * @deprecated\n * @breaking-change 8.0.0 Use `getConnectedOverlayOrigin` instead\n */\n /**\n * @deprecated\n * \\@breaking-change 8.0.0 Use `getConnectedOverlayOrigin` instead\n * @return {?}\n */\n MatDatepickerInput.prototype.getPopupConnectionElementRef = /**\n * @deprecated\n * \\@breaking-change 8.0.0 Use `getConnectedOverlayOrigin` instead\n * @return {?}\n */\n function () {\n return this.getConnectedOverlayOrigin();\n };\n /**\n * Gets the element that the datepicker popup should be connected to.\n * @return The element to connect the popup to.\n */\n /**\n * Gets the element that the datepicker popup should be connected to.\n * @return {?} The element to connect the popup to.\n */\n MatDatepickerInput.prototype.getConnectedOverlayOrigin = /**\n * Gets the element that the datepicker popup should be connected to.\n * @return {?} The element to connect the popup to.\n */\n function () {\n return this._formField ? this._formField.getConnectedOverlayOrigin() : this._elementRef;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} value\n * @return {?}\n */\n MatDatepickerInput.prototype.writeValue = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.value = value;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n MatDatepickerInput.prototype.registerOnChange = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._cvaOnChange = fn;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n MatDatepickerInput.prototype.registerOnTouched = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._onTouched = fn;\n };\n // Implemented as part of ControlValueAccessor.\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} isDisabled\n * @return {?}\n */\n MatDatepickerInput.prototype.setDisabledState = \n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} isDisabled\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n };\n /**\n * @param {?} event\n * @return {?}\n */\n MatDatepickerInput.prototype._onKeydown = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n /** @type {?} */\n var isAltDownArrow = event.altKey && event.keyCode === DOWN_ARROW;\n if (this._datepicker && isAltDownArrow && !this._elementRef.nativeElement.readOnly) {\n this._datepicker.open();\n event.preventDefault();\n }\n };\n /**\n * @param {?} value\n * @return {?}\n */\n MatDatepickerInput.prototype._onInput = /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var date = this._dateAdapter.parse(value, this._dateFormats.parse.dateInput);\n this._lastValueValid = !date || this._dateAdapter.isValid(date);\n date = this._getValidDateOrNull(date);\n if (!this._dateAdapter.sameDate(date, this._value)) {\n this._value = date;\n this._cvaOnChange(date);\n this._valueChange.emit(date);\n this.dateInput.emit(new MatDatepickerInputEvent(this, this._elementRef.nativeElement));\n }\n };\n /**\n * @return {?}\n */\n MatDatepickerInput.prototype._onChange = /**\n * @return {?}\n */\n function () {\n this.dateChange.emit(new MatDatepickerInputEvent(this, this._elementRef.nativeElement));\n };\n /** Returns the palette used by the input's form field, if any. */\n /**\n * Returns the palette used by the input's form field, if any.\n * @return {?}\n */\n MatDatepickerInput.prototype._getThemePalette = /**\n * Returns the palette used by the input's form field, if any.\n * @return {?}\n */\n function () {\n return this._formField ?

this._formField.color : undefined;\n   };\n   /** Handles blur events on the input. */\n   /**\n   * Handles blur events on the input.\n   * @return {?}\n   */\n   MatDatepickerInput.prototype._onBlur = /**\n   * Handles blur events on the input.\n   * @return {?}\n   */\n   function () {\n   // Reformat the input only if we have a valid value.\n   if (this.value) {\n   this._formatValue(this.value);\n   }\n   this._onTouched();\n   };\n   /** Formats a value and sets it on the input element. */\n   /**\n   * Formats a value and sets it on the input element.\n * @private\n   * @param {?} value\n   * @return {?}\n   */\n   MatDatepickerInput.prototype._formatValue = /**\n   * Formats a value and sets it on the input element.\n   * @private\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._elementRef.nativeElement.value =\n   value ? this._dateAdapter.format(value, this._dateFormats.display.dateInput) : '';\n   };\n   /**\n   * @param obj The object to check.\n   * @returns The given object if it is both a date instance and valid, otherwise null.\n   */\n   /**\n   * @private\n   * @param {?} obj The object to check.\n   * @return {?} The given object if it is both a date instance and valid, otherwise null.\n   */\n   MatDatepickerInput.prototype._getValidDateOrNull = /**\n   * @private\n   * @param {?} obj The object to check.\n   * @return {?} The given object if it is both a date instance and valid, otherwise null.\n   */\n   function (obj) {\n   return (this._dateAdapter.isDateInstance(obj) && this._dateAdapter.isValid(obj)) ? obj : null;\n   };\n   MatDatepickerInput.decorators = [\n   { type: Directive, args: [{\n   selector: 'input[matDatepicker]',\n   providers: [\n MAT_DATEPICKER_VALUE_ACCESSOR,\n   MAT_DATEPICKER_VALIDATORS,\n   { provide: MAT_INPUT_VALUE_ACCESSOR, useExisting: MatDatepickerInput },\n   ],\n host: {\n   '[attr.aria-haspopup]': 'true',\n   '[attr.aria-owns]': '(_datepicker?.opened && _datepicker.id) || null',\n   '[attr.min]': 'min ? _dateAdapter.toIso8601(min) : null',\n '[attr.max]': 'max ? _dateAdapter.toIso8601(max) : null',\n   '[disabled]': 'disabled',\n '(input)': '_onInput($event.target.value)',\n   '(change)': '_onChange()',\n   '(blur)': '_onBlur()',\n   '(keydown)': '_onKeydown($event)',\n   },\n   exportAs: 'matDatepickerInput',\n   },] },\n   ];\n   /** @nocollapse */\n   MatDatepickerInput.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: DateAdapter, decorators: [{ type: Optional }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_DATE_FORMATS,] }] },\n   { type: MatFormField, decorators: [{ type: Optional }] }\n   ]; };\n   MatDatepickerInput.propDecorators = {\n matDatepicker: [{ type: Input }],\n   matDatepickerFilter: [{ type: Input }],\n   value: [{ type: Input }],\n min: [{ type: Input }],\n   max: [{ type: Input }],\n   disabled: [{ type: Input }],\n   dateChange: [{ type: Output }],\n   dateInput: [{ type: Output }]\n   };\n   return MatDatepickerInput;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Can be used to override the icon of a `matDatepickerToggle`.\n */\nvar MatDatepickerToggleIcon = /** @class */ (function () {\n   function MatDatepickerToggleIcon() {\n   }\n MatDatepickerToggleIcon.decorators = [\n   { type: Directive, args: [{\n   selector: '[matDatepickerToggleIcon]'\n   },] },\n   ];\n   return MatDatepickerToggleIcon;\n}());\n/**\n * @templateD\n */\nvar MatDatepickerToggle = /** @class */ (function () {\n   function MatDatepickerToggle(_intl, _changeDetectorRef, defaultTabIndex) {\n   this._intl = _intl;\n   this._changeDetectorRef = _changeDetectorRef;\n   this._stateChanges = Subscription.EMPTY;\n   /** @type {?} */\n   var parsedTabIndex = Number(defaultTabIndex);\n   this.tabIndex = (parsedTabIndex || parsedTabIndex === 0) ? parsedTabIndex : null;\n   }\n   Object.defineProperty(MatDatepickerToggle.prototype, \"disabled\", {\n   /** Whether the toggle button is disabled. */\n   get: /**\n   * Whether the toggle button is disabled.\n   * @return {?}\n   */\n   function () {\n   return this._disabled === undefined ? this.datepicker.disabled : !!this._disabled;\n   },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._disabled = coerceBooleanProperty(value);\n   },\n   enumerable: true,\n configurable: true\n   });\n   /**\n   * @param {?} changes\n   * @return {?}\n   */\n MatDatepickerToggle.prototype.ngOnChanges = /**\n   * @param {?} changes\n   * @return {?}\n   */\n function (changes) {\n   if (changes.datepicker) {\n   this._watchStateChanges();\n   }\n   };\n   /**\n * @return {?}\n   */\n   MatDatepickerToggle.prototype.ngOnDestroy = /**\n   * @return {?}\n   */\n

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function () {\n        this._stateChanges.unsubscribe();\n    };\n    /**\n     * @return {?}\n     */\n
MatDatepickerToggle.prototype.ngAfterContentInit = /**\n     * @return {?}\n     */\n    function () {\n
this._watchStateChanges();\n    };\n    /**\n     * @param {?} event\n     * @return {?}\n     */\n
MatDatepickerToggle.prototype._open = /**\n     * @param {?} event\n     * @return {?}\n     */\n    function
(event) {\n        if (this.datepicker && !this.disabled) {\n            this.datepicker.open();\n
event.stopPropagation();\n        }\n    };\n    /**\n     * @private\n     * @return {?}\n     */\n
MatDatepickerToggle.prototype._watchStateChanges = /**\n     * @private\n     * @return {?}\n     */\n    function
() {\n        var _this = this;\n        /** @type {?} */\n        var datepickerDisabled = this.datepicker ?
this.datepicker._disabledChange : of();\n        /** @type {?} */\n        var inputDisabled = this.datepicker &&
this.datepicker._datepickerInput ?\n            this.datepicker._datepickerInput._disabledChange : of();\n        /**
@type {?} */\n        var datepickerToggled = this.datepicker ?\n            merge(this.datepicker.openedStream,
this.datepicker.closedStream) :\n            of();\n        this._stateChanges.unsubscribe();\n        this._stateChanges =
merge(this._intl.changes, datepickerDisabled, inputDisabled, datepickerToggled).subscribe(function () { return
_this._changeDetectorRef.markForCheck(); });\n    };\n    MatDatepickerToggle.decorators = [\n        { type:
Component, args: [{selector: 'mat-datepicker-toggle',\n                    template: \"<button #button mat-icon-button
type=\\\"button\\\" aria-haspopup=\\\"true\\\" [attr.aria-label]=\\\"_intl.openCalendarLabel\\\"
[attr.tabindex]=\\\"disabled ? -1 : tabIndex\\\" [disabled]=\\\"disabled\\\" [disableRipple]=\\\"disableRipple\\\"
(click)=\\\"_open($event)\\\"><svg *ngIf=\\\"!_customIcon\\\" class=\\\"mat-datepicker-toggle-default-icon\\\"
viewBox=\\\"0 0 24 24\\\" width=\\\"24px\\\" height=\\\"24px\\\" fill=\\\"currentColor\\\"
focusable=\\\"false\\\"><path d=\\\"M19 3h-1V1h-2v2H8V1H6v2H5c-1.11 0-1.99.9-1.99 2L3 19c0 1.1.89 2 2
2h14c1.1 0 2-.9 2-2V5c0-1.1-.9-2-2-2zm0 16H5V8h14v11zM7 10h5v5H7z\\\"/></svg><ng-content
select=\\\"[matDatepickerToggleIcon]\\\"></ng-content></button>\",\n                    styles: [\".mat-form-field-
appearance-legacy .mat-form-field-prefix .mat-datepicker-toggle-default-icon,.mat-form-field-appearance-legacy
.mat-form-field-suffix .mat-datepicker-toggle-default-icon{width:1em}.mat-form-field:not(.mat-form-field-
appearance-legacy) .mat-form-field-prefix .mat-datepicker-toggle-default-icon,.mat-form-field:not(.mat-form-field-
appearance-legacy) .mat-form-field-suffix .mat-datepicker-toggle-default-
icon{display:block;width:1.5em;height:1.5em}.mat-form-field:not(.mat-form-field-appearance-legacy) .mat-form-
field-prefix .mat-icon-button .mat-datepicker-toggle-default-icon,.mat-form-field:not(.mat-form-field-appearance-
legacy) .mat-form-field-suffix .mat-icon-button .mat-datepicker-toggle-default-icon{margin:auto}\"],\n
host: {\n                    'class': 'mat-datepicker-toggle',\n                    // Always set the tabindex to -1 so that it
doesn't overlap with any custom tabindex the\n                    // consumer may have provided, while still being able
to receive focus.\n                    '[attr.tabindex]': '-1',\n                    '[class.mat-datepicker-toggle-active]':
'datepicker && datepicker.opened',\n                    '[class.mat-accent]': 'datepicker && datepicker.color ===
\"accent\"',\n                    '[class.mat-warn]': 'datepicker && datepicker.color === \"warn\"',\n
'(focus)': '_button.focus()',\n                    },\n                    exportAs: 'matDatepickerToggle',\n
encapsulation: ViewEncapsulation.None,\n                    changeDetection: ChangeDetectionStrategy.OnPush,\n
    },] },\n    ];\n    /** @nocollapse */\n    MatDatepickerToggle.ctorParameters = function () { return [\n        { type:
MatDatepickerIntl },\n        { type: ChangeDetectorRef },\n        { type: String, decorators: [{ type: Attribute, args:
['tabindex',] }] }\n    ]; };\n    MatDatepickerToggle.propDecorators = {\n        datepicker: [{ type: Input, args: ['for',]
}],\n        tabIndex: [{ type: Input }],\n        disabled: [{ type: Input }],\n        disableRipple: [{ type: Input }],\n
_customIcon: [{ type: ContentChild, args: [MatDatepickerToggleIcon,] }],\n        _button: [{ type: ViewChild, args:
['button',] }]\n    };\n    return MatDatepickerToggle;\n}));\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar
MatDatepickerModule = /** @class */ (function () {\n    function MatDatepickerModule() {\n    }\n
MatDatepickerModule.decorators = [\n        { type: NgModule, args: [{\n                    imports: [\n
CommonModule,\n                    MatButtonModule,\n                    MatDialogModule,\n
OverlayModule,\n                    A11yModule,\n                    PortalModule,\n                    ],\n
exports: [\n                    MatCalendar,\n                    MatCalendarBody,\n                    MatDatepicker,\n
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MatDatepickerContent,\n MatDatepickerInput,\n MatDatepickerToggle,\n MatDatepickerToggleIcon,\n MatMonthView,\n MatYearView,\n MatMultiYearView,\n MatCalendarHeader,\n],\n declarations: [\n MatCalendar,\n MatCalendarBody,\n MatDatepicker,\n MatDatepickerContent,\n MatDatepickerInput,\n MatDatepickerToggle,\n MatDatepickerToggleIcon,\n MatMonthView,\n MatYearView,\n MatMultiYearView,\n MatCalendarHeader,\n],\n providers: [\n MatDatepickerIntl,\n MAT_DATEPICKER_SCROLL_STRATEGY_FACTORY_PROVIDER,\n],\n entryComponents: [\n MatDatepickerContent,\n MatCalendarHeader,\n]\n },] },\n];\n return MatDatepickerModule;\n});\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatDatepickerModule, MatCalendarHeader, MatCalendar, MatCalendarCell, MatCalendarBody, MAT_DATEPICKER_SCROLL_STRATEGY_FACTORY, MAT_DATEPICKER_SCROLL_STRATEGY, MAT_DATEPICKER_SCROLL_STRATEGY_FACTORY_PROVIDER, MatDatepickerContentBase, _MatDatepickerContentMixinBase, MatDatepickerContent, MatDatepicker, matDatepickerAnimations, MAT_DATEPICKER_VALUE_ACCESSOR, MAT_DATEPICKER_VALIDATORS, MatDatepickerInputEvent, MatDatepickerInput, MatDatepickerIntl, MatDatepickerToggleIcon, MatDatepickerToggle, MatMonthView, MatYearView, MatMultiYearView as a34 };\n//# sourceMappingURL=datepicker.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { animate, state, style, transition, trigger } from '@angular/animations';\nimport { __assign, __extends } from 'tslib';\nimport { Component, ElementRef, EventEmitter, Inject, Optional, ChangeDetectorRef, ViewChild, ViewEncapsulation, ChangeDetectionStrategy, Injectable, InjectionToken, Injector, SkipSelf, TemplateRef, Directive, Input, NgModule } from '@angular/core';\nimport { DOCUMENT, Location, CommonModule } from '@angular/common';\nimport { BasePortalOutlet, CdkPortalOutlet, ComponentPortal, PortalInjector, TemplatePortal, PortalModule } from '@angular/cdk/portal';\nimport { FocusTrapFactory } from '@angular/cdk/a11y';\nimport { ESCAPE } from '@angular/cdk/keycodes';\nimport { Subject, defer, of } from 'rxjs';\nimport { filter, take, startWith } from 'rxjs/operators';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { Overlay, OverlayConfig, OverlayContainer, OverlayModule } from '@angular/cdk/overlay';\nimport { MatCommonModule } from '@angular/material/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Configuration for opening a modal dialog with the MatDialog service.\n * @template D\n */\nvar /**\n * Configuration for opening a modal dialog with the MatDialog service.\n * @template D\n */\nMatDialogConfig = /** @class */ (function () {\n function MatDialogConfig() {\n /**\n * The ARIA role of the dialog element.\n */\n this.role = 'dialog';\n /**\n * Custom class for the overlay pane.\n */\n this.panelClass = '';\n /**\n * Whether the dialog has a backdrop.\n */\n this.hasBackdrop = true;\n /**\n * Custom class for the backdrop,\n */\n this.backdropClass = '';\n /**\n * Whether the user can use escape or clicking on the backdrop to close the modal.\n */\n this.disableClose = false;\n /**\n * Width of the dialog.\n */\n this.width = '';\n /**\n * Height of the dialog.\n */\n this.height = '';\n /**\n * Max-width of the dialog. If a number is provided, pixel units are assumed. Defaults to 80vw\n */\n this.maxWidth = '80vw';\n /**\n * Data being injected into the child component.\n */\n this.data = null;\n /**\n * ID of the element that describes the dialog.\n */\n this.ariaDescribedBy = null;\n /**\n * Aria label to assign to the dialog element\n */\n this.ariaLabel = null;\n /**\n * Whether the dialog should focus the first focusable element on open.\n */\n this.autoFocus = true;\n /**\n * Whether the dialog should restore focus to the\n

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* previously-focused element, after it's closed.\n        */\n        this.restoreFocus = true;\n        /**\n        * Whether
the dialog should close when the user goes backwards/forwards in history.\n        * Note that this usually doesn't
include clicking on links (unless the user is using\n        * the `HashLocationStrategy`).\n        */\n
this.closeOnNavigation = true;\n        // TODO(jelbourn): add configuration for lifecycle hooks, ARIA labelling.\n
}\n    return MatDialogConfig;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?}
*/\nvar animationBody = [\n    // Note: The `enter` animation transitions to `transform: none`, because for some
reason\n    // specifying the transform explicitly, causes IE both to blur the dialog content and\n    // decimate the
animation performance. Leaving it as `none` solves both issues.\n    state('void, exit', style({ opacity: 0, transform:
'scale(0.7)' })),\n    state('enter', style({ transform: 'none' })),\n    transition('* => enter', animate('150ms cubic-
bezier(0, 0, 0.2, 1)', style({ transform: 'none', opacity: 1 }))),\n    transition('* => void, * => exit', animate('75ms
cubic-bezier(0.4, 0.0, 0.2, 1)', style({ opacity: 0 }))),\n];\n/**\n * Animations used by MatDialog.\n * \\@docs-
private\n * @type {?}\n */\nvar matDialogAnimations = {\n    /**\n     * Animation that is applied on the dialog
container by defalt.\n     */\n    dialogContainer: trigger('dialogContainer', animationBody),\n    /**\n     *
@deprecated \\@breaking-change 8.0.0 Use `matDialogAnimations.dialogContainer` instead.\n     */\n
slideDialog: trigger('slideDialog', animationBody)\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
Throws an exception for the case when a ComponentPortal is\n * attached to a DomPortalOutlet without an origin.\n
* \\@docs-private\n * @return {?}\n */\nfunction throwMatDialogContentAlreadyAttachedError() {\n    throw
Error('Attempting to attach dialog content after content is already attached');\n}\n/**\n * Internal component that
wraps user-provided dialog content.\n * Animation is based on
https://material.io/guidelines/motion/choreography.html.\n * \\@docs-private\n */\nvar MatDialogContainer = /**
@class */ (function (_super) {\n    __extends(MatDialogContainer, _super);\n    function
MatDialogContainer(_elementRef, _focusTrapFactory, _changeDetectorRef, _document, _config) {\n        var _this
= _super.call(this) || this;\n        _this._elementRef = _elementRef;\n        _this._focusTrapFactory =
_focusTrapFactory;\n        _this._changeDetectorRef = _changeDetectorRef;\n        _this._document = _document;\n
        _this._config = _config;\n        /**\n        * Element that was focused before the dialog was opened. Save this to
restore upon close.\n        */\n        _this._elementFocusedBeforeDialogWasOpened = null;\n        /**\n        * State
of the dialog animation.\n        */\n        _this._state = 'enter';\n        /**\n        * Emits when an animation state
changes.\n        */\n        _this._animationStateChanged = new EventEmitter();\n        /**\n        * ID of the element
that should be considered as the dialog's label.\n        */\n        _this._ariaLabelledBy = null;\n        return _this;\n
}\n    /**\n     * Attach a ComponentPortal as content to this dialog container.\n     * @param portal Portal to be
attached as the dialog content.\n     */\n    /**\n     * Attach a ComponentPortal as content to this dialog container.\n
 * @template T\n     * @param {?} portal Portal to be attached as the dialog content.\n     * @return {?}\n     */\n
MatDialogContainer.prototype.attachComponentPortal = /**\n     * Attach a ComponentPortal as content to this
dialog container.\n     * @template T\n     * @param {?} portal Portal to be attached as the dialog content.\n     *
@return {?}\n     */\n    function (portal) {\n        if (this._portalOutlet.hasAttached()) {\n
throwMatDialogContentAlreadyAttachedError();\n        }\n        this._savePreviouslyFocusedElement();\n        return
this._portalOutlet.attachComponentPortal(portal);\n    };\n    /**\n     * Attach a TemplatePortal as content to this
dialog container.\n     * @param portal Portal to be attached as the dialog content.\n     */\n    /**\n     * Attach a
TemplatePortal as content to this dialog container.\n     * @template C\n     * @param {?} portal Portal to be
attached as the dialog content.\n     * @return {?}\n     */\n    MatDialogContainer.prototype.attachTemplatePortal =
/**\n     * Attach a TemplatePortal as content to this dialog container.\n     * @template C\n     * @param {?} portal
Portal to be attached as the dialog content.\n     * @return {?}\n     */\n    function (portal) {\n        if
(this._portalOutlet.hasAttached()) {\n            throwMatDialogContentAlreadyAttachedError();\n        }\n
this._savePreviouslyFocusedElement();\n        return this._portalOutlet.attachTemplatePortal(portal);\n    };\n    /**
Moves the focus inside the focus trap. */\n    /**\n     * Moves the focus inside the focus trap.\n     * @private\n     *
@return {?}\n     */\n    MatDialogContainer.prototype._trapFocus = /**\n     * Moves the focus inside the focus
```

trap.\n * @private\n * @return {?}\n */\n function () {\n if (!this._focusTrap) {\n this._focusTrap = this._focusTrapFactory.create(this._elementRef.nativeElement);\n }\n // If were to attempt to focus immediately, then the content of the dialog would not yet be\n // ready in instances where change detection has to run first. To deal with this, we simply\n // wait for the microtask queue to be empty.\n if (this._config.autoFocus) {\n this._focusTrap.focusInitialElementWhenReady();\n }\n };\n /** Restores focus to the element that was focused before the dialog opened. */\n /**\n * Restores focus to the element that was focused before the dialog opened.\n * @private\n * @return {?}\n */\n MatDialogContainer.prototype._restoreFocus = /**\n * Restores focus to the element that was focused before the dialog opened.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var toFocus = this._elementFocusedBeforeDialogWasOpened;\n // We need the extra check, because IE can set the `activeElement` to null in some cases.\n if (this._config.restoreFocus && toFocus && typeof toFocus.focus === 'function') {\n toFocus.focus();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n };\n /** Saves a reference to the element that was focused before the dialog was opened. */\n /**\n * Saves a reference to the element that was focused before the dialog was opened.\n * @private\n * @return {?}\n */\n MatDialogContainer.prototype._savePreviouslyFocusedElement = /**\n * Saves a reference to the element that was focused before the dialog was opened.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._document) {\n this._elementFocusedBeforeDialogWasOpened = (/** @type {?} */ (this._document.activeElement));\n // Note that there is no focus method when rendering on the server.\n if (this._elementRef.nativeElement.focus) {\n // Move focus onto the dialog immediately in order to prevent the user from accidentally\n // opening multiple dialogs at the same time. Needs to be async, because the element\n // may not be focusable immediately.\n Promise.resolve().then(function () { return _this._elementRef.nativeElement.focus(); });\n }\n }\n };\n /** Callback, invoked whenever an animation on the host completes. */\n /**\n * Callback, invoked whenever an animation on the host completes.\n * @param {?} event\n * @return {?}\n */\n MatDialogContainer.prototype._onAnimationDone = /**\n * Callback, invoked whenever an animation on the host completes.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if (event.toState === 'enter') {\n this._trapFocus();\n }\n else if (event.toState === 'exit') {\n this._restoreFocus();\n }\n this._animationStateChanged.emit(event);\n };\n /** Callback, invoked when an animation on the host starts. */\n /**\n * Callback, invoked when an animation on the host starts.\n * @param {?} event\n * @return {?}\n */\n MatDialogContainer.prototype._onAnimationStart = /**\n * Callback, invoked when an animation on the host starts.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n this._animationStateChanged.emit(event);\n };\n /** Starts the dialog exit animation. */\n /**\n * Starts the dialog exit animation.\n * @return {?}\n */\n MatDialogContainer.prototype._startExitAnimation = /**\n * Starts the dialog exit animation.\n * @return {?}\n */\n function () {\n this._state = 'exit';\n // Mark the container for check so it can react if the\n // view container is using OnPush change detection.\n this._changeDetectorRef.markForCheck();\n };\n MatDialogContainer.decorators = [\n { type: Component, args: [{selector: 'mat-dialog-container',\n template: \"<ng-template cdkPortalOutlet></ng-template>\",\n styles: [\".mat-dialog-container{display:block;padding:24px;border-radius:4px;box-sizing:border-box;overflow:auto;outline:0;width:100%;height:100%;min-height:inherit;max-height:inherit}@media screen and (-ms-high-contrast:active){.mat-dialog-container{outline:solid 1px}}.mat-dialog-content{display:block;margin:0 -24px;padding:0 24px;max-height:65vh;overflow:auto;-webkit-overflow-scrolling:touch}.mat-dialog-title{margin:0 0 20px;display:block}.mat-dialog-actions{padding:8px 0;display:flex;flex-wrap:wrap;min-height:52px;align-items:center;margin-bottom:-24px}.mat-dialog-actions[align=end]{justify-content:flex-end}.mat-dialog-actions[align=center]{justify-content:center}.mat-dialog-actions .mat-button+.mat-button,.mat-dialog-actions .mat-button+.mat-raised-button,.mat-dialog-actions .mat-raised-button+.mat-button,.mat-dialog-actions .mat-raised-button+.mat-raised-button{margin-left:8px}[dir=rtl] .mat-dialog-actions .mat-button+.mat-button,[dir=rtl] .mat-dialog-actions .mat-button+.mat-raised-button,[dir=rtl] .mat-dialog-actions .mat-raised-button+.mat-button,[dir=rtl]

.mat-dialog-actions .mat-raised-button+.mat-raised-button{margin-left:0;margin-right:8px}\"],\n encapsulation: ViewEncapsulation.None,\n // Using OnPush for dialogs caused some G3 sync issues. Disabled until we can track them down.\n // tslint:disable-next-line:validate-decorators\n changeDetection: ChangeDetectionStrategy.Default,\n animations: [matDialogAnimations.dialogContainer],\n host: {\n 'class': 'mat-dialog-container',\n 'tabindex': '-1',\n 'aria-modal': 'true',\n '[attr.id]': '_id',\n '[attr.role]': '_config.role',\n '[attr.aria-labelledby]': '_config.ariaLabel ? null : _ariaLabelledBy',\n '[attr.aria-label]': '_config.ariaLabel',\n '[attr.aria-describedby]': '_config.ariaDescribedBy || null',\n '[@dialogContainer]': '_state',\n '(@dialogContainer.start)': '_onAnimationStart($event)',\n '(@dialogContainer.done)': '_onAnimationDone($event)',\n },\n },] },\n];\n /** @nocollapse */\n MatDialogContainer.ctorParameters = function () { return [\n { type: ElementRef },\n { type: FocusTrapFactory },\n { type: ChangeDetectorRef },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [DOCUMENT,] }] },\n { type: MatDialogConfig }\n]; };\n MatDialogContainer.propDecorators = {\n _portalOutlet: [{ type: ViewChild, args: [CdkPortalOutlet,] }]\n };\n return MatDialogContainer;\n}(BasePortalOutlet));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// TODO(jelbourn): resizing\n// Counter for unique dialog ids.\n/** @type {?} */\nvar uniqueId = 0;\n/**\n * Reference to a dialog opened via the MatDialog service.\n * @template T, R\n */\nvar /**\n * Reference to a dialog opened via the MatDialog service.\n * @template T, R\n */\nMatDialogRef = /** @class */ (function () {\n function MatDialogRef(_overlayRef, _containerInstance, \n // @breaking-change 8.0.0 `_location` parameter to be removed.\n _location, id) {\n if (id === void 0) { id = \"mat-dialog-\" + uniqueId++; }\n var _this = this;\n this._overlayRef = _overlayRef;\n this._containerInstance = _containerInstance;\n this.id = id;\n /**\n * Whether the user is allowed to close the dialog.\n */\n this.disableClose = this._containerInstance._config.disableClose;\n /**\n * Subject for notifying the user that the dialog has finished opening.\n */\n this._afterOpened = new Subject();\n /**\n * Subject for notifying the user that the dialog has finished closing.\n */\n this._afterClosed = new Subject();\n /**\n * Subject for notifying the user that the dialog has started closing.\n */\n this._beforeClosed = new Subject();\n // Pass the id along to the container.\n _containerInstance._id = id;\n // Emit when opening animation completes\n _containerInstance._animationStateChanged.pipe(filter(function (event) { return event.phaseName === 'done' && event.toState === 'enter'; }), take(1))\n .subscribe(function () {\n _this._afterOpened.next();\n _this._afterOpened.complete();\n });\n // Dispose overlay when closing animation is complete\n _containerInstance._animationStateChanged.pipe(filter(function (event) { return event.phaseName === 'done' && event.toState === 'exit'; }), take(1)).subscribe(function () { return _this._overlayRef.dispose(); });\n _overlayRef.detachments().subscribe(function () {\n _this._beforeClosed.next(_this._result);\n _this._beforeClosed.complete();\n _this._afterClosed.next(_this._result);\n _this._afterClosed.complete();\n _this.componentInstance = (/** @type {?} */ (null));\n _this._overlayRef.dispose();\n });\n _overlayRef.keydownEvents()\n .pipe(filter(function (event) { return event.keyCode === ESCAPE && !_this.disableClose; }))\n .subscribe(function () { return _this.close(); });\n }\n /**\n * Close the dialog.\n * @param dialogResult Optional result to return to the dialog opener.\n */\n /**\n * Close the dialog.\n * @param {?=} dialogResult Optional result to return to the dialog opener.\n * @return {?}\n */\n MatDialogRef.prototype.close = /**\n * Close the dialog.\n * @param {?=} dialogResult Optional result to return to the dialog opener.\n * @return {?}\n */\n function (dialogResult) {\n var _this = this;\n this._result = dialogResult;\n // Transition the backdrop in parallel to the dialog.\n this._containerInstance._animationStateChanged.pipe(filter(function (event) { return event.phaseName === 'start'; }), take(1))\n .subscribe(function () {\n _this._beforeClosed.next(dialogResult);\n _this._beforeClosed.complete();\n _this._overlayRef.detachBackdrop();\n });\n this._containerInstance._startExitAnimation();\n };\n /**\n * Gets an observable that is notified when the

dialog is finished opening.\n */\n /**\n * Gets an observable that is notified when the dialog is finished opening.\n * @return {?}\n */\n MatDialogRef.prototype.afterOpened = /**\n * Gets an observable that is notified when the dialog is finished opening.\n * @return {?}\n */\n function () {\n return this._afterOpened.asObservable();\n };\n /**\n * Gets an observable that is notified when the dialog is finished closing.\n */\n /**\n * Gets an observable that is notified when the dialog is finished closing.\n * @return {?}\n */\n MatDialogRef.prototype.afterClosed = /**\n * Gets an observable that is notified when the dialog is finished closing.\n * @return {?}\n */\n function () {\n return this._afterClosed.asObservable();\n };\n /**\n * Gets an observable that is notified when the dialog has started closing.\n */\n /**\n * Gets an observable that is notified when the dialog has started closing.\n * @return {?}\n */\n MatDialogRef.prototype.beforeClosed = /**\n * Gets an observable that is notified when the dialog has started closing.\n * @return {?}\n */\n function () {\n return this._beforeClosed.asObservable();\n };\n /**\n * Gets an observable that emits when the overlay's backdrop has been clicked.\n */\n /**\n * Gets an observable that emits when the overlay's backdrop has been clicked.\n * @return {?}\n */\n MatDialogRef.prototype.backdropClick = /**\n * Gets an observable that emits when the overlay's backdrop has been clicked.\n * @return {?}\n */\n function () {\n return this._overlayRef.backdropClick();\n };\n /**\n * Gets an observable that emits when keydown events are targeted on the overlay.\n */\n /**\n * Gets an observable that emits when keydown events are targeted on the overlay.\n * @return {?}\n */\n MatDialogRef.prototype.keydownEvents = /**\n * Gets an observable that emits when keydown events are targeted on the overlay.\n * @return {?}\n */\n function () {\n return this._overlayRef.keydownEvents();\n };\n /**\n * Updates the dialog's position.\n * @param position New dialog position.\n */\n /**\n * Updates the dialog's position.\n * @template THIS\n * @this {THIS}\n * @param {?=} position New dialog position.\n * @return {THIS}\n */\n MatDialogRef.prototype.updatePosition = /**\n * Updates the dialog's position.\n * @template THIS\n * @this {THIS}\n * @param {?=} position New dialog position.\n * @return {THIS}\n */\n function (position) {\n /** @type {?} */\n var strategy = (/** @type {?} */ (this))._getPositionStrategy();\n if (position && (position.left || position.right)) {\n position.left ? strategy.left(position.left) : strategy.right(position.right);\n }\n else {\n strategy.centerHorizontally();\n }\n if (position && (position.top || position.bottom)) {\n position.top ? strategy.top(position.top) : strategy.bottom(position.bottom);\n }\n else {\n strategy.centerVertically();\n }\n (/** @type {?} */ (this))._overlayRef.updatePosition();\n return (/** @type {?} */ (this));\n };\n /**\n * Updates the dialog's width and height.\n * @param width New width of the dialog.\n * @param height New height of the dialog.\n */\n /**\n * Updates the dialog's width and height.\n * @template THIS\n * @this {THIS}\n * @param {?=} width New width of the dialog.\n * @param {?=} height New height of the dialog.\n * @return {THIS}\n */\n MatDialogRef.prototype.updateSize = /**\n * Updates the dialog's width and height.\n * @template THIS\n * @this {THIS}\n * @param {?=} width New width of the dialog.\n * @param {?=} height New height of the dialog.\n * @return {THIS}\n */\n function (width, height) {\n if (width === void 0) { width = ''; }\n if (height === void 0) { height = ''; }\n (/** @type {?} */ (this))._getPositionStrategy().width(width).height(height);\n (/** @type {?} */ (this))._overlayRef.updatePosition();\n return (/** @type {?} */ (this));\n };\n /**\n * Gets an observable that is notified when the dialog is finished opening.\n * @deprecated Use `afterOpened` instead.\n * @breaking-change 8.0.0\n */\n /**\n * Gets an observable that is notified when the dialog is finished opening.\n * @deprecated Use `afterOpened` instead.\n * \\@breaking-change 8.0.0\n * @return {?}\n */\n MatDialogRef.prototype.afterOpen = /**\n * Gets an observable that is notified when the dialog is finished opening.\n * @deprecated Use `afterOpened` instead.\n * \\@breaking-change 8.0.0\n * @return {?}\n */\n function () {\n return this.afterOpened();\n };\n /**\n * Gets an observable that is notified when the dialog has started closing.\n * @deprecated Use `beforeClosed` instead.\n * @breaking-change 8.0.0\n */\n /**\n * Gets an observable that is notified when the dialog has started closing.\n * @deprecated Use `beforeClosed` instead.\n * \\@breaking-change 8.0.0\n * @return {?}\n */\n

```
MatDialogRef.prototype.beforeClose = /**\n     * Gets an observable that is notified when the dialog has started
closing.\n     * @deprecated Use `beforeClosed` instead.\n     * \\@breaking-change 8.0.0\n     * @return {?}\n
*/\n    function () {\n        return this.beforeClosed();\n    };\n    /** Fetches the position strategy object from the
overlay ref. */\n    /**\n     * Fetches the position strategy object from the overlay ref.\n     * @private\n     * @return
{?}\n     */\n    MatDialogRef.prototype._getPositionStrategy = /**\n     * Fetches the position strategy object from
the overlay ref.\n     * @private\n     * @return {?}\n     */\n    function () {\n        return (/** @type {?} */
(this._overlayRef.getConfig().positionStrategy));\n    };\n    return MatDialogRef;\n}());\n\n/**\n * @fileoverview
added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode}
checked by tsc\n */\n/**\n * Injection token that can be used to access the data that was passed in to a dialog.\n *
@type {?}\n */\nvar MAT_DIALOG_DATA = new InjectionToken('MatDialogData');\n/**\n * Injection token that
can be used to specify default dialog options.\n * @type {?}\n */\nvar MAT_DIALOG_DEFAULT_OPTIONS =
new InjectionToken('mat-dialog-default-options');\n/**\n * Injection token that determines the scroll handling while
the dialog is open.\n * @type {?}\n */\nvar MAT_DIALOG_SCROLL_STRATEGY = new InjectionToken('mat-
dialog-scroll-strategy');\n/**\n * \\@docs-private\n * @param {?} overlay\n * @return {?}\n */\nfunction
MAT_DIALOG_SCROLL_STRATEGY_FACTORY(overlay) {\n    return function () { return
overlay.scrollStrategies.block(); };\n}\n/**\n * \\@docs-private\n * @param {?} overlay\n * @return {?}\n
*/\nfunction MAT_DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY(overlay) {\n    return function () {
return overlay.scrollStrategies.block(); };\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar
MAT_DIALOG_SCROLL_STRATEGY_PROVIDER = {\n    provide: MAT_DIALOG_SCROLL_STRATEGY,\n
  deps: [Overlay],\n    useFactory: MAT_DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY,\n};\n/**\n *
Service to open Material Design modal dialogs.\n */\nvar MatDialog = /** @class */ (function () {\n    function
MatDialog(_overlay, _injector, _location, _defaultOptions, scrollStrategy, _parentDialog, _overlayContainer) {\n
 var _this = this;\n        this._overlay = _overlay;\n        this._injector = _injector;\n        this._location = _location;\n
    this._defaultOptions = _defaultOptions;\n        this._parentDialog = _parentDialog;\n        this._overlayContainer
= _overlayContainer;\n        this._openDialogsAtThisLevel = [];\n        this._afterAllClosedAtThisLevel = new
Subject();\n        this._afterOpenedAtThisLevel = new Subject();\n        this._ariaHiddenElements = new Map();\n
 /**\n         * Stream that emits when all open dialog have finished closing.\n         * Will emit on subscribe if there
are no open dialogs to begin with.\n         */\n        this.afterAllClosed = defer(function () { return
_this.openDialogs.length ?\n            _this._afterAllClosed :\n
_this._afterAllClosed.pipe(startWith(undefined)); });\n        this._scrollStrategy = scrollStrategy;\n    }\n
Object.defineProperty(MatDialog.prototype, \"openDialogs\", {\n        /** Keeps track of the currently-open dialogs.
*/\n        get: /**\n         * Keeps track of the currently-open dialogs.\n         * @return {?}\n         */\n        function ()
{\n            return this._parentDialog ? this._parentDialog.openDialogs : this._openDialogsAtThisLevel;\n        },\n
  enumerable: true,\n        configurable: true\n    });\n    Object.defineProperty(MatDialog.prototype, \"afterOpened\",
{\n        /** Stream that emits when a dialog has been opened. */\n        get: /**\n         * Stream that emits when a
dialog has been opened.\n         * @return {?}\n         */\n        function () {\n            return this._parentDialog ?
this._parentDialog.afterOpened : this._afterOpenedAtThisLevel;\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatDialog.prototype, \"afterOpen\", {\n        /**\n         *
Stream that emits when a dialog has been opened.\n         * @deprecated Use `afterOpened` instead.\n         *
@breaking-change 8.0.0\n         */\n        get: /**\n         * Stream that emits when a dialog has been opened.\n         *
@deprecated Use `afterOpened` instead.\n         * \\@breaking-change 8.0.0\n         * @return {?}\n         */\n
function () {\n            return this.afterOpened;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatDialog.prototype, \"_afterAllClosed\", {\n        get: /**\n         * @return {?}\n         */\n
   function () {\n            /** @type {?} */\n            var parent = this._parentDialog;\n            return parent ?
parent._afterAllClosed : this._afterAllClosedAtThisLevel;\n        },\n        enumerable: true,\n        configurable:
true\n    });\n    /**\n     * Opens a modal dialog containing the given component.\n     * @param
componentOrTemplateRef Type of the component to load into the dialog,\n     *     or a TemplateRef to instantiate
as the dialog content.\n     * @param config Extra configuration options.\n     * @returns Reference to the newly-
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opened dialog.\n     */\n    /**\n     * Opens a modal dialog containing the given component.\n     * @template T, D, R\n     * @param {?} componentOrTemplateRef Type of the component to load into the dialog,\n     *     or a TemplateRef to instantiate as the dialog content.\n     * @param {?=} config Extra configuration options.\n     * @return {?} Reference to the newly-opened dialog.\n     */\n    MatDialog.prototype.open = /**\n     * Opens a modal dialog containing the given component.\n     * @template T, D, R\n     * @param {?} componentOrTemplateRef Type of the component to load into the dialog,\n     *     or a TemplateRef to instantiate as the dialog content.\n     * @param {?=} config Extra configuration options.\n     * @return {?} Reference to the newly-opened dialog.\n     */\n    function (componentOrTemplateRef, config) {\n        var _this = this;\n        config = _applyConfigDefaults(config, this._defaultOptions || new MatDialogConfig());\n        if (config.id && this.getDialogById(config.id)) {\n            throw Error(\"Dialog with id \\\"\" + config.id + \"\\\" exists already. The dialog id must be unique.\");\n        }\n        /** @type {?} */\n        var overlayRef = this._createOverlay(config);\n        /** @type {?} */\n        var dialogContainer = this._attachDialogContainer(overlayRef, config);\n        /** @type {?} */\n        var dialogRef = this._attachDialogContent(componentOrTemplateRef, dialogContainer, overlayRef, config);\n        // If this is the first dialog that we're opening, hide all the non-overlay content.\n        if (!this.openDialogs.length) {\n            this._hideNonDialogContentFromAssistiveTechnology();\n        }\n        this.openDialogs.push(dialogRef);\n        dialogRef.afterClosed().subscribe(function () { return _this._removeOpenDialog(dialogRef); });\n        this.afterOpened.next(dialogRef);\n        return dialogRef;\n    };\n    /**\n     * Closes all of the currently-open dialogs.\n     */\n    /**\n     * Closes all of the currently-open dialogs.\n     * @return {?}\n     */\n    MatDialog.prototype.closeAll = /**\n     * Closes all of the currently-open dialogs.\n     * @return {?}\n     */\n    function () {\n        this._closeDialogs(this.openDialogs);\n    };\n    /**\n     * Finds an open dialog by its id.\n     * @param id ID to use when looking up the dialog.\n     */\n    /**\n     * Finds an open dialog by its id.\n     * @param {?} id ID to use when looking up the dialog.\n     * @return {?}\n     */\n    MatDialog.prototype.getDialogById = /**\n     * Finds an open dialog by its id.\n     * @param {?} id ID to use when looking up the dialog.\n     * @return {?}\n     */\n    function (id) {\n        return this.openDialogs.find(function (dialog) { return dialog.id === id; });\n    };\n    /**\n     * @return {?}\n     */\n    MatDialog.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n        // Only close the dialogs at this level on destroy\n        // since the parent service may still be active.\n        this._closeDialogs(this._openDialogsAtThisLevel);\n    };\n    /**\n     * Creates the overlay into which the dialog will be loaded.\n     * @param config The dialog configuration.\n     * @returns A promise resolving to the OverlayRef for the created overlay.\n     */\n    /**\n     * Creates the overlay into which the dialog will be loaded.\n     * @private\n     * @param {?} config The dialog configuration.\n     * @return {?} A promise resolving to the OverlayRef for the created overlay.\n     */\n    MatDialog.prototype._createOverlay = /**\n     * Creates the overlay into which the dialog will be loaded.\n     * @private\n     * @param {?} config The dialog configuration.\n     * @return {?} A promise resolving to the OverlayRef for the created overlay.\n     */\n    function (config) {\n        /** @type {?} */\n        var overlayConfig = this._getOverlayConfig(config);\n        return this._overlay.create(overlayConfig);\n    };\n    /**\n     * Creates an overlay config from a dialog config.\n     * @param dialogConfig The dialog configuration.\n     * @returns The overlay configuration.\n     */\n    /**\n     * Creates an overlay config from a dialog config.\n     * @private\n     * @param {?} dialogConfig The dialog configuration.\n     * @return {?} The overlay configuration.\n     */\n    MatDialog.prototype._getOverlayConfig = /**\n     * Creates an overlay config from a dialog config.\n     * @private\n     * @param {?} dialogConfig The dialog configuration.\n     * @return {?} The overlay configuration.\n     */\n    function (dialogConfig) {\n        /** @type {?} */\n        var state$$1 = new OverlayConfig({\n            positionStrategy: this._overlay.position().global(),\n            scrollStrategy: dialogConfig.scrollStrategy || this._scrollStrategy(),\n panelClass: dialogConfig.panelClass,\n            hasBackdrop: dialogConfig.hasBackdrop,\n            direction: dialogConfig.direction,\n            minWidth: dialogConfig.minWidth,\n            minHeight: dialogConfig.minHeight,\n            maxWidth: dialogConfig.maxWidth,\n            maxHeight: dialogConfig.maxHeight,\n            disposeOnNavigation: dialogConfig.closeOnNavigation\n        });\n        if (dialogConfig.backdropClass) {\n            state$$1.backdropClass = dialogConfig.backdropClass;\n        }\n
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return state$$1;\n   };\n   /**\n   * Attaches an MatDialogContainer to a dialog's already-created overlay.\n   * @param overlay Reference to the dialog's underlying overlay.\n   * @param config The dialog configuration.\n * @returns A promise resolving to a ComponentRef for the attached container.\n   */\n   /**\n   * Attaches an MatDialogContainer to a dialog's already-created overlay.\n   * @private\n   * @param {?} overlay Reference to the dialog's underlying overlay.\n   * @param {?} config The dialog configuration.\n   * @return {?} A promise resolving to a ComponentRef for the attached container.\n   */\n   MatDialog.prototype._attachDialogContainer = /**\n   * Attaches an MatDialogContainer to a dialog's already-created overlay.\n   * @private\n   * @param {?} overlay Reference to the dialog's underlying overlay.\n   * @param {?} config The dialog configuration.\n   * @return {?} A promise resolving to a ComponentRef for the attached container.\n   */\n   function (overlay, config) {\n   /** @type {?} */\n   var userInjector = config && config.viewContainerRef && config.viewContainerRef.injector;\n   /** @type {?} */\n   var injector = new PortalInjector(userInjector || this._injector, new WeakMap([\n   [MatDialogConfig, config]\n   ]));\n   /** @type {?} */\n   var containerPortal = new ComponentPortal(MatDialogContainer, config.viewContainerRef, injector);\n   /** @type {?} */\n   var containerRef = overlay.attach(containerPortal);\n   return containerRef.instance;\n   };\n   /**\n * Attaches the user-provided component to the already-created MatDialogContainer.\n   * @param componentOrTemplateRef The type of component being loaded into the dialog,\n   *   or a TemplateRef to instantiate as the content.\n   * @param dialogContainer Reference to the wrapping MatDialogContainer.\n   * @param overlayRef Reference to the overlay in which the dialog resides.\n   * @param config The dialog configuration.\n   * @returns A promise resolving to the MatDialogRef that should be returned to the user.\n   */\n /**\n   * Attaches the user-provided component to the already-created MatDialogContainer.\n   * @private\n   * @template T, R\n   * @param {?} componentOrTemplateRef The type of component being loaded into the dialog,\n   *   or a TemplateRef to instantiate as the content.\n   * @param {?} dialogContainer Reference to the wrapping MatDialogContainer.\n   * @param {?} overlayRef Reference to the overlay in which the dialog resides.\n   * @param {?} config The dialog configuration.\n   * @return {?} A promise resolving to the MatDialogRef that should be returned to the user.\n   */\n   MatDialog.prototype._attachDialogContent = /**\n   * Attaches the user-provided component to the already-created MatDialogContainer.\n   * @private\n   * @template T, R\n   * @param {?} componentOrTemplateRef The type of component being loaded into the dialog,\n   *   or a TemplateRef to instantiate as the content.\n   * @param {?} dialogContainer Reference to the wrapping MatDialogContainer.\n   * @param {?} overlayRef Reference to the overlay in which the dialog resides.\n   * @param {?} config The dialog configuration.\n   * @return {?} A promise resolving to the MatDialogRef that should be returned to the user.\n   */\n   function (componentOrTemplateRef, dialogContainer, overlayRef, config) {\n   // Create a reference to the dialog we're creating in order to give the user a handle\n   // to modify and close it.\n   /** @type {?} */\n   var dialogRef = new MatDialogRef(overlayRef, dialogContainer, this._location, config.id);\n   // When the dialog backdrop is clicked, we want to close it.\n   if (config.hasBackdrop) {\n   overlayRef.backdropClick().subscribe(function () {\n   if (!dialogRef.disableClose) {\n   dialogRef.close();\n   }\n   });\n   }\n   if (componentOrTemplateRef instanceof TemplateRef) {\n   dialogContainer.attachTemplatePortal(new TemplatePortal(componentOrTemplateRef, (/** @type {?} */ (null)), (/** @type {?} */ ({ $implicit: config.data, dialogRef: dialogRef }))));\n   }\n   else {\n   /** @type {?} */\n   var injector = this._createInjector(config, dialogRef, dialogContainer);\n   /** @type {?} */\n   var contentRef = dialogContainer.attachComponentPortal(new ComponentPortal(componentOrTemplateRef, undefined, injector));\n   dialogRef.componentInstance = contentRef.instance;\n   }\n   dialogRef\n .updateSize(config.width, config.height)\n   .updatePosition(config.position);\n   return dialogRef;\n   };\n   /**\n   * Creates a custom injector to be used inside the dialog. This allows a component loaded inside\n   * of a dialog to close itself and, optionally, to return a value.\n   * @param config Config object that is used to construct the dialog.\n   * @param dialogRef Reference to the dialog.\n   * @param container Dialog container element that wraps all of the contents.\n   * @returns The custom injector that can be used inside the dialog.\n   */\n   /**\n * Creates a custom injector to be used inside the dialog. This allows a component loaded inside\n   * of a dialog to

close itself and, optionally, to return a value.\n * @private\n * @template T\n * @param {?} config Config object that is used to construct the dialog.\n * @param {?} dialogRef Reference to the dialog.\n * @param {?} dialogContainer\n * @return {?} The custom injector that can be used inside the dialog.\n */\n MatDialog.prototype._createInjector = /**\n * Creates a custom injector to be used inside the dialog. This allows a component loaded inside\n * of a dialog to close itself and, optionally, to return a value.\n * @private\n * @template T\n * @param {?} config Config object that is used to construct the dialog.\n * @param {?} dialogRef Reference to the dialog.\n * @param {?} dialogContainer\n * @return {?} The custom injector that can be used inside the dialog.\n */\n function (config, dialogRef, dialogContainer) {\n /** @type {?} */\n var userInjector = config && config.viewContainerRef && config.viewContainerRef.injector;\n // The MatDialogContainer is injected in the portal as the MatDialogContainer and the dialog's\n // content are created out of the same ViewContainerRef and as such, are siblings for injector\n // purposes. To allow the hierarchy that is expected, the MatDialogContainer is explicitly\n // added to the injection tokens.\n /** @type {?} */\n var injectionTokens = new WeakMap([\n [MatDialogContainer, dialogContainer],\n [MAT_DIALOG_DATA, config.data],\n [MatDialogRef, dialogRef]\n]);\n if (config.direction &&\n (!userInjector || !userInjector.get(Directionality, null))) {\n injectionTokens.set(Directionality, {\n value: config.direction,\n change: of()\n });\n }\n return new PortalInjector(userInjector || this._injector, injectionTokens);\n };\n /**\n * Removes a dialog from the array of open dialogs.\n * @param dialogRef Dialog to be removed.\n */\n /**\n * Removes a dialog from the array of open dialogs.\n * @private\n * @param {?} dialogRef Dialog to be removed.\n * @return {?}\n */\n MatDialog.prototype._removeOpenDialog = /**\n * Removes a dialog from the array of open dialogs.\n * @private\n * @param {?} dialogRef Dialog to be removed.\n * @return {?}\n */\n function (dialogRef) {\n /** @type {?} */\n var index = this.openDialogs.indexOf(dialogRef);\n if (index > -1) {\n this.openDialogs.splice(index, 1);\n // If all the dialogs were closed, remove/restore the `aria-hidden`\n // to a the siblings and emit to the `afterAllClosed` stream.\n if (!this.openDialogs.length) {\n this._ariaHiddenElements.forEach(function (previousValue, element) {\n if (previousValue) {\n element.setAttribute('aria-hidden', previousValue);\n }\n else {\n element.removeAttribute('aria-hidden');\n }\n });\n this._ariaHiddenElements.clear();\n this._afterAllClosed.next();\n }\n }\n };\n /**\n * Hides all of the content that isn't an overlay from assistive technology.\n */\n /**\n * Hides all of the content that isn't an overlay from assistive technology.\n * @private\n * @return {?}\n */\n MatDialog.prototype._hideNonDialogContentFromAssistiveTechnology = /**\n * Hides all of the content that isn't an overlay from assistive technology.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var overlayContainer = this._overlayContainer.getContainerElement();\n // Ensure that the overlay container is attached to the DOM.\n if (overlayContainer.parentElement) {\n /** @type {?} */\n var siblings = overlayContainer.parentElement.children;\n for (var i = siblings.length - 1; i > -1; i--) {\n /** @type {?} */\n var sibling = siblings[i];\n if (sibling !== overlayContainer &&\n sibling.nodeName !== 'SCRIPT' &&\n sibling.nodeName !== 'STYLE' &&\n !sibling.hasAttribute('aria-live')) {\n this._ariaHiddenElements.set(sibling, sibling.getAttribute('aria-hidden'));\n sibling.setAttribute('aria-hidden', 'true');\n }\n }\n }\n };\n /** Closes all of the dialogs in an array. */\n /**\n * Closes all of the dialogs in an array.\n * @private\n * @param {?} dialogs\n * @return {?}\n */\n MatDialog.prototype._closeDialogs = /**\n * Closes all of the dialogs in an array.\n * @private\n * @param {?} dialogs\n * @return {?}\n */\n function (dialogs) {\n /** @type {?} */\n var i = dialogs.length;\n while (i--) {\n // The `_openDialogs` property isn't updated after close until the rxjs subscription\n // runs on the next microtask, in addition to modifying the array as we're going\n // through it. We loop through all of them and call close without assuming that\n // they'll be removed from the list instantaneously.\n dialogs[i].close();\n }\n };\n MatDialog.decorators = [\n { type: Injectable },\n];\n /** @nocollapse */\n MatDialog.ctorParameters = function () { return [\n { type: Overlay },\n { type: Injector },\n { type: Location, decorators: [{ type:

Optional }] },\n { type: MatDialogConfig, decorators: [{ type: Optional }, { type: Inject, args: [MAT_DIALOG_DEFAULT_OPTIONS,] }] },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_DIALOG_SCROLL_STRATEGY,] }] },\n { type: MatDialog, decorators: [{ type: Optional }, { type: SkipSelf }] },\n { type: OverlayContainer }\n]; };\n return MatDialog;\n}());\n/**\n * Applies default options to the dialog config.\n * @param {?=} config Config to be modified.\n * @param {?=} defaultOptions Default options provided.\n * @return {?} The new configuration object.\n */\nfunction _applyConfigDefaults(config, defaultOptions) {\n return __assign({}, defaultOptions, config);\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Counter used to generate unique IDs for dialog elements.\n * @type {?}\n */\nvar dialogElementUid = 0;\n/**\n * Button that will close the current dialog.\n */\nvar MatDialogClose = /** @class */ (function () {\n function MatDialogClose(dialogRef, _elementRef, _dialog) {\n this.dialogRef = dialogRef;\n this._elementRef = _elementRef;\n this._dialog = _dialog;\n /**\n * Screenreader label for the button.\n */\n this.ariaLabel = 'Close dialog';\n }\n /**\n * @return {?}\n */\n MatDialogClose.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n if (!this.dialogRef) {\n // When this directive is included in a dialog via TemplateRef (rather than being\n // in a Component), the DialogRef isn't available via injection because embedded\n // views cannot be given a custom injector. Instead, we look up the DialogRef by\n // ID. This must occur in `onInit`, as the ID binding for the dialog container won't\n // be resolved at constructor time.\n this.dialogRef = (/** @type {?} */ (getClosestDialog(this._elementRef, this._dialog.openDialogs)));\n }\n };\n /**\n * @param {?} changes\n * @return {?}\n */\n MatDialogClose.prototype.ngOnChanges = /**\n * @param {?} changes\n * @return {?}\n */\n function (changes) {\n /** @type {?} */\n var proxiedChange = changes._matDialogClose || changes._matDialogCloseResult;\n if (proxiedChange) {\n this.dialogResult = proxiedChange.currentValue;\n }\n };\n MatDialogClose.decorators = [\n { type: Directive, args: [{\n selector: \"button[mat-dialog-close], button[matDialogClose]\",\n exportAs: 'matDialogClose',\n host: {\n '(click)': 'dialogRef.close(dialogResult)',\n '[attr.aria-label]': 'ariaLabel',\n 'type': 'button',\n }\n },] },\n];\n /** @nocollapse */\n MatDialogClose.ctorParameters = function () { return [\n { type: MatDialogRef, decorators: [{ type: Optional }] },\n { type: ElementRef },\n { type: MatDialog }\n]; };\n MatDialogClose.propDecorators = {\n ariaLabel: [{ type: Input, args: ['aria-label',] }],\n dialogResult: [{ type: Input, args: ['mat-dialog-close',] }],\n _matDialogClose: [{ type: Input, args: ['matDialogClose',] }]\n };\n return MatDialogClose;\n}());\n/**\n * Title of a dialog element. Stays fixed to the top of the dialog when scrolling.\n */\nvar MatDialogTitle = /** @class */ (function () {\n function MatDialogTitle(_dialogRef, _elementRef, _dialog) {\n this._dialogRef = _dialogRef;\n this._elementRef = _elementRef;\n this._dialog = _dialog;\n this.id = \"mat-dialog-title-\" + dialogElementUid++;\n }\n /**\n * @return {?}\n */\n MatDialogTitle.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._dialogRef) {\n this._dialogRef = (/** @type {?} */ (getClosestDialog(this._elementRef, this._dialog.openDialogs)));\n }\n if (this._dialogRef) {\n Promise.resolve().then(function () {\n /** @type {?} */\n var container = _this._dialogRef._containerInstance;\n if (container && !container._ariaLabelledBy) {\n container._ariaLabelledBy = _this.id;\n }\n });\n }\n };\n MatDialogTitle.decorators = [\n { type: Directive, args: [{\n selector: '[mat-dialog-title], [matDialogTitle]',\n exportAs: 'matDialogTitle',\n host: {\n 'class': 'mat-dialog-title',\n '[id]': 'id',\n },\n },] },\n];\n /** @nocollapse */\n MatDialogTitle.ctorParameters = function () { return [\n { type: MatDialogRef, decorators: [{ type: Optional }] },\n { type: ElementRef },\n { type: MatDialog }\n]; };\n MatDialogTitle.propDecorators = {\n id: [{ type: Input }]\n };\n return MatDialogTitle;\n}());\n/**\n * Scrollable content container of a dialog.\n */\nvar MatDialogContent = /** @class */ (function () {\n function MatDialogContent() {\n }\n MatDialogContent.decorators = [\n { type: Directive, args: [{\n selector: \"[mat-dialog-content], mat-dialog-content, [matDialogContent]\",\n

host: { 'class': 'mat-dialog-content' }\n },] },\n];\n return MatDialogContent;\n}());\n/**\n * Container for the bottom action buttons in a dialog.\n * Stays fixed to the bottom when scrolling.\n */\nvar MatDialogActions = /** @class */ (function () {\n function MatDialogActions() {\n }\n MatDialogActions.decorators = [\n { type: Directive, args: [{\n selector: \"[mat-dialog-actions], mat-dialog-actions, [matDialogActions]\",\n host: { 'class': 'mat-dialog-actions' }\n },] },\n];\n return MatDialogActions;\n}());\n/**\n * Finds the closest MatDialogRef to an element by looking at the DOM.\n * @param {?} element Element relative to which to look for a dialog.\n * @param {?} openDialogs References to the currently-open dialogs.\n * @return {?}\n */\nfunction getClosestDialog(element, openDialogs) {\n /** @type {?} */\n var parent = element.nativeElement.parentElement;\n while (parent && !parent.classList.contains('mat-dialog-container')) {\n parent = parent.parentElement;\n }\n return parent ? openDialogs.find(function (dialog) { return dialog.id === (/** @type {?} */ (parent)).id; }) : null;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatDialogModule = /** @class */ (function () {\n function MatDialogModule() {\n }\n MatDialogModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n CommonModule,\n OverlayModule,\n PortalModule,\n MatCommonModule,\n],\n exports: [\n MatDialogContainer,\n MatDialogClose,\n MatDialogTitle,\n MatDialogContent,\n MatDialogActions,\n MatCommonModule,\n],\n declarations: [\n MatDialogContainer,\n MatDialogClose,\n MatDialogTitle,\n MatDialogActions,\n MatDialogContent,\n],\n providers: [\n MatDialog,\n MAT_DIALOG_SCROLL_STRATEGY_PROVIDER,\n],\n entryComponents: [MatDialogContainer],\n },] },\n];\n return MatDialogModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatDialogModule, MAT_DIALOG_SCROLL_STRATEGY_FACTORY, MAT_DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY, MAT_DIALOG_DATA, MAT_DIALOG_DEFAULT_OPTIONS, MAT_DIALOG_SCROLL_STRATEGY, MAT_DIALOG_SCROLL_STRATEGY_PROVIDER, MatDialog, throwMatDialogContentAlreadyAttachedError, MatDialogContainer, MatDialogClose, MatDialogTitle, MatDialogContent, MatDialogActions, MatDialogConfig, MatDialogRef, matDialogAnimations };\n//# sourceMappingURL=dialog.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { ChangeDetectionStrategy, Component, Input, ViewEncapsulation, NgModule } from '@angular/core';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { CommonModule } from '@angular/common';\nimport { MatCommonModule } from '@angular/material/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatDivider = /** @class */ (function () {\n function MatDivider() {\n this._vertical = false;\n this._inset = false;\n }\n Object.defineProperty(MatDivider.prototype, \"vertical\", {\n /** Whether the divider is vertically aligned. */\n get: /**\n * Whether the divider is vertically aligned.\n * @return {?}\n */\n function () { return this._vertical; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._vertical = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDivider.prototype, \"inset\", {\n /** Whether the divider is an inset divider. */\n get: /**\n * Whether the divider is an inset divider.\n * @return {?}\n */\n function () { return this._inset; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._inset = coerceBooleanProperty(value); },\n enumerable: true,\n

configurable: true\n   });\n   MatDivider.decorators = [\n   { type: Component, args: [{selector: 'mat-divider',\n
host: {\n   'role': 'separator',\n   '[attr.aria-orientation]': 'vertical ? \"vertical\" : \"horizontal\"',\n   '[class.mat-divider-vertical]': 'vertical',\n   '[class.mat-divider-horizontal]': '!vertical',\n   '[class.mat-divider-inset]': 'inset',\n   'class': 'mat-divider'\n
},\n   template: '',\n   styles: [\".mat-divider{display:block;margin:0;border-top-width:1px;border-top-style:solid}.mat-divider.mat-divider-vertical{border-top:0;border-right-width:1px;border-right-style:solid}.mat-divider.mat-divider-inset{margin-left:80px}[dir=rtl] .mat-divider.mat-divider-inset{margin-left:auto;margin-right:80px}\"],\n   encapsulation: ViewEncapsulation.None,\n
changeDetection: ChangeDetectionStrategy.OnPush,\n   },] },\n   ];\n   MatDivider.propDecorators = {\n
vertical: [{ type: Input }],\n   inset: [{ type: Input }]\n   };\n   return MatDivider;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatDividerModule = /** @class */ (function () {\n   function MatDividerModule() {\n   }\n   MatDividerModule.decorators = [\n   { type: NgModule, args: [{\n   imports: [MatCommonModule, CommonModule],\n   exports: [MatDivider, MatCommonModule],\n   declarations: [MatDivider],\n   },] },\n   ];\n   return MatDividerModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatDivider, MatDividerModule };\n//# sourceMappingURL=divider.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { InjectionToken, Directive, TemplateRef, ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChild, EventEmitter, ElementRef, Input, Inject, Optional, Output, SkipSelf, ViewContainerRef, ViewEncapsulation, ViewChild, Host, ContentChildren, NgModule } from '@angular/core';\nimport { animate, animateChild, group, state, style, transition, trigger, query } from '@angular/animations';\nimport { __extends } from 'tslib';\nimport { CdkAccordionItem, CdkAccordion, CdkAccordionModule } from '@angular/cdk/accordion';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { UniqueSelectionDispatcher } from '@angular/cdk/collections';\nimport { TemplatePortal, PortalModule } from '@angular/cdk/portal';\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { Subject, merge, Subscription, EMPTY } from 'rxjs';\nimport { filter, startWith, take, distinctUntilChanged } from 'rxjs/operators';\nimport { FocusMonitor, FocusKeyManager } from '@angular/cdk/a11y';\nimport { ENTER, SPACE, hasModifierKey, HOME, END } from '@angular/cdk/keycodes';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Token used to provide a `MatAccordion` to `MatExpansionPanel`.\n * Used primarily to avoid circular imports between `MatAccordion` and `MatExpansionPanel`.\n * @type {?}\n */\nvar MAT_ACCORDION = new InjectionToken('MAT_ACCORDION');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Time and timing curve for expansion panel animations.\n * @type {?}\n */\nvar EXPANSION_PANEL_ANIMATION_TIMING = '225ms cubic-bezier(0.4,0.0,0.2,1)';\n/**\n * Animations used by the Material expansion panel.\n *\n * A bug in angular animation's `state` when ViewContainers are moved using ViewContainerRef.move()\n * causes the animation state of moved components to become `void` upon exit, and not update again\n * upon reentry into the DOM. This can lead a to situation for the expansion panel where the state\n * of the panel is `expanded` or `collapsed` but the animation state is `void`.\n *\n * To correctly handle animating to the next state, we animate between `void` and `collapsed` which\n * are defined to have the same styles. Since angular animates from the current styles to the\n * destination state's style definition, in situations where we are moving from `void`'s styles to\n * `collapsed` this acts a noop since no style values change.\n *\n * In the case

where angular's animation state is out of sync with the expansion panel's state, the\n * expansion panel being `expanded` and angular animations being `void`, the animation from the\n * `expanded`'s effective styles (though in a `void` animation state) to the collapsed state will\n * occur as expected.\n *\n * Angular Bug: https://github.com/angular/angular/issues/18847\n *\n * \\@docs-private\n * @type {?}\n */\nvar matExpansionAnimations = {\n /**\n   * Animation that rotates the indicator arrow.\n   */\n indicatorRotate: trigger('indicatorRotate', [\n   state('collapsed, void', style({ transform: 'rotate(0deg)' })),\n   state('expanded', style({ transform: 'rotate(180deg)' })),\n   transition('expanded <=> collapsed, void => collapsed', animate(EXPANSION_PANEL_ANIMATION_TIMING)),\n]),\n /**\n   * Animation that expands and collapses the panel header height.\n   */\n expansionHeaderHeight: trigger('expansionHeight', [\n   state('collapsed, void', style({\n   height: '{{collapsedHeight}}',\n   }), {\n   params: { collapsedHeight: '48px' },\n   }),\n   state('expanded', style({\n   height: '{{expandedHeight}}'\n   }), {\n   params: { expandedHeight: '64px' }\n   }),\n   transition('expanded <=> collapsed, void => collapsed', group([\n   query('@indicatorRotate', animateChild(), { optional: true }),\n   animate(EXPANSION_PANEL_ANIMATION_TIMING),\n   ])),\n]),\n /**\n   * Animation that expands and collapses the panel content.\n   */\n bodyExpansion: trigger('bodyExpansion', [\n   state('collapsed, void', style({ height: '0px', visibility: 'hidden' })),\n   state('expanded', style({ height: '*', visibility: 'visible' })),\n   transition('expanded <=> collapsed, void => collapsed', animate(EXPANSION_PANEL_ANIMATION_TIMING)),\n])\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Expansion panel content that will be rendered lazily\n * after the panel is opened for the first time.\n */\nvar MatExpansionPanelContent = /** @class */ (function () {\n function MatExpansionPanelContent(_template) {\n   this._template = _template;\n }\n MatExpansionPanelContent.decorators = [\n   { type: Directive, args: [{\n   selector: 'ng-template[matExpansionPanelContent]'\n   },] },\n];\n /** @nocollapse */\n MatExpansionPanelContent.ctorParameters = function () { return [\n   { type: TemplateRef }\n]; };\n return MatExpansionPanelContent;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Counter for generating unique element ids.\n * @type {?}\n */\nvar uniqueId = 0;\nvar 0 = undefined;\n/**\n * `<mat-expansion-panel>`\n *\n * This component can be used as a single element to show expandable content, or as one of\n * multiple children of an element with the MatAccordion directive attached.\n */\nvar MatExpansionPanel = /** @class */ (function (_super) {\n __extends(MatExpansionPanel, _super);\n function MatExpansionPanel(accordion, _changeDetectorRef, _uniqueSelectionDispatcher, _viewContainerRef, \n // @breaking-change 8.0.0 _document and _animationMode to be made required\n _document, _animationMode) {\n   var _this = _super.call(this, accordion, _changeDetectorRef, _uniqueSelectionDispatcher) || this;\n   _this._viewContainerRef = _viewContainerRef;\n   _this._animationMode = _animationMode;\n   _this._hideToggle = false;\n   /**\n   * An event emitted after the body's expansion animation happens.\n   */\n   _this.afterExpand = new EventEmitter();\n   /**\n   * An event emitted after the body's collapse animation happens.\n   */\n   _this.afterCollapse = new EventEmitter();\n   /**\n   * Stream that emits for changes in `\\@Input` properties.\n   */\n   _this._inputChanges = new Subject();\n   /**\n   * ID for the associated header element. Used for a11y labelling.\n   */\n   _this._headerId = \"mat-expansion-panel-header-\" + uniqueId++;\n   /**\n   * Stream of body animation done events.\n   */\n   _this._bodyAnimationDone = new Subject();\n   _this.accordion = accordion;\n   _this._document = _document;\n   // We need a Subject with distinctUntilChanged, because the `done` event\n   // fires twice on some browsers. See https://github.com/angular/angular/issues/24084\n   _this._bodyAnimationDone.pipe(distinctUntilChanged(function (x, y) {\n   return x.fromState === y.fromState && x.toState === y.toState;\n   })).subscribe(function (event) {\n   if (event.fromState !== 'void') {\n   if (event.toState === 'expanded') {\n   _this.afterExpand.emit();\n   }\n   else if (event.toState === 'collapsed') {\n   _this.afterCollapse.emit();\n   }\n   }\n   });\n

return _this;\n }\n Object.defineProperty(MatExpansionPanel.prototype, \"hideToggle\", {\n /** Whether the toggle indicator should be hidden. */\n get: /**\n * Whether the toggle indicator should be hidden.\n * @return {?}\n */\n function () {\n return this._hideToggle || (this.accordion && this.accordion.hideToggle);\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._hideToggle = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n /** Determines whether the expansion panel should have spacing between it and its siblings. */\n /**\n * Determines whether the expansion panel should have spacing between it and its siblings.\n * @return {?}\n */\n MatExpansionPanel.prototype._hasSpacing = /**\n * Determines whether the expansion panel should have spacing between it and its siblings.\n * @return {?}\n */\n function () {\n if (this.accordion) {\n // We don't need to subscribe to the `stateChanges` of the parent accordion because each time\n // the [displayMode] input changes, the change detection will also cover the host bindings\n // of this expansion panel.\n return (this.expanded ? this.accordion.displayMode : this._getExpandedState()) === 'default';\n }\n return false;\n };\n /** Gets the expanded state string. */\n /**\n * Gets the expanded state string.\n * @return {?}\n */\n MatExpansionPanel.prototype._getExpandedState = /**\n * Gets the expanded state string.\n * @return {?}\n */\n function () {\n return this.expanded ? 'expanded' : 'collapsed';\n };\n /**\n * @return {?}\n */\n MatExpansionPanel.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._lazyContent) {\n // Render the content as soon as the panel becomes open.\n this.opened.pipe(startWith((/** @type {?} */ (null))), filter(function () { return _this.expanded && !_this._portal; }), take(1)).subscribe(function () {\n _this._portal = new TemplatePortal(_this._lazyContent._template, _this._viewContainerRef);\n });\n }\n };\n /**\n * @param {?} changes\n * @return {?}\n */\n MatExpansionPanel.prototype.ngOnChanges = /**\n * @param {?} changes\n * @return {?}\n */\n function (changes) {\n this._inputChanges.next(changes);\n };\n /**\n * @return {?}\n */\n MatExpansionPanel.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n _super.prototype.ngOnDestroy.call(this);\n this._bodyAnimationDone.complete();\n this._inputChanges.complete();\n };\n /** Checks whether the expansion panel's content contains the currently-focused element. */\n /**\n * Checks whether the expansion panel's content contains the currently-focused element.\n * @return {?}\n */\n MatExpansionPanel.prototype._containsFocus = /**\n * Checks whether the expansion panel's content contains the currently-focused element.\n * @return {?}\n */\n function () {\n if (this._body && this._document) {\n /** @type {?} */\n var focusedElement = this._document.activeElement;\n /** @type {?} */\n var bodyElement = this._body.nativeElement;\n return focusedElement === bodyElement || bodyElement.contains(focusedElement);\n }\n return false;\n };\n MatExpansionPanel.decorators = [\n { type: Component, args: [{styles: [\".mat-expansion-panel{box-sizing:content-box;display:block;margin:0;border-radius:4px;overflow:hidden;transition:margin 225ms cubic-bezier(.4,0,.2,1),box-shadow 280ms cubic-bezier(.4,0,.2,1)}.mat-accordion .mat-expansion-panel:not(.mat-expanded),.mat-accordion .mat-expansion-panel:not(.mat-expansion-panel-spacing){border-radius:0}.mat-accordion .mat-expansion-panel:first-of-type{border-top-right-radius:4px;border-top-left-radius:4px}.mat-accordion .mat-expansion-panel:last-of-type{border-bottom-right-radius:4px;border-bottom-left-radius:4px}@media screen and (-ms-high-contrast:active){.mat-expansion-panel{outline:solid 1px}}.mat-expansion-panel._mat-animation-noopable,.mat-expansion-panel.ng-animate-disabled,.ng-animate-disabled .mat-expansion-panel{transition:none}.mat-expansion-panel-content{display:flex;flex-direction:column;overflow:visible}.mat-expansion-panel-body{padding:0 24px 16px}.mat-expansion-panel-spacing{margin:16px 0}.mat-accordion>.mat-expansion-panel-spacing:first-child,.mat-accordion>:first-child:not(.mat-expansion-panel) .mat-expansion-panel-spacing{margin-top:0}.mat-accordion>.mat-expansion-panel-spacing:last-child,.mat-accordion>:last-child:not(.mat-expansion-panel) .mat-expansion-panel-spacing{margin-bottom:0}.mat-action-row{border-top-style:solid;border-top-width:1px;display:flex;flex-direction:row;justify-content:flex-end;padding:16px 8px 16px 24px}.mat-action-row button.mat-button{margin-left:8px}[dir=rtl] .mat-action-row button.mat-button{margin-left:0;margin-right:8px}\"],\n selector: 'mat-expansion-panel',\n exportAs: 'matExpansionPanel',\n

template: \"<ng-content select=\\\"mat-expansion-panel-header\\\"></ng-content><div class=\\\"mat-expansion-panel-content\\\" role=\\\"region\\\" [@bodyExpansion]=\\\"_getExpandedState()\\\" (@bodyExpansion.done)=\\\"_bodyAnimationDone.next($event)\\\" [attr.aria-labelledby]=\\\"_headerId\\\" [id]=\\\"id\\\" #body><div class=\\\"mat-expansion-panel-body\\\"><ng-content></ng-content><ng-template [cdkPortalOutlet]=\\\"_portal\\\"></ng-template> <ng-content select=\\\"mat-action-row\\\"></ng-content> \",\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n inputs: ['disabled', 'expanded'],\n outputs: ['opened', 'closed', 'expandedChange'],\n animations: [matExpansionAnimations.bodyExpansion],\n providers: [\n // Provide MatAccordion as undefined to prevent nested expansion panels from registering\n // to the same accordion.\n { provide: MAT_ACCORDION, useValue: 0 },\n],\n host: {\n 'class': 'mat-expansion-panel',\n '[class.mat-expanded]': 'expanded',\n '[class._mat-animation-noopable]': '_animationMode === \"NoopAnimations\"',\n '[class.mat-expansion-panel-spacing]': '_hasSpacing()',\n }\n },] },\n];\n /** @nocollapse */\n MatExpansionPanel.ctorParameters = function () { return [\n { type: undefined, decorators: [{ type: Optional }, { type: SkipSelf }, { type: Inject, args: [MAT_ACCORDION,] }] },\n { type: ChangeDetectorRef },\n { type: UniqueSelectionDispatcher },\n { type: ViewContainerRef },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] }\n]; };\n MatExpansionPanel.propDecorators = {\n hideToggle: [{ type: Input }],\n afterExpand: [{ type: Output }],\n afterCollapse: [{ type: Output }],\n _lazyContent: [{ type: ContentChild, args: [MatExpansionPanelContent,] }],\n _body: [{ type: ViewChild, args: ['body',] }]\n };\n return MatExpansionPanel;\n}(CdkAccordionItem));\nvar MatExpansionPanelActionRow = /** @class */ (function () {\n function MatExpansionPanelActionRow() {\n }\n MatExpansionPanelActionRow.decorators = [\n { type: Directive, args: [{\n selector: 'mat-action-row',\n host: {\n class: 'mat-action-row'\n }\n },] },\n];\n return MatExpansionPanelActionRow;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * `<mat-expansion-panel-header>`\n *\n * This component corresponds to the header element of an `<mat-expansion-panel>`.\n */\nvar MatExpansionPanelHeader = /** @class */ (function () {\n function MatExpansionPanelHeader(panel, _element, _focusMonitor, _changeDetectorRef) {\n var _this = this;\n this.panel = panel;\n this._element = _element;\n this._focusMonitor = _focusMonitor;\n this._changeDetectorRef = _changeDetectorRef;\n this._parentChangeSubscription = Subscription.EMPTY;\n /** @type {?} */\n var accordionHideToggleChange = panel.accordion ?\n panel.accordion._stateChanges.pipe(filter(function (changes) { return !!changes.hideToggle; })) : EMPTY;\n // Since the toggle state depends on an @Input on the panel, we\n // need to subscribe and trigger change detection manually.\n this._parentChangeSubscription = merge(panel.opened, panel.closed, accordionHideToggleChange, panel._inputChanges.pipe(filter(function (changes) { return !!(changes.hideToggle || changes.disabled); })))\n .subscribe(function () { return _this._changeDetectorRef.markForCheck(); });\n // Avoids focus being lost if the panel contained the focused element and was closed.\n panel.closed\n .pipe(filter(function () { return panel._containsFocus(); }))\n .subscribe(function () { return _focusMonitor.focusVia(_element, 'program'); });\n _focusMonitor.monitor(_element).subscribe(function (origin) {\n if (origin && panel.accordion) {\n panel.accordion._handleHeaderFocus(_this);\n }\n });\n }\n Object.defineProperty(MatExpansionPanelHeader.prototype, \"disabled\", {\n /**\n * Whether the associated panel is disabled. Implemented as a part of `FocusableOption`.\n * @docs-private\n */\n get: /**\n * Whether the associated panel is disabled. Implemented as a part of `FocusableOption`.\n * \\@docs-private\n * @return {?}\n */\n function () {\n return this.panel.disabled;\n },\n enumerable: true,\n configurable: true\n });\n /** Toggles the expanded state of the panel. */\n /**\n * Toggles the expanded state of the panel.\n * @return {?}\n */\n MatExpansionPanelHeader.prototype._toggle

= /**\n * Toggles the expanded state of the panel.\n * @return {?}\n */\n function () {\n this.panel.toggle();\n };\n /** Gets whether the panel is expanded. */\n /**\n * Gets whether the panel is expanded.\n * @return {?}\n */\n MatExpansionPanelHeader.prototype._isExpanded = /**\n * Gets whether the panel is expanded.\n * @return {?}\n */\n function () {\n return this.panel.expanded;\n };\n /** Gets the expanded state string of the panel. */\n /**\n * Gets the expanded state string of the panel.\n * @return {?}\n */\n MatExpansionPanelHeader.prototype._getExpandedState = /**\n * Gets the expanded state string of the panel.\n * @return {?}\n */\n function () {\n return this.panel._getExpandedState();\n };\n /** Gets the panel id. */\n /**\n * Gets the panel id.\n * @return {?}\n */\n MatExpansionPanelHeader.prototype._getPanelId = /**\n * Gets the panel id.\n * @return {?}\n */\n function () {\n return this.panel.id;\n };\n /** Gets whether the expand indicator should be shown. */\n /**\n * Gets whether the expand indicator should be shown.\n * @return {?}\n */\n MatExpansionPanelHeader.prototype._showToggle = /**\n * Gets whether the expand indicator should be shown.\n * @return {?}\n */\n function () {\n return !this.panel.hideToggle && !this.panel.disabled;\n };\n /** Handle keydown event calling to toggle() if appropriate. */\n /**\n * Handle keydown event calling to toggle() if appropriate.\n * @param {?} event\n * @return {?}\n */\n MatExpansionPanelHeader.prototype._keydown = /**\n * Handle keydown event calling to toggle() if appropriate.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n switch (event.keyCode) {\n // Toggle for space and enter keys.\n case SPACE:\n case ENTER:\n if (!hasModifierKey(event)) {\n event.preventDefault();\n this._toggle();\n }\n break;\n default:\n if (this.panel.accordion) {\n this.panel.accordion._handleHeaderKeydown(event);\n }\n return;\n }\n };\n /**\n * Focuses the panel header. Implemented as a part of `FocusableOption`.\n * @param origin Origin of the action that triggered the focus.\n * @docs-private\n */\n /**\n * Focuses the panel header. Implemented as a part of `FocusableOption`.\n * \\@docs-private\n * @param {?=} origin Origin of the action that triggered the focus.\n * @return {?}\n */\n MatExpansionPanelHeader.prototype.focus = /**\n * Focuses the panel header. Implemented as a part of `FocusableOption`.\n * \\@docs-private\n * @param {?=} origin Origin of the action that triggered the focus.\n * @return {?}\n */\n function (origin) {\n if (origin === void 0) { origin = 'program'; }\n this._focusMonitor.focusVia(this._element, origin);\n };\n /**\n * @return {?}\n */\n MatExpansionPanelHeader.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._parentChangeSubscription.unsubscribe();\n this._focusMonitor.stopMonitoring(this._element);\n };\n MatExpansionPanelHeader.decorators = [\n { type: Component, args: [{selector: 'mat-expansion-panel-header',\n styles: [\".mat-expansion-panel-header{display:flex;flex-direction:row;align-items:center;padding:0 24px;border-radius:inherit}.mat-expansion-panel-header:focus,.mat-expansion-panel-header:hover{outline:0}.mat-expansion-panel-header.mat-expanded:focus,.mat-expansion-panel-header.mat-expanded:hover{background:inherit}.mat-expansion-panel-header:not([aria-disabled=true]){cursor:pointer}.mat-content{display:flex;flex:1;flex-direction:row;overflow:hidden}.mat-expansion-panel-header-description,.mat-expansion-panel-header-title{display:flex;flex-grow:1;margin-right:16px}[dir=rtl] .mat-expansion-panel-header-description,[dir=rtl] .mat-expansion-panel-header-title{margin-right:0;margin-left:16px}.mat-expansion-panel-header-description{flex-grow:2}.mat-expansion-indicator::after{border-style:solid;border-width:0 2px 2px 0;content:";display:inline-block;padding:3px;transform:rotate(45deg);vertical-align:middle}\"],\n template: \"<span class=\\\"mat-content\\\"><ng-content select=\\\"mat-panel-title\\\"></ng-content><ng-content select=\\\"mat-panel-description\\\"></ng-content><ng-content></ng-content><span [@indicatorRotate]=\\\"_getExpandedState()\\\" *ngIf=\\\"_showToggle()\\\" class=\\\"mat-expansion-indicator\\\">\",\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n animations: [\n matExpansionAnimations.indicatorRotate,\n matExpansionAnimations.expansionHeaderHeight\n],\n host: {\n 'class': 'mat-expansion-panel-header',\n 'role': 'button',\n '[attr.id]': 'panel._headerId',\n '[attr.tabindex]': 'disabled ? -1 : 0',\n

'[attr.aria-controls]': '_getPanelId()',\n '[attr.aria-expanded]': '_isExpanded()',\n '[attr.aria-disabled]': 'panel.disabled',\n '[class.mat-expanded]': '_isExpanded()',\n '(click)': '_toggle()',\n '(keydown)': '_keydown($event)',\n '[@expansionHeight]': \"{\\n value: _getExpandedState(),\\n params: {\\n collapsedHeight: collapsedHeight,\\n expandedHeight: expandedHeight\\n }\\n }\",\n },\n },] },\n];\n /** @nocollapse */\n MatExpansionPanelHeader.ctorParameters = function () { return [\n { type: MatExpansionPanel, decorators: [{ type: Host }] },\n { type: ElementRef },\n { type: FocusMonitor },\n { type: ChangeDetectorRef }\n]; };\n MatExpansionPanelHeader.propDecorators = {\n expandedHeight: [{ type: Input }],\n collapsedHeight: [{ type: Input }]\n };\n return MatExpansionPanelHeader;\n}));\n/**\n * `<mat-panel-description>`\n *\n * This directive is to be used inside of the MatExpansionPanelHeader component.\n */\nvar MatExpansionPanelDescription = /** @class */ (function () {\n function MatExpansionPanelDescription() {\n }\n MatExpansionPanelDescription.decorators = [\n { type: Directive, args: [{\n selector: 'mat-panel-description',\n host: {\n class: 'mat-expansion-panel-header-description'\n }\n },] },\n];\n return MatExpansionPanelDescription;\n}));\n/**\n * `<mat-panel-title>`\n *\n * This directive is to be used inside of the MatExpansionPanelHeader component.\n */\nvar MatExpansionPanelTitle = /** @class */ (function () {\n function MatExpansionPanelTitle() {\n }\n MatExpansionPanelTitle.decorators = [\n { type: Directive, args: [{\n selector: 'mat-panel-title',\n host: {\n class: 'mat-expansion-panel-header-title'\n }\n },] },\n];\n return MatExpansionPanelTitle;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Directive for a Material Design Accordion.\n */\nvar MatAccordion = /** @class */ (function (_super) {\n __extends(MatAccordion, _super);\n function MatAccordion() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this._hideToggle = false;\n /**\n * Display mode used for all expansion panels in the accordion. Currently two display\n * modes exist:\n * default - a gutter-like spacing is placed around any expanded panel, placing the expanded\n * panel at a different elevation from the rest of the accordion.\n * flat - no spacing is placed around expanded panels, showing all panels at the same\n * elevation.\n */\n _this.displayMode = 'default';\n return _this;\n }\n Object.defineProperty(MatAccordion.prototype, \"hideToggle\", {\n /** Whether the expansion indicator should be hidden. */\n get: /**\n * Whether the expansion indicator should be hidden.\n * @return {?}\n */\n function () { return this._hideToggle; },\n set: /**\n * @param {?} show\n * @return {?}\n */\n function (show) { this._hideToggle = coerceBooleanProperty(show); },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatAccordion.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n this._keyManager = new FocusKeyManager(this._headers).withWrap();\n };\n /** Handles keyboard events coming in from the panel headers. */\n /**\n * Handles keyboard events coming in from the panel headers.\n * @param {?} event\n * @return {?}\n */\n MatAccordion.prototype._handleHeaderKeydown = /**\n * Handles keyboard events coming in from the panel headers.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n var keyCode = event.keyCode;\n /** @type {?} */\n var manager = this._keyManager;\n if (keyCode === HOME) {\n manager.setFirstItemActive();\n event.preventDefault();\n }\n else if (keyCode === END) {\n manager.setLastItemActive();\n event.preventDefault();\n }\n else {\n this._keyManager.onKeydown(event);\n }\n };\n /**\n * @param {?} header\n * @return {?}\n */\n MatAccordion.prototype._handleHeaderFocus = /**\n * @param {?} header\n * @return {?}\n */\n function (header) {\n this._keyManager.updateActiveItem(header);\n };\n MatAccordion.decorators = [\n { type: Directive, args: [{\n selector: 'mat-accordion',\n exportAs: 'matAccordion',\n inputs: ['multi'],\n providers: [{\n provide: MAT_ACCORDION,\n useExisting: MatAccordion\n }],\n host: {\n class: 'mat-accordion'\n }\n },] },\n];\n MatAccordion.propDecorators = {\n _headers: [{ type: ContentChildren, args: [MatExpansionPanelHeader, { descendants: true },] }],\n hideToggle:

[{ type: Input }],\n displayMode: [{ type: Input }]\n };\n return MatAccordion;\n}(CdkAccordion));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatExpansionModule = /** @class */ (function () {\n function MatExpansionModule() {\n }\n MatExpansionModule.decorators = [\n { type: NgModule, args: [{\n imports: [CommonModule, CdkAccordionModule, PortalModule],\n exports: [\n MatAccordion,\n MatExpansionPanel,\n MatExpansionPanelActionRow,\n MatExpansionPanelHeader,\n MatExpansionPanelTitle,\n MatExpansionPanelDescription,\n MatExpansionPanelContent,\n],\n declarations: [\n MatAccordion,\n MatExpansionPanel,\n MatExpansionPanelActionRow,\n MatExpansionPanelHeader,\n MatExpansionPanelTitle,\n MatExpansionPanelDescription,\n MatExpansionPanelContent,\n],\n },] },\n];\n return MatExpansionModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatExpansionModule, MatAccordion, MAT_ACCORDION, MatExpansionPanel, MatExpansionPanelActionRow, MatExpansionPanelHeader, MatExpansionPanelDescription, MatExpansionPanelTitle, MatExpansionPanelContent, EXPANSION_PANEL_ANIMATION_TIMING, matExpansionAnimations };\n//# sourceMappingURL=expansion.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Directive, Input, ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChild, ContentChildren, ElementRef, Inject, InjectionToken, NgZone, Optional, ViewChild, ViewEncapsulation, NgModule } from '@angular/core';\nimport { animate, state, style, transition, trigger } from '@angular/animations';\nimport { __extends } from 'tslib';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { MAT_LABEL_GLOBAL_OPTIONS, mixinColor } from '@angular/material/core';\nimport { fromEvent, merge, Subject } from 'rxjs';\nimport { startWith, take, takeUntil } from 'rxjs/operators';\nimport { Platform } from '@angular/cdk/platform';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { CommonModule } from '@angular/common';\nimport { ObserversModule } from '@angular/cdk/observers';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar nextUniqueId = 0;\n/**\n * Single error message to be shown underneath the form field.\n */\nvar MatError = /** @class */ (function () {\n function MatError() {\n this.id = \"mat-error-\" + nextUniqueId++;\n }\n MatError.decorators = [\n { type: Directive, args: [{\n selector: 'mat-error',\n host: {\n 'class': 'mat-error',\n 'role': 'alert',\n '[attr.id]': 'id',\n }\n },] },\n];\n MatError.propDecorators = {\n id: [{ type: Input }]\n };\n return MatError;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Animations used by the MatFormField.\n * \\@docs-private\n * @type {?}\n */\nvar matFormFieldAnimations = {\n /**\n * Animation that transitions the form field's error and hint messages.\n */\n transitionMessages: trigger('transitionMessages', [\n // TODO(mmalerba): Use angular animations for label animation as well.\n state('enter', style({ opacity: 1, transform: 'translateY(0%)' })),\n transition('void => enter', [\n style({ opacity: 0, transform: 'translateY(-100%)' }),\n animate('300ms cubic-bezier(0.55, 0, 0.55, 0.2)'),\n]),\n])\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * An interface which allows a control to work inside of a `MatFormField`.\n * @abstract\n * @template T\n */\nvar /**\n * An interface which allows a control to work inside of a `MatFormField`.\n * @abstract\n * @template T\n

```
*/\nMatFormFieldControl = /** @class */ (function () {\n    function MatFormFieldControl() {\n    }\n    return
MatFormFieldControl;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n *
\\@docs-private\n * @return {?}\n */\nfunction getMatFormFieldPlaceholderConflictError() {\n    return
Error('Placeholder attribute and child element were both specified.');\n}\n/**\n * \\@docs-private\n * @param {?}
align\n * @return {?}\n */\nfunction getMatFormFieldDuplicatedHintError(align) {\n    return Error(\"A hint was
already declared for 'align=\\\"\" + align + \"\\\"'.\");\n}\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction
getMatFormFieldMissingControlError() {\n    return Error('mat-form-field must contain a
MatFormFieldControl.');\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?}
*/\nvar nextUniqueId$1 = 0;\n/**\n * Hint text to be shown underneath the form field control.\n */\nvar MatHint =
/** @class */ (function () {\n    function MatHint() {\n        /**\n         * Whether to align the hint label at the start or
end of the line.\n         */\n        this.align = 'start';\n        /**\n         * Unique ID for the hint. Used for the aria-
describedby on the form field control.\n         */\n        this.id = \"mat-hint-\" + nextUniqueId$1++;\n    }\n
MatHint.decorators = [\n        { type: Directive, args: [{\n                    selector: 'mat-hint',\n                    host: {\n
                'class': 'mat-hint',\n                    '[class.mat-right]': 'align == \"end\"',\n                    '[attr.id]': 'id',\n
                // Remove align attribute to prevent it from interfering with layout.\n                    '[attr.align]': 'null',\n
            }\n                },] },\n    ];\n    MatHint.propDecorators = {\n        align: [{ type: Input }],\n        id: [{ type:
Input }]\n    };\n    return MatHint;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The
floating label for a `mat-form-field`.\n */\nvar MatLabel = /** @class */ (function () {\n    function MatLabel() {\n
}\n    MatLabel.decorators = [\n        { type: Directive, args: [{\n                    selector: 'mat-label'\n                },] },\n
];\n    return MatLabel;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The
placeholder text for an `MatFormField`.\n * @deprecated Use `<mat-label>` to specify the label and the
`placeholder` attribute to specify the\n *     placeholder.\n * \\@breaking-change 8.0.0\n */\nvar MatPlaceholder =
/** @class */ (function () {\n    function MatPlaceholder() {\n    }\n    MatPlaceholder.decorators = [\n        { type:
Directive, args: [{\n                    selector: 'mat-placeholder'\n                },] },\n    ];\n    return
MatPlaceholder;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Prefix
to be placed the the front of the form field.\n */\nvar MatPrefix = /** @class */ (function () {\n    function
MatPrefix() {\n    }\n    MatPrefix.decorators = [\n        { type: Directive, args: [{\n                    selector:
'[matPrefix]',\n                },] },\n    ];\n    return MatPrefix;\n}));\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n
*/\n/**\n * Suffix to be placed at the end of the form field.\n */\nvar MatSuffix = /** @class */ (function () {\n
function MatSuffix() {\n    }\n    MatSuffix.decorators = [\n        { type: Directive, args: [{\n                    selector:
'[matSuffix]',\n                },] },\n    ];\n    return MatSuffix;\n}));\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**
@type {?} */\nvar nextUniqueId$2 = 0;\n/** @type {?} */\nvar floatingLabelScale = 0.75;\n/** @type {?} */\nvar
outlineGapPadding = 5;\n/**\n * Boilerplate for applying mixins to MatFormField.\n * \\@docs-private\n */\nvar
/**\n * Boilerplate for applying mixins to MatFormField.\n * \\@docs-private\n */\nMatFormFieldBase = /**
@class */ (function () {\n    function MatFormFieldBase(_elementRef) {\n        this._elementRef = _elementRef;\n
}\n    return MatFormFieldBase;\n}));\n/**\n * Base class to which we're applying the form field mixins.\n *
\\@docs-private\n * @type {?}\n */\nvar _MatFormFieldMixinBase = mixinColor(MatFormFieldBase,
'primary');\n/**\n * Injection token that can be used to configure the\n * default options for all form field within an
app.\n * @type {?}\n */\nvar MAT_FORM_FIELD_DEFAULT_OPTIONS = new
InjectionToken('MAT_FORM_FIELD_DEFAULT_OPTIONS');\n/**\n * Container for form controls that applies
Material Design styling and behavior.\n */\nvar MatFormField = /** @class */ (function (_super) {\n
```

__extends(MatFormField, _super);\n   function MatFormField(_elementRef, _changeDetectorRef, labelOptions, _dir, _defaults, _platform, _ngZone, _animationMode) {\n   var _this = _super.call(this, _elementRef) || this;\n _this._elementRef = _elementRef;\n   _this._changeDetectorRef = _changeDetectorRef;\n   _this._dir = _dir;\n   _this._defaults = _defaults;\n   _this._platform = _platform;\n   _this._ngZone = _ngZone;\n   /**\n   * Whether the outline gap needs to be calculated\n   * immediately on the next change detection run.\n   */\n   _this._outlineGapCalculationNeededImmediately = false;\n   /**\n   * Whether the outline gap needs to be calculated next time the zone has stabilized.\n   */\n   _this._outlineGapCalculationNeededOnStable = false;\n   _this._destroyed = new Subject();\n   /**\n   * Override for the logic that disables the label animation in certain cases.\n   */\n   _this._showAlwaysAnimate = false;\n   /**\n   * State of the mat-hint and mat-error animations.\n   */\n   _this._subscriptAnimationState = '';\n   _this._hintLabel = '';\n   // Unique id for the hint label.\n   _this._hintLabelId = \"mat-hint-\" + nextUniqueId$2++;\n   // Unique id for the internal form field label.\n   _this._labelId = \"mat-form-field-label-\" + nextUniqueId$2++;\n   _this._labelOptions = labelOptions ? labelOptions : {};\n   _this.floatLabel = _this._labelOptions.float || 'auto';\n   _this._animationsEnabled = _animationMode !== 'NoopAnimations';\n   // Set the default through here so we invoke the setter on the first run.\n   _this.appearance = (_defaults && _defaults.appearance) ? _defaults.appearance : 'legacy';\n   return _this;\n   }\n   Object.defineProperty(MatFormField.prototype, \"appearance\", {\n   /** The form-field appearance style. */\n   get: /**\n   * The form-field appearance style.\n   * @return {?}\n   */\n   function () { return this._appearance; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   /** @type {?} */\n   var oldValue = this._appearance;\n   this._appearance = value || (this._defaults && this._defaults.appearance) || 'legacy';\n   if (this._appearance === 'outline' && oldValue !== value) {\n   this._updateOutlineGapOnStable();\n   }\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatFormField.prototype, \"hideRequiredMarker\", {\n   /** Whether the required marker should be hidden. */\n   get: /**\n   * Whether the required marker should be hidden.\n   * @return {?}\n   */\n   function () { return this._hideRequiredMarker; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._hideRequiredMarker = coerceBooleanProperty(value);\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatFormField.prototype, \"_shouldAlwaysFloat\", {\n   /** Whether the floating label should always float or not. */\n   get: /**\n   * Whether the floating label should always float or not.\n   * @return {?}\n   */\n   function () {\n   return this.floatLabel === 'always' && !this._showAlwaysAnimate;\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatFormField.prototype, \"_canLabelFloat\", {\n   /** Whether the label can float or not. */\n   get: /**\n   * Whether the label can float or not.\n   * @return {?}\n   */\n   function () { return this.floatLabel !== 'never'; },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatFormField.prototype, \"hintLabel\", {\n   /** Text for the form field hint. */\n   get: /**\n   * Text for the form field hint.\n   * @return {?}\n   */\n   function () { return this._hintLabel; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._hintLabel = value;\n   this._processHints();\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatFormField.prototype, \"floatLabel\", {\n   /**\n   * Whether the label should always float, never float or float as the user types.\n   *\n   * Note: only the legacy appearance supports the `never` option. `never` was originally added as a\n   * way to make the floating label emulate the behavior of a standard input placeholder. However\n   * the form field now supports both floating labels and placeholders. Therefore in the non-legacy\n   * appearances the `never` option has been disabled in favor of just using the placeholder.\n   */\n   get: /**\n   * Whether the label should always float, never float or float as the user types.\n   *\n   * Note: only the legacy appearance supports the `never` option. `never` was originally added as a\n   * way to make the floating label emulate the behavior of a standard input placeholder. However\n   * the form field now supports both floating labels and placeholders. Therefore in the non-legacy\n   * appearances the `never` option has been disabled in favor of just using the placeholder.\n   * @return {?}\n   */\n

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function () {\n            return this.appearance !== 'legacy' && this._floatLabel === 'never' ? 'auto' :
this._floatLabel;\n        },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) {\n            if (value !== this._floatLabel) {\n                this._floatLabel = value || this._labelOptions.float ||
'auto';\n                this._changeDetectorRef.markForCheck();\n            }\n        },\n        enumerable: true,\n
configurable: true\n    });\n    /**\n     * Gets an ElementRef for the element that a overlay attached to the form-field
should be\n     * positioned relative to.\n     */\n    /**\n     * Gets an ElementRef for the element that a overlay
attached to the form-field should be\n     * positioned relative to.\n     * @return {?}\n     */\n
MatFormField.prototype.getConnectedOverlayOrigin = /**\n     * Gets an ElementRef for the element that a overlay
attached to the form-field should be\n     * positioned relative to.\n     * @return {?}\n     */\n    function () {\n
return this._connectionContainerRef || this._elementRef;\n    };\n    /**\n     * @return {?}\n     */\n
MatFormField.prototype.ngAfterContentInit = /**\n     * @return {?}\n     */\n    function () {\n        var _this =
this;\n        this._validateControlChild();\n        /** @type {?} */\n        var control = this._control;\n        if
(control.controlType) {\n            this._elementRef.nativeElement.classList.add(\"mat-form-field-type-\" +
control.controlType);\n        }\n        // Subscribe to changes in the child control state in order to update the form
field UI.\n        control.stateChanges.pipe(startWith((/** @type {?} */ (null)))).subscribe(function () {\n
_this._validatePlaceholders();\n            _this._syncDescribedByIds();\n
_this._changeDetectorRef.markForCheck();\n        });\n        // Run change detection if the value changes.\n        if
(control.ngControl && control.ngControl.valueChanges) {\n            control.ngControl.valueChanges\n
.pipe(takeUntil(this._destroyed))\n                .subscribe(function () { return
_this._changeDetectorRef.markForCheck(); });\n        }\n        // @breaking-change 7.0.0 Remove this check once
_ngZone is required. Also reconsider\n        // whether the `ngAfterContentChecked` below is still necessary.\n
if (this._ngZone) {\n
this._ngZone.onStable.asObservable().pipe(takeUntil(this._destroyed)).subscribe(function () {\n                if
(_this._outlineGapCalculationNeededOnStable) {\n                    _this.updateOutlineGap();\n                }\n
});\n        }\n        // Run change detection and update the outline if the suffix or prefix changes.\n
merge(this._prefixChildren.changes, this._suffixChildren.changes).subscribe(function () {\n
_this._updateOutlineGapOnStable();\n            _this._changeDetectorRef.markForCheck();\n        });\n        // Re-
validate when the number of hints changes.\n
this._hintChildren.changes.pipe(startWith(null)).subscribe(function () {\n            _this._processHints();\n
_this._changeDetectorRef.markForCheck();\n        });\n        // Update the aria-described by when the number of
errors changes.\n        this._errorChildren.changes.pipe(startWith(null)).subscribe(function () {\n
_this._syncDescribedByIds();\n            _this._changeDetectorRef.markForCheck();\n        });\n        if (this._dir) {\n
        this._dir.change.pipe(takeUntil(this._destroyed)).subscribe(function () { return _this.updateOutlineGap(); });\n
    }\n    };\n    /**\n     * @return {?}\n     */\n    MatFormField.prototype.ngAfterContentChecked = /**\n     *
@return {?}\n     */\n    function () {\n        this._validateControlChild();\n        if
(this._outlineGapCalculationNeededImmediately) {\n            this.updateOutlineGap();\n        }\n    };\n    /**\n     *
@return {?}\n     */\n    MatFormField.prototype.ngAfterViewInit = /**\n     * @return {?}\n     */\n    function ()
{\n        // Avoid animations on load.\n        this._subscriptAnimationState = 'enter';\n
this._changeDetectorRef.detectChanges();\n    };\n    /**\n     * @return {?}\n     */\n
MatFormField.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._destroyed.next();\n        this._destroyed.complete();\n    };\n    /** Determines whether a class from the
NgControl should be forwarded to the host element. */\n    /**\n     * Determines whether a class from the
NgControl should be forwarded to the host element.\n     * @param {?} prop\n     * @return {?}\n     */\n
MatFormField.prototype._shouldForward = /**\n     * Determines whether a class from the NgControl should be
forwarded to the host element.\n     * @param {?} prop\n     * @return {?}\n     */\n    function (prop) {\n        /**
@type {?} */\n        var ngControl = this._control ? this._control.ngControl : null;\n        return ngControl &&
ngControl[prop];\n    };\n    /**\n     * @return {?}\n     */\n    MatFormField.prototype._hasPlaceholder = /**\n     *
@return {?}\n     */\n    function () {\n        return !!(this._control && this._control.placeholder ||
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this._placeholderChild);\n };\n /**\n * @return {?}\n */\n MatFormField.prototype._hasLabel = /**\n * @return {?}\n */\n function () {\n return !!this._labelChild;\n };\n /**\n * @return {?}\n */\n MatFormField.prototype._shouldLabelFloat = /**\n * @return {?}\n */\n function () {\n return this._canLabelFloat && (this._control.shouldLabelFloat || this._shouldAlwaysFloat);\n };\n /**\n * @return {?}\n */\n MatFormField.prototype._hideControlPlaceholder = /**\n * @return {?}\n */\n function () {\n // In the legacy appearance the placeholder is promoted to a label if no label is given.\n return this.appearance === 'legacy' && !this._hasLabel() ||\n this._hasLabel() && !this._shouldLabelFloat();\n };\n /**\n * @return {?}\n */\n MatFormField.prototype._hasFloatingLabel = /**\n * @return {?}\n */\n function () {\n // In the legacy appearance the placeholder is promoted to a label if no label is given.\n return this._hasLabel() || this.appearance === 'legacy' && this._hasPlaceholder();\n };\n /** Determines whether to display hints or errors. */\n /**\n * Determines whether to display hints or errors.\n * @return {?}\n */\n MatFormField.prototype._getDisplayedMessages = /**\n * Determines whether to display hints or errors.\n * @return {?}\n */\n function () {\n return (this._errorChildren && this._errorChildren.length > 0 &&\n this._control.errorState) ? 'error' : 'hint';\n };\n /** Animates the placeholder up and locks it in position. */\n /**\n * Animates the placeholder up and locks it in position.\n * @return {?}\n */\n MatFormField.prototype._animateAndLockLabel = /**\n * Animates the placeholder up and locks it in position.\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._hasFloatingLabel() && this._canLabelFloat) {\n // If animations are disabled, we shouldn't go in here,\n // because the `transitionend` will never fire.\n if (this._animationsEnabled) {\n this._showAlwaysAnimate = true;\n fromEvent(this._label.nativeElement, 'transitionend').pipe(take(1)).subscribe(function () {\n _this._showAlwaysAnimate = false;\n });\n }\n this.floatLabel = 'always';\n this._changeDetectorRef.markForCheck();\n }\n };\n /**\n * Ensure that there is only one placeholder (either `placeholder` attribute on the child control\n * or child element with the `mat-placeholder` directive).\n */\n /**\n * Ensure that there is only one placeholder (either `placeholder` attribute on the child control\n * or child element with the `mat-placeholder` directive).\n * @private\n * @return {?}\n */\n MatFormField.prototype._validatePlaceholders = /**\n * Ensure that there is only one placeholder (either `placeholder` attribute on the child control\n * or child element with the `mat-placeholder` directive).\n * @private\n * @return {?}\n */\n function () {\n if (this._control.placeholder && this._placeholderChild) {\n throw getMatFormFieldPlaceholderConflictError();\n }\n };\n /** Does any extra processing that is required when handling the hints. */\n /**\n * Does any extra processing that is required when handling the hints.\n * @private\n * @return {?}\n */\n MatFormField.prototype._processHints = /**\n * Does any extra processing that is required when handling the hints.\n * @private\n * @return {?}\n */\n function () {\n this._validateHints();\n this._syncDescribedByIds();\n };\n /**\n * Ensure that there is a maximum of one of each `<mat-hint>` alignment specified, with the\n * attribute being considered as `align=\"start\"`.\n */\n /**\n * Ensure that there is a maximum of one of each `<mat-hint>` alignment specified, with the\n * attribute being considered as `align=\"start\"`.\n * @private\n * @return {?}\n */\n MatFormField.prototype._validateHints = /**\n * Ensure that there is a maximum of one of each `<mat-hint>` alignment specified, with the\n * attribute being considered as `align=\"start\"`.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._hintChildren) {\n /** @type {?} */\n var startHint_1;\n /** @type {?} */\n var endHint_1;\n this._hintChildren.forEach(function (hint) {\n if (hint.align === 'start') {\n if (startHint_1 || _this.hintLabel) {\n throw getMatFormFieldDuplicatedHintError('start');\n }\n startHint_1 = hint;\n }\n else if (hint.align === 'end') {\n if (endHint_1) {\n throw getMatFormFieldDuplicatedHintError('end');\n }\n endHint_1 = hint;\n }\n });\n }\n };\n /**\n * Sets the list of element IDs that describe the child control. This allows the control to update\n * its `aria-describedby` attribute accordingly.\n */\n /**\n * Sets the list of element IDs that describe the child control. This allows the control to update\n * its `aria-describedby` attribute accordingly.\n * @private\n * @return {?}\n */\n MatFormField.prototype._syncDescribedByIds = /**\n * Sets the list of

element IDs that describe the child control. This allows the control to update\n * its `aria-describedby` attribute accordingly.\n * @private\n * @return {?}\n */\n function () {\n if (this._control) {\n /** @type {?} */\n var ids = [];\n if (this._getDisplayedMessages() === 'hint') {\n /** @type {?} */\n var startHint = this._hintChildren ?\n this._hintChildren.find(function (hint) { return hint.align === 'start'; }) : null;\n /** @type {?} */\n var endHint = this._hintChildren ?\n this._hintChildren.find(function (hint) { return hint.align === 'end'; }) : null;\n if (startHint) {\n ids.push(startHint.id);\n }\n else if (this._hintLabel) {\n ids.push(this._hintLabelId);\n }\n if (endHint) {\n ids.push(endHint.id);\n }\n }\n else if (this._errorChildren) {\n ids = this._errorChildren.map(function (error) { return error.id; });\n }\n this._control.setDescribedByIds(ids);\n }\n };\n /** Throws an error if the form field's control is missing. */\n /**\n * Throws an error if the form field's control is missing.\n * @protected\n * @return {?}\n */\n MatFormField.prototype._validateControlChild = /**\n * Throws an error if the form field's control is missing.\n * @protected\n * @return {?}\n */\n function () {\n if (!this._control) {\n throw getMatFormFieldMissingControlError();\n }\n };\n /**\n * Updates the width and position of the gap in the outline. Only relevant for the outline\n * appearance.\n */\n /**\n * Updates the width and position of the gap in the outline. Only relevant for the outline\n * appearance.\n * @return {?}\n */\n MatFormField.prototype.updateOutlineGap = /**\n * Updates the width and position of the gap in the outline. Only relevant for the outline\n * appearance.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var labelEl = this._label ? this._label.nativeElement : null;\n if (this.appearance !== 'outline' || !labelEl || !labelEl.children.length ||\n !labelEl.textContent.trim()) {\n return;\n }\n if (this._platform && !this._platform.isBrowser) {\n // getBoundingClientRect isn't available on the server.\n return;\n }\n // If the element is not present in the DOM, the outline gap will need to be calculated\n // the next time it is checked and in the DOM.\n if (!(/** @type {?} */ (document.documentElement)).contains(this._elementRef.nativeElement)) {\n this._outlineGapCalculationNeededImmediately = true;\n return;\n }\n /** @type {?} */\n var startWidth = 0;\n /** @type {?} */\n var gapWidth = 0;\n /** @type {?} */\n var container = this._connectionContainerRef.nativeElement;\n /** @type {?} */\n var startEls = container.querySelectorAll('.mat-form-field-outline-start');\n /** @type {?} */\n var gapEls = container.querySelectorAll('.mat-form-field-outline-gap');\n if (this._label && this._label.nativeElement.children.length) {\n /** @type {?} */\n var containerRect = container.getBoundingClientRect();\n // If the container's width and height are zero, it means that the element is\n // invisible and we can't calculate the outline gap. Mark the element as needing\n // to be checked the next time the zone stabilizes. We can't do this immediately\n // on the next change detection, because even if the element becomes visible,\n // the `ClientRect` won't be reclaculated immediately. We reset the\n // `_outlineGapCalculationNeededImmediately` flag some we don't run the checks twice.\n if (containerRect.width === 0 && containerRect.height === 0) {\n this._outlineGapCalculationNeededOnStable = true;\n this._outlineGapCalculationNeededImmediately = false;\n return;\n }\n /** @type {?} */\n var containerStart = this._getStartEnd(containerRect);\n /** @type {?} */\n var labelStart = this._getStartEnd(labelEl.children[0].getBoundingClientRect());\n /** @type {?} */\n var labelWidth = 0;\n for (var _i = 0, _a = labelEl.children; _i < _a.length; _i++) {\n var child = _a[_i];\n labelWidth += child.offsetWidth;\n }\n startWidth = labelStart - containerStart - outlineGapPadding;\n gapWidth = labelWidth > 0 ? labelWidth * floatingLabelScale + outlineGapPadding * 2 : 0;\n }\n for (var i = 0; i < startEls.length; i++) {\n startEls.item(i).style.width = startWidth + \"px\";\n }\n for (var i = 0; i < gapEls.length; i++) {\n gapEls.item(i).style.width = gapWidth + \"px\";\n }\n this._outlineGapCalculationNeededOnStable =\n this._outlineGapCalculationNeededImmediately = false;\n };\n /** Gets the start end of the rect considering the current directionality. */\n /**\n * Gets the start end of the rect considering the current directionality.\n * @private\n * @param {?} rect\n * @return {?}\n */\n

MatFormField.prototype._getStartEnd = /**\n * Gets the start end of the rect considering the current directionality.\n * @private\n * @param {?} rect\n * @return {?}\n */\n function (rect) {\n return this._dir && this._dir.value === 'rtl' ? rect.right : rect.left;\n };\n /**\n * Updates the outline gap the new time the zone stabilizes.\n * @breaking-change 7.0.0 Remove this method and only set the property once `_ngZone` is required.\n */\n /**\n * Updates the outline gap the new time the zone stabilizes.\n * \\@breaking-change 7.0.0 Remove this method and only set the property once `_ngZone` is required.\n * @private\n * @return {?}\n */\n MatFormField.prototype._updateOutlineGapOnStable = /**\n * Updates the outline gap the new time the zone stabilizes.\n * \\@breaking-change 7.0.0 Remove this method and only set the property once `_ngZone` is required.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n // @breaking-change 8.0.0 Remove this check and else block once _ngZone is required.\n if (this._ngZone) {\n this._outlineGapCalculationNeededOnStable = true;\n }\n else {\n Promise.resolve().then(function () { return _this.updateOutlineGap(); });\n }\n };\n MatFormField.decorators = [\n { type: Component, args: [{selector: 'mat-form-field',\n exportAs: 'matFormField',\n template: \"<div class=\\\"mat-form-field-wrapper\\\"><div class=\\\"mat-form-field-flex\\\" #connectionContainer (click)=\\\"_control.onContainerClick && _control.onContainerClick($event)\\\"><ng-container *ngIf=\\\"appearance == 'outline'\\\"><div class=\\\"mat-form-field-outline\\\"><div class=\\\"mat-form-field-outline-start\\\"> <div class=\\\"mat-form-field-outline-gap\\\"> <div class=\\\"mat-form-field-outline-end\\\"> <div class=\\\"mat-form-field-outline mat-form-field-outline-thick\\\"><div class=\\\"mat-form-field-outline-start\\\"> <div class=\\\"mat-form-field-outline-gap\\\"> <div class=\\\"mat-form-field-outline-end\\\"> </ng-container><div class=\\\"mat-form-field-prefix\\\" *ngIf=\\\"_prefixChildren.length\\\"><ng-content select=\\\"[matPrefix]\\\"></ng-content> <div class=\\\"mat-form-field-infix\\\" #inputContainer><ng-content></ng-content><span class=\\\"mat-form-field-label-wrapper\\\"><label class=\\\"mat-form-field-label\\\" (cdkObserveContent)=\\\"updateOutlineGap()\\\" [cdkObserveContentDisabled]=\\\"appearance != 'outline'\\\" [id]=\\\"_labelId\\\" [attr.for]=\\\"_control.id\\\" [attr.aria-owns]=\\\"_control.id\\\" [class.mat-empty]=\\\"_control.empty && !_shouldAlwaysFloat\\\" [class.mat-form-field-empty]=\\\"_control.empty && !_shouldAlwaysFloat\\\" [class.mat-accent]=\\\"color == 'accent'\\\" [class.mat-warn]=\\\"color == 'warn'\\\" #label *ngIf=\\\"_hasFloatingLabel()\\\" [ngSwitch]=\\\"_hasLabel()\\\"><ng-container *ngSwitchCase=\\\"false\\\"><ng-content select=\\\"mat-placeholder\\\"></ng-content>{{_control.placeholder}}</ng-container><ng-content select=\\\"mat-label\\\" *ngSwitchCase=\\\"true\\\"></ng-content><span class=\\\"mat-placeholder-required mat-form-field-required-marker\\\" aria-hidden=\\\"true\\\" *ngIf=\\\"!hideRequiredMarker && _control.required && !_control.disabled\\\"> *</label> <div class=\\\"mat-form-field-suffix\\\" *ngIf=\\\"_suffixChildren.length\\\"><ng-content select=\\\"[matSuffix]\\\"></ng-content> <div class=\\\"mat-form-field-underline\\\" #underline *ngIf=\\\"appearance != 'outline'\\\"><span class=\\\"mat-form-field-ripple\\\" [class.mat-accent]=\\\"color == 'accent'\\\" [class.mat-warn]=\\\"color == 'warn'\\\"> <div class=\\\"mat-form-field-subscript-wrapper\\\" [ngSwitch]=\\\"_getDisplayedMessages()\\\"><div *ngSwitchCase=\\\"'error'\\\" [@transitionMessages]=\\\"_subscriptAnimationState\\\"><ng-content select=\\\"mat-error\\\"></ng-content> <div class=\\\"mat-form-field-hint-wrapper\\\" *ngSwitchCase=\\\"'hint'\\\" [@transitionMessages]=\\\"_subscriptAnimationState\\\"><div *ngIf=\\\"hintLabel\\\" [id]=\\\"_hintLabelId\\\" class=\\\"mat-hint\\\">{{hintLabel}} <ng-content select=\\\"mat-hint:not([align='end'])\\\"></ng-content><div class=\\\"mat-form-field-hint-spacer\\\"> <ng-content select=\\\"mat-hint[align='end']\\\"></ng-content> \",\n // MatInput is a directive and can't have styles, so we need to include its styles here\n // in form-field-input.css. The MatInput styles are fairly minimal so it shouldn't be a\n // big deal for people who aren't using MatInput.\n styles: [\".mat-form-field{display:inline-block;position:relative;text-align:left}[dir=rtl] .mat-form-field{text-align:right}.mat-form-field-wrapper{position:relative}.mat-form-field-flex{display:inline-flex;align-items:baseline;box-sizing:border-box;width:100%}.mat-form-field-prefix,.mat-form-field-suffix{white-

space:nowrap;flex:none;position:relative}.mat-form-field-infix{display:block;position:relative;flex:auto;min-width:0;width:180px}@media screen and (-ms-high-contrast:active){.mat-form-field-infix{border-image:linear-gradient(transparent,transparent)}}.mat-form-field-label-wrapper{position:absolute;left:0;box-sizing:content-box;width:100%;height:100%;overflow:hidden;pointer-events:none}[dir=rtl] .mat-form-field-label-wrapper{left:auto;right:0}.mat-form-field-label{position:absolute;left:0;font:inherit;pointer-events:none;width:100%;white-space:nowrap;text-overflow:ellipsis;overflow:hidden;transform-origin:0 0;transition:transform .4s cubic-bezier(.25,.8,.25,1),color .4s cubic-bezier(.25,.8,.25,1),width .4s cubic-bezier(.25,.8,.25,1);display:none}[dir=rtl] .mat-form-field-label{transform-origin:100% 0;left:auto;right:0}.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-label,.mat-form-field-empty.mat-form-field-label{display:block}.mat-form-field-autofill-control:-webkit-autofill+.mat-form-field-label-wrapper .mat-form-field-label{display:none}.mat-form-field-can-float .mat-form-field-autofill-control:-webkit-autofill+.mat-form-field-label-wrapper .mat-form-field-label{display:block;transition:none}.mat-input-server:focus+.mat-form-field-label-wrapper .mat-form-field-label,.mat-input-server[placeholder]:not(:placeholder-shown)+.mat-form-field-label-wrapper .mat-form-field-label{display:none}.mat-form-field-can-float .mat-input-server:focus+.mat-form-field-label-wrapper .mat-form-field-label,.mat-form-field-can-float .mat-input-server[placeholder]:not(:placeholder-shown)+.mat-form-field-label-wrapper .mat-form-field-label{display:block}.mat-form-field-label:not(.mat-form-field-empty){transition:none}.mat-form-field-underline{position:absolute;width:100%;pointer-events:none;transform:scaleY(1.0001)}.mat-form-field-ripple{position:absolute;left:0;width:100%;transform-origin:50%;transform:scaleX(.5);opacity:0;transition:background-color .3s cubic-bezier(.55,0,.55,.2)}.mat-form-field.mat-focused .mat-form-field-ripple,.mat-form-field.mat-form-field-invalid .mat-form-field-ripple{opacity:1;transform:scaleX(1);transition:transform .3s cubic-bezier(.25,.8,.25,1),opacity .1s cubic-bezier(.25,.8,.25,1),background-color .3s cubic-bezier(.25,.8,.25,1)}.mat-form-field-subscript-wrapper{position:absolute;box-sizing:border-box;width:100%;overflow:hidden}.mat-form-field-label-wrapper .mat-icon,.mat-form-field-subscript-wrapper .mat-icon{width:1em;height:1em;font-size:inherit;vertical-align:baseline}.mat-form-field-hint-wrapper{display:flex}.mat-form-field-hint-spacer{flex:1 0 1em}.mat-error{display:block}.mat-form-field-control-wrapper{position:relative}.mat-form-field._mat-animation-noopable .mat-form-field-label,.mat-form-field._mat-animation-noopable .mat-form-field-ripple{transition:none} .mat-form-field-appearance-fill .mat-form-field-flex{border-radius:4px 4px 0 0;padding:.75em .75em 0 .75em}@media screen and (-ms-high-contrast:active){.mat-form-field-appearance-fill .mat-form-field-flex{outline:solid 1px}}.mat-form-field-appearance-fill .mat-form-field-underline::before{content:'';display:block;position:absolute;bottom:0;height:1px;width:100%}.mat-form-field-appearance-fill .mat-form-field-ripple{bottom:0;height:2px}@media screen and (-ms-high-contrast:active){.mat-form-field-appearance-fill .mat-form-field-ripple{height:0;border-top:solid 2px}}.mat-form-field-appearance-fill:not(.mat-form-field-disabled) .mat-form-field-flex:hover~.mat-form-field-underline .mat-form-field-ripple{opacity:1;transform:none;transition:opacity .6s cubic-bezier(.25,.8,.25,1)}.mat-form-field-appearance-fill._mat-animation-noopable:not(.mat-form-field-disabled) .mat-form-field-flex:hover~.mat-form-field-underline .mat-form-field-ripple{transition:none}.mat-form-field-appearance-fill .mat-form-field-subscript-wrapper{padding:0 1em} .mat-input-element{font:inherit;background:0 0;color:currentColor;border:none;outline:0;padding:0;margin:0;width:100%;max-width:100%;vertical-align:bottom;text-align:inherit}.mat-input-element:-moz-ui-invalid{box-shadow:none}.mat-input-element::-ms-clear,.mat-input-element::-ms-reveal{display:none}.mat-input-element,.mat-input-element::-webkit-search-cancel-button,.mat-input-element::-webkit-search-decoration,.mat-input-element::-webkit-search-results-button,.mat-input-element::-webkit-search-results-decoration{-webkit-appearance:none}.mat-input-element::-webkit-caps-lock-indicator,.mat-input-element::-webkit-contacts-auto-fill-button,.mat-input-element::-webkit-credentials-auto-fill-button{visibility:hidden}.mat-input-element[type=date]::after,.mat-input-element[type=datetime-local]::after,.mat-input-element[type=datetime]::after,.mat-input-element[type=month]::after,.mat-input-element[type=time]::after,.mat-input-element[type=week]::after{content:' ';white-space:pre;width:1px}.mat-input-element::-webkit-calendar-picker-indicator,.mat-input-element::-webkit-clear-button,.mat-input-element::-webkit-

inner-spin-button{font-size:.75em}.mat-input-element::placeholder{-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;transition:color .4s .133s cubic-bezier(.25,.8,.25,1)}.mat-input-element::-moz-placeholder{-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;transition:color .4s .133s cubic-bezier(.25,.8,.25,1)}.mat-input-element::-webkit-input-placeholder{-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;transition:color .4s .133s cubic-bezier(.25,.8,.25,1)}.mat-input-element:-ms-input-placeholder{-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;transition:color .4s .133s cubic-bezier(.25,.8,.25,1)}.mat-form-field-hide-placeholder .mat-input-element::placeholder{color:transparent!important;-webkit-text-fill-color:transparent;transition:none}.mat-form-field-hide-placeholder .mat-input-element::-moz-placeholder{color:transparent!important;-webkit-text-fill-color:transparent;transition:none}.mat-form-field-hide-placeholder .mat-input-element::-webkit-input-placeholder{color:transparent!important;-webkit-text-fill-color:transparent;transition:none}.mat-form-field-hide-placeholder .mat-input-element:-ms-input-placeholder{color:transparent!important;-webkit-text-fill-color:transparent;transition:none}textarea.mat-input-element{resize:vertical;overflow:auto}textarea.mat-input-element.cdk-textarea-autosize{resize:none}textarea.mat-input-element{padding:2px 0;margin:-2px 0}select.mat-input-element{-moz-appearance:none;-webkit-appearance:none;position:relative;background-color:transparent;display:inline-flex;box-sizing:border-box;padding-top:1em;top:-1em;margin-bottom:-1em}select.mat-input-element::-ms-expand{display:none}select.mat-input-element::-moz-focus-inner{border:0}select.mat-input-element:not(:disabled){cursor:pointer}select.mat-input-element::-ms-value{color:inherit;background:0 0}.mat-form-field-type-mat-native-select .mat-form-field-infix::after{content:'';width:0;height:0;border-left:5px solid transparent;border-right:5px solid transparent;border-top:5px solid;position:absolute;top:50%;right:0;margin-top:-2.5px}[dir=rtl] .mat-form-field-type-mat-native-select .mat-form-field-infix::after{right:auto;left:0}.mat-form-field-type-mat-native-select .mat-input-element{padding-right:15px}[dir=rtl] .mat-form-field-type-mat-native-select .mat-input-element{padding-right:0;padding-left:15px}.mat-form-field-type-mat-native-select .mat-form-field-label-wrapper{max-width:calc(100% - 10px)}.mat-form-field-type-mat-native-select.mat-form-field-appearance-outline .mat-form-field-infix::after{margin-top:-5px}.mat-form-field-type-mat-native-select.mat-form-field-appearance-fill .mat-form-field-infix::after{margin-top:-10px} .mat-form-field-appearance-legacy .mat-form-field-label{transform:perspective(100px);-ms-transform:none}.mat-form-field-appearance-legacy .mat-form-field-prefix .mat-icon,.mat-form-field-appearance-legacy .mat-form-field-suffix .mat-icon{width:1em}.mat-form-field-appearance-legacy .mat-form-field-prefix .mat-icon-button,.mat-form-field-appearance-legacy .mat-form-field-suffix .mat-icon-button{font:inherit;vertical-align:baseline}.mat-form-field-appearance-legacy .mat-form-field-prefix .mat-icon-button .mat-icon,.mat-form-field-appearance-legacy .mat-form-field-suffix .mat-icon-button .mat-icon{font-size:inherit}.mat-form-field-appearance-legacy .mat-form-field-underline{height:1px}@media screen and (-ms-high-contrast:active){.mat-form-field-appearance-legacy .mat-form-field-underline{height:0;border-top:solid 1px}}.mat-form-field-appearance-legacy .mat-form-field-ripple{top:0;height:2px;overflow:hidden}@media screen and (-ms-high-contrast:active){.mat-form-field-appearance-legacy .mat-form-field-ripple{height:0;border-top:solid 2px}}.mat-form-field-appearance-legacy.mat-form-field-disabled .mat-form-field-underline{background-position:0;background-color:transparent}@media screen and (-ms-high-contrast:active){.mat-form-field-appearance-legacy.mat-form-field-disabled .mat-form-field-underline{border-top-style:dotted;border-top-width:2px}}.mat-form-field-appearance-legacy.mat-form-field-invalid:not(.mat-focused) .mat-form-field-ripple{height:1px} .mat-form-field-appearance-outline .mat-form-field-wrapper{margin:.25em 0}.mat-form-field-appearance-outline .mat-form-field-flex{padding:0 .75em 0 .75em;margin-top:-.25em;position:relative}.mat-form-field-appearance-outline .mat-form-field-prefix,.mat-form-field-appearance-outline .mat-form-field-suffix{top:.25em}.mat-form-field-appearance-outline .mat-form-field-outline{display:flex;position:absolute;top:.25em;left:0;right:0;bottom:0;pointer-events:none}.mat-form-field-appearance-outline .mat-form-field-outline-end,.mat-form-field-appearance-outline .mat-form-field-outline-start{border:1px solid currentColor;min-width:5px}.mat-form-field-appearance-outline .mat-form-field-outline-start{border-radius:5px 0 0 5px;border-right-style:none}[dir=rtl] .mat-form-field-appearance-outline .mat-form-

field-outline-start{border-right-style:solid;border-left-style:none;border-radius:0 5px 5px 0}.mat-form-field-appearance-outline .mat-form-field-outline-end{border-radius:0 5px 5px 0;border-left-style:none;flex-grow:1}[dir=rtl] .mat-form-field-appearance-outline .mat-form-field-outline-end{border-left-style:solid;border-right-style:none;border-radius:5px 0 0 5px}.mat-form-field-appearance-outline .mat-form-field-outline-gap{border-radius:.000001px;border:1px solid currentColor;border-left-style:none;border-right-style:none}.mat-form-field-appearance-outline.mat-form-field-can-float.mat-form-field-should-float .mat-form-field-outline-gap{border-top-color:transparent}.mat-form-field-appearance-outline .mat-form-field-outline-thick{opacity:0}.mat-form-field-appearance-outline .mat-form-field-outline-thick .mat-form-field-outline-end,.mat-form-field-appearance-outline .mat-form-field-outline-thick .mat-form-field-outline-gap,.mat-form-field-appearance-outline .mat-form-field-outline-thick .mat-form-field-outline-start{border-width:2px;transition:border-color .3s cubic-bezier(.25,.8,.25,1)}.mat-form-field-appearance-outline.mat-focused .mat-form-field-outline,.mat-form-field-appearance-outline.mat-form-field-invalid .mat-form-field-outline{opacity:0;transition:opacity .1s cubic-bezier(.25,.8,.25,1)}.mat-form-field-appearance-outline.mat-focused .mat-form-field-outline-thick,.mat-form-field-appearance-outline.mat-form-field-invalid .mat-form-field-outline-thick{opacity:1}.mat-form-field-appearance-outline:not(.mat-form-field-disabled) .mat-form-field-flex:hover .mat-form-field-outline{opacity:0;transition:opacity .6s cubic-bezier(.25,.8,.25,1)}.mat-form-field-appearance-outline:not(.mat-form-field-disabled) .mat-form-field-flex:hover .mat-form-field-outline-thick{opacity:1}.mat-form-field-appearance-outline .mat-form-field-subscript-wrapper{padding:0 1em}.mat-form-field-appearance-outline._mat-animation-noopable .mat-form-field-outline,.mat-form-field-appearance-outline._mat-animation-noopable .mat-form-field-outline-end,.mat-form-field-appearance-outline._mat-animation-noopable .mat-form-field-outline-gap,.mat-form-field-appearance-outline._mat-animation-noopable .mat-form-field-outline-start,.mat-form-field-appearance-outline._mat-animation-noopable:not(.mat-form-field-disabled) .mat-form-field-flex:hover~.mat-form-field-outline{transition:none} .mat-form-field-appearance-standard .mat-form-field-flex{padding-top:.75em}.mat-form-field-appearance-standard .mat-form-field-underline{height:1px}@media screen and (-ms-high-contrast:active){.mat-form-field-appearance-standard .mat-form-field-underline{height:0;border-top:solid 1px}}.mat-form-field-appearance-standard .mat-form-field-ripple{bottom:0;height:2px}@media screen and (-ms-high-contrast:active){.mat-form-field-appearance-standard .mat-form-field-ripple{height:0;border-top:2px}}.mat-form-field-appearance-standard.mat-form-field-disabled .mat-form-field-underline{background-position:0;background-color:transparent}@media screen and (-ms-high-contrast:active){.mat-form-field-appearance-standard.mat-form-field-disabled .mat-form-field-underline{border-top-style:dotted;border-top-width:2px}}.mat-form-field-appearance-standard:not(.mat-form-field-disabled) .mat-form-field-flex:hover~.mat-form-field-underline .mat-form-field-ripple{opacity:1;transform:none;transition:opacity .6s cubic-bezier(.25,.8,.25,1)}.mat-form-field-appearance-standard._mat-animation-noopable:not(.mat-form-field-disabled) .mat-form-field-flex:hover~.mat-form-field-underline .mat-form-field-ripple{transition:none}\"],\n animations: [matFormFieldAnimations.transitionMessages],\n host: {\n 'class': 'mat-form-field',\n '[class.mat-form-field-appearance-standard]': 'appearance == \"standard\"',\n '[class.mat-form-field-appearance-fill]': 'appearance == \"fill\"',\n '[class.mat-form-field-appearance-outline]': 'appearance == \"outline\"',\n '[class.mat-form-field-appearance-legacy]': 'appearance == \"legacy\"',\n '[class.mat-form-field-invalid]': '_control.errorState',\n '[class.mat-form-field-can-float]': '_canLabelFloat',\n '[class.mat-form-field-should-float]': '_shouldLabelFloat()',\n '[class.mat-form-field-hide-placeholder]': '_hideControlPlaceholder()',\n '[class.mat-form-field-disabled]': '_control.disabled',\n '[class.mat-form-field-autofilled]': '_control.autofilled',\n '[class.mat-focused]': '_control.focused',\n '[class.mat-accent]': 'color == \"accent\"',\n '[class.mat-warn]': 'color == \"warn\"',\n '[class.ng-untouched]': '_shouldForward(\"untouched\")',\n '[class.ng-touched]': '_shouldForward(\"touched\")',\n '[class.ng-pristine]': '_shouldForward(\"pristine\")',\n '[class.ng-dirty]': '_shouldForward(\"dirty\")',\n '[class.ng-valid]': '_shouldForward(\"valid\")',\n '[class.ng-invalid]': '_shouldForward(\"invalid\")',\n '[class.ng-pending]': '_shouldForward(\"pending\")',\n '[class._mat-animation-noopable]':

'!_animationsEnabled',\n },\n inputs: ['color'],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatFormField.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_LABEL_GLOBAL_OPTIONS,] }] },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_FORM_FIELD_DEFAULT_OPTIONS,] }] },\n { type: Platform },\n { type: NgZone },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] }\n]; };\n MatFormField.propDecorators = {\n appearance: [{ type: Input }],\n hideRequiredMarker: [{ type: Input }],\n hintLabel: [{ type: Input }],\n floatLabel: [{ type: Input }],\n underlineRef: [{ type: ViewChild, args: ['underline',] }],\n _connectionContainerRef: [{ type: ViewChild, args: ['connectionContainer',] }],\n _inputContainerRef: [{ type: ViewChild, args: ['inputContainer',] }],\n _label: [{ type: ViewChild, args: ['label',] }],\n _control: [{ type: ContentChild, args: [MatFormFieldControl,] }],\n _placeholderChild: [{ type: ContentChild, args: [MatPlaceholder,] }],\n _labelChild: [{ type: ContentChild, args: [MatLabel,] }],\n _errorChildren: [{ type: ContentChildren, args: [MatError,] }],\n _hintChildren: [{ type: ContentChildren, args: [MatHint,] }],\n _prefixChildren: [{ type: ContentChildren, args: [MatPrefix,] }],\n _suffixChildren: [{ type: ContentChildren, args: [MatSuffix,] }]\n };\n return MatFormField;\n}(_MatFormFieldMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatFormFieldModule = /** @class */ (function () {\n function MatFormFieldModule() {\n }\n MatFormFieldModule.decorators = [\n { type: NgModule, args: [{\n declarations: [\n MatError,\n MatFormField,\n MatHint,\n MatLabel,\n MatPlaceholder,\n MatPrefix,\n MatSuffix,\n],\n imports: [\n CommonModule,\n ObserversModule,\n],\n exports: [\n MatError,\n MatFormField,\n MatHint,\n MatLabel,\n MatPlaceholder,\n MatPrefix,\n MatSuffix,\n],\n },] },\n];\n return MatFormFieldModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatFormFieldModule, MatError, MatFormFieldBase, _MatFormFieldMixinBase, MAT_FORM_FIELD_DEFAULT_OPTIONS, MatFormField, MatFormFieldControl, getMatFormFieldPlaceholderConflictError, getMatFormFieldDuplicatedHintError, getMatFormFieldMissingControlError, MatHint, MatPlaceholder, MatPrefix, MatSuffix, MatLabel, matFormFieldAnimations };\n//# sourceMappingURL=form-field.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { InjectionToken, Component, ViewEncapsulation, ElementRef, Input, Optional, ContentChildren, Directive, ChangeDetectionStrategy, Inject, NgModule } from '@angular/core';\nimport { MatLine, setLines, MatLineModule, MatCommonModule } from '@angular/material/core';\nimport { coerceNumberProperty } from '@angular/cdk/coercion';\nimport { __extends } from 'tslib';\nimport { Directionality } from '@angular/cdk/bidi';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token used to provide a grid list to a tile and to avoid circular imports.\n * \\@docs-private\n * @type {?}\n */\nvar MAT_GRID_LIST = new InjectionToken('MAT_GRID_LIST');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatGridTile = /** @class */ (function () {\n function MatGridTile(_element, _gridList) {\n this._element = _element;\n this._gridList = _gridList;\n this._rowspan = 1;\n this._colspan = 1;\n }\n Object.defineProperty(MatGridTile.prototype, \"rowspan\", {\n /** Amount of rows that the grid

tile takes up. */\n get: /**\n * Amount of rows that the grid tile takes up.\n * @return {?}\n */\n function () { return this._rowspan; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._rowspan = Math.round(coerceNumberProperty(value)); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatGridTile.prototype, \"colspan\", {\n /** Amount of columns that the grid tile takes up. */\n get: /**\n * Amount of columns that the grid tile takes up.\n * @return {?}\n */\n function () { return this._colspan; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._colspan = Math.round(coerceNumberProperty(value)); },\n enumerable: true,\n configurable: true\n });\n /**\n * Sets the style of the grid-tile element. Needs to be set manually to avoid\n * \"Changed after checked\" errors that would occur with HostBinding.\n */\n /**\n * Sets the style of the grid-tile element. Needs to be set manually to avoid\n * \"Changed after checked\" errors that would occur with HostBinding.\n * @param {?} property\n * @param {?} value\n * @return {?}\n */\n MatGridTile.prototype._setStyle = /**\n * Sets the style of the grid-tile element. Needs to be set manually to avoid\n * \"Changed after checked\" errors that would occur with HostBinding.\n * @param {?} property\n * @param {?} value\n * @return {?}\n */\n function (property, value) {\n ((/** @type {?} */ (this._element.nativeElement.style)))[property] = value;\n };\n MatGridTile.decorators = [\n { type: Component, args: [{selector: 'mat-grid-tile',\n exportAs: 'matGridTile',\n host: {\n 'class': 'mat-grid-tile',\n },\n template: \"<figure class=\\\"mat-figure\\\"><ng-content></ng-content></figure>\",\n styles: [\".mat-grid-list{display:block;position:relative}.mat-grid-tile{display:block;position:absolute;overflow:hidden}.mat-grid-tile .mat-figure{top:0;left:0;right:0;bottom:0;position:absolute;display:flex;align-items:center;justify-content:center;height:100%;padding:0;margin:0}.mat-grid-tile .mat-grid-tile-footer,.mat-grid-tile .mat-grid-tile-header{display:flex;align-items:center;height:48px;color:#fff;background:rgba(0,0,0,.38);overflow:hidden;padding:0 16px;position:absolute;left:0;right:0}.mat-grid-tile .mat-grid-tile-footer>*,.mat-grid-tile .mat-grid-tile-header>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-grid-tile .mat-grid-tile-footer.mat-2-line,.mat-grid-tile .mat-grid-tile-header.mat-2-line{height:68px}.mat-grid-tile .mat-grid-list-text{display:flex;flex-direction:column;width:100%;box-sizing:border-box;overflow:hidden}.mat-grid-tile .mat-grid-list-text>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-grid-tile .mat-grid-list-text:empty{display:none}.mat-grid-tile .mat-grid-tile-header{top:0}.mat-grid-tile .mat-grid-tile-footer{bottom:0}.mat-grid-tile .mat-grid-avatar{padding-right:16px}[dir=rtl] .mat-grid-tile .mat-grid-avatar{padding-right:0;padding-left:16px}.mat-grid-tile .mat-grid-avatar:empty{display:none}\"],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatGridTile.ctorParameters = function () { return [\n { type: ElementRef },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_GRID_LIST,] }] }\n]; };\n MatGridTile.propDecorators = {\n rowspan: [{ type: Input }],\n colspan: [{ type: Input }]\n };\n return MatGridTile;\n}));\nvar MatGridTileText = /** @class */ (function () {\n function MatGridTileText(_element) {\n this._element = _element;\n }\n /**\n * @return {?}\n */\n MatGridTileText.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n setLines(this._lines, this._element);\n };\n MatGridTileText.decorators = [\n { type: Component, args: [{selector: 'mat-grid-tile-header, mat-grid-tile-footer',\n template: \"<ng-content select=\\\"[mat-grid-avatar], [matGridAvatar]\\\"></ng-content><div class=\\\"mat-grid-list-text\\\"><ng-content select=\\\"[mat-line], [matLine]\\\"></ng-content> <ng-content></ng-content>\",\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatGridTileText.ctorParameters = function () { return [\n { type: ElementRef }\n]; };\n MatGridTileText.propDecorators = {\n _lines: [{ type: ContentChildren, args: [MatLine,] }]\n };\n return MatGridTileText;\n}));\n/**\n * Directive whose purpose is to add the mat- CSS styling to this selector.\n * \\@docs-private\n */\nvar MatGridAvatarCssMatStyler = /** @class */ (function () {\n function MatGridAvatarCssMatStyler() {\n }\n MatGridAvatarCssMatStyler.decorators = [\n { type: Directive, args:

[{\n selector: '[mat-grid-avatar], [matGridAvatar]',\n host: { 'class': 'mat-grid-avatar' }\n },] },\n];\n return MatGridAvatarCssMatStyler;\n}());\n/**\n * Directive whose purpose is to add the mat- CSS styling to this selector.\n * \\@docs-private\n */\nvar MatGridTileHeaderCssMatStyler = /** @class */ (function () {\n function MatGridTileHeaderCssMatStyler() {\n }\n MatGridTileHeaderCssMatStyler.decorators = [\n { type: Directive, args: [{\n selector: 'mat-grid-tile-header',\n host: { 'class': 'mat-grid-tile-header' }\n },] },\n];\n return MatGridTileHeaderCssMatStyler;\n}());\n/**\n * Directive whose purpose is to add the mat- CSS styling to this selector.\n * \\@docs-private\n */\nvar MatGridTileFooterCssMatStyler = /** @class */ (function () {\n function MatGridTileFooterCssMatStyler() {\n }\n MatGridTileFooterCssMatStyler.decorators = [\n { type: Directive, args: [{\n selector: 'mat-grid-tile-footer',\n host: { 'class': 'mat-grid-tile-footer' }\n },] },\n];\n return MatGridTileFooterCssMatStyler;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Class for determining, from a list of tiles, the (row, col) position of each of those tiles\n * in the grid. This is necessary (rather than just rendering the tiles in normal document flow)\n * because the tiles can have a rowspan.\n *\n * The positioning algorithm greedily places each tile as soon as it encounters a gap in the grid\n * large enough to accommodate it so that the tiles still render in the same order in which they\n * are given.\n *\n * The basis of the algorithm is the use of an array to track the already placed tiles. Each\n * element of the array corresponds to a column, and the value indicates how many cells in that\n * column are already occupied; zero indicates an empty cell. Moving \"down\" to the next row\n * decrements each value in the tracking array (indicating that the column is one cell closer to\n * being free).\n *\n * \\@docs-private\n */\nvar /**\n * Class for determining, from a list of tiles, the (row, col) position of each of those tiles\n * in the grid. This is necessary (rather than just rendering the tiles in normal document flow)\n * because the tiles can have a rowspan.\n *\n * The positioning algorithm greedily places each tile as soon as it encounters a gap in the grid\n * large enough to accommodate it so that the tiles still render in the same order in which they\n * are given.\n *\n * The basis of the algorithm is the use of an array to track the already placed tiles. Each\n * element of the array corresponds to a column, and the value indicates how many cells in that\n * column are already occupied; zero indicates an empty cell. Moving \"down\" to the next row\n * decrements each value in the tracking array (indicating that the column is one cell closer to\n * being free).\n *\n * \\@docs-private\n */\nTileCoordinator = /** @class */ (function () {\n function TileCoordinator() {\n /**\n * Index at which the search for the next gap will start.\n */\n this.columnIndex = 0;\n /**\n * The current row index.\n */\n this.rowIndex = 0;\n }\n Object.defineProperty(TileCoordinator.prototype, \"rowCount\", {\n /** Gets the total number of rows occupied by tiles */\n get: /**\n * Gets the total number of rows occupied by tiles\n * @return {?}\n */\n function () { return this.rowIndex + 1; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(TileCoordinator.prototype, \"rowspan\", {\n /**\n * Gets the total span of rows occupied by tiles.\n * Ex: A list with 1 row that contains a tile with rowspan 2 will have a total rowspan of 2.\n */\n get: /**\n * Gets the total span of rows occupied by tiles.\n * Ex: A list with 1 row that contains a tile with rowspan 2 will have a total rowspan of 2.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var lastRowMax = Math.max.apply(Math, this.tracker);\n // if any of the tiles has a rowspan that pushes it beyond the total row count,\n // add the difference to the rowcount\n return lastRowMax > 1 ? this.rowCount + lastRowMax - 1 : this.rowCount;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Updates the tile positions.\n * @param numColumns Amount of columns in the grid.\n */\n /**\n * Updates the tile positions.\n * @param {?} numColumns Amount of columns in the grid.\n * @param {?} tiles\n * @return {?}\n */\n TileCoordinator.prototype.update = /**\n * Updates the tile positions.\n * @param {?} numColumns Amount of columns in the grid.\n * @param {?} tiles\n * @return {?}\n */\n function (numColumns, tiles) {\n var _this = this;\n this.columnIndex = 0;\n this.rowIndex = 0;\n this.tracker = new Array(numColumns);\n this.tracker.fill(0, 0, this.tracker.length);\n this.positions = tiles.map(function (tile) { return _this._trackTile(tile); });\n };\n /** Calculates the row and col position of a tile. */\n /**\n * Calculates the row and col position of a tile.\n *

@private\n * @param {?} tile\n * @return {?}\n */\n TileCoordinator.prototype._trackTile = /**\n * Calculates the row and col position of a tile.\n * @private\n * @param {?} tile\n * @return {?}\n */\n function (tile) {\n // Find a gap large enough for this tile.\n /** @type {?} */\n var gapStartIndex = this._findMatchingGap(tile.colspan);\n // Place tile in the resulting gap.\n this._markTilePosition(gapStartIndex, tile);\n // The next time we look for a gap, the search will start at columnIndex, which should be\n // immediately after the tile that has just been placed.\n this.columnIndex = gapStartIndex + tile.colspan;\n return new TilePosition(this.rowIndex, gapStartIndex);\n };\n /** Finds the next available space large enough to fit the tile. */\n /**\n * Finds the next available space large enough to fit the tile.\n * @private\n * @param {?} tileCols\n * @return {?}\n */\n TileCoordinator.prototype._findMatchingGap = /**\n * Finds the next available space large enough to fit the tile.\n * @private\n * @param {?} tileCols\n * @return {?}\n */\n function (tileCols) {\n if (tileCols > this.tracker.length) {\n throw Error(\"mat-grid-list: tile with colspan \" + tileCols + \" is wider than \" +\n (\"grid with cols=\\\"\" + this.tracker.length + \"\\\".\"));\n }\n // Start index is inclusive, end index is exclusive.\n /** @type {?} */\n var gapStartIndex = -1;\n /** @type {?} */\n var gapEndIndex = -1;\n // Look for a gap large enough to fit the given tile. Empty spaces are marked with a zero.\n do {\n // If we've reached the end of the row, go to the next row.\n if (this.columnIndex + tileCols > this.tracker.length) {\n this._nextRow();\n gapStartIndex = this.tracker.indexOf(0, this.columnIndex);\n gapEndIndex = this._findGapEndIndex(gapStartIndex);\n continue;\n }\n gapStartIndex = this.tracker.indexOf(0, this.columnIndex);\n // If there are no more empty spaces in this row at all, move on to the next row.\n if (gapStartIndex == -1) {\n this._nextRow();\n gapStartIndex = this.tracker.indexOf(0, this.columnIndex);\n gapEndIndex = this._findGapEndIndex(gapStartIndex);\n continue;\n }\n gapEndIndex = this._findGapEndIndex(gapStartIndex);\n // If a gap large enough isn't found, we want to start looking immediately after the current\n // gap on the next iteration.\n this.columnIndex = gapStartIndex + 1;\n // Continue iterating until we find a gap wide enough for this tile. Since gapEndIndex is\n // exclusive, gapEndIndex is 0 means we didn't find a gap and should continue.\n } while ((gapEndIndex - gapStartIndex < tileCols) || (gapEndIndex == 0));\n // If we still didn't manage to find a gap, ensure that the index is\n // at least zero so the tile doesn't get pulled out of the grid.\n return Math.max(gapStartIndex, 0);\n };\n /** Move \"down\" to the next row. */\n /**\n * Move \"down\" to the next row.\n * @private\n * @return {?}\n */\n TileCoordinator.prototype._nextRow = /**\n * Move \"down\" to the next row.\n * @private\n * @return {?}\n */\n function () {\n this.columnIndex = 0;\n this.rowIndex++;\n // Decrement all spaces by one to reflect moving down one row.\n for (var i = 0; i < this.tracker.length; i++) {\n this.tracker[i] = Math.max(0, this.tracker[i] - 1);\n }\n };\n /**\n * Finds the end index (exclusive) of a gap given the index from which to start looking.\n * The gap ends when a non-zero value is found.\n */\n /**\n * Finds the end index (exclusive) of a gap given the index from which to start looking.\n * The gap ends when a non-zero value is found.\n * @private\n * @param {?} gapStartIndex\n * @return {?}\n */\n TileCoordinator.prototype._findGapEndIndex = /**\n * Finds the end index (exclusive) of a gap given the index from which to start looking.\n * The gap ends when a non-zero value is found.\n * @private\n * @param {?} gapStartIndex\n * @return {?}\n */\n function (gapStartIndex) {\n for (var i = gapStartIndex + 1; i < this.tracker.length; i++) {\n if (this.tracker[i] != 0) {\n return i;\n }\n }\n // The gap ends with the end of the row.\n return this.tracker.length;\n };\n /** Update the tile tracker to account for the given tile in the given space. */\n /**\n * Update the tile tracker to account for the given tile in the given space.\n * @private\n * @param {?} start\n * @param {?} tile\n * @return {?}\n */\n TileCoordinator.prototype._markTilePosition = /**\n * Update the tile tracker to account for the given tile in the given space.\n * @private\n * @param {?} start\n * @param {?} tile\n * @return {?}\n */\n function (start, tile) {\n for (var i = 0; i < tile.colspan; i++) {\n this.tracker[start + i] = tile.rowspan;\n }\n };\n return TileCoordinator;\n}());\n/**\n * Simple data structure for tile position (row, col).\n * \\@docs-private\n */\nvar /**\n * Simple data structure for tile position (row, col).\n * \\@docs-private\n */\nTilePosition = /** @class

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*/ (function () {\n    function TilePosition(row, col) {\n        this.row = row;\n        this.col = col;\n    }\n    return TilePosition;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * RegExp that can be used to check whether a value will\n * be allowed inside a CSS `calc()` expression.\n * @type {?}\n */\nvar cssCalcAllowedValue = /^-?\\d+((\\.\\d+)?[A-Za-z%$]?)+$/;\n/**\n * Sets the style properties for an individual tile, given the position calculated by the\n * Tile Coordinator.\n * \\@docs-private\n * @abstract\n */\nvar /**\n * Sets the style properties for an individual tile, given the position calculated by the\n * Tile Coordinator.\n * \\@docs-private\n * @abstract\n */\nTileStyler = /** @class */ (function () {\n    function TileStyler() {\n        this._rows = 0;\n        this._rowspan = 0;\n    }\n    /**\n     * Adds grid-list layout info once it is available. Cannot be processed in the constructor\n     * because these properties haven't been calculated by that point.\n     *\n     * @param gutterSize Size of the grid's gutter.\n     * @param tracker Instance of the TileCoordinator.\n     * @param cols Amount of columns in the grid.\n     * @param direction Layout direction of the grid.\n     */\n    /**\n     * Adds grid-list layout info once it is available. Cannot be processed in the constructor\n     * because these properties haven't been calculated by that point.\n     *\n     * @param {?} gutterSize Size of the grid's gutter.\n     * @param {?} tracker Instance of the TileCoordinator.\n     * @param {?} cols Amount of columns in the grid.\n     * @param {?} direction Layout direction of the grid.\n     * @return {?}\n     */\n    TileStyler.prototype.init = /**\n     * Adds grid-list layout info once it is available. Cannot be processed in the constructor\n     * because these properties haven't been calculated by that point.\n     *\n     * @param {?} gutterSize Size of the grid's gutter.\n     * @param {?} tracker Instance of the TileCoordinator.\n     * @param {?} cols Amount of columns in the grid.\n     * @param {?} direction Layout direction of the grid.\n     * @return {?}\n     */\n    function (gutterSize, tracker, cols, direction) {\n        this._gutterSize = normalizeUnits(gutterSize);\n        this._rows = tracker.rowCount;\n        this._rowspan = tracker.rowspan;\n        this._cols = cols;\n        this._direction = direction;\n    };\n    /**\n     * Computes the amount of space a single 1x1 tile would take up (width or height).\n     * Used as a basis for other calculations.\n     * @param sizePercent Percent of the total grid-list space that one 1x1 tile would take up.\n     * @param gutterFraction Fraction of the gutter size taken up by one 1x1 tile.\n     * @return The size of a 1x1 tile as an expression that can be evaluated via CSS calc().\n     */\n    /**\n     * Computes the amount of space a single 1x1 tile would take up (width or height).\n     * Used as a basis for other calculations.\n     * @param {?} sizePercent Percent of the total grid-list space that one 1x1 tile would take up.\n     * @param {?} gutterFraction Fraction of the gutter size taken up by one 1x1 tile.\n     * @return {?} The size of a 1x1 tile as an expression that can be evaluated via CSS calc().\n     */\n    TileStyler.prototype.getBaseTileSize = /**\n     * Computes the amount of space a single 1x1 tile would take up (width or height).\n     * Used as a basis for other calculations.\n     * @param {?} sizePercent Percent of the total grid-list space that one 1x1 tile would take up.\n     * @param {?} gutterFraction Fraction of the gutter size taken up by one 1x1 tile.\n     * @return {?} The size of a 1x1 tile as an expression that can be evaluated via CSS calc().\n     */\n    function (sizePercent, gutterFraction) {\n        // Take the base size percent (as would be if evenly dividing the size between cells),\n        // and then subtracting the size of one gutter. However, since there are no gutters on the\n        // edges, each tile only uses a fraction (gutterShare = numGutters / numCells) of the gutter\n        // size. (Imagine having one gutter per tile, and then breaking up the extra gutter on the\n        // edge evenly among the cells).\n        return \"(\" + sizePercent + \"% - (\" + this._gutterSize + \" * \" + gutterFraction + \"))\";\n    };\n    /**\n     * Gets The horizontal or vertical position of a tile, e.g., the 'top' or 'left' property value.\n     * @param offset Number of tiles that have already been rendered in the row/column.\n     * @param baseSize Base size of a 1x1 tile (as computed in getBaseTileSize).\n     * @return Position of the tile as a CSS calc() expression.\n     */\n    /**\n     * Gets The horizontal or vertical position of a tile, e.g., the 'top' or 'left' property value.\n     * @param {?} baseSize Base size of a 1x1 tile (as computed in getBaseTileSize).\n     * @param {?} offset Number of tiles that have already been rendered in the row/column.\n     * @return {?} Position of the tile as a CSS calc() expression.\n     */\n    TileStyler.prototype.getTilePosition = /**\n     * Gets The horizontal or vertical position of a tile, e.g., the 'top' or 'left' property value.\n     * @param {?} baseSize Base size of a 1x1 tile (as computed in getBaseTileSize).\n     * @param {?} offset Number of tiles that have already been rendered in the row/column.\n     * @return {?} Position of the tile as a CSS calc() expression.\n
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*/\n    function (baseSize, offset) {\n        // The position comes the size of a 1x1 tile plus gutter for each previous tile
in the\n        // row/column (offset).\n        return offset === 0 ? '0' : calc(\"(\" + baseSize + \" + \" + this._gutterSize
+ \") * \" + offset);\n    };\n    /**\n     * Gets the actual size of a tile, e.g., width or height, taking rowspan or colspan
into account.\n     * @param baseSize Base size of a 1x1 tile (as computed in getBaseTileSize).\n     * @param span
The tile's rowspan or colspan.\n     * @return Size of the tile as a CSS calc() expression.\n     */\n    /**\n     * Gets
the actual size of a tile, e.g., width or height, taking rowspan or colspan into account.\n     * @param {?} baseSize
Base size of a 1x1 tile (as computed in getBaseTileSize).\n     * @param {?} span The tile's rowspan or colspan.\n
* @return {?} Size of the tile as a CSS calc() expression.\n     */\n    TileStyler.prototype.getTileSize = /**\n     *
Gets the actual size of a tile, e.g., width or height, taking rowspan or colspan into account.\n     * @param {?}
baseSize Base size of a 1x1 tile (as computed in getBaseTileSize).\n     * @param {?} span The tile's rowspan or
colspan.\n     * @return {?} Size of the tile as a CSS calc() expression.\n     */\n    function (baseSize, span) {\n
return \"(\" + baseSize + \" * \" + span + \") + (\" + (span - 1) + \" * \" + this._gutterSize + \")\";\n    };\n    /**\n     *
Sets the style properties to be applied to a tile for the given row and column index.\n     * @param tile Tile to which
to apply the styling.\n     * @param rowIndex Index of the tile's row.\n     * @param colIndex Index of the tile's
column.\n     */\n    /**\n     * Sets the style properties to be applied to a tile for the given row and column index.\n
* @param {?} tile Tile to which to apply the styling.\n     * @param {?} rowIndex Index of the tile's row.\n     *
@param {?} colIndex Index of the tile's column.\n     * @return {?}\n     */\n    TileStyler.prototype.setStyle = /**\n
 * Sets the style properties to be applied to a tile for the given row and column index.\n     * @param {?} tile Tile to
which to apply the styling.\n     * @param {?} rowIndex Index of the tile's row.\n     * @param {?} colIndex Index
of the tile's column.\n     * @return {?}\n     */\n    function (tile, rowIndex, colIndex) {\n        // Percent of the
available horizontal space that one column takes up.\n        /** @type {?} */\n        var percentWidthPerTile = 100 /
this._cols;\n        // Fraction of the vertical gutter size that each column takes up.\n        // For example, if there are 5
columns, each column uses 4/5 = 0.8 times the gutter width.\n        /** @type {?} */\n        var
gutterWidthFractionPerTile = (this._cols - 1) / this._cols;\n        this.setColStyles(tile, colIndex,
percentWidthPerTile, gutterWidthFractionPerTile);\n        this.setRowStyles(tile, rowIndex, percentWidthPerTile,
gutterWidthFractionPerTile);\n    };\n    /** Sets the horizontal placement of the tile in the list. */\n    /**\n     * Sets
the horizontal placement of the tile in the list.\n     * @param {?} tile\n     * @param {?} colIndex\n     * @param
{?} percentWidth\n     * @param {?} gutterWidth\n     * @return {?}\n     */\n    TileStyler.prototype.setColStyles =
/**\n     * Sets the horizontal placement of the tile in the list.\n     * @param {?} tile\n     * @param {?} colIndex\n
* @param {?} percentWidth\n     * @param {?} gutterWidth\n     * @return {?}\n     */\n    function (tile, colIndex,
percentWidth, gutterWidth) {\n        // Base horizontal size of a column.\n        /** @type {?} */\n        var
baseTileWidth = this.getBaseTileSize(percentWidth, gutterWidth);\n        // The width and horizontal position of
each tile is always calculated the same way, but the\n        // height and vertical position depends on the rowMode.\n
    /** @type {?} */\n        var side = this._direction === 'rtl' ? 'right' : 'left';\n        tile._setStyle(side,
this.getTilePosition(baseTileWidth, colIndex));\n        tile._setStyle('width', calc(this.getTileSize(baseTileWidth,
tile.colspan)));\n    };\n    /**\n     * Calculates the total size taken up by gutters across one axis of a list.\n     */\n
/**\n     * Calculates the total size taken up by gutters across one axis of a list.\n     * @return {?}\n     */\n
TileStyler.prototype.getGutterSpan = /**\n     * Calculates the total size taken up by gutters across one axis of a
list.\n     * @return {?}\n     */\n    function () {\n        return this._gutterSize + \" * (\" + this._rowspan + \" - 1)\";\n
};\n    /**\n     * Calculates the total size taken up by tiles across one axis of a list.\n     * @param tileHeight Height
of the tile.\n     */\n    /**\n     * Calculates the total size taken up by tiles across one axis of a list.\n     * @param {?}
tileHeight Height of the tile.\n     * @return {?}\n     */\n    TileStyler.prototype.getTileSpan = /**\n     * Calculates
the total size taken up by tiles across one axis of a list.\n     * @param {?} tileHeight Height of the tile.\n     *
@return {?}\n     */\n    function (tileHeight) {\n        return this._rowspan + \" * \" + this.getTileSize(tileHeight,
1);\n    };\n    /**\n     * Calculates the computed height and returns the correct style property to set.\n     * This
method can be implemented by each type of TileStyler.\n     * @docs-private\n     */\n    /**\n     * Calculates the
computed height and returns the correct style property to set.\n     * This method can be implemented by each type
of TileStyler.\n     * \\@docs-private\n     * @return {?}\n     */\n    TileStyler.prototype.getComputedHeight = /**\n
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 * Calculates the computed height and returns the correct style property to set.\n     * This method can be
implemented by each type of TileStyler.\n     * \\@docs-private\n     * @return {?}\n     */\n    function () { return
null; };\n    return TileStyler;\n}());\n/**\n * This type of styler is instantiated when the user passes in a fixed row
height.\n * Example `<mat-grid-list cols=\"3\" rowHeight=\"100px\">`\n * \\@docs-private\n */\nvar /**\n * This
type of styler is instantiated when the user passes in a fixed row height.\n * Example `<mat-grid-list cols=\"3\"
rowHeight=\"100px\">`\n * \\@docs-private\n */\nFixedTileStyler = /** @class */ (function (_super) {\n
__extends(FixedTileStyler, _super);\n    function FixedTileStyler(fixedRowHeight) {\n        var _this =
_super.call(this) || this;\n        _this.fixedRowHeight = fixedRowHeight;\n        return _this;\n    }\n    /**\n     *
@param {?} gutterSize\n     * @param {?} tracker\n     * @param {?} cols\n     * @param {?} direction\n     *
@return {?}\n     */\n    FixedTileStyler.prototype.init = /**\n     * @param {?} gutterSize\n     * @param {?}
tracker\n     * @param {?} cols\n     * @param {?} direction\n     * @return {?}\n     */\n    function (gutterSize,
tracker, cols, direction) {\n        _super.prototype.init.call(this, gutterSize, tracker, cols, direction);\n
this.fixedRowHeight = normalizeUnits(this.fixedRowHeight);\n        if
(!cssCalcAllowedValue.test(this.fixedRowHeight)) {\n            throw Error(\"Invalid value \\\"\" +
this.fixedRowHeight + \"\\\" set as rowHeight.\");\n        }\n    };\n    /**\n     * @param {?} tile\n     * @param {?}
rowIndex\n     * @return {?}\n     */\n    FixedTileStyler.prototype.setRowStyles = /**\n     * @param {?} tile\n     *
@param {?} rowIndex\n     * @return {?}\n     */\n    function (tile, rowIndex) {\n        tile._setStyle('top',
this.getTilePosition(this.fixedRowHeight, rowIndex));\n        tile._setStyle('height',
calc(this.getTileSize(this.fixedRowHeight, tile.rowspan)));\n    };\n    /**\n     * @return {?}\n     */\n
FixedTileStyler.prototype.getComputedHeight = /**\n     * @return {?}\n     */\n    function () {\n        return [\n
  'height', calc(this.getTileSpan(this.fixedRowHeight) + \" + \" + this.getGutterSpan())\n        ];\n    };\n    /**\n     *
@param {?} list\n     * @return {?}\n     */\n    FixedTileStyler.prototype.reset = /**\n     * @param {?} list\n     *
@return {?}\n     */\n    function (list) {\n        list._setListStyle(['height', null]);\n        if (list._tiles) {\n
list._tiles.forEach(function (tile) {\n                tile._setStyle('top', null);\n                tile._setStyle('height', null);\n
  });\n        }\n    };\n    return FixedTileStyler;\n}(TileStyler));\n/**\n * This type of styler is instantiated when the
user passes in a width:height ratio\n * for the row height.  Example `<mat-grid-list cols=\"3\" rowHeight=\"3:1\">`\n
* \\@docs-private\n */\nvar /**\n * This type of styler is instantiated when the user passes in a width:height ratio\n *
for the row height.  Example `<mat-grid-list cols=\"3\" rowHeight=\"3:1\">`\n * \\@docs-private\n
*/\nRatioTileStyler = /** @class */ (function (_super) {\n    __extends(RatioTileStyler, _super);\n    function
RatioTileStyler(value) {\n        var _this = _super.call(this) || this;\n        _this._parseRatio(value);\n        return
_this;\n    }\n    /**\n     * @param {?} tile\n     * @param {?} rowIndex\n     * @param {?} percentWidth\n     *
@param {?} gutterWidth\n     * @return {?}\n     */\n    RatioTileStyler.prototype.setRowStyles = /**\n     *
@param {?} tile\n     * @param {?} rowIndex\n     * @param {?} percentWidth\n     * @param {?} gutterWidth\n
* @return {?}\n     */\n    function (tile, rowIndex, percentWidth, gutterWidth) {\n        /** @type {?} */\n        var
percentHeightPerTile = percentWidth / this.rowHeightRatio;\n        this.baseTileHeight =
this.getBaseTileSize(percentHeightPerTile, gutterWidth);\n        // Use padding-top and margin-top to maintain the
given aspect ratio, as\n        // a percentage-based value for these properties is applied versus the *width* of the\n
// containing block. See http://www.w3.org/TR/CSS2/box.html#margin-properties\n        tile._setStyle('marginTop',
this.getTilePosition(this.baseTileHeight, rowIndex));\n        tile._setStyle('paddingTop',
calc(this.getTileSize(this.baseTileHeight, tile.rowspan)));\n    };\n    /**\n     * @return {?}\n     */\n
RatioTileStyler.prototype.getComputedHeight = /**\n     * @return {?}\n     */\n    function () {\n        return [\n
  'paddingBottom', calc(this.getTileSpan(this.baseTileHeight) + \" + \" + this.getGutterSpan())\n        ];\n    };\n
/**\n     * @param {?} list\n     * @return {?}\n     */\n    RatioTileStyler.prototype.reset = /**\n     * @param {?}
list\n     * @return {?}\n     */\n    function (list) {\n        list._setListStyle(['paddingBottom', null]);\n
list._tiles.forEach(function (tile) {\n            tile._setStyle('marginTop', null);\n            tile._setStyle('paddingTop',
null);\n        });\n    };\n    /**\n     * @private\n     * @param {?} value\n     * @return {?}\n     */\n
RatioTileStyler.prototype._parseRatio = /**\n     * @private\n     * @param {?} value\n     * @return {?}\n     */\n
function (value) {\n        /** @type {?} */\n        var ratioParts = value.split(':');\n        if (ratioParts.length !== 2) {\n
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        throw Error(\"mat-grid-list: invalid ratio given for row-height: \\\"\" + value + \"\\\"\");\n        }\n
this.rowHeightRatio = parseFloat(ratioParts[0]) / parseFloat(ratioParts[1]);\n    };\n    return
RatioTileStyler;\n}(TileStyler));\n/**\n * This type of styler is instantiated when the user selects a \"fit\" row height
mode.\n * In other words, the row height will reflect the total height of the container divided\n * by the number of
rows.  Example `<mat-grid-list cols=\"3\" rowHeight=\"fit\">`\n *\n * \\@docs-private\n */\nvar /**\n * This type of
styler is instantiated when the user selects a \"fit\" row height mode.\n * In other words, the row height will reflect
the total height of the container divided\n * by the number of rows.  Example `<mat-grid-list cols=\"3\"
rowHeight=\"fit\">`\n *\n * \\@docs-private\n */\nFitTileStyler = /** @class */ (function (_super) {\n
__extends(FitTileStyler, _super);\n    function FitTileStyler() {\n        return _super !== null && _super.apply(this,
arguments) || this;\n    }\n    /**\n     * @param {?} tile\n     * @param {?} rowIndex\n     * @return {?}\n     */\n
FitTileStyler.prototype.setRowStyles = /**\n     * @param {?} tile\n     * @param {?} rowIndex\n     * @return
{?}\n     */\n    function (tile, rowIndex) {\n        // Percent of the available vertical space that one row takes up.\n
/** @type {?} */\n        var percentHeightPerTile = 100 / this._rowspan;\n        // Fraction of the horizontal gutter
size that each column takes up.\n        /** @type {?} */\n        var gutterHeightPerTile = (this._rows - 1) /
this._rows;\n        // Base vertical size of a column.\n        /** @type {?} */\n        var baseTileHeight =
this.getBaseTileSize(percentHeightPerTile, gutterHeightPerTile);\n        tile._setStyle('top',
this.getTilePosition(baseTileHeight, rowIndex));\n        tile._setStyle('height', calc(this.getTileSize(baseTileHeight,
tile.rowspan)));\n    };\n    /**\n     * @param {?} list\n     * @return {?}\n     */\n    FitTileStyler.prototype.reset =
/**\n     * @param {?} list\n     * @return {?}\n     */\n    function (list) {\n        if (list._tiles) {\n
list._tiles.forEach(function (tile) {\n                tile._setStyle('top', null);\n                tile._setStyle('height', null);\n
    });\n        }\n    };\n    return FitTileStyler;\n}(TileStyler));\n/**\n * Wraps a CSS string in a calc function\n *
@param {?} exp\n * @return {?}\n */\nfunction calc(exp) {\n    return \"calc(\" + exp + \")\";\n}\n/**\n * Appends
pixels to a CSS string if no units are given.\n * @param {?} value\n * @return {?}\n */\nfunction
normalizeUnits(value) {\n    return value.match(/([A-Za-z%]+)$/) ? value : value + \"px\";\n}\n\n/**\n *
@fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n//
TODO(kara): Conditional (responsive) column count / row size.\n// TODO(kara): Re-layout on window resize /
media change (debounced).\n// TODO(kara): gridTileHeader and gridTileFooter.\n/** @type {?} */\nvar
MAT_FIT_MODE = 'fit';\nvar MatGridList = /** @class */ (function () {\n    function MatGridList(_element, _dir)
{\n        this._element = _element;\n        this._dir = _dir;\n        /**\n         * The amount of space between tiles. This
will be something like '5px' or '2em'.\n         */\n        this._gutter = '1px';\n    }\n
Object.defineProperty(MatGridList.prototype, \"cols\", {\n        /** Amount of columns in the grid list. */\n        get:
/**\n         * Amount of columns in the grid list.\n         * @return {?}\n         */\n        function () { return this._cols;
},\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) {\n
this._cols = Math.max(1, Math.round(coerceNumberProperty(value)));\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatGridList.prototype, \"gutterSize\", {\n        /** Size of the
grid list's gutter in pixels. */\n        get: /**\n         * Size of the grid list's gutter in pixels.\n         * @return {?}\n
*/\n        function () { return this._gutter; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n
*/\n        function (value) { this._gutter = \"\" + (value == null ? '' : value); },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatGridList.prototype, \"rowHeight\", {\n        /** Set internal
representation of row height from the user-provided value. */\n        get: /**\n         * Set internal representation of
row height from the user-provided value.\n         * @return {?}\n         */\n        function () { return this._rowHeight;
},\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) {\n            /**
@type {?} */\n            var newValue = \"\" + (value == null ? '' : value);\n            if (newValue !== this._rowHeight)
{\n                this._rowHeight = newValue;\n                this._setTileStyler(this._rowHeight);\n            }\n        },\n
enumerable: true,\n        configurable: true\n    });\n    /**\n     * @return {?}\n     */\n
MatGridList.prototype.ngOnInit = /**\n     * @return {?}\n     */\n    function () {\n        this._checkCols();\n
this._checkRowHeight();\n    };\n    /**\n     * The layout calculation is fairly cheap if nothing changes, so there's
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little cost\n * to run it frequently.\n */\n /**\n * The layout calculation is fairly cheap if nothing changes, so there's little cost\n * to run it frequently.\n * @return {?}\n */\n MatGridList.prototype.ngAfterContentChecked = /**\n * The layout calculation is fairly cheap if nothing changes, so there's little cost\n * to run it frequently.\n * @return {?}\n */\n function () {\n this._layoutTiles();\n };\n /** Throw a friendly error if cols property is missing */\n /**\n * Throw a friendly error if cols property is missing\n * @private\n * @return {?}\n */\n MatGridList.prototype._checkCols = /**\n * Throw a friendly error if cols property is missing\n * @private\n * @return {?}\n */\n function () {\n if (!this.cols) {\n throw Error(\"mat-grid-list: must pass in number of columns. \" +\n \"Example: <mat-grid-list cols=\\\"3\\\">\");\n }\n };\n /** Default to equal width:height if rowHeight property is missing */\n /**\n * Default to equal width:height if rowHeight property is missing\n * @private\n * @return {?}\n */\n MatGridList.prototype._checkRowHeight = /**\n * Default to equal width:height if rowHeight property is missing\n * @private\n * @return {?}\n */\n function () {\n if (!this._rowHeight) {\n this._setTileStyler('1:1');\n }\n };\n /** Creates correct Tile Styler subtype based on rowHeight passed in by user */\n /**\n * Creates correct Tile Styler subtype based on rowHeight passed in by user\n * @private\n * @param {?} rowHeight\n * @return {?}\n */\n MatGridList.prototype._setTileStyler = /**\n * Creates correct Tile Styler subtype based on rowHeight passed in by user\n * @private\n * @param {?} rowHeight\n * @return {?}\n */\n function (rowHeight) {\n if (this._tileStyler) {\n this._tileStyler.reset(this);\n }\n if (rowHeight === MAT_FIT_MODE) {\n this._tileStyler = new FitTileStyler();\n }\n else if (rowHeight && rowHeight.indexOf(':') > -1) {\n this._tileStyler = new RatioTileStyler(rowHeight);\n }\n else {\n this._tileStyler = new FixedTileStyler(rowHeight);\n }\n };\n /** Computes and applies the size and position for all children grid tiles. */\n /**\n * Computes and applies the size and position for all children grid tiles.\n * @private\n * @return {?}\n */\n MatGridList.prototype._layoutTiles = /**\n * Computes and applies the size and position for all children grid tiles.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._tileCoordinator) {\n this._tileCoordinator = new TileCoordinator();\n }\n /** @type {?} */\n var tracker = this._tileCoordinator;\n /** @type {?} */\n var tiles = this._tiles.filter(function (tile) { return !tile._gridList || tile._gridList === _this; });\n /** @type {?} */\n var direction = this._dir ? this._dir.value : 'ltr';\n this._tileCoordinator.update(this.cols, tiles);\n this._tileStyler.init(this.gutterSize, tracker, this.cols, direction);\n tiles.forEach(function (tile, index) {\n /** @type {?} */\n var pos = tracker.positions[index];\n _this._tileStyler.setStyle(tile, pos.row, pos.col);\n });\n this._setListStyle(this._tileStyler.getComputedHeight());\n };\n /** Sets style on the main grid-list element, given the style name and value. */\n /**\n * Sets style on the main grid-list element, given the style name and value.\n * @param {?} style\n * @return {?}\n */\n MatGridList.prototype._setListStyle = /**\n * Sets style on the main grid-list element, given the style name and value.\n * @param {?} style\n * @return {?}\n */\n function (style) {\n if (style) {\n ((/** @type {?} */ (this._element.nativeElement.style)))[style[0]] = style[1];\n }\n };\n MatGridList.decorators = [\n { type: Component, args: [{selector: 'mat-grid-list',\n exportAs: 'matGridList',\n template: \" <ng-content></ng-content> \",\n styles: [\".mat-grid-list{display:block;position:relative}.mat-grid-tile{display:block;position:absolute;overflow:hidden}.mat-grid-tile .mat-figure{top:0;left:0;right:0;bottom:0;position:absolute;display:flex;align-items:center;justify-content:center;height:100%;padding:0;margin:0}.mat-grid-tile .mat-grid-tile-footer,.mat-grid-tile .mat-grid-tile-header{display:flex;align-items:center;height:48px;color:#fff;background:rgba(0,0,0,.38);overflow:hidden;padding:0 16px;position:absolute;left:0;right:0}.mat-grid-tile .mat-grid-tile-footer>*,.mat-grid-tile .mat-grid-tile-header>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-grid-tile .mat-grid-tile-footer.mat-2-line,.mat-grid-tile .mat-grid-tile-header.mat-2-line{height:68px}.mat-grid-tile .mat-grid-list-text{display:flex;flex-direction:column;width:100%;box-sizing:border-box;overflow:hidden}.mat-grid-tile .mat-grid-list-text>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-grid-tile .mat-grid-list-

text:empty{display:none}.mat-grid-tile .mat-grid-tile-header{top:0}.mat-grid-tile .mat-grid-tile-footer{bottom:0}.mat-grid-tile .mat-grid-avatar{padding-right:16px}[dir=rtl] .mat-grid-tile .mat-grid-avatar{padding-right:0;padding-left:16px}.mat-grid-tile .mat-grid-avatar:empty{display:none}\"],\n host: {\n 'class': 'mat-grid-list',\n },\n providers: [{\n provide: MAT_GRID_LIST,\n useExisting: MatGridList\n }],\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatGridList.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Directionality, decorators: [{ type: Optional }] }\n]; };\n MatGridList.propDecorators = {\n _tiles: [{ type: ContentChildren, args: [MatGridTile, { descendants: true },] }],\n cols: [{ type: Input }],\n gutterSize: [{ type: Input }],\n rowHeight: [{ type: Input }]\n };\n return MatGridList;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatGridListModule = /** @class */ (function () {\n function MatGridListModule() {\n }\n MatGridListModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatLineModule, MatCommonModule],\n exports: [\n MatGridList,\n MatGridTile,\n MatGridTileText,\n MatLineModule,\n MatCommonModule,\n MatGridTileHeaderCssMatStyler,\n MatGridTileFooterCssMatStyler,\n MatGridAvatarCssMatStyler\n],\n declarations: [\n MatGridList,\n MatGridTile,\n MatGridTileText,\n MatGridTileHeaderCssMatStyler,\n MatGridTileFooterCssMatStyler,\n MatGridAvatarCssMatStyler\n],\n },] },\n];\n return MatGridListModule;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatGridListModule, MatGridList, MatGridTile, MatGridTileText, MatGridAvatarCssMatStyler, MatGridTileHeaderCssMatStyler, MatGridTileFooterCssMatStyler, MAT_GRID_LIST as a8 };\n//# sourceMappingURL=grid-list.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { DOCUMENT } from '@angular/common';\nimport { HttpClient } from '@angular/common/http';\nimport { Inject, Injectable, Optional, SecurityContext, SkipSelf, NgModule, Attribute, ChangeDetectionStrategy, Component, ElementRef, Input, ViewEncapsulation, InjectionToken, inject, defineInjectable } from '@angular/core';\nimport { DomSanitizer } from '@angular/platform-browser';\nimport { forkJoin, of, throwError } from 'rxjs';\nimport { catchError, finalize, map, share, tap, take } from 'rxjs/operators';\nimport { __extends } from 'tslib';\nimport { mixinColor, MatCommonModule } from '@angular/material/core';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Returns an exception to be thrown in the case when attempting to\n * load an icon with a name that cannot be found.\n * \\@docs-private\n * @param {?} iconName\n * @return {?}\n */\nfunction getMatIconNameNotFoundError(iconName) {\n return Error(\"Unable to find icon with the name \\\"\" + iconName + \"\\\"\");\n}\n/**\n * Returns an exception to be thrown when the consumer attempts to use\n * `<mat-icon>` without including \\@angular/http.\n * \\@docs-private\n * @return {?}\n */\nfunction getMatIconNoHttpProviderError() {\n return Error('Could not find HttpClient provider for use with Angular Material icons. ' +\n 'Please include the HttpClientModule from @angular/common/http in your ' +\n 'app imports.');\n}\n/**\n * Returns an exception to be thrown when a URL couldn't be sanitized.\n * \\@docs-private\n * @param {?} url URL that was attempted to be sanitized.\n * @return {?}\n */\nfunction getMatIconFailedToSanitizeUrlError(url) {\n return Error(\"The URL provided to MatIconRegistry was not trusted as a resource URL \" +\n (\"via Angular's DomSanitizer. Attempted URL was \\\"\" + url + \"\\\".\"));\n}\n/**\n * Returns an exception to be thrown when a HTML string couldn't be sanitized.\n * \\@docs-

private\n * @param {?} literal HTML that was attempted to be sanitized.\n * @return {?}\n */\nfunction getMatIconFailedToSanitizeLiteralError(literal) {\n return Error(\"The literal provided to MatIconRegistry was not trusted as safe HTML by \" +\n (\"Angular's DomSanitizer. Attempted literal was \\\"\" + literal + \"\\\".\"));\n}\n/**\n * Configuration for an icon, including the URL and possibly the cached SVG element.\n * \\@docs-private\n */\nvar /**\n * Configuration for an icon, including the URL and possibly the cached SVG element.\n * \\@docs-private\n */\nSvgIconConfig = /** @class */ (function () {\n function SvgIconConfig(data) {\n // Note that we can't use `instanceof SVGElement` here,\n // because it'll break during server-side rendering.\n if (!!((/** @type {?} */ (data))).nodeName) {\n this.svgElement = (/** @type {?} */ (data));\n }\n else {\n this.url = (/** @type {?} */ (data));\n }\n }\n return SvgIconConfig;\n}());\n/**\n * Service to register and display icons used by the `<mat-icon>` component.\n * - Registers icon URLs by namespace and name.\n * - Registers icon set URLs by namespace.\n * - Registers aliases for CSS classes, for use with icon fonts.\n * - Loads icons from URLs and extracts individual icons from icon sets.\n */\nvar MatIconRegistry = /** @class */ (function () {\n function MatIconRegistry(_httpClient, _sanitizer, document) {\n this._httpClient = _httpClient;\n this._sanitizer = _sanitizer;\n /**\n * URLs and cached SVG elements for individual icons. Keys are of the format \"[namespace]:[icon]\".\n */\n this._svgIconConfigs = new Map();\n /**\n * SvgIconConfig objects and cached SVG elements for icon sets, keyed by namespace.\n * Multiple icon sets can be registered under the same namespace.\n */\n this._iconSetConfigs = new Map();\n /**\n * Cache for icons loaded by direct URLs.\n */\n this._cachedIconsByUrl = new Map();\n /**\n * In-progress icon fetches. Used to coalesce multiple requests to the same URL.\n */\n this._inProgressUrlFetches = new Map();\n /**\n * Map from font identifiers to their CSS class names. Used for icon fonts.\n */\n this._fontCssClassesByAlias = new Map();\n /**\n * The CSS class to apply when an `<mat-icon>` component has no icon name, url, or font specified.\n * The default 'material-icons' value assumes that the material icon font has been loaded as\n * described at http://google.github.io/material-design-icons/#icon-font-for-the-web\n */\n this._defaultFontSetClass = 'material-icons';\n this._document = document;\n }\n /**\n * Registers an icon by URL in the default namespace.\n * @param iconName Name under which the icon should be registered.\n * @param url\n */\n /**\n * Registers an icon by URL in the default namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} iconName Name under which the icon should be registered.\n * @param {?} url\n * @return {THIS}\n */\n MatIconRegistry.prototype.addSvgIcon = /**\n * Registers an icon by URL in the default namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} iconName Name under which the icon should be registered.\n * @param {?} url\n * @return {THIS}\n */\n function (iconName, url) {\n return (/** @type {?} */ (this)).addSvgIconInNamespace('', iconName, url);\n };\n /**\n * Registers an icon using an HTML string in the default namespace.\n * @param iconName Name under which the icon should be registered.\n * @param literal SVG source of the icon.\n */\n /**\n * Registers an icon using an HTML string in the default namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} iconName Name under which the icon should be registered.\n * @param {?} literal SVG source of the icon.\n * @return {THIS}\n */\n MatIconRegistry.prototype.addSvgIconLiteral = /**\n * Registers an icon using an HTML string in the default namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} iconName Name under which the icon should be registered.\n * @param {?} literal SVG source of the icon.\n * @return {THIS}\n */\n function (iconName, literal) {\n return (/** @type {?} */ (this)).addSvgIconLiteralInNamespace('', iconName, literal);\n };\n /**\n * Registers an icon by URL in the specified namespace.\n * @param namespace Namespace in which the icon should be registered.\n * @param iconName Name under which the icon should be registered.\n * @param url\n */\n /**\n * Registers an icon by URL in the specified namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which the icon should be registered.\n * @param {?} iconName Name under which the icon should be registered.\n * @param {?} url\n * @return {THIS}\n */\n MatIconRegistry.prototype.addSvgIconInNamespace = /**\n * Registers an icon by URL in the specified namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which the

icon should be registered.\n * @param {?} iconName Name under which the icon should be registered.\n * @param {?} url\n * @return {THIS}\n */\n function (namespace, iconName, url) {\n return (/** @type {?} */ (this))._addSvgIconConfig(namespace, iconName, new SvgIconConfig(url));\n };\n /**\n * Registers an icon using an HTML string in the specified namespace.\n * @param namespace Namespace in which the icon should be registered.\n * @param iconName Name under which the icon should be registered.\n * @param literal SVG source of the icon.\n */\n /**\n * Registers an icon using an HTML string in the specified namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which the icon should be registered.\n * @param {?} iconName Name under which the icon should be registered.\n * @param {?} literal SVG source of the icon.\n * @return {THIS}\n */\n MatIconRegistry.prototype.addSvgIconLiteralInNamespace = /**\n * Registers an icon using an HTML string in the specified namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which the icon should be registered.\n * @param {?} iconName Name under which the icon should be registered.\n * @param {?} literal SVG source of the icon.\n * @return {THIS}\n */\n function (namespace, iconName, literal) {\n /** @type {?} */\n var sanitizedLiteral = (/** @type {?} */ (this))._sanitizer.sanitize(SecurityContext.HTML, literal);\n if (!sanitizedLiteral) {\n throw getMatIconFailedToSanitizeLiteralError(literal);\n }\n /** @type {?} */\n var svgElement = (/** @type {?} */ (this))._createSvgElementForSingleIcon(sanitizedLiteral);\n return (/** @type {?} */ (this))._addSvgIconConfig(namespace, iconName, new SvgIconConfig(svgElement));\n };\n /**\n * Registers an icon set by URL in the default namespace.\n * @param url\n */\n /**\n * Registers an icon set by URL in the default namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} url\n * @return {THIS}\n */\n MatIconRegistry.prototype.addSvgIconSet = /**\n * Registers an icon set by URL in the default namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} url\n * @return {THIS}\n */\n function (url) {\n return (/** @type {?} */ (this)).addSvgIconSetInNamespace('', url);\n };\n /**\n * Registers an icon set using an HTML string in the default namespace.\n * @param literal SVG source of the icon set.\n */\n /**\n * Registers an icon set using an HTML string in the default namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} literal SVG source of the icon set.\n * @return {THIS}\n */\n MatIconRegistry.prototype.addSvgIconSetLiteral = /**\n * Registers an icon set using an HTML string in the default namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} literal SVG source of the icon set.\n * @return {THIS}\n */\n function (literal) {\n return (/** @type {?} */ (this)).addSvgIconSetLiteralInNamespace('', literal);\n };\n /**\n * Registers an icon set by URL in the specified namespace.\n * @param namespace Namespace in which to register the icon set.\n * @param url\n */\n /**\n * Registers an icon set by URL in the specified namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which to register the icon set.\n * @param {?} url\n * @return {THIS}\n */\n MatIconRegistry.prototype.addSvgIconSetInNamespace = /**\n * Registers an icon set by URL in the specified namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which to register the icon set.\n * @param {?} url\n * @return {THIS}\n */\n function (namespace, url) {\n return (/** @type {?} */ (this))._addSvgIconSetConfig(namespace, new SvgIconConfig(url));\n };\n /**\n * Registers an icon set using an HTML string in the specified namespace.\n * @param namespace Namespace in which to register the icon set.\n * @param literal SVG source of the icon set.\n */\n /**\n * Registers an icon set using an HTML string in the specified namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which to register the icon set.\n * @param {?} literal SVG source of the icon set.\n * @return {THIS}\n */\n MatIconRegistry.prototype.addSvgIconSetLiteralInNamespace = /**\n * Registers an icon set using an HTML string in the specified namespace.\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which to register the icon set.\n * @param {?} literal SVG source of the icon set.\n * @return {THIS}\n */\n function (namespace, literal) {\n /** @type {?} */\n var sanitizedLiteral = (/** @type {?} */ (this))._sanitizer.sanitize(SecurityContext.HTML, literal);\n if (!sanitizedLiteral) {\n throw getMatIconFailedToSanitizeLiteralError(literal);\n }\n /** @type {?} */\n var svgElement = (/**

@type {?} */ (this))._svgElementFromString(sanitizedLiteral);\n return (/** @type {?} */ (this))._addSvgIconSetConfig(namespace, new SvgIconConfig(svgElement));\n };\n /**\n * Defines an alias for a CSS class name to be used for icon fonts. Creating an matIcon\n * component with the alias as the fontSet input will cause the class name to be applied\n * to the `<mat-icon>` element.\n *\n * @param alias Alias for the font.\n * @param className Class name override to be used instead of the alias.\n */\n /**\n * Defines an alias for a CSS class name to be used for icon fonts. Creating an matIcon\n * component with the alias as the fontSet input will cause the class name to be applied\n * to the `<mat-icon>` element.\n *\n * @template THIS\n * @this {THIS}\n * @param {?} alias Alias for the font.\n * @param {?=} className Class name override to be used instead of the alias.\n * @return {THIS}\n */\n MatIconRegistry.prototype.registerFontClassAlias = /**\n * Defines an alias for a CSS class name to be used for icon fonts. Creating an matIcon\n * component with the alias as the fontSet input will cause the class name to be applied\n * to the `<mat-icon>` element.\n *\n * @template THIS\n * @this {THIS}\n * @param {?} alias Alias for the font.\n * @param {?=} className Class name override to be used instead of the alias.\n * @return {THIS}\n */\n function (alias, className) {\n if (className === void 0) { className = alias; }\n (/** @type {?} */ (this))._fontCssClassesByAlias.set(alias, className);\n return (/** @type {?} */ (this));\n };\n /**\n * Returns the CSS class name associated with the alias by a previous call to\n * registerFontClassAlias. If no CSS class has been associated, returns the alias unmodified.\n */\n /**\n * Returns the CSS class name associated with the alias by a previous call to\n * registerFontClassAlias. If no CSS class has been associated, returns the alias unmodified.\n * @param {?} alias\n * @return {?}\n */\n MatIconRegistry.prototype.classNameForFontAlias = /**\n * Returns the CSS class name associated with the alias by a previous call to\n * registerFontClassAlias. If no CSS class has been associated, returns the alias unmodified.\n * @param {?} alias\n * @return {?}\n */\n function (alias) {\n return this._fontCssClassesByAlias.get(alias) || alias;\n };\n /**\n * Sets the CSS class name to be used for icon fonts when an `<mat-icon>` component does not\n * have a fontSet input value, and is not loading an icon by name or URL.\n *\n * @param className\n */\n /**\n * Sets the CSS class name to be used for icon fonts when an `<mat-icon>` component does not\n * have a fontSet input value, and is not loading an icon by name or URL.\n *\n * @template THIS\n * @this {THIS}\n * @param {?} className\n * @return {THIS}\n */\n MatIconRegistry.prototype.setDefaultFontSetClass = /**\n * Sets the CSS class name to be used for icon fonts when an `<mat-icon>` component does not\n * have a fontSet input value, and is not loading an icon by name or URL.\n *\n * @template THIS\n * @this {THIS}\n * @param {?} className\n * @return {THIS}\n */\n function (className) {\n (/** @type {?} */ (this))._defaultFontSetClass = className;\n return (/** @type {?} */ (this));\n };\n /**\n * Returns the CSS class name to be used for icon fonts when an `<mat-icon>` component does not\n * have a fontSet input value, and is not loading an icon by name or URL.\n */\n /**\n * Returns the CSS class name to be used for icon fonts when an `<mat-icon>` component does not\n * have a fontSet input value, and is not loading an icon by name or URL.\n * @return {?}\n */\n MatIconRegistry.prototype.getDefaultFontSetClass = /**\n * Returns the CSS class name to be used for icon fonts when an `<mat-icon>` component does not\n * have a fontSet input value, and is not loading an icon by name or URL.\n * @return {?}\n */\n function () {\n return this._defaultFontSetClass;\n };\n /**\n * Returns an Observable that produces the icon (as an `<svg>` DOM element) from the given URL.\n * The response from the URL may be cached so this will not always cause an HTTP request, but\n * the produced element will always be a new copy of the originally fetched icon. (That is,\n * it will not contain any modifications made to elements previously returned).\n *\n * @param safeUrl URL from which to fetch the SVG icon.\n */\n /**\n * Returns an Observable that produces the icon (as an `<svg>` DOM element) from the given URL.\n * The response from the URL may be cached so this will not always cause an HTTP request, but\n * the produced element will always be a new copy of the originally fetched icon. (That is,\n * it will not contain any modifications made to elements previously returned).\n *\n * @param {?} safeUrl URL from which to fetch the SVG icon.\n * @return {?}\n */\n MatIconRegistry.prototype.getSvgIconFromUrl = /**\n * Returns an Observable that produces the icon (as an `<svg>` DOM element) from the given URL.\n * The

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response from the URL may be cached so this will not always cause an HTTP request, but\n     * the produced
element will always be a new copy of the originally fetched icon. (That is,\n     * it will not contain any
modifications made to elements previously returned).\n     *\n     * @param {?} safeUrl URL from which to fetch
the SVG icon.\n     * @return {?}\n     */\n    function (safeUrl) {\n        var _this = this;\n        /** @type {?} */\n
 var url = this._sanitizer.sanitize(SecurityContext.RESOURCE_URL, safeUrl);\n        if (!url) {\n            throw
getMatIconFailedToSanitizeUrlError(safeUrl);\n        }\n        /** @type {?} */\n        var cachedIcon =
this._cachedIconsByUrl.get(url);\n        if (cachedIcon) {\n            return of(cloneSvg(cachedIcon));\n        }\n
return this._loadSvgIconFromConfig(new SvgIconConfig(safeUrl)).pipe(tap(function (svg) { return
_this._cachedIconsByUrl.set((/** @type {?} */ (url)), svg); }), map(function (svg) { return cloneSvg(svg); }));\n
};\n    /**\n     * Returns an Observable that produces the icon (as an `<svg>` DOM element) with the given name\n
 * and namespace. The icon must have been previously registered with addIcon or addIconSet;\n     * if not, the
Observable will throw an error.\n     *\n     * @param name Name of the icon to be retrieved.\n     * @param
namespace Namespace in which to look for the icon.\n     */\n    /**\n     * Returns an Observable that produces the
icon (as an `<svg>` DOM element) with the given name\n     * and namespace. The icon must have been previously
registered with addIcon or addIconSet;\n     * if not, the Observable will throw an error.\n     *\n     * @param {?}
name Name of the icon to be retrieved.\n     * @param {?=} namespace Namespace in which to look for the icon.\n
 * @return {?}\n     */\n    MatIconRegistry.prototype.getNamedSvgIcon = /**\n     * Returns an Observable that
produces the icon (as an `<svg>` DOM element) with the given name\n     * and namespace. The icon must have
been previously registered with addIcon or addIconSet;\n     * if not, the Observable will throw an error.\n     *\n     *
@param {?} name Name of the icon to be retrieved.\n     * @param {?=} namespace Namespace in which to look
for the icon.\n     * @return {?}\n     */\n    function (name, namespace) {\n        if (namespace === void 0) {
namespace = ''; }\n        // Return (copy of) cached icon if possible.\n        /** @type {?} */\n        var key =
iconKey(namespace, name);\n        /** @type {?} */\n        var config = this._svgIconConfigs.get(key);\n        if
(config) {\n            return this._getSvgFromConfig(config);\n        }\n        // See if we have any icon sets registered
for the namespace.\n        /** @type {?} */\n        var iconSetConfigs = this._iconSetConfigs.get(namespace);\n
if (iconSetConfigs) {\n            return this._getSvgFromIconSetConfigs(name, iconSetConfigs);\n        }\n        return
throwError(getMatIconNameNotFoundError(key));\n    };\n    /**\n     * Returns the cached icon for a
SvgIconConfig if available, or fetches it from its URL if not.\n     */\n    /**\n     * Returns the cached icon for a
SvgIconConfig if available, or fetches it from its URL if not.\n     * @private\n     * @param {?} config\n     *
@return {?}\n     */\n    MatIconRegistry.prototype._getSvgFromConfig = /**\n     * Returns the cached icon for a
SvgIconConfig if available, or fetches it from its URL if not.\n     * @private\n     * @param {?} config\n     *
@return {?}\n     */\n    function (config) {\n        if (config.svgElement) {\n            // We already have the SVG
element for this icon, return a copy.\n            return of(cloneSvg(config.svgElement));\n        }\n        else {\n
// Fetch the icon from the config's URL, cache it, and return a copy.\n            return
this._loadSvgIconFromConfig(config).pipe(tap(function (svg) { return config.svgElement = svg; }), map(function
(svg) { return cloneSvg(svg); }));\n        }\n    };\n    /**\n     * Attempts to find an icon with the specified name in
any of the SVG icon sets.\n     * First searches the available cached icons for a nested element with a matching
name, and\n     * if found copies the element to a new `<svg>` element. If not found, fetches all icon sets\n     * that
have not been cached, and searches again after all fetches are completed.\n     * The returned Observable produces
the SVG element if possible, and throws\n     * an error if no icon with the specified name can be found.\n     */\n
/**\n     * Attempts to find an icon with the specified name in any of the SVG icon sets.\n     * First searches the
available cached icons for a nested element with a matching name, and\n     * if found copies the element to a new
`<svg>` element. If not found, fetches all icon sets\n     * that have not been cached, and searches again after all
fetches are completed.\n     * The returned Observable produces the SVG element if possible, and throws\n     * an
error if no icon with the specified name can be found.\n     * @private\n     * @param {?} name\n     * @param {?}
iconSetConfigs\n     * @return {?}\n     */\n    MatIconRegistry.prototype._getSvgFromIconSetConfigs = /**\n     *
Attempts to find an icon with the specified name in any of the SVG icon sets.\n     * First searches the available
cached icons for a nested element with a matching name, and\n     * if found copies the element to a new `<svg>`
```

element. If not found, fetches all icon sets\n * that have not been cached, and searches again after all fetches are completed.\n * The returned Observable produces the SVG element if possible, and throws\n * an error if no icon with the specified name can be found.\n * @private\n * @param {?} name\n * @param {?} iconSetConfigs\n * @return {?}\n */\n function (name, iconSetConfigs) {\n var _this = this;\n // For all the icon set SVG elements we've fetched, see if any contain an icon with the\n // requested name.\n /** @type {?} */\n var namedIcon = this._extractIconWithNameFromAnySet(name, iconSetConfigs);\n if (namedIcon) {\n // We could cache namedIcon in _svgIconConfigs, but since we have to make a copy every\n // time anyway, there's probably not much advantage compared to just always extracting\n // it from the icon set.\n return of(namedIcon);\n }\n // Not found in any cached icon sets. If there are icon sets with URLs that we haven't\n // fetched, fetch them now and look for iconName in the results.\n /** @type {?} */\n var iconSetFetchRequests = iconSetConfigs\n .filter(function (iconSetConfig) { return !iconSetConfig.svgElement; })\n .map(function (iconSetConfig) {\n return _this._loadSvgIconSetFromConfig(iconSetConfig).pipe(catchError(function (err) {\n /** @type {?} */\n var url = _this._sanitizer.sanitize(SecurityContext.RESOURCE_URL, iconSetConfig.url);\n // Swallow errors fetching individual URLs so the\n // combined Observable won't necessarily fail.\n console.error(\"Loading icon set URL: \" + url + \" failed: \" + err.message);\n return of(null);\n }));\n });\n // Fetch all the icon set URLs. When the requests complete, every IconSet should have a\n // cached SVG element (unless the request failed), and we can check again for the icon.\n return forkJoin(iconSetFetchRequests).pipe(map(function () {\n /** @type {?} */\n var foundIcon = _this._extractIconWithNameFromAnySet(name, iconSetConfigs);\n if (!foundIcon) {\n throw getMatIconNameNotFoundError(name);\n }\n return foundIcon;\n }));\n };\n /**\n * Searches the cached SVG elements for the given icon sets for a nested icon element whose \"id\"\n * tag matches the specified name. If found, copies the nested element to a new SVG element and\n * returns it. Returns null if no matching element is found.\n */\n /**\n * Searches the cached SVG elements for the given icon sets for a nested icon element whose \"id\"\n * tag matches the specified name. If found, copies the nested element to a new SVG element and\n * returns it. Returns null if no matching element is found.\n * @private\n * @param {?} iconName\n * @param {?} iconSetConfigs\n * @return {?}\n */\n MatIconRegistry.prototype._extractIconWithNameFromAnySet = /**\n * Searches the cached SVG elements for the given icon sets for a nested icon element whose \"id\"\n * tag matches the specified name. If found, copies the nested element to a new SVG element and\n * returns it. Returns null if no matching element is found.\n * @private\n * @param {?} iconName\n * @param {?} iconSetConfigs\n * @return {?}\n */\n function (iconName, iconSetConfigs) {\n // Iterate backwards, so icon sets added later have precedence.\n for (var i = iconSetConfigs.length - 1; i >= 0; i--) {\n /** @type {?} */\n var config = iconSetConfigs[i];\n if (config.svgElement) {\n /** @type {?} */\n var foundIcon = this._extractSvgIconFromSet(config.svgElement, iconName);\n if (foundIcon) {\n return foundIcon;\n }\n }\n }\n return null;\n };\n /**\n * Loads the content of the icon URL specified in the SvgIconConfig and creates an SVG element\n * from it.\n */\n /**\n * Loads the content of the icon URL specified in the SvgIconConfig and creates an SVG element\n * from it.\n * @private\n * @param {?} config\n * @return {?}\n */\n MatIconRegistry.prototype._loadSvgIconFromConfig = /**\n * Loads the content of the icon URL specified in the SvgIconConfig and creates an SVG element\n * from it.\n * @private\n * @param {?} config\n * @return {?}\n */\n function (config) {\n var _this = this;\n return this._fetchUrl(config.url)\n .pipe(map(function (svgText) { return _this._createSvgElementForSingleIcon(svgText); }));\n };\n /**\n * Loads the content of the icon set URL specified in the SvgIconConfig and creates an SVG element\n * from it.\n */\n /**\n * Loads the content of the icon set URL specified in the SvgIconConfig and creates an SVG element\n * from it.\n * @private\n * @param {?} config\n * @return {?}\n */\n MatIconRegistry.prototype._loadSvgIconSetFromConfig = /**\n * Loads the content of the icon set URL specified in the SvgIconConfig and creates an SVG element\n * from it.\n * @private\n * @param {?} config\n * @return {?}\n */\n function (config) {\n var _this =

this;\n // If the SVG for this icon set has already been parsed, do nothing.\n if (config.svgElement) {\n return of(config.svgElement);\n }\n return this._fetchUrl(config.url).pipe(map(function (svgText) {\n // It is possible that the icon set was parsed and cached by an earlier request, so parsing\n // only needs to occur if the cache is yet unset.\n if (!config.svgElement) {\n config.svgElement = _this._svgElementFromString(svgText);\n }\n return config.svgElement;\n }));\n };\n /**\n * Creates a DOM element from the given SVG string, and adds default attributes.\n */\n /**\n * Creates a DOM element from the given SVG string, and adds default attributes.\n * @private\n * @param {?} responseText\n * @return {?}\n */\n MatIconRegistry.prototype._createSvgElementForSingleIcon = /**\n * Creates a DOM element from the given SVG string, and adds default attributes.\n * @private\n * @param {?} responseText\n * @return {?}\n */\n function (responseText) {\n /** @type {?} */\n var svg = this._svgElementFromString(responseText);\n this._setSvgAttributes(svg);\n return svg;\n };\n /**\n * Searches the cached element of the given SvgIconConfig for a nested icon element whose \"id\"\n * tag matches the specified name. If found, copies the nested element to a new SVG element and\n * returns it. Returns null if no matching element is found.\n */\n /**\n * Searches the cached element of the given SvgIconConfig for a nested icon element whose \"id\"\n * tag matches the specified name. If found, copies the nested element to a new SVG element and\n * returns it. Returns null if no matching element is found.\n * @private\n * @param {?} iconSet\n * @param {?} iconName\n * @return {?}\n */\n MatIconRegistry.prototype._extractSvgIconFromSet = /**\n * Searches the cached element of the given SvgIconConfig for a nested icon element whose \"id\"\n * tag matches the specified name. If found, copies the nested element to a new SVG element and\n * returns it. Returns null if no matching element is found.\n * @private\n * @param {?} iconSet\n * @param {?} iconName\n * @return {?}\n */\n function (iconSet, iconName) {\n /** @type {?} */\n var iconSource = iconSet.querySelector('#' + iconName);\n if (!iconSource) {\n return null;\n }\n // Clone the element and remove the ID to prevent multiple elements from being added\n // to the page with the same ID.\n /** @type {?} */\n var iconElement = (/** @type {?} */ (iconSource.cloneNode(true)));\n iconElement.removeAttribute('id');\n // If the icon node is itself an <svg> node, clone and return it directly. If not, set it as\n // the content of a new <svg> node.\n if (iconElement.nodeName.toLowerCase() === 'svg') {\n return this._setSvgAttributes((/** @type {?} */ (iconElement)));\n }\n // If the node is a <symbol>, it won't be rendered so we have to convert it into <svg>. Note\n // that the same could be achieved by referring to it via <use href=\"#id\">, however the <use>\n // tag is problematic on Firefox, because it needs to include the current page path.\n if (iconElement.nodeName.toLowerCase() === 'symbol') {\n return this._setSvgAttributes(this._toSvgElement(iconElement));\n }\n // createElement('SVG') doesn't work as expected; the DOM ends up with\n // the correct nodes, but the SVG content doesn't render. Instead we\n // have to create an empty SVG node using innerHTML and append its content.\n // Elements created using DOMParser.parseFromString have the same problem.\n // http://stackoverflow.com/questions/23003278/svg-innerhtml-in-firefox-can-not-display\n /** @type {?} */\n var svg = this._svgElementFromString('<svg></svg>');\n // Clone the node so we don't remove it from the parent icon set element.\n svg.appendChild(iconElement);\n return this._setSvgAttributes(svg);\n };\n /**\n * Creates a DOM element from the given SVG string.\n */\n /**\n * Creates a DOM element from the given SVG string.\n * @private\n * @param {?} str\n * @return {?}\n */\n MatIconRegistry.prototype._svgElementFromString = /**\n * Creates a DOM element from the given SVG string.\n * @private\n * @param {?} str\n * @return {?}\n */\n function (str) {\n /** @type {?} */\n var div = this._document.createElement('DIV');\n div.innerHTML = str;\n /** @type {?} */\n var svg = (/** @type {?} */ (div.querySelector('svg')));\n if (!svg) {\n throw Error('<svg> tag not found');\n }\n return svg;\n };\n /**\n * Converts an element into an SVG node by cloning all of its children.\n */\n /**\n * Converts an element into an SVG node by cloning all of its children.\n * @private\n * @param {?} element\n * @return {?}\n */\n MatIconRegistry.prototype._toSvgElement = /**\n * Converts an element into an SVG node by cloning all of its children.\n * @private\n * @param {?}

element\n * @return {?}\n */\n function (element) {\n /** @type {?} */\n var svg = this._svgElementFromString('<svg></svg>');\n for (var i = 0; i < element.childNodes.length; i++) {\n if (element.childNodes[i].nodeType === this._document.ELEMENT_NODE) {\n svg.appendChild(element.childNodes[i].cloneNode(true));\n }\n }\n return svg;\n };\n /**\n * Sets the default attributes for an SVG element to be used as an icon.\n */\n /**\n * Sets the default attributes for an SVG element to be used as an icon.\n * @private\n * @param {?} svg\n * @return {?}\n */\n MatIconRegistry.prototype._setSvgAttributes = /**\n * Sets the default attributes for an SVG element to be used as an icon.\n * @private\n * @param {?} svg\n * @return {?}\n */\n function (svg) {\n svg.setAttribute('fit', '');\n svg.setAttribute('height', '100%');\n svg.setAttribute('width', '100%');\n svg.setAttribute('preserveAspectRatio', 'xMidYMid meet');\n svg.setAttribute('focusable', 'false'); // Disable IE11 default behavior to make SVGs focusable.\n return svg;\n };\n /**\n * Returns an Observable which produces the string contents of the given URL. Results may be\n * cached, so future calls with the same URL may not cause another HTTP request.\n */\n /**\n * Returns an Observable which produces the string contents of the given URL. Results may be\n * cached, so future calls with the same URL may not cause another HTTP request.\n * @private\n * @param {?} safeUrl\n * @return {?}\n */\n MatIconRegistry.prototype._fetchUrl = /**\n * Returns an Observable which produces the string contents of the given URL. Results may be\n * cached, so future calls with the same URL may not cause another HTTP request.\n * @private\n * @param {?} safeUrl\n * @return {?}\n */\n function (safeUrl) {\n var _this = this;\n if (!this._httpClient) {\n throw getMatIconNoHttpProviderError();\n }\n if (safeUrl == null) {\n throw Error(\"Cannot fetch icon from URL \\\"\" + safeUrl + \"\\\".\");\n }\n /** @type {?} */\n var url = this._sanitizer.sanitize(SecurityContext.RESOURCE_URL, safeUrl);\n if (!url) {\n throw getMatIconFailedToSanitizeUrlError(safeUrl);\n }\n // Store in-progress fetches to avoid sending a duplicate request for a URL when there is\n // already a request in progress for that URL. It's necessary to call share() on the\n // Observable returned by http.get() so that multiple subscribers don't cause multiple XHRs.\n /** @type {?} */\n var inProgressFetch = this._inProgressUrlFetches.get(url);\n if (inProgressFetch) {\n return inProgressFetch;\n }\n // TODO(jelbourn): for some reason, the `finalize` operator \"loses\" the generic type on the\n // Observable. Figure out why and fix it.\n /** @type {?} */\n var req = this._httpClient.get(url, { responseType: 'text' }).pipe(finalize(function () { return _this._inProgressUrlFetches.delete(url); }), share());\n this._inProgressUrlFetches.set(url, req);\n return req;\n };\n /**\n * Registers an icon config by name in the specified namespace.\n * @param namespace Namespace in which to register the icon config.\n * @param iconName Name under which to register the config.\n * @param config Config to be registered.\n */\n /**\n * Registers an icon config by name in the specified namespace.\n * @private\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which to register the icon config.\n * @param {?} iconName Name under which to register the config.\n * @param {?} config Config to be registered.\n * @return {THIS}\n */\n MatIconRegistry.prototype._addSvgIconConfig = /**\n * Registers an icon config by name in the specified namespace.\n * @private\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which to register the icon config.\n * @param {?} iconName Name under which to register the config.\n * @param {?} config Config to be registered.\n * @return {THIS}\n */\n function (namespace, iconName, config) {\n (/** @type {?} */ (this)).._svgIconConfigs.set(iconKey(namespace, iconName), config);\n return (/** @type {?} */ (this));\n };\n /**\n * Registers an icon set config in the specified namespace.\n * @param namespace Namespace in which to register the icon config.\n * @param config Config to be registered.\n */\n /**\n * Registers an icon set config in the specified namespace.\n * @private\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which to register the icon config.\n * @param {?} config Config to be registered.\n * @return {THIS}\n */\n MatIconRegistry.prototype._addSvgIconSetConfig = /**\n * Registers an icon set config in the specified namespace.\n * @private\n * @template THIS\n * @this {THIS}\n * @param {?} namespace Namespace in which to register the icon config.\n * @param {?} config Config to be registered.\n * @return {THIS}\n

*/\n function (namespace, config) {\n /** @type {?} */\n var configNamespace = (/** @type {?} */ (this))._iconSetConfigs.get(namespace);\n if (configNamespace) {\n configNamespace.push(config);\n }\n else {\n (/** @type {?} */ (this))._iconSetConfigs.set(namespace, [config]);\n }\n return (/** @type {?} */ (this));\n };\n MatIconRegistry.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */\n MatIconRegistry.ctorParameters = function () { return [\n { type: HttpClient, decorators: [{ type: Optional }] },\n { type: DomSanitizer },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [DOCUMENT,] }] }\n]; };\n /** @nocollapse */ MatIconRegistry.ngInjectableDef = defineInjectable({ factory: function MatIconRegistry_Factory() { return new MatIconRegistry(inject(HttpClient, 8), inject(DomSanitizer), inject(DOCUMENT, 8)); }, token: MatIconRegistry, providedIn: \"root\" });\n return MatIconRegistry;\n}());\n/**\n * \\@docs-private\n * @param {?} parentRegistry\n * @param {?} httpClient\n * @param {?} sanitizer\n * @param {?=} document\n * @return {?}\n */\nfunction ICON_REGISTRY_PROVIDER_FACTORY(parentRegistry, httpClient, sanitizer, document) {\n return parentRegistry || new MatIconRegistry(httpClient, sanitizer, document);\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar ICON_REGISTRY_PROVIDER = {\n // If there is already an MatIconRegistry available, use that. Otherwise, provide a new one.\n provide: MatIconRegistry,\n deps: [\n [new Optional(), new SkipSelf(), MatIconRegistry],\n [new Optional(), HttpClient],\n DomSanitizer,\n [new Optional(), (/** @type {?} */ (DOCUMENT))],\n],\n useFactory: ICON_REGISTRY_PROVIDER_FACTORY,\n};\n/**\n * Clones an SVGElement while preserving type information.\n * @param {?} svg\n * @return {?}\n */\nfunction cloneSvg(svg) {\n return (/** @type {?} */ (svg.cloneNode(true)));\n}\n/**\n * Returns the cache key to use for an icon namespace and name.\n * @param {?} namespace\n * @param {?} name\n * @return {?}\n */\nfunction iconKey(namespace, name) {\n return namespace + ':' + name;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatIcon.\n/**\n * \\@docs-private\n */\nvar \n\n// Boilerplate for applying mixins to MatIcon.\n/**\n * \\@docs-private\n */\nMatIconBase = /** @class */ (function () {\n function MatIconBase(_elementRef) {\n this._elementRef = _elementRef;\n }\n return MatIconBase;\n}());\n/** @type {?} */\nvar _MatIconMixinBase = mixinColor(MatIconBase);\n/**\n * Injection token used to provide the current location to `MatIcon`.\n * Used to handle server-side rendering and to stub out during unit tests.\n * \\@docs-private\n * @type {?}\n */\nvar MAT_ICON_LOCATION = new InjectionToken('mat-icon-location', {\n providedIn: 'root',\n factory: MAT_ICON_LOCATION_FACTORY\n});\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction MAT_ICON_LOCATION_FACTORY() {\n /** @type {?} */\n var _document = inject(DOCUMENT);\n /** @type {?} */\n var _location = _document ? _document.location : null;\n return {\n // Note that this needs to be a function, rather than a property, because Angular\n // will only resolve it once, but we want the current path on each call.\n getPathname: function () { return _location ? (_location.pathname + _location.search) : ''; }\n };\n}\n/**\n * SVG attributes that accept a FuncIRI (e.g. `url(<something>)`).\n * @type {?}\n */\nvar funcIriAttributes = [\n 'clip-path',\n 'color-profile',\n 'src',\n 'cursor',\n 'fill',\n 'filter',\n 'marker',\n 'marker-start',\n 'marker-mid',\n 'marker-end',\n 'mask',\n 'stroke'\n];\nvar 0 = function (attr) { return \"[\" + attr + \"]\"; };\n/**\n * Selector that can be used to find all elements that are using a `FuncIRI`.\n * @type {?}\n */\nvar funcIriAttributeSelector = funcIriAttributes.map(0).join(', ');\n/**\n * Regex that can be used to extract the id out of a FuncIRI.\n * @type {?}\n */\nvar funcIriPattern = /^url\\(['\"]?#(.*?)['\"]?\\)$/;\n/**\n * Component to display an icon. It can be used in the following ways:\n *\n * - Specify the svgIcon input to load an SVG icon from a URL previously registered with the\n * addSvgIcon, addSvgIconInNamespace, addSvgIconSet, or addSvgIconSetInNamespace methods of\n * MatIconRegistry. If the svgIcon value contains a colon it is assumed to be in the format\n * \"[namespace]:[name]\", if not the value will be the name of an icon in the default namespace.\n * Examples:\n * `<mat-icon svgIcon=\"left-arrow\"></mat-icon>\n * <mat-icon svgIcon=\"animals:cat\"></mat-icon>`\n *\n * - Use a font ligature as an icon by putting the ligature text in the content of the `<mat-icon>`\n * component. By default the Material icons font is used as described at\n * http://google.github.io/material-design-icons/#icon-font-for-the-web. You can specify an\n * alternate font by setting the fontSet input to either the CSS class to apply to

use the\n * desired font, or to an alias previously registered with MatIconRegistry.registerFontClassAlias.\n * Examples:\n * `<mat-icon>home</mat-icon>\n * <mat-icon fontSet=\"myfont\">sun</mat-icon>`\n *\n * - Specify a font glyph to be included via CSS rules by setting the fontSet input to specify the\n * font, and the fontIcon input to specify the icon. Typically the fontIcon will specify a\n * CSS class which causes the glyph to be displayed via a :before selector, as in\n * https://fortawesome.github.io/Font-Awesome/examples/\n * Example:\n * `<mat-icon fontSet=\"fa\" fontIcon=\"alarm\"></mat-icon>`\n */\nvar MatIcon = /** @class */ (function (_super) {\n __extends(MatIcon, _super);\n function MatIcon(elementRef, _iconRegistry, ariaHidden, _location) {\n var _this = _super.call(this, elementRef) || this;\n _this._iconRegistry = _iconRegistry;\n _this._location = _location;\n _this._inline = false;\n // If the user has not explicitly set aria-hidden, mark the icon as hidden, as this is\n // the right thing to do for the majority of icon use-cases.\n if (!ariaHidden) {\n elementRef.nativeElement.setAttribute('aria-hidden', 'true');\n }\n return _this;\n }\n Object.defineProperty(MatIcon.prototype, \"inline\", {\n /**\n * Whether the icon should be inlined, automatically sizing the icon to match the font size of\n * the element the icon is contained in.\n */\n get: /**\n * Whether the icon should be inlined, automatically sizing the icon to match the font size of\n * the element the icon is contained in.\n * @return {?}\n */\n function () {\n return this._inline;\n },\n set: /**\n * @param {?} inline\n * @return {?}\n */\n function (inline) {\n this._inline = coerceBooleanProperty(inline);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatIcon.prototype, \"fontSet\", {\n /** Font set that the icon is a part of. */\n get: /**\n * Font set that the icon is a part of.\n * @return {?}\n */\n function () { return this._fontSet; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._fontSet = this._cleanupFontValue(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatIcon.prototype, \"fontIcon\", {\n /** Name of an icon within a font set. */\n get: /**\n * Name of an icon within a font set.\n * @return {?}\n */\n function () { return this._fontIcon; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._fontIcon = this._cleanupFontValue(value);\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Splits an svgIcon binding value into its icon set and icon name components.\n * Returns a 2-element array of [(icon set), (icon name)].\n * The separator for the two fields is ':'. If there is no separator, an empty\n * string is returned for the icon set and the entire value is returned for\n * the icon name. If the argument is falsy, returns an array of two empty strings.\n * Throws an error if the name contains two or more ':' separators.\n * Examples:\n * `'social:cake' -> ['social', 'cake']\n * 'penguin' -> ['', 'penguin']\n * null -> ['', '']\n * 'a:b:c' -> (throws Error)`\n */\n /**\n * Splits an svgIcon binding value into its icon set and icon name components.\n * Returns a 2-element array of [(icon set), (icon name)].\n * The separator for the two fields is ':'. If there is no separator, an empty\n * string is returned for the icon set and the entire value is returned for\n * the icon name. If the argument is falsy, returns an array of two empty strings.\n * Throws an error if the name contains two or more ':' separators.\n * Examples:\n * `'social:cake' -> ['social', 'cake']\n * 'penguin' -> ['', 'penguin']\n * null -> ['', '']\n * 'a:b:c' -> (throws Error)`\n * @private\n * @param {?} iconName\n * @return {?}\n */\n MatIcon.prototype._splitIconName = /**\n * Splits an svgIcon binding value into its icon set and icon name components.\n * Returns a 2-element array of [(icon set), (icon name)].\n * The separator for the two fields is ':'. If there is no separator, an empty\n * string is returned for the icon set and the entire value is returned for\n * the icon name. If the argument is falsy, returns an array of two empty strings.\n * Throws an error if the name contains two or more ':' separators.\n * Examples:\n * `'social:cake' -> ['social', 'cake']\n * 'penguin' -> ['', 'penguin']\n * null -> ['', '']\n * 'a:b:c' -> (throws Error)`\n * @private\n * @param {?} iconName\n * @return {?}\n */\n function (iconName) {\n if (!iconName) {\n return ['', ''];\n }\n /** @type {?} */\n var parts = iconName.split(':');\n switch (parts.length) {\n case 1: return ['', parts[0]]; // Use default namespace.\n case 2: return (/** @type {?} */ (parts));\n default: throw Error(\"Invalid icon name: \\\"\" + iconName + \"\\\"\");\n }\n };\n /**\n * @param {?} changes\n * @return {?}\n */\n MatIcon.prototype.ngOnChanges = /**\n * @param {?} changes\n * @return {?}\n */\n function (changes) {\n var _this = this;\n // Only update the inline SVG icon if the

inputs changed, to avoid unnecessary DOM operations.\n if (changes.svgIcon) {\n if (this.svgIcon) {\n var _a = this._splitIconName(this.svgIcon), namespace = _a[0], iconName = _a[1];\n this._iconRegistry.getNamedSvgIcon(iconName, namespace).pipe(take(1)).subscribe(function (svg) { return _this._setSvgElement(svg); }, function (err) { return console.log(\"Error retrieving icon: \" + err.message); });\n }\n else {\n this._clearSvgElement();\n }\n }\n if (this._usingFontIcon()) {\n this._updateFontIconClasses();\n }\n };\n /**\n * @return {?}\n */\n MatIcon.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n // Update font classes because ngOnChanges won't be called if none of the inputs are present,\n // e.g. <mat-icon>arrow</mat-icon> In this case we need to add a CSS class for the default font.\n if (this._usingFontIcon()) {\n this._updateFontIconClasses();\n }\n };\n /**\n * @return {?}\n */\n MatIcon.prototype.ngAfterViewChecked = /**\n * @return {?}\n */\n function () {\n /** @type {?} */\n var cachedElements = this._elementsWithExternalReferences;\n if (cachedElements && this._location && cachedElements.size) {\n /** @type {?} */\n var newPath = this._location.getPathname();\n // We need to check whether the URL has changed on each change detection since\n // the browser doesn't have an API that will let us react on link clicks and\n // we can't depend on the Angular router. The references need to be updated,\n // because while most browsers don't care whether the URL is correct after\n // the first render, Safari will break if the user navigates to a different\n // page and the SVG isn't re-rendered.\n if (newPath !== this._previousPath) {\n this._previousPath = newPath;\n this._prependPathToReferences(newPath);\n }\n }\n };\n /**\n * @return {?}\n */\n MatIcon.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n if (this._elementsWithExternalReferences) {\n this._elementsWithExternalReferences.clear();\n }\n };\n /**\n * @private\n * @return {?}\n */\n MatIcon.prototype._usingFontIcon = /**\n * @private\n * @return {?}\n */\n function () {\n return !this.svgIcon;\n };\n /**\n * @private\n * @param {?} svg\n * @return {?}\n */\n MatIcon.prototype._setSvgElement = /**\n * @private\n * @param {?} svg\n * @return {?}\n */\n function (svg) {\n this._clearSvgElement();\n // Workaround for IE11 and Edge ignoring `style` tags inside dynamically-created SVGs.\n // See: https://developer.microsoft.com/en-us/microsoft-edge/platform/issues/10898469/\n // Do this before inserting the element into the DOM, in order to avoid a style recalculation.\n /** @type {?} */\n var styleTags = (/** @type {?} */ (svg.querySelectorAll('style')));\n for (var i = 0; i < styleTags.length; i++) {\n styleTags[i].textContent += ' ';\n }\n // Note: we do this fix here, rather than the icon registry, because the\n // references have to point to the URL at the time that the icon was created.\n if (this._location) {\n /** @type {?} */\n var path = this._location.getPathname();\n this._previousPath = path;\n this._cacheChildrenWithExternalReferences(svg);\n this._prependPathToReferences(path);\n }\n this._elementRef.nativeElement.appendChild(svg);\n };\n /**\n * @private\n * @return {?}\n */\n MatIcon.prototype._clearSvgElement = /**\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var layoutElement = this._elementRef.nativeElement;\n /** @type {?} */\n var childCount = layoutElement.childNodes.length;\n if (this._elementsWithExternalReferences) {\n this._elementsWithExternalReferences.clear();\n }\n // Remove existing non-element child nodes and SVGs, and add the new SVG element. Note that\n // we can't use innerHTML, because IE will throw if the element has a data binding.\n while (childCount--) {\n /** @type {?} */\n var child = layoutElement.childNodes[childCount];\n // 1 corresponds to Node.ELEMENT_NODE. We remove all non-element nodes in order to get rid\n // of any loose text nodes, as well as any SVG elements in order to remove any old icons.\n if (child.nodeType !== 1 || child.nodeName.toLowerCase() === 'svg') {\n layoutElement.removeChild(child);\n }\n }\n };\n /**\n * @private\n * @return {?}\n */\n MatIcon.prototype._updateFontIconClasses = /**\n * @private\n * @return {?}\n */\n function () {\n if (!this._usingFontIcon()) {\n return;\n }\n /** @type {?} */\n var elem = this._elementRef.nativeElement;\n /** @type {?} */\n var fontSetClass = this.fontSet ?\n this._iconRegistry.classNameForFontAlias(this.fontSet) :\n this._iconRegistry.getDefaultFontSetClass();\n if (fontSetClass != this._previousFontSetClass) {\n if (this._previousFontSetClass) {\n

elem.classList.remove(this._previousFontSetClass);\n }\n if (fontSetClass) {\n elem.classList.add(fontSetClass);\n }\n this._previousFontSetClass = fontSetClass;\n }\n if (this.fontIcon != this._previousFontIconClass) {\n if (this._previousFontIconClass) {\n elem.classList.remove(this._previousFontIconClass);\n }\n if (this.fontIcon) {\n elem.classList.add(this.fontIcon);\n }\n this._previousFontIconClass = this.fontIcon;\n }\n };\n /**\n * Cleans up a value to be used as a fontIcon or fontSet.\n * Since the value ends up being assigned as a CSS class, we\n * have to trim the value and omit space-separated values.\n */\n /**\n * Cleans up a value to be used as a fontIcon or fontSet.\n * Since the value ends up being assigned as a CSS class, we\n * have to trim the value and omit space-separated values.\n * @private\n * @param {?} value\n * @return {?}\n */\n MatIcon.prototype._cleanupFontValue = /**\n * Cleans up a value to be used as a fontIcon or fontSet.\n * Since the value ends up being assigned as a CSS class, we\n * have to trim the value and omit space-separated values.\n * @private\n * @param {?} value\n * @return {?}\n */\n function (value) {\n return typeof value === 'string' ? value.trim().split(' ')[0] : value;\n };\n /**\n * Prepends the current path to all elements that have an attribute pointing to a `FuncIRI`\n * reference. This is required because WebKit browsers require references to be prefixed with\n * the current path, if the page has a `base` tag.\n */\n /**\n * Prepends the current path to all elements that have an attribute pointing to a `FuncIRI`\n * reference. This is required because WebKit browsers require references to be prefixed with\n * the current path, if the page has a `base` tag.\n * @private\n * @param {?} path\n * @return {?}\n */\n MatIcon.prototype._prependPathToReferences = /**\n * Prepends the current path to all elements that have an attribute pointing to a `FuncIRI`\n * reference. This is required because WebKit browsers require references to be prefixed with\n * the current path, if the page has a `base` tag.\n * @private\n * @param {?} path\n * @return {?}\n */\n function (path) {\n /** @type {?} */\n var elements = this._elementsWithExternalReferences;\n if (elements) {\n elements.forEach(function (attrs, element) {\n attrs.forEach(function (attr) {\n element.setAttribute(attr.name, \"url(\" + path + \"#\" + attr.value + \")\");\n });\n });\n }\n };\n /**\n * Caches the children of an SVG element that have `url()`\n * references that we need to prefix with the current path.\n */\n /**\n * Caches the children of an SVG element that have `url()`\n * references that we need to prefix with the current path.\n * @private\n * @param {?} element\n * @return {?}\n */\n MatIcon.prototype._cacheChildrenWithExternalReferences = /**\n * Caches the children of an SVG element that have `url()`\n * references that we need to prefix with the current path.\n * @private\n * @param {?} element\n * @return {?}\n */\n function (element) {\n /** @type {?} */\n var elementsWithFuncIri = element.querySelectorAll(funcIriAttributeSelector);\n /** @type {?} */\n var elements = this._elementsWithExternalReferences =\n this._elementsWithExternalReferences || new Map();\n var _loop_1 = function (i) {\n funcIriAttributes.forEach(function (attr) {\n /** @type {?} */\n var elementWithReference = elementsWithFuncIri[i];\n /** @type {?} */\n var value = elementWithReference.getAttribute(attr);\n /** @type {?} */\n var match = value ? value.match(funcIriPattern) : null;\n if (match) {\n /** @type {?} */\n var attributes = elements.get(elementWithReference);\n if (!attributes) {\n attributes = [];\n elements.set(elementWithReference, attributes);\n }\n (/** @type {?} */ (attributes)).push({ name: attr, value: match[1] });\n }\n });\n };\n for (var i = 0; i < elementsWithFuncIri.length; i++) {\n _loop_1(i);\n }\n };\n MatIcon.decorators = [\n { type: Component, args: [{template: '<ng-content></ng-content>',\n selector: 'mat-icon',\n exportAs: 'matIcon',\n styles: [\".mat-icon{background-repeat:no-repeat;display:inline-block;fill:currentColor;height:24px;width:24px}.mat-icon.mat-icon-inline{font-size:inherit;height:inherit;line-height:inherit;width:inherit}[dir=rtl] .mat-icon-rtl-mirror{transform:scale(-1,1)}.mat-form-field:not(.mat-form-field-appearance-legacy) .mat-form-field-prefix .mat-icon,.mat-form-field:not(.mat-form-field-appearance-legacy) .mat-form-field-suffix .mat-icon{display:block}.mat-form-field:not(.mat-form-field-appearance-legacy) .mat-form-field-prefix .mat-icon-button .mat-icon,.mat-form-field:not(.mat-form-field-appearance-legacy) .mat-form-field-suffix

.mat-icon-button .mat-icon{margin:auto}\"],\n inputs: ['color'],\n host: {\n 'role': 'img',\n 'class': 'mat-icon',\n '[class.mat-icon-inline]': 'inline',\n '[class.mat-icon-no-color]': 'color !== \"primary\" && color !== \"accent\" && color !== \"warn\"',\n },\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatIcon.ctorParameters = function () { return [\n { type: ElementRef },\n { type: MatIconRegistry },\n { type: String, decorators: [{ type: Attribute, args: ['aria-hidden',] }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_ICON_LOCATION,] }] }\n]; };\n MatIcon.propDecorators = {\n inline: [{ type: Input }],\n svgIcon: [{ type: Input }],\n fontSet: [{ type: Input }],\n fontIcon: [{ type: Input }]\n };\n return MatIcon;\n}(_MatIconMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatIconModule = /** @class */ (function () {\n function MatIconModule() {\n }\n MatIconModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatCommonModule],\n exports: [MatIcon, MatCommonModule],\n declarations: [MatIcon],\n },] },\n];\n return MatIconModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatIconModule, MAT_ICON_LOCATION_FACTORY, MatIconBase, _MatIconMixinBase, MAT_ICON_LOCATION, MatIcon, getMatIconNameNotFoundError, getMatIconNoHttpProviderError, getMatIconFailedToSanitizeUrlError, getMatIconFailedToSanitizeLiteralError, ICON_REGISTRY_PROVIDER_FACTORY, MatIconRegistry, ICON_REGISTRY_PROVIDER };\n//# sourceMappingURL=icon.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { CdkTextareaAutosize, AutofillMonitor, TextFieldModule } from '@angular/cdk/text-field';\nimport { Directive, Input, InjectionToken, ElementRef, Inject, NgZone, Optional, Self, NgModule } from '@angular/core';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { getSupportedInputTypes, Platform } from '@angular/cdk/platform';\nimport { FormGroupDirective, NgControl, NgForm } from '@angular/forms';\nimport { ErrorStateMatcher, mixinErrorState } from '@angular/material/core';\nimport { MatFormFieldControl, MatFormFieldModule } from '@angular/material/form-field';\nimport { Subject } from 'rxjs';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Directive to automatically resize a textarea to fit its content.\n * @deprecated Use `cdkTextareaAutosize` from `\\@angular/cdk/text-field` instead.\n * \\@breaking-change 8.0.0\n */\nvar MatTextareaAutosize = /** @class */ (function (_super) {\n __extends(MatTextareaAutosize, _super);\n function MatTextareaAutosize() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n Object.defineProperty(MatTextareaAutosize.prototype, \"matAutosizeMinRows\", {\n get: /**\n * @return {?}\n */\n function () { return this.minRows; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this.minRows = value; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatTextareaAutosize.prototype, \"matAutosizeMaxRows\", {\n get: /**\n * @return {?}\n */\n function () { return this.maxRows; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this.maxRows = value; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatTextareaAutosize.prototype, \"matAutosize\", {\n get: /**\n * @return {?}\n */\n function () { return this.enabled; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this.enabled = value; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatTextareaAutosize.prototype, \"matTextareaAutosize\", {\n get: /**\n * @return {?}\n */\n function () { return this.enabled; },\n set: /**\n * @param

{?} value\n * @return {?}\n */\n function (value) { this.enabled = value; },\n enumerable: true,\n configurable: true\n });\n MatTextareaAutosize.decorators = [\n { type: Directive, args: [{\n selector: 'textarea[mat-autosize], textarea[matTextareaAutosize]',\n exportAs: 'matTextareaAutosize',\n inputs: ['cdkAutosizeMinRows', 'cdkAutosizeMaxRows'],\n host: {\n 'class': 'cdk-textarea-autosize mat-autosize',\n // Textarea elements that have the directive applied should have a single row by default.\n // Browsers normally show two rows by default and therefore this limits the minRows binding.\n 'rows': '1',\n '(input)': '_noopInputHandler()',\n },\n },] },\n];\n MatTextareaAutosize.propDecorators = {\n matAutosizeMinRows: [{ type: Input }],\n matAutosizeMaxRows: [{ type: Input }],\n matAutosize: [{ type: Input, args: ['mat-autosize',] }],\n matTextareaAutosize: [{ type: Input }]\n };\n return MatTextareaAutosize;\n}(CdkTextareaAutosize));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * \\@docs-private\n * @param {?} type\n * @return {?}\n */\nfunction getMatInputUnsupportedTypeError(type) {\n return Error(\"Input type \\\"\" + type + \"\\\" isn't supported by matInput.\");\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * This token is used to inject the object whose value should be set into `MatInput`. If none is\n * provided, the native `HTMLInputElement` is used. Directives like `MatDatepickerInput` can provide\n * themselves for this token, in order to make `MatInput` delegate the getting and setting of the\n * value to them.\n * @type {?}\n */\nvar MAT_INPUT_VALUE_ACCESSOR = new InjectionToken('MAT_INPUT_VALUE_ACCESSOR');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Invalid input type. Using one of these will throw an MatInputUnsupportedTypeError.\n/** @type {?} */\nvar MAT_INPUT_INVALID_TYPES = [\n 'button',\n 'checkbox',\n 'file',\n 'hidden',\n 'image',\n 'radio',\n 'range',\n 'reset',\n 'submit'\n];\n/** @type {?} */\nvar nextUniqueId = 0;\n// Boilerplate for applying mixins to MatInput.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatInput.\n/**\n * \\@docs-private\n */\nMatInputBase = /** @class */ (function () {\n function MatInputBase(_defaultErrorStateMatcher, _parentForm, _parentFormGroup, ngControl) {\n this._defaultErrorStateMatcher = _defaultErrorStateMatcher;\n this._parentForm = _parentForm;\n this._parentFormGroup = _parentFormGroup;\n this.ngControl = ngControl;\n }\n return MatInputBase;\n}());\n/** @type {?} */\nvar _MatInputMixinBase = mixinErrorState(MatInputBase);\n/**\n * Directive that allows a native input to work inside a `MatFormField`.\n */\nvar MatInput = /** @class */ (function (_super) {\n __extends(MatInput, _super);\n function MatInput(_elementRef, _platform, ngControl, _parentForm, _parentFormGroup, _defaultErrorStateMatcher, inputValueAccessor, _autofillMonitor, ngZone) {\n var _this = _super.call(this, _defaultErrorStateMatcher, _parentForm, _parentFormGroup, ngControl) || this;\n _this._elementRef = _elementRef;\n _this._platform = _platform;\n _this.ngControl = ngControl;\n _this._autofillMonitor = _autofillMonitor;\n _this._uid = \"mat-input-\" + nextUniqueId++;\n /**\n * Whether the component is being rendered on the server.\n */\n _this._isServer = false;\n /**\n * Whether the component is a native html select.\n */\n _this._isNativeSelect = false;\n /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n */\n _this.focused = false;\n /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n */\n _this.stateChanges = new Subject();\n /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n */\n _this.controlType = 'mat-input';\n /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n */\n _this.autofilled = false;\n _this._disabled = false;\n _this._required = false;\n _this._type = 'text';\n _this._readonly = false;\n _this._neverEmptyInputTypes = [\n 'date',\n 'datetime',\n 'datetime-local',\n 'month',\n 'time',\n 'week'\n].filter(function (t) { return getSupportedInputTypes().has(t); });\n /** @type {?} */\n var element = _this._elementRef.nativeElement;\n // If no input value accessor was explicitly specified, use the element as the input value\n // accessor.\n _this._inputValueAccessor = inputValueAccessor || element;\n

_this._previousNativeValue = _this.value;\n // Force setter to be called in case id was not specified.\n _this.id = _this.id;\n // On some versions of iOS the caret gets stuck in the wrong place when holding down the delete\n // key. In order to get around this we need to \"jiggle\" the caret loose. Since this bug only\n // exists on iOS, we only bother to install the listener on iOS.\n if (_platform.IOS) {\n ngZone.runOutsideAngular(function () {\n _elementRef.nativeElement.addEventListener('keyup', function (event) {\n /** @type {?} */\n var el = (/** @type {?} */ (event.target));\n if (!el.value && !el.selectionStart && !el.selectionEnd) {\n // Note: Just setting `0, 0` doesn't fix the issue. Setting\n // `1, 1` fixes it for the first time that you type text and\n // then hold delete. Toggling to `1, 1` and then back to\n // `0, 0` seems to completely fix it.\n el.setSelectionRange(1, 1);\n el.setSelectionRange(0, 0);\n }\n });\n });\n }\n _this._isServer = !_this._platform.isBrowser;\n _this._isNativeSelect = element.nodeName.toLowerCase() === 'select';\n if (_this._isNativeSelect) {\n _this.controlType = ((/** @type {?} */ (element))).multiple ? 'mat-native-select-multiple' :\n 'mat-native-select';\n }\n return _this;\n }\n Object.defineProperty(MatInput.prototype, \"disabled\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () {\n if (this.ngControl && this.ngControl.disabled !== null) {\n return this.ngControl.disabled;\n }\n return this._disabled;\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._disabled = coerceBooleanProperty(value);\n // Browsers may not fire the blur event if the input is disabled too quickly.\n // Reset from here to ensure that the element doesn't become stuck.\n if (this.focused) {\n this.focused = false;\n this.stateChanges.next();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatInput.prototype, \"id\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () { return this._id; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._id = value || this._uid; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatInput.prototype, \"required\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () { return this._required; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._required = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatInput.prototype, \"type\", {\n /** Input type of the element. */\n get: /**\n * Input type of the element.\n * @return {?}\n */\n function () { return this._type; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._type = value || 'text';\n this._validateType();\n // When using Angular inputs, developers are no longer able to set the properties on the native\n // input element. To ensure that bindings for `type` work, we need to sync the setter\n // with the native property. Textarea elements don't support the type property or attribute.\n if (!this._isTextarea() && getSupportedInputTypes().has(this._type)) {\n ((/** @type {?} */ (this._elementRef.nativeElement))).type = this._type;\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatInput.prototype, \"value\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () { return this._inputValueAccessor.value; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (value !== this.value) {\n this._inputValueAccessor.value = value;\n this.stateChanges.next();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatInput.prototype, \"readonly\", {\n /** Whether the element is readonly. */\n get: /**\n * Whether the element is readonly.\n * @return {?}\n */\n function () { return this._readonly; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {

this._readonly = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatInput.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._platform.isBrowser) {\n this._autofillMonitor.monitor(this._elementRef.nativeElement).subscribe(function (event) {\n _this.autofilled = event.isAutofilled;\n _this.stateChanges.next();\n });\n }\n };\n /**\n * @return {?}\n */\n MatInput.prototype.ngOnChanges = /**\n * @return {?}\n */\n function () {\n this.stateChanges.next();\n };\n /**\n * @return {?}\n */\n MatInput.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this.stateChanges.complete();\n if (this._platform.isBrowser) {\n this._autofillMonitor.stopMonitoring(this._elementRef.nativeElement);\n }\n };\n /**\n * @return {?}\n */\n MatInput.prototype.ngDoCheck = /**\n * @return {?}\n */\n function () {\n if (this.ngControl) {\n // We need to re-evaluate this on every change detection cycle, because there are some\n // error triggers that we can't subscribe to (e.g. parent form submissions). This means\n // that whatever logic is in here has to be super lean or we risk destroying the performance.\n this.updateErrorState();\n }\n // We need to dirty-check the native element's value, because there are some cases where\n // we won't be notified when it changes (e.g. the consumer isn't using forms or they're\n // updating the value using `emitEvent: false`).\n this._dirtyCheckNativeValue();\n };\n /** Focuses the input. */\n /**\n * Focuses the input.\n * @return {?}\n */\n MatInput.prototype.focus = /**\n * Focuses the input.\n * @return {?}\n */\n function () { this._elementRef.nativeElement.focus(); };\n /** Callback for the cases where the focused state of the input changes. */\n /**\n * Callback for the cases where the focused state of the input changes.\n * @param {?} isFocused\n * @return {?}\n */\n MatInput.prototype._focusChanged = /**\n * Callback for the cases where the focused state of the input changes.\n * @param {?} isFocused\n * @return {?}\n */\n function (isFocused) {\n if (isFocused !== this.focused && !this.readonly) {\n this.focused = isFocused;\n this.stateChanges.next();\n }\n };\n /**\n * @return {?}\n */\n MatInput.prototype._onInput = /**\n * @return {?}\n */\n function () {\n // This is a noop function and is used to let Angular know whenever the value changes.\n // Angular will run a new change detection each time the `input` event has been dispatched.\n // It's necessary that Angular recognizes the value change, because when floatingLabel\n // is set to false and Angular forms aren't used, the placeholder won't recognize the\n // value changes and will not disappear.\n // Listening to the input event wouldn't be necessary when the input is using the\n // FormsModule or ReactiveFormsModule, because Angular forms also listens to input events.\n };\n /** Does some manual dirty checking on the native input `value` property. */\n /**\n * Does some manual dirty checking on the native input `value` property.\n * @protected\n * @return {?}\n */\n MatInput.prototype._dirtyCheckNativeValue = /**\n * Does some manual dirty checking on the native input `value` property.\n * @protected\n * @return {?}\n */\n function () {\n /** @type {?} */\n var newValue = this._elementRef.nativeElement.value;\n if (this._previousNativeValue !== newValue) {\n this._previousNativeValue = newValue;\n this.stateChanges.next();\n }\n };\n /** Make sure the input is a supported type. */\n /**\n * Make sure the input is a supported type.\n * @protected\n * @return {?}\n */\n MatInput.prototype._validateType = /**\n * Make sure the input is a supported type.\n * @protected\n * @return {?}\n */\n function () {\n if (MAT_INPUT_INVALID_TYPES.indexOf(this._type) > -1) {\n throw getMatInputUnsupportedTypeError(this._type);\n }\n };\n /** Checks whether the input type is one of the types that are never empty. */\n /**\n * Checks whether the input type is one of the types that are never empty.\n * @protected\n * @return {?}\n */\n MatInput.prototype._isNeverEmpty = /**\n * Checks whether the input type is one of the types that are never empty.\n * @protected\n * @return {?}\n */\n function () {\n return this._neverEmptyInputTypes.indexOf(this._type) > -1;\n };\n /** Checks whether the input is invalid based on the native validation. */\n /**\n * Checks whether the input is invalid based on the native validation.\n * @protected\n * @return {?}\n */\n MatInput.prototype._isBadInput = /**\n * Checks whether the input is invalid based on the native validation.\n * @protected\n * @return {?}\n */\n function () {\n // The `validity` property won't be present on platform-server.\n /** @type {?} */\n var validity = ((/** @type {?} */ (this._elementRef.nativeElement))).validity;\n return validity &&

validity.badInput;\n   };\n   /** Determines if the component host is a textarea. */\n   /**\n   * Determines if the component host is a textarea.\n   * @protected\n   * @return {?}\n   */\n   MatInput.prototype._isTextarea = /**\n   * Determines if the component host is a textarea.\n   * @protected\n   * @return {?}\n   */\n   function () {\n   return this._elementRef.nativeElement.nodeName.toLowerCase() === 'textarea';\n   };\n Object.defineProperty(MatInput.prototype, \"empty\", {\n   /**\n   * Implemented as part of MatFormFieldControl.\n   * @docs-private\n   */\n   get: /**\n   * Implemented as part of MatFormFieldControl.\n   * \\@docs-private\n   * @return {?}\n   */\n   function () {\n   return !this._isNeverEmpty() && !this._elementRef.nativeElement.value && !this._isBadInput() &&\n !this.autofilled;\n   },\n   enumerable: true,\n   configurable: true\n   });\n Object.defineProperty(MatInput.prototype, \"shouldLabelFloat\", {\n   /**\n   * Implemented as part of MatFormFieldControl.\n   * @docs-private\n   */\n   get: /**\n   * Implemented as part of MatFormFieldControl.\n   * \\@docs-private\n   * @return {?}\n   */\n   function () {\n   if (this._isNativeSelect) {\n   // For a single-selection `<select>`, the label should float when the selected option has\n   // a non-empty display value. For a `<select multiple>`, the label *always* floats to avoid\n   // overlapping the label with the options.\n   /** @type {?} */\n   var selectElement = (/** @type {?} */ (this._elementRef.nativeElement));\n   /** @type {?} */\n   var firstOption = selectElement.options[0];\n   // On most browsers the `selectedIndex` will always be 0, however on IE and Edge it'll be\n   // -1 if the `value` is set to something, that isn't in the list of options, at a later point.\n return this.focused || selectElement.multiple || !this.empty ||\n   !!(selectElement.selectedIndex > -1 && firstOption && firstOption.label);\n   }\n   else {\n   return this.focused || !this.empty;\n   }\n   },\n   enumerable: true,\n   configurable: true\n   });\n   /**\n   * Implemented as part of MatFormFieldControl.\n   * @docs-private\n   */\n   /**\n   * Implemented as part of MatFormFieldControl.\n   * \\@docs-private\n   * @param {?} ids\n   * @return {?}\n   */\n   MatInput.prototype.setDescribedByIds = /**\n   * Implemented as part of MatFormFieldControl.\n   * \\@docs-private\n   * @param {?} ids\n   * @return {?}\n   */\n   function (ids) {\n   this._ariaDescribedby = ids.join(' ');\n   };\n   /**\n   * Implemented as part of MatFormFieldControl.\n   * @docs-private\n   */\n   /**\n   * Implemented as part of MatFormFieldControl.\n   * \\@docs-private\n   * @return {?}\n   */\n   MatInput.prototype.onContainerClick = /**\n   * Implemented as part of MatFormFieldControl.\n   * \\@docs-private\n   * @return {?}\n   */\n   function () {\n   // Do not re-focus the input element if the element is already focused. Otherwise it can happen\n   // that someone clicks on a time input and the cursor resets to the \"hours\" field while the\n   // \"minutes\" field was actually clicked. See: https://github.com/angular/material2/issues/12849\n   if (!this.focused) {\n   this.focus();\n   }\n   };\n   MatInput.decorators = [\n   { type: Directive, args: [{\n   selector: \"input[matInput], textarea[matInput], select[matNativeControl],\\n   input[matNativeControl], textarea[matNativeControl]\",\n   exportAs: 'matInput',\n   host: {\n   /**\n   * \\@breaking-change 8.0.0 remove .mat-form-field-autofill-control in favor of AutofillMonitor.\n   */\n   'class': 'mat-input-element mat-form-field-autofill-control',\n   '[class.mat-input-server]': '_isServer',\n   // Native input properties that are overwritten by Angular inputs need to be synced with\n   // the native input element. Otherwise property bindings for those don't work.\n   '[attr.id]': 'id',\n   '[attr.placeholder]': 'placeholder',\n   '[disabled]': 'disabled',\n   '[required]': 'required',\n   '[attr.readonly]': 'readonly && !_isNativeSelect || null',\n '[attr.aria-describedby]': '_ariaDescribedby || null',\n   '[attr.aria-invalid]': 'errorState',\n '[attr.aria-required]': 'required.toString()',\n   '(blur)': '_focusChanged(false)',\n   '(focus)': '_focusChanged(true)',\n   '(input)': '_onInput()',\n   },\n   providers: [{ provide: MatFormFieldControl, useExisting: MatInput }],\n   },] },\n   ];\n   /** @nocollapse */\n MatInput.ctorParameters = function () { return [\n   { type: ElementRef },\n   { type: Platform },\n   { type: NgControl, decorators: [{ type: Optional }, { type: Self }] },\n   { type: NgForm, decorators: [{ type: Optional }] },\n   { type: FormGroupDirective, decorators: [{ type: Optional }] },\n   { type: ErrorStateMatcher },\n   { type: undefined, decorators: [{ type: Optional }, { type: Self }, { type: Inject, args:

[MAT_INPUT_VALUE_ACCESSOR,] }] },\n { type: AutofillMonitor },\n { type: NgZone }\n]; };\n MatInput.propDecorators = {\n disabled: [{ type: Input }],\n id: [{ type: Input }],\n placeholder: [{ type: Input }],\n required: [{ type: Input }],\n type: [{ type: Input }],\n errorStateMatcher: [{ type: Input }],\n value: [{ type: Input }],\n readonly: [{ type: Input }]\n };\n return MatInput;\n}(_MatInputMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatInputModule = /** @class */ (function () {\n function MatInputModule() {\n }\n MatInputModule.decorators = [\n { type: NgModule, args: [{\n declarations: [MatInput, MatTextareaAutosize],\n imports: [\n CommonModule,\n TextFieldModule,\n MatFormFieldModule,\n],\n exports: [\n TextFieldModule,\n // We re-export the `MatFormFieldModule` since `MatInput` will almost always\n // be used together with `MatFormField`.\n MatFormFieldModule,\n MatInput,\n MatTextareaAutosize,\n],\n providers: [ErrorStateMatcher],\n },] },\n];\n return MatInputModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatTextareaAutosize, MatInputBase, _MatInputMixinBase, MatInput, getMatInputUnsupportedTypeError, MatInputModule, MAT_INPUT_VALUE_ACCESSOR };\n//# sourceMappingURL=input.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { ChangeDetectionStrategy, Component, ContentChild, ContentChildren, Directive, ElementRef, Optional, ViewEncapsulation, Attribute, ChangeDetectorRef, EventEmitter, forwardRef, Inject, Input, Output, ViewChild, NgModule } from '@angular/core';\nimport { MatLine, setLines, mixinDisableRipple, MatCommonModule, MatLineModule, MatPseudoCheckboxModule, MatRippleModule } from '@angular/material/core';\nimport { FocusKeyManager } from '@angular/cdk/a11y';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { SelectionModel } from '@angular/cdk/collections';\nimport { SPACE, ENTER, HOME, END, UP_ARROW, DOWN_ARROW, A, hasModifierKey } from '@angular/cdk/keycodes';\nimport { NG_VALUE_ACCESSOR } from '@angular/forms';\nimport { Subscription } from 'rxjs';\nimport { CommonModule } from '@angular/common';\nimport { MatDividerModule } from '@angular/material/divider';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatList.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatList.\n/**\n * \\@docs-private\n */\nMatListBase = /** @class */ (function () {\n function MatListBase() {\n }\n return MatListBase;\n}());\n/** @type {?} */\nvar _MatListMixinBase = mixinDisableRipple(MatListBase);\n// Boilerplate for applying mixins to MatListItem.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatListItem.\n/**\n * \\@docs-private\n */\nMatListItemBase = /** @class */ (function () {\n function MatListItemBase() {\n }\n return MatListItemBase;\n}());\n/** @type {?} */\nvar _MatListItemMixinBase = mixinDisableRipple(MatListItemBase);\nvar MatNavList = /** @class */ (function (_super) {\n __extends(MatNavList, _super);\n function MatNavList() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatNavList.decorators = [\n { type: Component, args: [{selector: 'mat-nav-list',\n exportAs: 'matNavList',\n host: {\n 'role': 'navigation',\n 'class': 'mat-nav-list mat-list-base'\n },\n template: \"<ng-content></ng-content>\",\n styles: [\".mat-subheader{display:flex;box-sizing:border-box;padding:16px;align-items:center}.mat-list-base .mat-subheader{margin:0}.mat-list-base{padding-top:8px;display:block;-webkit-tap-highlight-color:transparent}.mat-list-base .mat-subheader{height:48px;line-height:16px}.mat-list-base .mat-subheader:first-child{margin-top:-8px}.mat-list-base .mat-list-item,.mat-list-base .mat-list-option{display:block;height:48px;-webkit-tap-highlight-color:transparent;width:100%;padding:0}.mat-list-

base .mat-list-item .mat-list-item-content,.mat-list-base .mat-list-option .mat-list-item-content{display:flex;flex-direction:row;align-items:center;box-sizing:border-box;padding:0 16px;position:relative;height:inherit}.mat-list-base .mat-list-item .mat-list-item-content-reverse,.mat-list-base .mat-list-option .mat-list-item-content-reverse{display:flex;align-items:center;padding:0 16px;flex-direction:row-reverse;justify-content:space-around}.mat-list-base .mat-list-item .mat-list-item-ripple,.mat-list-base .mat-list-option .mat-list-item-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}.mat-list-base .mat-list-item.mat-list-item-with-avatar,.mat-list-base .mat-list-option.mat-list-item-with-avatar{height:56px}.mat-list-base .mat-list-item.mat-2-line,.mat-list-base .mat-list-option.mat-2-line{height:72px}.mat-list-base .mat-list-item.mat-3-line,.mat-list-base .mat-list-option.mat-3-line{height:88px}.mat-list-base .mat-list-item.mat-multi-line,.mat-list-base .mat-list-option.mat-multi-line{height:auto}.mat-list-base .mat-list-item.mat-multi-line .mat-list-item-content,.mat-list-base .mat-list-option.mat-multi-line .mat-list-item-content{padding-top:16px;padding-bottom:16px}.mat-list-base .mat-list-item .mat-list-text,.mat-list-base .mat-list-option .mat-list-text{display:flex;flex-direction:column;width:100%;box-sizing:border-box;overflow:hidden;padding:0}.mat-list-base .mat-list-item .mat-list-text>*,.mat-list-base .mat-list-option .mat-list-text>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-list-base .mat-list-item .mat-list-text:empty,.mat-list-base .mat-list-option .mat-list-text:empty{display:none}.mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:0;padding-left:16px}[dir=rtl] .mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:16px;padding-left:0}.mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-left:0;padding-right:16px}[dir=rtl] .mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:0;padding-left:16px}.mat-list-base .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:16px;padding-left:16px}.mat-list-base .mat-list-item .mat-list-avatar,.mat-list-base .mat-list-option .mat-list-avatar{flex-shrink:0;width:40px;height:40px;border-radius:50%;object-fit:cover}.mat-list-base .mat-list-item .mat-list-avatar~.mat-divider-inset,.mat-list-base .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:72px;width:calc(100% - 72px)}[dir=rtl] .mat-list-base .mat-list-item .mat-list-avatar~.mat-divider-inset,[dir=rtl] .mat-list-base .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:auto;margin-right:72px}.mat-list-base .mat-list-item .mat-list-icon,.mat-list-base .mat-list-option .mat-list-icon{flex-shrink:0;width:24px;height:24px;font-size:24px;box-sizing:content-box;border-radius:50%;padding:4px}.mat-list-base .mat-list-item .mat-list-icon~.mat-divider-inset,.mat-list-base .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:64px;width:calc(100% - 64px)}[dir=rtl] .mat-list-base .mat-list-item .mat-list-icon~.mat-divider-inset,[dir=rtl] .mat-list-base .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:auto;margin-right:64px}.mat-list-base .mat-list-item .mat-divider,.mat-list-base .mat-list-option .mat-divider{position:absolute;bottom:0;left:0;width:100%;margin:0}[dir=rtl] .mat-list-base .mat-list-item .mat-divider,[dir=rtl] .mat-list-base .mat-list-option .mat-divider{margin-left:auto;margin-right:0}.mat-list-base .mat-list-item .mat-divider.mat-divider-inset,.mat-list-base .mat-list-option .mat-divider.mat-divider-inset{position:absolute}.mat-list-base[dense]{padding-top:4px;display:block}.mat-list-base[dense] .mat-

subheader{height:40px;line-height:8px}.mat-list-base[dense] .mat-subheader:first-child{margin-top:-4px}.mat-list-base[dense] .mat-list-item,.mat-list-base[dense] .mat-list-option{display:block;height:40px;-webkit-tap-highlight-color:transparent;width:100%;padding:0}.mat-list-base[dense] .mat-list-item .mat-list-item-content,.mat-list-base[dense] .mat-list-option .mat-list-item-content{display:flex;flex-direction:row;align-items:center;box-sizing:border-box;padding:0 16px;position:relative;height:inherit}.mat-list-base[dense] .mat-list-item .mat-list-item-content-reverse,.mat-list-base[dense] .mat-list-option .mat-list-item-content-reverse{display:flex;align-items:center;padding:0 16px;flex-direction:row-reverse;justify-content:space-around}.mat-list-base[dense] .mat-list-item .mat-list-item-ripple,.mat-list-base[dense] .mat-list-option .mat-list-item-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar{height:48px}.mat-list-base[dense] .mat-list-item.mat-2-line,.mat-list-base[dense] .mat-list-option.mat-2-line{height:60px}.mat-list-base[dense] .mat-list-item.mat-3-line,.mat-list-base[dense] .mat-list-option.mat-3-line{height:76px}.mat-list-base[dense] .mat-list-item.mat-multi-line,.mat-list-base[dense] .mat-list-option.mat-multi-line{height:auto}.mat-list-base[dense] .mat-list-item.mat-multi-line .mat-list-item-content,.mat-list-base[dense] .mat-list-option.mat-multi-line .mat-list-item-content{padding-top:16px;padding-bottom:16px}.mat-list-base[dense] .mat-list-item .mat-list-text,.mat-list-base[dense] .mat-list-option .mat-list-text{display:flex;flex-direction:column;width:100%;box-sizing:border-box;overflow:hidden;padding:0}.mat-list-base[dense] .mat-list-item .mat-list-text>*,.mat-list-base[dense] .mat-list-option .mat-list-text>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-list-base[dense] .mat-list-item .mat-list-text:empty,.mat-list-base[dense] .mat-list-option .mat-list-text:empty{display:none}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:0;padding-left:16px}[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:16px;padding-left:0}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-left:0;padding-right:16px}[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:0;padding-left:16px}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:16px;padding-left:16px}.mat-list-base[dense] .mat-list-item .mat-list-avatar,.mat-list-base[dense] .mat-list-option .mat-list-avatar{flex-shrink:0;width:36px;height:36px;border-radius:50%;object-fit:cover}.mat-list-base[dense] .mat-list-item .mat-list-avatar~.mat-divider-inset,.mat-list-base[dense] .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:68px;width:calc(100% - 68px)}[dir=rtl] .mat-list-base[dense] .mat-list-item .mat-list-avatar~.mat-divider-inset,[dir=rtl] .mat-list-base[dense] .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:auto;margin-right:68px}.mat-list-base[dense] .mat-list-item .mat-list-icon,.mat-list-base[dense] .mat-list-option .mat-list-icon{flex-shrink:0;width:20px;height:20px;font-size:20px;box-sizing:content-box;border-radius:50%;padding:4px}.mat-list-base[dense] .mat-list-item .mat-list-icon~.mat-divider-inset,.mat-list-base[dense] .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:60px;width:calc(100% - 60px)}[dir=rtl] .mat-list-

base[dense] .mat-list-item .mat-list-icon~.mat-divider-inset,[dir=rtl] .mat-list-base[dense] .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:auto;margin-right:60px}.mat-list-base[dense] .mat-list-item .mat-divider,.mat-list-base[dense] .mat-list-option .mat-divider{position:absolute;bottom:0;left:0;width:100%;margin:0}[dir=rtl] .mat-list-base[dense] .mat-list-item .mat-divider,[dir=rtl] .mat-list-base[dense] .mat-list-option .mat-divider{margin-left:auto;margin-right:0}.mat-list-base[dense] .mat-list-item .mat-divider.mat-divider-inset,.mat-list-base[dense] .mat-list-option .mat-divider.mat-divider-inset{position:absolute}.mat-nav-list a{text-decoration:none;color:inherit}.mat-nav-list .mat-list-item{cursor:pointer;outline:0}mat-action-list button{background:0 0;color:inherit;border:none;font:inherit;outline:inherit}mat-action-list .mat-list-item{cursor:pointer;outline:inherit}.mat-list-option:not(.mat-list-item-disabled){cursor:pointer;outline:0}@media (hover:none){.mat-list-option:not(.mat-list-item-disabled):hover,.mat-nav-list .mat-list-item:not(.mat-list-item-disabled):hover{background:0 0}}\"],\n inputs: ['disableRipple'],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n return MatNavList;\n}(_MatListMixinBase));\nvar MatList = /** @class */ (function (_super) {\n __extends(MatList, _super);\n /**\n * @deprecated _elementRef parameter to be made required.\n * @breaking-change 8.0.0\n */\n function MatList(_elementRef) {\n var _this = _super.call(this) || this;\n _this._elementRef = _elementRef;\n return _this;\n }\n /**\n * @return {?}\n */\n MatList.prototype._getListType = /**\n * @return {?}\n */\n function () {\n /** @type {?} */\n var elementRef = this._elementRef;\n // @breaking-change 8.0.0 Remove null check once _elementRef is a required param.\n if (elementRef) {\n /** @type {?} */\n var nodeName = elementRef.nativeElement.nodeName.toLowerCase();\n if (nodeName === 'mat-list') {\n return 'list';\n }\n if (nodeName === 'mat-action-list') {\n return 'action-list';\n }\n }\n return null;\n };\n MatList.decorators = [\n { type: Component, args: [{selector: 'mat-list, mat-action-list',\n exportAs: 'matList',\n template: \"<ng-content></ng-content>\",\n host: {\n 'class': 'mat-list mat-list-base'\n },\n styles: [\".mat-subheader{display:flex;box-sizing:border-box;padding:16px;align-items:center}.mat-list-base .mat-subheader{margin:0}.mat-list-base{padding-top:8px;display:block;-webkit-tap-highlight-color:transparent}.mat-list-base .mat-subheader{height:48px;line-height:16px}.mat-list-base .mat-subheader:first-child{margin-top:-8px}.mat-list-base .mat-list-item,.mat-list-base .mat-list-option{display:block;height:48px;-webkit-tap-highlight-color:transparent;width:100%;padding:0}.mat-list-base .mat-list-item .mat-list-item-content,.mat-list-base .mat-list-option .mat-list-item-content{display:flex;flex-direction:row;align-items:center;box-sizing:border-box;padding:0 16px;position:relative;height:inherit}.mat-list-base .mat-list-item .mat-list-item-content-reverse,.mat-list-base .mat-list-option .mat-list-item-content-reverse{display:flex;align-items:center;padding:0 16px;flex-direction:row-reverse;justify-content:space-around}.mat-list-base .mat-list-item .mat-list-item-ripple,.mat-list-base .mat-list-option .mat-list-item-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}.mat-list-base .mat-list-item.mat-list-item-with-avatar,.mat-list-base .mat-list-option.mat-list-item-with-avatar{height:56px}.mat-list-base .mat-list-item.mat-2-line,.mat-list-base .mat-list-option.mat-2-line{height:72px}.mat-list-base .mat-list-item.mat-3-line,.mat-list-base .mat-list-option.mat-3-line{height:88px}.mat-list-base .mat-list-item.mat-multi-line,.mat-list-base .mat-list-option.mat-multi-line{height:auto}.mat-list-base .mat-list-item.mat-multi-line .mat-list-item-content,.mat-list-base .mat-list-option.mat-multi-line .mat-list-item-content{padding-top:16px;padding-bottom:16px}.mat-list-base .mat-list-item .mat-list-text,.mat-list-base .mat-list-option .mat-list-text{display:flex;flex-direction:column;width:100%;box-sizing:border-box;overflow:hidden;padding:0}.mat-list-base .mat-list-item .mat-list-text>*,.mat-list-base .mat-list-option .mat-list-text>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-list-base .mat-list-item .mat-list-text:empty,.mat-list-base .mat-list-option .mat-list-text:empty{display:none}.mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:0;padding-left:16px}[dir=rtl] .mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base .mat-list-item.mat-list-option .mat-

list-item-content .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:16px;padding-left:0}.mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-left:0;padding-right:16px}[dir=rtl] .mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:0;padding-left:16px}.mat-list-base .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:16px;padding-left:16px}.mat-list-base .mat-list-item .mat-list-avatar,.mat-list-base .mat-list-option .mat-list-avatar{flex-shrink:0;width:40px;height:40px;border-radius:50%;object-fit:cover}.mat-list-base .mat-list-item .mat-list-avatar~.mat-divider-inset,.mat-list-base .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:72px;width:calc(100% - 72px)}[dir=rtl] .mat-list-base .mat-list-item .mat-list-avatar~.mat-divider-inset,[dir=rtl] .mat-list-base .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:auto;margin-right:72px}.mat-list-base .mat-list-item .mat-list-icon,.mat-list-base .mat-list-option .mat-list-icon{flex-shrink:0;width:24px;height:24px;font-size:24px;box-sizing:content-box;border-radius:50%;padding:4px}.mat-list-base .mat-list-item .mat-list-icon~.mat-divider-inset,.mat-list-base .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:64px;width:calc(100% - 64px)}[dir=rtl] .mat-list-base .mat-list-item .mat-list-icon~.mat-divider-inset,[dir=rtl] .mat-list-base .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:auto;margin-right:64px}.mat-list-base .mat-list-item .mat-divider,.mat-list-base .mat-list-option .mat-divider{position:absolute;bottom:0;left:0;width:100%;margin:0}[dir=rtl] .mat-list-base .mat-list-item .mat-divider,[dir=rtl] .mat-list-base .mat-list-option .mat-divider{margin-left:auto;margin-right:0}.mat-list-base .mat-list-item .mat-divider.mat-divider-inset,.mat-list-base .mat-list-option .mat-divider.mat-divider-inset{position:absolute}.mat-list-base[dense]{padding-top:4px;display:block}.mat-list-base[dense] .mat-subheader{height:40px;line-height:8px}.mat-list-base[dense] .mat-subheader:first-child{margin-top:-4px}.mat-list-base[dense] .mat-list-item,.mat-list-base[dense] .mat-list-option{display:block;height:40px;-webkit-tap-highlight-color:transparent;width:100%;padding:0}.mat-list-base[dense] .mat-list-item .mat-list-item-content,.mat-list-base[dense] .mat-list-option .mat-list-item-content{display:flex;flex-direction:row;align-items:center;box-sizing:border-box;padding:0 16px;position:relative;height:inherit}.mat-list-base[dense] .mat-list-item .mat-list-item-content-reverse,.mat-list-base[dense] .mat-list-option .mat-list-item-content-reverse{display:flex;align-items:center;padding:0 16px;flex-direction:row-reverse;justify-content:space-around}.mat-list-base[dense] .mat-list-item .mat-list-item-ripple,.mat-list-base[dense] .mat-list-option .mat-list-item-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar{height:48px}.mat-list-base[dense] .mat-list-item.mat-2-line,.mat-list-base[dense] .mat-list-option.mat-2-line{height:60px}.mat-list-base[dense] .mat-list-item.mat-3-line,.mat-list-base[dense] .mat-list-option.mat-3-line{height:76px}.mat-list-base[dense] .mat-list-item.mat-multi-line,.mat-list-base[dense] .mat-list-option.mat-multi-line{height:auto}.mat-list-base[dense] .mat-list-item.mat-multi-line .mat-list-item-content,.mat-list-base[dense] .mat-list-option.mat-multi-line .mat-list-item-content{padding-top:16px;padding-bottom:16px}.mat-list-base[dense] .mat-list-item .mat-list-text,.mat-list-base[dense] .mat-list-option .mat-list-text{display:flex;flex-direction:column;width:100%;box-sizing:border-box;overflow:hidden;padding:0}.mat-list-base[dense] .mat-list-item .mat-list-text>*,.mat-list-base[dense] .mat-list-option .mat-list-text>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-list-base[dense] .mat-list-item .mat-list-text:empty,.mat-list-base[dense] .mat-list-option .mat-list-text:empty{display:none}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-

list-text,.mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:0;padding-left:16px}[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:16px;padding-left:0}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-left:0;padding-right:16px}[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:0;padding-left:16px}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:16px;padding-left:16px}.mat-list-base[dense] .mat-list-item .mat-list-avatar,.mat-list-base[dense] .mat-list-option .mat-list-avatar{flex-shrink:0;width:36px;height:36px;border-radius:50%;object-fit:cover}.mat-list-base[dense] .mat-list-item .mat-list-avatar~.mat-divider-inset,.mat-list-base[dense] .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:68px;width:calc(100% - 68px)}[dir=rtl] .mat-list-base[dense] .mat-list-item .mat-list-avatar~.mat-divider-inset,[dir=rtl] .mat-list-base[dense] .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:auto;margin-right:68px}.mat-list-base[dense] .mat-list-item .mat-list-icon,.mat-list-base[dense] .mat-list-option .mat-list-icon{flex-shrink:0;width:20px;height:20px;font-size:20px;box-sizing:content-box;border-radius:50%;padding:4px}.mat-list-base[dense] .mat-list-item .mat-list-icon~.mat-divider-inset,.mat-list-base[dense] .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:60px;width:calc(100% - 60px)}[dir=rtl] .mat-list-base[dense] .mat-list-item .mat-list-icon~.mat-divider-inset,[dir=rtl] .mat-list-base[dense] .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:auto;margin-right:60px}.mat-list-base[dense] .mat-list-item .mat-divider,.mat-list-base[dense] .mat-list-option .mat-divider{position:absolute;bottom:0;left:0;width:100%;margin:0}[dir=rtl] .mat-list-base[dense] .mat-list-item .mat-divider,[dir=rtl] .mat-list-base[dense] .mat-list-option .mat-divider{margin-left:auto;margin-right:0}.mat-list-base[dense] .mat-list-item .mat-divider.mat-divider-inset,.mat-list-base[dense] .mat-list-option .mat-divider.mat-divider-inset{position:absolute}.mat-nav-list a{text-decoration:none;color:inherit}.mat-nav-list .mat-list-item{cursor:pointer;outline:0}mat-action-list button{background:0 0;color:inherit;border:none;font:inherit;outline:inherit}mat-action-list .mat-list-item{cursor:pointer;outline:inherit}.mat-list-option:not(.mat-list-item-disabled){cursor:pointer;outline:0}@media (hover:none){.mat-list-option:not(.mat-list-item-disabled):hover,.mat-nav-list .mat-list-item:not(.mat-list-item-disabled):hover{background:0 0}}\"],\n inputs: ['disableRipple'],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatList.ctorParameters = function () { return [\n { type: ElementRef }\n]; };\n return MatList;\n}(_MatListMixinBase));\n/**\n * Directive whose purpose is to add the mat- CSS styling to this selector.\n * \\@docs-private\n */\nvar MatListAvatarCssMatStyler = /** @class */ (function () {\n function MatListAvatarCssMatStyler() {\n }\n MatListAvatarCssMatStyler.decorators = [\n { type: Directive, args: [{\n selector: '[mat-list-avatar], [matListAvatar]',\n host: { 'class': 'mat-list-avatar' }\n },] },\n];\n return MatListAvatarCssMatStyler;\n}());\n/**\n * Directive whose purpose is to add the mat- CSS styling to this selector.\n * \\@docs-private\n */\nvar MatListIconCssMatStyler = /** @class */ (function () {\n function MatListIconCssMatStyler() {\n }\n MatListIconCssMatStyler.decorators = [\n { type: Directive,

args: [{\n selector: '[mat-list-icon], [matListIcon]',\n host: { 'class': 'mat-list-icon' }\n },] },\n];\n return MatListIconCssMatStyler;\n}());\n/**\n * Directive whose purpose is to add the mat- CSS styling to this selector.\n * \\@docs-private\n */\nvar MatListSubheaderCssMatStyler = /** @class */ (function () {\n function MatListSubheaderCssMatStyler() {\n }\n MatListSubheaderCssMatStyler.decorators = [\n { type: Directive, args: [{\n selector: '[mat-subheader], [matSubheader]',\n host: { 'class': 'mat-subheader' }\n },] },\n];\n return MatListSubheaderCssMatStyler;\n}());\n/**\n * An item within a Material Design list.\n */\nvar MatListItem = /** @class */ (function (_super) {\n __extends(MatListItem, _super);\n function MatListItem(_element, navList, list) {\n var _this = _super.call(this) || this;\n _this._element = _element;\n _this._isInteractiveList = false;\n _this._isInteractiveList = !!(navList || (list && list._getListType() === 'action-list'));\n _this._list = navList || list;\n // If no type attributed is specified for <button>, set it to \"button\".\n // If a type attribute is already specified, do nothing.\n /** @type {?} */\n var element = _this._getHostElement();\n if (element.nodeName.toLowerCase() === 'button' && !element.hasAttribute('type')) {\n element.setAttribute('type', 'button');\n }\n return _this;\n }\n /**\n * @return {?}\n */\n MatListItem.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n setLines(this._lines, this._element);\n };\n /** Whether this list item should show a ripple effect when clicked. */\n /**\n * Whether this list item should show a ripple effect when clicked.\n * @return {?}\n */\n MatListItem.prototype._isRippleDisabled = /**\n * Whether this list item should show a ripple effect when clicked.\n * @return {?}\n */\n function () {\n return !this._isInteractiveList || this.disableRipple ||\n !!(this._list && this._list.disableRipple);\n };\n /** Retrieves the DOM element of the component host. */\n /**\n * Retrieves the DOM element of the component host.\n * @return {?}\n */\n MatListItem.prototype._getHostElement = /**\n * Retrieves the DOM element of the component host.\n * @return {?}\n */\n function () {\n return this._element.nativeElement;\n };\n MatListItem.decorators = [\n { type: Component, args: [{selector: 'mat-list-item, a[mat-list-item], button[mat-list-item]',\n exportAs: 'matListItem',\n host: {\n 'class': 'mat-list-item',\n // @breaking-change 8.0.0 Remove `mat-list-item-avatar` in favor of `mat-list-item-with-avatar`.\n '[class.mat-list-item-avatar]': '_avatar || _icon',\n '[class.mat-list-item-with-avatar]': '_avatar || _icon',\n },\n inputs: ['disableRipple'],\n template: \"<div class=\\\"mat-list-item-content\\\"><div class=\\\"mat-list-item-ripple\\\" mat-ripple [matRippleTrigger]=\\\"_getHostElement()\\\" [matRippleDisabled]=\\\"_isRippleDisabled()\\\"> <ng-content select=\\\"[mat-list-avatar], [mat-list-icon], [matListAvatar], [matListIcon]\\\"></ng-content><div class=\\\"mat-list-text\\\"><ng-content select=\\\"[mat-line], [matLine]\\\"></ng-content> <ng-content></ng-content> \",\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatListItem.ctorParameters = function () { return [\n { type: ElementRef },\n { type: MatNavList, decorators: [{ type: Optional }] },\n { type: MatList, decorators: [{ type: Optional }] }\n]; };\n MatListItem.propDecorators = {\n _lines: [{ type: ContentChildren, args: [MatLine,] }],\n _avatar: [{ type: ContentChild, args: [MatListAvatarCssMatStyler,] }],\n _icon: [{ type: ContentChild, args: [MatListIconCssMatStyler,] }]\n };\n return MatListItem;\n}(_MatListItemMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * \\@docs-private\n */\nvar /**\n * \\@docs-private\n */\nMatSelectionListBase = /** @class */ (function () {\n function MatSelectionListBase() {\n }\n return MatSelectionListBase;\n}());\n/** @type {?} */\nvar _MatSelectionListMixinBase = mixinDisableRipple(MatSelectionListBase);\n/**\n * \\@docs-private\n */\nvar /**\n * \\@docs-private\n */\nMatListOptionBase = /** @class */ (function () {\n function MatListOptionBase() {\n }\n return MatListOptionBase;\n}());\n/** @type {?} */\nvar _MatListOptionMixinBase = mixinDisableRipple(MatListOptionBase);\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_SELECTION_LIST_VALUE_ACCESSOR = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return MatSelectionList; }),\n multi: true\n};\n/**\n * Change event that is being fired whenever the selected state of an option changes.\n */\nvar /**\n * Change event that is being fired whenever the

selected state of an option changes.\n */\nMatSelectionListChange = /** @class */ (function () {\n function MatSelectionListChange(source, option) {\n this.source = source;\n this.option = option;\n }\n return MatSelectionListChange;\n}());\n/**\n * Component for list-options of selection-list. Each list-option can automatically\n * generate a checkbox and can put current item into the selectionModel of selection-list\n * if the current item is selected.\n */\nvar MatListOption = /** @class */ (function (_super) {\n __extends(MatListOption, _super);\n function MatListOption(_element, _changeDetector, selectionList) {\n var _this = _super.call(this) || this;\n _this._element = _element;\n _this._changeDetector = _changeDetector;\n _this.selectionList = selectionList;\n _this._selected = false;\n _this._disabled = false;\n _this._hasFocus = false;\n /**\n * Whether the label should appear before or after the checkbox. Defaults to 'after'\n */\n _this.checkboxPosition = 'after';\n return _this;\n }\n Object.defineProperty(MatListOption.prototype, \"disabled\", {\n /** Whether the option is disabled. */\n get: /**\n * Whether the option is disabled.\n * @return {?}\n */\n function () { return this._disabled || (this.selectionList && this.selectionList.disabled); },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var newValue = coerceBooleanProperty(value);\n if (newValue !== this._disabled) {\n this._disabled = newValue;\n this._changeDetector.markForCheck();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatListOption.prototype, \"selected\", {\n /** Whether the option is selected. */\n get: /**\n * Whether the option is selected.\n * @return {?}\n */\n function () { return this.selectionList.selectedOptions.isSelected(this); },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var isSelected = coerceBooleanProperty(value);\n if (isSelected !== this._selected) {\n this._setSelected(isSelected);\n this.selectionList._reportValueChange();\n }\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatListOption.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n // List options that are selected at initialization can't be reported properly to the form\n // control. This is because it takes some time until the selection-list knows about all\n // available options. Also it can happen that the ControlValueAccessor has an initial value\n // that should be used instead. Deferring the value change report to the next tick ensures\n // that the form control value is not being overwritten.\n /** @type {?} */\n var wasSelected = this._selected;\n Promise.resolve().then(function () {\n if (_this._selected || wasSelected) {\n _this.selected = true;\n _this._changeDetector.markForCheck();\n }\n });\n };\n /**\n * @return {?}\n */\n MatListOption.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n setLines(this._lines, this._element);\n };\n /**\n * @return {?}\n */\n MatListOption.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n var _this = this;\n if (this.selected) {\n // We have to delay this until the next tick in order\n // to avoid changed after checked errors.\n Promise.resolve().then(function () { return _this.selected = false; });\n }\n /** @type {?} */\n var hadFocus = this._hasFocus;\n /** @type {?} */\n var newActiveItem = this.selectionList._removeOptionFromList(this);\n // Only move focus if this option was focused at the time it was destroyed.\n if (hadFocus && newActiveItem) {\n newActiveItem.focus();\n }\n };\n /** Toggles the selection state of the option. */\n /**\n * Toggles the selection state of the option.\n * @return {?}\n */\n MatListOption.prototype.toggle = /**\n * Toggles the selection state of the option.\n * @return {?}\n */\n function () {\n this.selected = !this.selected;\n };\n /** Allows for programmatic focusing of the option. */\n /**\n * Allows for programmatic focusing of the option.\n * @return {?}\n */\n MatListOption.prototype.focus = /**\n * Allows for programmatic focusing of the option.\n * @return {?}\n */\n function () {\n this._element.nativeElement.focus();\n };\n /**\n * Returns the list item's text label. Implemented as a part of the FocusKeyManager.\n * @docs-private\n */\n /**\n * Returns the list item's text label. Implemented as a part of the FocusKeyManager.\n * \\@docs-private\n * @return {?}\n */\n MatListOption.prototype.getLabel = /**\n * Returns the list item's text label. Implemented as a part of the FocusKeyManager.\n * \\@docs-private\n * @return {?}\n */\n function () {\n return this._text ?

(this._text.nativeElement.textContent || '') : '';\n };\n /** Whether this list item should show a ripple effect when clicked. */\n /**\n * Whether this list item should show a ripple effect when clicked.\n * @return {?}\n */\n MatListOption.prototype._isRippleDisabled = /**\n * Whether this list item should show a ripple effect when clicked.\n * @return {?}\n */\n function () {\n return this.disabled || this.disableRipple || this.selectionList.disableRipple;\n };\n /**\n * @return {?}\n */\n MatListOption.prototype._handleClick = /**\n * @return {?}\n */\n function () {\n if (!this.disabled) {\n this.toggle();\n // Emit a change event if the selected state of the option changed through user interaction.\n this.selectionList._emitChangeEvent(this);\n }\n };\n /**\n * @return {?}\n */\n MatListOption.prototype._handleFocus = /**\n * @return {?}\n */\n function () {\n this.selectionList._setFocusedOption(this);\n this._hasFocus = true;\n };\n /**\n * @return {?}\n */\n MatListOption.prototype._handleBlur = /**\n * @return {?}\n */\n function () {\n this.selectionList._onTouched();\n this._hasFocus = false;\n };\n /** Retrieves the DOM element of the component host. */\n /**\n * Retrieves the DOM element of the component host.\n * @return {?}\n */\n MatListOption.prototype._getHostElement = /**\n * Retrieves the DOM element of the component host.\n * @return {?}\n */\n function () {\n return this._element.nativeElement;\n };\n /** Sets the selected state of the option. Returns whether the value has changed. */\n /**\n * Sets the selected state of the option. Returns whether the value has changed.\n * @param {?} selected\n * @return {?}\n */\n MatListOption.prototype._setSelected = /**\n * Sets the selected state of the option. Returns whether the value has changed.\n * @param {?} selected\n * @return {?}\n */\n function (selected) {\n if (selected === this._selected) {\n return false;\n }\n this._selected = selected;\n if (selected) {\n this.selectionList.selectedOptions.select(this);\n }\n else {\n this.selectionList.selectedOptions.deselect(this);\n }\n this._changeDetector.markForCheck();\n return true;\n };\n /**\n * Notifies Angular that the option needs to be checked in the next change detection run. Mainly\n * used to trigger an update of the list option if the disabled state of the selection list\n * changed.\n */\n /**\n * Notifies Angular that the option needs to be checked in the next change detection run. Mainly\n * used to trigger an update of the list option if the disabled state of the selection list\n * changed.\n * @return {?}\n */\n MatListOption.prototype._markForCheck = /**\n * Notifies Angular that the option needs to be checked in the next change detection run. Mainly\n * used to trigger an update of the list option if the disabled state of the selection list\n * changed.\n * @return {?}\n */\n function () {\n this._changeDetector.markForCheck();\n };\n MatListOption.decorators = [\n { type: Component, args: [{selector: 'mat-list-option',\n exportAs: 'matListOption',\n inputs: ['disableRipple'],\n host: {\n 'role': 'option',\n 'class': 'mat-list-item mat-list-option',\n '(focus)': '_handleFocus()',\n '(blur)': '_handleBlur()',\n '(click)': '_handleClick()',\n 'tabindex': '-1',\n '[class.mat-list-item-disabled]': 'disabled',\n '[class.mat-list-item-with-avatar]': '_avatar || _icon',\n '[attr.aria-selected]': 'selected.toString()',\n '[attr.aria-disabled]': 'disabled.toString()',\n },\n template: \"<div class=\\\"mat-list-item-content\\\" [class.mat-list-item-content-reverse]=\\\"checkboxPosition == 'after'\\\"><div mat-ripple class=\\\"mat-list-item-ripple\\\" [matRippleTrigger]=\\\"_getHostElement()\\\" [matRippleDisabled]=\\\"_isRippleDisabled()\\\"> <mat-pseudo-checkbox [state]=\\\"selected ? 'checked' : 'unchecked'\\\" [disabled]=\\\"disabled\\\"></mat-pseudo-checkbox><div class=\\\"mat-list-text\\\" #text><ng-content></ng-content> <ng-content select=\\\"[mat-list-avatar], [mat-list-icon], [matListAvatar], [matListIcon]\\\"></ng-content> \",\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatListOption.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: MatSelectionList, decorators: [{ type: Inject, args: [forwardRef(function () { return MatSelectionList; })],] }] }\n]; };\n MatListOption.propDecorators = {\n _avatar: [{ type: ContentChild, args: [MatListAvatarCssMatStyler,] }],\n _icon: [{ type: ContentChild, args: [MatListIconCssMatStyler,] }],\n _lines: [{ type: ContentChildren, args: [MatLine,] }],\n _text: [{ type: ViewChild, args: ['text',] }],\n

checkboxPosition: [{ type: Input }],\n value: [{ type: Input }],\n disabled: [{ type: Input }],\n selected: [{ type: Input }]\n };\n return MatListOption;\n}(_MatListOptionMixinBase));\n/**\n * Material Design list component where each item is a selectable option. Behaves as a listbox.\n */\nvar MatSelectionList = /** @class */ (function (_super) {\n __extends(MatSelectionList, _super);\n function MatSelectionList(_element, tabIndex) {\n var _this = _super.call(this) || this;\n _this._element = _element;\n /**\n * Emits a change event whenever the selected state of an option changes.\n */\n _this.selectionChange = new EventEmitter();\n /**\n * Tabindex of the selection list.\n */\n _this.tabIndex = 0;\n _this._disabled = false;\n /**\n * The currently selected options.\n */\n _this.selectedOptions = new SelectionModel(true);\n /**\n * View to model callback that should be called whenever the selected options change.\n */\n _this._onChange = function (_) { };\n /**\n * Subscription to sync value changes in the SelectionModel back to the SelectionList.\n */\n _this._modelChanges = Subscription.EMPTY;\n /**\n * View to model callback that should be called if the list or its options lost focus.\n */\n _this._onTouched = function () { };\n _this.tabIndex = parseInt(tabIndex) || 0;\n return _this;\n }\n Object.defineProperty(MatSelectionList.prototype, \"disabled\", {\n /** Whether the selection list is disabled. */\n get: /**\n * Whether the selection list is disabled.\n * @return {?}\n */\n function () { return this._disabled; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._disabled = coerceBooleanProperty(value);\n // The `MatSelectionList` and `MatListOption` are using the `OnPush` change detection\n // strategy. Therefore the options will not check for any changes if the `MatSelectionList`\n // changed its state. Since we know that a change to `disabled` property of the list affects\n // the state of the options, we manually mark each option for check.\n if (this.options) {\n this.options.forEach(function (option) { return option._markForCheck(); });\n }\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatSelectionList.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n this._keyManager = new FocusKeyManager(this.options)\n .withWrap()\n .withTypeAhead()\n // Allow disabled items to be focusable. For accessibility reasons, there must be a way for\n // screenreader users, that allows reading the different options of the list.\n .skipPredicate(function () { return false; })\n .withAllowedModifierKeys(['shiftKey']);\n if (this._tempValues) {\n this._setOptionsFromValues(this._tempValues);\n this._tempValues = null;\n }\n // Sync external changes to the model back to the options.\n this._modelChanges = this.selectedOptions.onChange.subscribe(function (event) {\n if (event.added) {\n for (var _i = 0, _a = event.added; _i < _a.length; _i++) {\n var item = _a[_i];\n item.selected = true;\n }\n }\n if (event.removed) {\n for (var _b = 0, _c = event.removed; _b < _c.length; _b++) {\n var item = _c[_b];\n item.selected = false;\n }\n }\n });\n };\n /**\n * @return {?}\n */\n MatSelectionList.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._modelChanges.unsubscribe();\n };\n /** Focuses the last active list option. */\n /**\n * Focuses the last active list option.\n * @return {?}\n */\n MatSelectionList.prototype.focus = /**\n * Focuses the last active list option.\n * @return {?}\n */\n function () {\n this._element.nativeElement.focus();\n };\n /** Selects all of the options. */\n /**\n * Selects all of the options.\n * @return {?}\n */\n MatSelectionList.prototype.selectAll = /**\n * Selects all of the options.\n * @return {?}\n */\n function () {\n this._setAllOptionsSelected(true);\n };\n /** Deselects all of the options. */\n /**\n * Deselects all of the options.\n * @return {?}\n */\n MatSelectionList.prototype.deselectAll = /**\n * Deselects all of the options.\n * @return {?}\n */\n function () {\n this._setAllOptionsSelected(false);\n };\n /** Sets the focused option of the selection-list. */\n /**\n * Sets the focused option of the selection-list.\n * @param {?} option\n * @return {?}\n */\n MatSelectionList.prototype._setFocusedOption = /**\n * Sets the focused option of the selection-list.\n * @param {?} option\n * @return {?}\n */\n function (option) {\n this._keyManager.updateActiveItemIndex(this._getOptionIndex(option));\n };\n /**\n * Removes an option from the selection list and updates the active item.\n * @returns Currently-active item.\n */\n /**\n * Removes an option from the selection list and updates the active item.\n * @param {?} option\n * @return {?}

Currently-active item.\n */\n MatSelectionList.prototype._removeOptionFromList = /**\n * Removes an option from the selection list and updates the active item.\n * @param {?} option\n * @return {?} Currently-active item.\n */\n function (option) {\n /** @type {?} */\n var optionIndex = this._getOptionIndex(option);\n if (optionIndex > -1 && this._keyManager.activeItemIndex === optionIndex) {\n // Check whether the option is the last item\n if (optionIndex > 0) {\n this._keyManager.updateActiveItemIndex(optionIndex - 1);\n }\n else if (optionIndex === 0 && this.options.length > 1) {\n this._keyManager.updateActiveItemIndex(Math.min(optionIndex + 1, this.options.length - 1));\n }\n }\n return this._keyManager.activeItem;\n };\n /** Passes relevant key presses to our key manager. */\n /**\n * Passes relevant key presses to our key manager.\n * @param {?} event\n * @return {?}\n */\n MatSelectionList.prototype._keydown = /**\n * Passes relevant key presses to our key manager.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n /** @type {?} */\n var keyCode = event.keyCode;\n /** @type {?} */\n var manager = this._keyManager;\n /** @type {?} */\n var previousFocusIndex = manager.activeItemIndex;\n /** @type {?} */\n var hasModifier = hasModifierKey(event);\n switch (keyCode) {\n case SPACE:\n case ENTER:\n if (!hasModifier) {\n this._toggleFocusedOption();\n // Always prevent space from scrolling the page since the list has focus\n event.preventDefault();\n }\n break;\n case HOME:\n case END:\n if (!hasModifier) {\n keyCode === HOME ? manager.setFirstItemActive() : manager.setLastItemActive();\n event.preventDefault();\n }\n break;\n case A:\n if (hasModifierKey(event, 'ctrlKey')) {\n this.options.find(function (option) { return !option.selected; }) ? this.selectAll() : this.deselectAll();\n event.preventDefault();\n }\n break;\n default:\n manager.onKeydown(event);\n }\n if ((keyCode === UP_ARROW || keyCode === DOWN_ARROW) && event.shiftKey &&\n manager.activeItemIndex !== previousFocusIndex) {\n this._toggleFocusedOption();\n }\n };\n /** Reports a value change to the ControlValueAccessor */\n /**\n * Reports a value change to the ControlValueAccessor\n * @return {?}\n */\n MatSelectionList.prototype._reportValueChange = /**\n * Reports a value change to the ControlValueAccessor\n * @return {?}\n */\n function () {\n if (this.options) {\n this._onChange(this._getSelectedOptionValues());\n }\n };\n /** Emits a change event if the selected state of an option changed. */\n /**\n * Emits a change event if the selected state of an option changed.\n * @param {?} option\n * @return {?}\n */\n MatSelectionList.prototype._emitChangeEvent = /**\n * Emits a change event if the selected state of an option changed.\n * @param {?} option\n * @return {?}\n */\n function (option) {\n this.selectionChange.emit(new MatSelectionListChange(this, option));\n };\n /** Implemented as part of ControlValueAccessor. */\n /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} values\n * @return {?}\n */\n MatSelectionList.prototype.writeValue = /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} values\n * @return {?}\n */\n function (values) {\n if (this.options) {\n this._setOptionsFromValues(values || []);\n }\n else {\n this._tempValues = values;\n }\n };\n /** Implemented as a part of ControlValueAccessor. */\n /**\n * Implemented as a part of ControlValueAccessor.\n * @param {?} isDisabled\n * @return {?}\n */\n MatSelectionList.prototype.setDisabledState = /**\n * Implemented as a part of ControlValueAccessor.\n * @param {?} isDisabled\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n };\n /** Implemented as part of ControlValueAccessor. */\n /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn\n * @return {?}\n */\n MatSelectionList.prototype.registerOnChange = /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._onChange = fn;\n };\n /** Implemented as part of ControlValueAccessor. */\n /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn\n * @return {?}\n */\n MatSelectionList.prototype.registerOnTouched = /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this._onTouched = fn;\n };\n /** Sets the selected options based on the specified values. */\n /**\n * Sets the

selected options based on the specified values.\n * @private\n * @param {?} values\n * @return {?}\n */\n MatSelectionList.prototype._setOptionsFromValues = /**\n * Sets the selected options based on the specified values.\n * @private\n * @param {?} values\n * @return {?}\n */\n function (values) {\n var _this = this;\n this.options.forEach(function (option) { return option._setSelected(false); });\n values.forEach(function (value) {\n /** @type {?} */\n var correspondingOption = _this.options.find(function (option) {\n // Skip options that are already in the model. This allows us to handle cases\n // where the same primitive value is selected multiple times.\n if (option.selected) {\n return false;\n }\n return _this.compareWith ? _this.compareWith(option.value, value) : option.value === value;\n });\n if (correspondingOption) {\n correspondingOption._setSelected(true);\n }\n });\n };\n /** Returns the values of the selected options. */\n /**\n * Returns the values of the selected options.\n * @private\n * @return {?}\n */\n MatSelectionList.prototype._getSelectedOptionValues = /**\n * Returns the values of the selected options.\n * @private\n * @return {?}\n */\n function () {\n return this.options.filter(function (option) { return option.selected; }).map(function (option) { return option.value; });\n };\n /** Toggles the state of the currently focused option if enabled. */\n /**\n * Toggles the state of the currently focused option if enabled.\n * @private\n * @return {?}\n */\n MatSelectionList.prototype._toggleFocusedOption = /**\n * Toggles the state of the currently focused option if enabled.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var focusedIndex = this._keyManager.activeItemIndex;\n if (focusedIndex != null && this._isValidIndex(focusedIndex)) {\n /** @type {?} */\n var focusedOption = this.options.toArray()[focusedIndex];\n if (focusedOption && !focusedOption.disabled) {\n focusedOption.toggle();\n // Emit a change event because the focused option changed its state through user\n // interaction.\n this._emitChangeEvent(focusedOption);\n }\n }\n };\n /**\n * Sets the selected state on all of the options\n * and emits an event if anything changed.\n */\n /**\n * Sets the selected state on all of the options\n * and emits an event if anything changed.\n * @private\n * @param {?} isSelected\n * @return {?}\n */\n MatSelectionList.prototype._setAllOptionsSelected = /**\n * Sets the selected state on all of the options\n * and emits an event if anything changed.\n * @private\n * @param {?} isSelected\n * @return {?}\n */\n function (isSelected) {\n // Keep track of whether anything changed, because we only want to\n // emit the changed event when something actually changed.\n /** @type {?} */\n var hasChanged = false;\n this.options.forEach(function (option) {\n if (option._setSelected(isSelected)) {\n hasChanged = true;\n }\n });\n if (hasChanged) {\n this._reportValueChange();\n }\n };\n /**\n * Utility to ensure all indexes are valid.\n * @param index The index to be checked.\n * @returns True if the index is valid for our list of options.\n */\n /**\n * Utility to ensure all indexes are valid.\n * @private\n * @param {?} index The index to be checked.\n * @return {?} True if the index is valid for our list of options.\n */\n MatSelectionList.prototype._isValidIndex = /**\n * Utility to ensure all indexes are valid.\n * @private\n * @param {?} index The index to be checked.\n * @return {?} True if the index is valid for our list of options.\n */\n function (index) {\n return index >= 0 && index < this.options.length;\n };\n /** Returns the index of the specified list option. */\n /**\n * Returns the index of the specified list option.\n * @private\n * @param {?} option\n * @return {?}\n */\n MatSelectionList.prototype._getOptionIndex = /**\n * Returns the index of the specified list option.\n * @private\n * @param {?} option\n * @return {?}\n */\n function (option) {\n return this.options.toArray().indexOf(option);\n };\n MatSelectionList.decorators = [\n { type: Component, args: [{selector: 'mat-selection-list',\n exportAs: 'matSelectionList',\n inputs: ['disabled', 'disableRipple', 'tabIndex'],\n host: {\n 'role': 'listbox',\n '[tabIndex]': 'tabIndex',\n 'class': 'mat-selection-list mat-list-base',\n '(focus)': 'focus()',\n '(blur)': '_onTouched()',\n '(keydown)': '_keydown($event)',\n 'aria-multiselectable': 'true',\n '[attr.aria-disabled]': 'disabled.toString()',\n },\n template: '<ng-content></ng-content>',\n styles: [\".mat-subheader{display:flex;box-sizing:border-box;padding:16px;align-items:center}.mat-list-base .mat-subheader{margin:0}.mat-list-base{padding-

top:8px;display:block;-webkit-tap-highlight-color:transparent}.mat-list-base .mat-subheader{height:48px;line-height:16px}.mat-list-base .mat-subheader:first-child{margin-top:-8px}.mat-list-base .mat-list-item,.mat-list-base .mat-list-option{display:block;height:48px;-webkit-tap-highlight-color:transparent;width:100%;padding:0}.mat-list-base .mat-list-item .mat-list-item-content,.mat-list-base .mat-list-option .mat-list-item-content{display:flex;flex-direction:row;align-items:center;box-sizing:border-box;padding:0 16px;position:relative;height:inherit}.mat-list-base .mat-list-item .mat-list-item-content-reverse,.mat-list-base .mat-list-option .mat-list-item-content-reverse{display:flex;align-items:center;padding:0 16px;flex-direction:row-reverse;justify-content:space-around}.mat-list-base .mat-list-item .mat-list-item-ripple,.mat-list-base .mat-list-option .mat-list-item-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}.mat-list-base .mat-list-item.mat-list-item-with-avatar,.mat-list-base .mat-list-option.mat-list-item-with-avatar{height:56px}.mat-list-base .mat-list-item.mat-2-line,.mat-list-base .mat-list-option.mat-2-line{height:72px}.mat-list-base .mat-list-item.mat-3-line,.mat-list-base .mat-list-option.mat-3-line{height:88px}.mat-list-base .mat-list-item.mat-multi-line,.mat-list-base .mat-list-option.mat-multi-line{height:auto}.mat-list-base .mat-list-item.mat-multi-line .mat-list-item-content,.mat-list-base .mat-list-option.mat-multi-line .mat-list-item-content{padding-top:16px;padding-bottom:16px}.mat-list-base .mat-list-item .mat-list-text,.mat-list-base .mat-list-option .mat-list-text{display:flex;flex-direction:column;width:100%;box-sizing:border-box;overflow:hidden;padding:0}.mat-list-base .mat-list-item .mat-list-text>*,.mat-list-base .mat-list-option .mat-list-text>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-list-base .mat-list-item .mat-list-text:empty,.mat-list-base .mat-list-option .mat-list-text:empty{display:none}.mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:0;padding-left:16px}[dir=rtl] .mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:16px;padding-left:0}.mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-left:0;padding-right:16px}[dir=rtl] .mat-list-base .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:0;padding-left:16px}.mat-list-base .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:16px;padding-left:16px}.mat-list-base .mat-list-item .mat-list-avatar,.mat-list-base .mat-list-option .mat-list-avatar{flex-shrink:0;width:40px;height:40px;border-radius:50%;object-fit:cover}.mat-list-base .mat-list-item .mat-list-avatar~.mat-divider-inset,.mat-list-base .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:72px;width:calc(100% - 72px)}[dir=rtl] .mat-list-base .mat-list-item .mat-list-avatar~.mat-divider-inset,[dir=rtl] .mat-list-base .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:auto;margin-right:72px}.mat-list-base .mat-list-item .mat-list-icon,.mat-list-base .mat-list-option .mat-list-icon{flex-shrink:0;width:24px;height:24px;font-size:24px;box-sizing:content-box;border-radius:50%;padding:4px}.mat-list-base .mat-list-item .mat-list-icon~.mat-divider-inset,.mat-list-base .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:64px;width:calc(100% - 64px)}[dir=rtl] .mat-list-base .mat-list-item .mat-list-icon~.mat-divider-inset,[dir=rtl] .mat-list-base .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:auto;margin-right:64px}.mat-list-base .mat-list-item .mat-divider,.mat-list-base .mat-list-option .mat-divider{position:absolute;bottom:0;left:0;width:100%;margin:0}[dir=rtl] .mat-list-

base .mat-list-item .mat-divider,[dir=rtl] .mat-list-base .mat-list-option .mat-divider{margin-left:auto;margin-right:0}.mat-list-base .mat-list-item .mat-divider.mat-divider-inset,.mat-list-base .mat-list-option .mat-divider.mat-divider-inset{position:absolute}.mat-list-base[dense]{padding-top:4px;display:block}.mat-list-base[dense] .mat-subheader{height:40px;line-height:8px}.mat-list-base[dense] .mat-subheader:first-child{margin-top:-4px}.mat-list-base[dense] .mat-list-item,.mat-list-base[dense] .mat-list-option{display:block;height:40px;-webkit-tap-highlight-color:transparent;width:100%;padding:0}.mat-list-base[dense] .mat-list-item .mat-list-item-content,.mat-list-base[dense] .mat-list-option .mat-list-item-content{display:flex;flex-direction:row;align-items:center;box-sizing:border-box;padding:0 16px;position:relative;height:inherit}.mat-list-base[dense] .mat-list-item .mat-list-item-content-reverse,.mat-list-base[dense] .mat-list-option .mat-list-item-content-reverse{display:flex;align-items:center;padding:0 16px;flex-direction:row-reverse;justify-content:space-around}.mat-list-base[dense] .mat-list-item .mat-list-item-ripple,.mat-list-base[dense] .mat-list-option .mat-list-item-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar{height:48px}.mat-list-base[dense] .mat-list-item.mat-2-line,.mat-list-base[dense] .mat-list-option.mat-2-line{height:60px}.mat-list-base[dense] .mat-list-item.mat-3-line,.mat-list-base[dense] .mat-list-option.mat-3-line{height:76px}.mat-list-base[dense] .mat-list-item.mat-multi-line,.mat-list-base[dense] .mat-list-option.mat-multi-line{height:auto}.mat-list-base[dense] .mat-list-item.mat-multi-line .mat-list-item-content,.mat-list-base[dense] .mat-list-option.mat-multi-line .mat-list-item-content{padding-top:16px;padding-bottom:16px}.mat-list-base[dense] .mat-list-item .mat-list-text,.mat-list-base[dense] .mat-list-option .mat-list-text{display:flex;flex-direction:column;width:100%;box-sizing:border-box;overflow:hidden;padding:0}.mat-list-base[dense] .mat-list-item .mat-list-text>*,.mat-list-base[dense] .mat-list-option .mat-list-text>*{margin:0;padding:0;font-weight:400;font-size:inherit}.mat-list-base[dense] .mat-list-item .mat-list-text:empty,.mat-list-base[dense] .mat-list-option .mat-list-text:empty{display:none}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:0;padding-left:16px}[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content .mat-list-text{padding-right:16px;padding-left:0}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-left:0;padding-right:16px}[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-item.mat-list-option .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar .mat-list-item-content-reverse .mat-list-text,[dir=rtl] .mat-list-base[dense] .mat-list-option.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:0;padding-left:16px}.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-item.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content .mat-list-text,.mat-list-base[dense] .mat-list-option.mat-list-item-with-avatar.mat-list-option .mat-list-item-content-reverse .mat-list-text{padding-right:16px;padding-left:16px}.mat-list-base[dense] .mat-list-item .mat-list-avatar,.mat-list-base[dense] .mat-list-option .mat-list-avatar{flex-shrink:0;width:36px;height:36px;border-radius:50%;object-fit:cover}.mat-list-base[dense] .mat-list-item .mat-list-avatar~.mat-divider-inset,.mat-list-base[dense] .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:68px;width:calc(100% - 68px)}[dir=rtl] .mat-list-base[dense] .mat-list-item .mat-list-avatar~.mat-divider-inset,[dir=rtl] .mat-list-base[dense] .mat-list-option .mat-list-avatar~.mat-divider-inset{margin-left:auto;margin-right:68px}.mat-list-base[dense] .mat-list-item .mat-list-icon,.mat-list-base[dense]

.mat-list-option .mat-list-icon{flex-shrink:0;width:20px;height:20px;font-size:20px;box-sizing:content-box;border-radius:50%;padding:4px}.mat-list-base[dense] .mat-list-item .mat-list-icon~.mat-divider-inset,.mat-list-base[dense] .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:60px;width:calc(100% - 60px)}[dir=rtl] .mat-list-base[dense] .mat-list-item .mat-list-icon~.mat-divider-inset,[dir=rtl] .mat-list-base[dense] .mat-list-option .mat-list-icon~.mat-divider-inset{margin-left:auto;margin-right:60px}.mat-list-base[dense] .mat-list-item .mat-divider,.mat-list-base[dense] .mat-list-option .mat-divider{position:absolute;bottom:0;left:0;width:100%;margin:0}[dir=rtl] .mat-list-base[dense] .mat-list-item .mat-divider,[dir=rtl] .mat-list-base[dense] .mat-list-option .mat-divider{margin-left:auto;margin-right:0}.mat-list-base[dense] .mat-list-item .mat-divider.mat-divider-inset,.mat-list-base[dense] .mat-list-option .mat-divider.mat-divider-inset{position:absolute}.mat-nav-list a{text-decoration:none;color:inherit}.mat-nav-list .mat-list-item{cursor:pointer;outline:0}mat-action-list button{background:0 0;color:inherit;border:none;font:inherit;outline:inherit}mat-action-list .mat-list-item{cursor:pointer;outline:inherit}.mat-list-option:not(.mat-list-item-disabled){cursor:pointer;outline:0}@media (hover:none){.mat-list-option:not(.mat-list-item-disabled):hover,.mat-nav-list .mat-list-item:not(.mat-list-item-disabled):hover{background:0 0}}\"],\n encapsulation: ViewEncapsulation.None,\n providers: [MAT_SELECTION_LIST_VALUE_ACCESSOR],\n changeDetection: ChangeDetectionStrategy.OnPush\n },] },\n];\n /** @nocollapse */\n MatSelectionList.ctorParameters = function () { return [\n { type: ElementRef },\n { type: String, decorators: [{ type: Attribute, args: ['tabindex',] }] }\n]; };\n MatSelectionList.propDecorators = {\n options: [{ type: ContentChildren, args: [MatListOption,] }],\n selectionChange: [{ type: Output }],\n tabIndex: [{ type: Input }],\n compareWith: [{ type: Input }],\n disabled: [{ type: Input }]\n };\n return MatSelectionList;\n}(_MatSelectionListMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatListModule = /** @class */ (function () {\n function MatListModule() {\n }\n MatListModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatLineModule, MatRippleModule, MatCommonModule, MatPseudoCheckboxModule, CommonModule],\n exports: [\n MatList,\n MatNavList,\n MatListItem,\n MatListAvatarCssMatStyler,\n MatLineModule,\n MatCommonModule,\n MatListIconCssMatStyler,\n MatListSubheaderCssMatStyler,\n MatPseudoCheckboxModule,\n MatSelectionList,\n MatListOption,\n MatDividerModule\n],\n declarations: [\n MatList,\n MatNavList,\n MatListItem,\n MatListAvatarCssMatStyler,\n MatListIconCssMatStyler,\n MatListSubheaderCssMatStyler,\n MatSelectionList,\n MatListOption\n],\n },] },\n];\n return MatListModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatListModule, MatListBase, _MatListMixinBase, MatListItemBase, _MatListItemMixinBase, MatNavList, MatList, MatListAvatarCssMatStyler, MatListIconCssMatStyler, MatListSubheaderCssMatStyler, MatListItem, MatSelectionListBase, _MatSelectionListMixinBase, MatListOptionBase, _MatListOptionMixinBase, MAT_SELECTION_LIST_VALUE_ACCESSOR, MatSelectionListChange, MatListOption, MatSelectionList };\n//# sourceMappingURL=list.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Version } from '@angular/core';\nexport { a30, MAT_AUTOCOMPLETE_DEFAULT_OPTIONS_FACTORY, MatAutocompleteSelectedEvent, MatAutocompleteBase, _MatAutocompleteMixinBase, MAT_AUTOCOMPLETE_DEFAULT_OPTIONS, MatAutocomplete, MatAutocompleteModule, MAT_AUTOCOMPLETE_SCROLL_STRATEGY_FACTORY, getMatAutocompleteMissingPanelError, AUTOCOMPLETE_OPTION_HEIGHT, AUTOCOMPLETE_PANEL_HEIGHT, MAT_AUTOCOMPLETE_SCROLL_STRATEGY,

MAT_AUTOCOMPLETE_SCROLL_STRATEGY_FACTORY_PROVIDER, MAT_AUTOCOMPLETE_VALUE_ACCESSOR, MatAutocompleteTrigger } from '@angular/material/autocomplete';\nexport { MatBadgeModule, MatBadgeBase, _MatBadgeMixinBase, MatBadge } from '@angular/material/badge';\nexport { MatBottomSheetModule, MAT_BOTTOM_SHEET_DEFAULT_OPTIONS, MatBottomSheet, MAT_BOTTOM_SHEET_DATA, MatBottomSheetConfig, MatBottomSheetContainer, matBottomSheetAnimations, MatBottomSheetRef } from '@angular/material/bottom-sheet';\nexport { MatButtonModule, MatButtonBase, _MatButtonMixinBase, MatButton, MatAnchor } from '@angular/material/button';\nexport { MAT_BUTTON_TOGGLE_DEFAULT_OPTIONS, MAT_BUTTON_TOGGLE_GROUP_VALUE_ACCESSOR, MatButtonToggleGroupMultiple, MatButtonToggleChange, MatButtonToggleGroup, MatButtonToggleBase, _MatButtonToggleMixinBase, MatButtonToggle, MatButtonToggleModule } from '@angular/material/button-toggle';\nexport { MatCardContent, MatCardTitle, MatCardSubtitle, MatCardActions, MatCardFooter, MatCardImage, MatCardSmImage, MatCardMdImage, MatCardLgImage, MatCardXlImage, MatCardAvatar, MatCard, MatCardHeader, MatCardTitleGroup, MatCardModule } from '@angular/material/card';\nexport { MAT_CHECKBOX_CONTROL_VALUE_ACCESSOR, TransitionCheckState, MatCheckboxChange, MatCheckboxBase, _MatCheckboxMixinBase, MatCheckbox, MAT_CHECKBOX_CLICK_ACTION, MatCheckboxModule, MAT_CHECKBOX_REQUIRED_VALIDATOR, MatCheckboxRequiredValidator } from '@angular/material/checkbox';\nexport { MatChipsModule, MatChipListBase, _MatChipListMixinBase, MatChipListChange, MatChipList, MatChipSelectionChange, MatChipBase, _MatChipMixinBase, MatChipAvatar, MatChipTrailingIcon, MatChip, MatChipRemove, MatChipInput, MAT_CHIPS_DEFAULT_OPTIONS } from '@angular/material/chips';\nexport { a1, AnimationCurves, AnimationDurations, MatCommonModule, MATERIAL_SANITY_CHECKS, mixinDisabled, mixinColor, mixinDisableRipple, mixinTabIndex, mixinErrorState, mixinInitialized, NativeDateModule, MatNativeDateModule, MAT_DATE_LOCALE_FACTORY, MAT_DATE_LOCALE, MAT_DATE_LOCALE_PROVIDER, DateAdapter, MAT_DATE_FORMATS, NativeDateAdapter, MAT_NATIVE_DATE_FORMATS, ShowOnDirtyErrorStateMatcher, ErrorStateMatcher, MAT_HAMMER_OPTIONS, GestureConfig, setLines, MatLine, MatLineSetter, MatLineModule, MatOptionModule, _countGroupLabelsBeforeOption, _getOptionScrollPosition, MatOptionSelectionChange, MAT_OPTION_PARENT_COMPONENT, MatOption, MatOptgroupBase, _MatOptgroupMixinBase, MatOptgroup, MAT_LABEL_GLOBAL_OPTIONS, MatRippleModule, MAT_RIPPLE_GLOBAL_OPTIONS, MatRipple, RippleState, RippleRef, defaultRippleAnimationConfig, RippleRenderer, MatPseudoCheckboxModule, MatPseudoCheckbox, JAN, FEB, MAR, APR, MAY, JUN, JUL, AUG, SEP, OCT, NOV, DEC } from '@angular/material/core';\nexport { a34, MatDatepickerModule, MatCalendarHeader, MatCalendar, MatCalendarCell, MatCalendarBody, MAT_DATEPICKER_SCROLL_STRATEGY_FACTORY, MAT_DATEPICKER_SCROLL_STRATEGY, MAT_DATEPICKER_SCROLL_STRATEGY_FACTORY_PROVIDER, MatDatepickerContentBase, _MatDatepickerContentMixinBase, MatDatepickerContent, MatDatepicker, matDatepickerAnimations, MAT_DATEPICKER_VALUE_ACCESSOR, MAT_DATEPICKER_VALIDATORS, MatDatepickerInputEvent, MatDatepickerInput, MatDatepickerIntl, MatDatepickerToggleIcon, MatDatepickerToggle, MatMonthView, MatYearView } from '@angular/material/datepicker';\nexport { MatDialogModule, MAT_DIALOG_SCROLL_STRATEGY_FACTORY, MAT_DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY, MAT_DIALOG_DATA, MAT_DIALOG_DEFAULT_OPTIONS, MAT_DIALOG_SCROLL_STRATEGY, MAT_DIALOG_SCROLL_STRATEGY_PROVIDER, MatDialog, throwMatDialogContentAlreadyAttachedError, MatDialogContainer, MatDialogClose, MatDialogTitle, MatDialogContent, MatDialogActions, MatDialogConfig, MatDialogRef, matDialogAnimations } from '@angular/material/dialog';\nexport { MatDivider, MatDividerModule } from '@angular/material/divider';\nexport { MatExpansionModule, MatAccordion, MAT_ACCORDION, MatExpansionPanel, MatExpansionPanelActionRow, MatExpansionPanelHeader, MatExpansionPanelDescription, MatExpansionPanelTitle, MatExpansionPanelContent, EXPANSION_PANEL_ANIMATION_TIMING,

matExpansionAnimations } from '@angular/material/expansion';\nexport { MatFormFieldModule, MatError, MatFormFieldBase, _MatFormFieldMixinBase, MAT_FORM_FIELD_DEFAULT_OPTIONS, MatFormField, MatFormFieldControl, getMatFormFieldPlaceholderConflictError, getMatFormFieldDuplicatedHintError, getMatFormFieldMissingControlError, MatHint, MatPlaceholder, MatPrefix, MatSuffix, MatLabel, matFormFieldAnimations } from '@angular/material/form-field';\nexport { a8, MatGridListModule, MatGridList, MatGridTile, MatGridTileText, MatGridAvatarCssMatStyler, MatGridTileHeaderCssMatStyler, MatGridTileFooterCssMatStyler } from '@angular/material/grid-list';\nexport { MatIconModule, MAT_ICON_LOCATION_FACTORY, MatIconBase, _MatIconMixinBase, MAT_ICON_LOCATION, MatIcon, getMatIconNameNotFoundError, getMatIconNoHttpProviderError, getMatIconFailedToSanitizeUrlError, getMatIconFailedToSanitizeLiteralError, ICON_REGISTRY_PROVIDER_FACTORY, MatIconRegistry, ICON_REGISTRY_PROVIDER } from '@angular/material/icon';\nexport { MatTextareaAutosize, MatInputBase, _MatInputMixinBase, MatInput, getMatInputUnsupportedTypeError, MatInputModule, MAT_INPUT_VALUE_ACCESSOR } from '@angular/material/input';\nexport { MatListModule, MatListBase, _MatListMixinBase, MatListItemBase, _MatListItemMixinBase, MatNavList, MatList, MatListAvatarCssMatStyler, MatListIconCssMatStyler, MatListSubheaderCssMatStyler, MatListItem, MatSelectionListBase, _MatSelectionListMixinBase, MatListOptionBase, _MatListOptionMixinBase, MAT_SELECTION_LIST_VALUE_ACCESSOR, MatSelectionListChange, MatListOption, MatSelectionList } from '@angular/material/list';\nexport { a24, b24, c24, f24, d24, e24, MAT_MENU_SCROLL_STRATEGY, MatMenuModule, MatMenu, MAT_MENU_DEFAULT_OPTIONS, MatMenuItem, MatMenuTrigger, matMenuAnimations, fadeInItems, transformMenu, MatMenuContent } from '@angular/material/menu';\nexport { MatPaginatorModule, PageEvent, MatPaginatorBase, _MatPaginatorBase, MatPaginator, MAT_PAGINATOR_INTL_PROVIDER_FACTORY, MatPaginatorIntl, MAT_PAGINATOR_INTL_PROVIDER } from '@angular/material/paginator';\nexport { MatProgressBarModule, MAT_PROGRESS_BAR_LOCATION_FACTORY, MatProgressBarBase, _MatProgressBarMixinBase, MAT_PROGRESS_BAR_LOCATION, MatProgressBar } from '@angular/material/progress-bar';\nexport { MatProgressSpinnerModule, MAT_PROGRESS_SPINNER_DEFAULT_OPTIONS_FACTORY, MatProgressSpinnerBase, _MatProgressSpinnerMixinBase, MAT_PROGRESS_SPINNER_DEFAULT_OPTIONS, MatProgressSpinner, MatSpinner } from '@angular/material/progress-spinner';\nexport { MatRadioModule, MAT_RADIO_GROUP_CONTROL_VALUE_ACCESSOR, MatRadioChange, MatRadioGroupBase, _MatRadioGroupMixinBase, MatRadioGroup, MatRadioButtonBase, _MatRadioButtonMixinBase, MatRadioButton } from '@angular/material/radio';\nexport { MatSelectModule, MAT_SELECT_SCROLL_STRATEGY_PROVIDER_FACTORY, SELECT_PANEL_MAX_HEIGHT, SELECT_PANEL_PADDING_X, SELECT_PANEL_INDENT_PADDING_X, SELECT_ITEM_HEIGHT_EM, SELECT_MULTIPLE_PANEL_PADDING_X, SELECT_PANEL_VIEWPORT_PADDING, MAT_SELECT_SCROLL_STRATEGY, MAT_SELECT_SCROLL_STRATEGY_PROVIDER, MatSelectChange, MatSelectBase, _MatSelectMixinBase, MatSelectTrigger, MatSelect, matSelectAnimations, transformPanel, fadeInContent } from '@angular/material/select';\nexport { MatSidenavModule, throwMatDuplicatedDrawerError, MAT_DRAWER_DEFAULT_AUTOSIZE_FACTORY, MAT_DRAWER_DEFAULT_AUTOSIZE, MatDrawerContent, MatDrawer, MatDrawerContainer, MatSidenavContent, MatSidenav, MatSidenavContainer, matDrawerAnimations } from '@angular/material/sidenav';\nexport { MatSlideToggleModule, MAT_SLIDE_TOGGLE_VALUE_ACCESSOR, MatSlideToggleChange, MatSlideToggleBase, _MatSlideToggleMixinBase, MatSlideToggle, MAT_SLIDE_TOGGLE_DEFAULT_OPTIONS } from '@angular/material/slide-toggle';\nexport { MatSliderModule, MAT_SLIDER_VALUE_ACCESSOR, MatSliderChange, MatSliderBase, _MatSliderMixinBase, MatSlider } from '@angular/material/slider';\nexport { MatSnackBarModule, MAT_SNACK_BAR_DEFAULT_OPTIONS_FACTORY, MAT_SNACK_BAR_DEFAULT_OPTIONS, MatSnackBar, MatSnackBarContainer, MAT_SNACK_BAR_DATA, MatSnackBarConfig, MatSnackBarRef, SimpleSnackBar, matSnackBarAnimations } from '@angular/material/snack-bar';\nexport { MatSortModule, MatSortHeaderBase, _MatSortHeaderMixinBase,

MatSortHeader, MAT_SORT_HEADER_INTL_PROVIDER_FACTORY, MatSortHeaderIntl, MAT_SORT_HEADER_INTL_PROVIDER, MatSortBase, _MatSortMixinBase, MatSort, matSortAnimations } from '@angular/material/sort';\nexport { MatStepperModule, MatStepLabel, MatStep, MatStepper, MatHorizontalStepper, MatVerticalStepper, MatStepperNext, MatStepperPrevious, MatStepHeader, MAT_STEPPER_INTL_PROVIDER_FACTORY, MatStepperIntl, MAT_STEPPER_INTL_PROVIDER, matStepperAnimations, MatStepperIcon } from '@angular/material/stepper';\nexport { MatTableModule, MatCellDef, MatHeaderCellDef, MatFooterCellDef, MatColumnDef, MatHeaderCell, MatFooterCell, MatCell, MatTable, MatHeaderRowDef, MatFooterRowDef, MatRowDef, MatHeaderRow, MatFooterRow, MatRow, MatTableDataSource } from '@angular/material/table';\nexport { a23, f23, g23, b23, c23, d23, e23, j23, h23, k23, i23, MatInkBar, _MAT_INK_BAR_POSITIONER, MatTabBody, MatTabBodyPortal, MatTabHeader, MatTabLabelWrapper, MatTab, MatTabLabel, MatTabNav, MatTabLink, MatTabContent, MatTabsModule, MatTabChangeEvent, MAT_TABS_CONFIG, MatTabGroupBase, _MatTabGroupMixinBase, MatTabGroup, matTabsAnimations } from '@angular/material/tabs';\nexport { MatToolbarModule, throwToolbarMixedModesError, MatToolbarBase, _MatToolbarMixinBase, MatToolbarRow, MatToolbar } from '@angular/material/toolbar';\nexport { MatTooltipModule, getMatTooltipInvalidPositionError, MAT_TOOLTIP_SCROLL_STRATEGY_FACTORY, MAT_TOOLTIP_DEFAULT_OPTIONS_FACTORY, SCROLL_THROTTLE_MS, TOOLTIP_PANEL_CLASS, MAT_TOOLTIP_SCROLL_STRATEGY, MAT_TOOLTIP_SCROLL_STRATEGY_FACTORY_PROVIDER, MAT_TOOLTIP_DEFAULT_OPTIONS, MatTooltip, TooltipComponent, matTooltipAnimations } from '@angular/material/tooltip';\nexport { _MatTreeNodeMixinBase, _MatNestedTreeNodeMixinBase, MatTreeNode, MatTreeNodeDef, MatNestedTreeNode, MatTreeNodePadding, MatTree, MatTreeModule, MatTreeNodeToggle, MatTreeNodeOutlet, MatTreeFlattener, MatTreeFlatDataSource, MatTreeNestedDataSource } from '@angular/material/tree';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Current version of Angular Material.\n * @type {?}\n */\nvar VERSION = new Version('7.2.0');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { VERSION };\n//# sourceMappingURL=material.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Directive, TemplateRef, ComponentFactoryResolver, ApplicationRef, Injector, ViewContainerRef, Inject, InjectionToken, ChangeDetectionStrategy, Component, ElementRef, ViewEncapsulation, Optional, Input, ContentChild, ContentChildren, EventEmitter, NgZone, Output, ViewChild, Self, NgModule } from '@angular/core';\nimport { TemplatePortal, DomPortalOutlet } from '@angular/cdk/portal';\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport { Subject, merge, Subscription, asapScheduler, of } from 'rxjs';\nimport { trigger, state, style, animate, transition, query, group } from '@angular/animations';\nimport { __extends } from 'tslib';\nimport { FocusMonitor, FocusKeyManager, isFakeMousedownFromScreenReader } from '@angular/cdk/a11y';\nimport { mixinDisabled, mixinDisableRipple, MatCommonModule, MatRippleModule } from '@angular/material/core';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { ESCAPE, LEFT_ARROW, RIGHT_ARROW, DOWN_ARROW, UP_ARROW } from '@angular/cdk/keycodes';\nimport { startWith, switchMap, take, delay, filter, takeUntil } from 'rxjs/operators';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { Overlay, OverlayConfig, OverlayModule } from '@angular/cdk/overlay';\nimport { normalizePassiveListenerOptions } from '@angular/cdk/platform';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Menu content that will be rendered lazily once the menu is opened.\n */\nvar MatMenuContent = /** @class */ (function () {\n   function MatMenuContent(_template, _componentFactoryResolver, _appRef, _injector, _viewContainerRef,

_document) {\n this._template = _template;\n this._componentFactoryResolver = _componentFactoryResolver;\n this._appRef = _appRef;\n this._injector = _injector;\n this._viewContainerRef = _viewContainerRef;\n this._document = _document;\n /**\n * Emits when the menu content has been attached.\n */\n this._attached = new Subject();\n }\n /**\n * Attaches the content with a particular context.\n * @docs-private\n */\n /**\n * Attaches the content with a particular context.\n * \\@docs-private\n * @param {?=} context\n * @return {?}\n */\n MatMenuContent.prototype.attach = /**\n * Attaches the content with a particular context.\n * \\@docs-private\n * @param {?=} context\n * @return {?}\n */\n function (context) {\n if (context === void 0) { context = {}; }\n if (!this._portal) {\n this._portal = new TemplatePortal(this._template, this._viewContainerRef);\n }\n this.detach();\n if (!this._outlet) {\n this._outlet = new DomPortalOutlet(this._document.createElement('div'), this._componentFactoryResolver, this._appRef, this._injector);\n }\n /** @type {?} */\n var element = this._template.elementRef.nativeElement;\n // Because we support opening the same menu from different triggers (which in turn have their\n // own `OverlayRef` panel), we have to re-insert the host element every time, otherwise we\n // risk it staying attached to a pane that's no longer in the DOM.\n (/** @type {?} */ (element.parentNode)).insertBefore(this._outlet.outletElement, element);\n this._portal.attach(this._outlet, context);\n this._attached.next();\n };\n /**\n * Detaches the content.\n * @docs-private\n */\n /**\n * Detaches the content.\n * \\@docs-private\n * @return {?}\n */\n MatMenuContent.prototype.detach = /**\n * Detaches the content.\n * \\@docs-private\n * @return {?}\n */\n function () {\n if (this._portal.isAttached) {\n this._portal.detach();\n }\n };\n /**\n * @return {?}\n */\n MatMenuContent.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n if (this._outlet) {\n this._outlet.dispose();\n }\n };\n MatMenuContent.decorators = [\n { type: Directive, args: [{\n selector: 'ng-template[matMenuContent]'\n },] },\n];\n /** @nocollapse */\n MatMenuContent.ctorParameters = function () { return [\n { type: TemplateRef },\n { type: ComponentFactoryResolver },\n { type: ApplicationRef },\n { type: Injector },\n { type: ViewContainerRef },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n return MatMenuContent;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Animations used by the mat-menu component.\n * Animation duration and timing values are based on:\n * https://material.io/guidelines/components/menus.html#menus-usage\n * \\@docs-private\n * @type {?}\n */\nvar matMenuAnimations = {\n /**\n * This animation controls the menu panel's entry and exit from the page.\n *\n * When the menu panel is added to the DOM, it scales in and fades in its border.\n *\n * When the menu panel is removed from the DOM, it simply fades out after a brief\n * delay to display the ripple.\n */\n transformMenu: trigger('transformMenu', [\n state('void', style({\n opacity: 0,\n transform: 'scale(0.8)'\n })),\n transition('void => enter', group([\n query('.mat-menu-content', animate('100ms linear', style({ opacity: 1 }))),\n animate('120ms cubic-bezier(0, 0, 0.2, 1)', style({ transform: 'scale(1)' })),\n])),\n transition('* => void', animate('100ms 25ms linear', style({ opacity: 0 })))\n]),\n /**\n * This animation fades in the background color and content of the menu panel\n * after its containing element is scaled in.\n */\n fadeInItems: trigger('fadeInItems', [\n // TODO(crisbeto): this is inside the `transformMenu`\n // now. Remove next time we do breaking changes.\n state('showing', style({ opacity: 1 })),\n transition('void => *', [\n style({ opacity: 0 }),\n animate('400ms 100ms cubic-bezier(0.55, 0, 0.55, 0.2)')\n])\n])\n};\n/**\n * @deprecated\n * \\@breaking-change 8.0.0\n * \\@docs-private\n * @type {?}\n */\nvar fadeInItems = matMenuAnimations.fadeInItems;\n/**\n * @deprecated\n * \\@breaking-change 8.0.0\n * \\@docs-private\n * @type {?}\n */\nvar transformMenu = matMenuAnimations.transformMenu;\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Throws an exception for the case when menu trigger doesn't have a valid mat-menu instance\n * \\@docs-private\n * @return {?}\n */\nfunction throwMatMenuMissingError() {\n throw Error(\"matMenuTriggerFor: must pass in an

mat-menu instance.\\n\\n Example:\\n <mat-menu #menu=\\\"matMenu\\\"></mat-menu>\\n <button [matMenuTriggerFor]=\\\"menu\\\"></button>\");\n}\n/**\n * Throws an exception for the case when menu's x-position value isn't valid.\n * In other words, it doesn't match 'before' or 'after'.\n * \\@docs-private\n * @return {?}\n */\nfunction throwMatMenuInvalidPositionX() {\n throw Error(\"xPosition value must be either 'before' or after'.\\n Example: <mat-menu xPosition=\\\"before\\\" #menu=\\\"matMenu\\\"></mat-menu>\");\n}\n/**\n * Throws an exception for the case when menu's y-position value isn't valid.\n * In other words, it doesn't match 'above' or 'below'.\n * \\@docs-private\n * @return {?}\n */\nfunction throwMatMenuInvalidPositionY() {\n throw Error(\"yPosition value must be either 'above' or below'.\\n Example: <mat-menu yPosition=\\\"above\\\" #menu=\\\"matMenu\\\"></mat-menu>\");\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token used to provide the parent menu to menu-specific components.\n * \\@docs-private\n * @type {?}\n */\nvar MAT_MENU_PANEL = new InjectionToken('MAT_MENU_PANEL');\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatMenuItem.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatMenuItem.\n/**\n * \\@docs-private\n */\nMatMenuItemBase = /** @class */ (function () {\n function MatMenuItemBase() {\n }\n return MatMenuItemBase;\n}());\n/** @type {?} */\nvar _MatMenuItemMixinBase = mixinDisableRipple(mixinDisabled(MatMenuItemBase));\n/**\n * This directive is intended to be used inside an mat-menu tag.\n * It exists mostly to set the role attribute.\n */\nvar MatMenuItem = /** @class */ (function (_super) {\n __extends(MatMenuItem, _super);\n function MatMenuItem(_elementRef, document, _focusMonitor, _parentMenu) {\n   var _this = \n   // @breaking-change 8.0.0 make `_focusMonitor` and `document` required params.\n   _super.call(this) || this;\n   _this._elementRef = _elementRef;\n   _this._focusMonitor = _focusMonitor;\n   _this._parentMenu = _parentMenu;\n   /**\n   * ARIA role for the menu item.\n   */\n   _this.role = 'menuitem';\n   /**\n   * Stream that emits when the menu item is hovered.\n   */\n   _this._hovered = new Subject();\n   /**\n   * Whether the menu item is highlighted.\n   */\n   _this._highlighted = false;\n   /**\n   * Whether the menu item acts as a trigger for a sub-menu.\n   */\n   _this._triggersSubmenu = false;\n   if (_focusMonitor) {\n   // Start monitoring the element so it gets the appropriate focused classes. We want\n   // to show the focus style for menu items only when the focus was not caused by a\n   // mouse or touch interaction.\n   _focusMonitor.monitor(_this._elementRef, false);\n   }\n   if (_parentMenu && _parentMenu.addItem) {\n   _parentMenu.addItem(_this);\n   }\n   _this._document = document;\n   return _this;\n }\n /** Focuses the menu item. */\n /**\n   * Focuses the menu item.\n   * @param {?=} origin\n   * @return {?}\n   */\n MatMenuItem.prototype.focus = /**\n   * Focuses the menu item.\n   * @param {?=} origin\n   * @return {?}\n   */\n function (origin) {\n   if (origin === void 0) { origin = 'program'; }\n   if (this._focusMonitor) {\n   this._focusMonitor.focusVia(this._getHostElement(), origin);\n   }\n   else {\n   this._getHostElement().focus();\n   }\n };\n /**\n   * @return {?}\n   */\n MatMenuItem.prototype.ngOnDestroy = /**\n   * @return {?}\n   */\n function () {\n   if (this._focusMonitor) {\n   this._focusMonitor.stopMonitoring(this._elementRef);\n   }\n   if (this._parentMenu && this._parentMenu.removeItem) {\n   this._parentMenu.removeItem(this);\n   }\n   this._hovered.complete();\n };\n /** Used to set the `tabindex`. */\n /**\n   * Used to set the `tabindex`.\n   * @return {?}\n   */\n MatMenuItem.prototype._getTabIndex = /**\n   * Used to set the `tabindex`.\n   * @return {?}\n   */\n function () {\n   return this.disabled ? '-1' : '0';\n };\n /** Returns the host DOM element. */\n /**\n   * Returns the host DOM element.\n   * @return {?}\n   */\n MatMenuItem.prototype._getHostElement = /**\n   * Returns the host DOM element.\n   * @return {?}\n   */\n function () {\n   return this._elementRef.nativeElement;\n };\n /** Prevents the default element actions if it is disabled. */\n /**\n   * Prevents the default element actions if it is disabled.\n   * @param {?} event\n   * @return {?}\n   */\n MatMenuItem.prototype._checkDisabled = /**\n   * Prevents the default element actions if it is disabled.\n   * @param {?} event\n   * @return {?}\n   */\n function (event) {\n   if (this.disabled) {\n   event.preventDefault();\n   event.stopPropagation();\n   }\n };\n /** Emits to the hover stream. */\n

/**\n * Emits to the hover stream.\n * @return {?}\n */\n MatMenuItem.prototype._handleMouseEnter = /**\n * Emits to the hover stream.\n * @return {?}\n */\n function () {\n this._hovered.next(this);\n };\n /** Gets the label to be used when determining whether the option should be focused. */\n /**\n * Gets the label to be used when determining whether the option should be focused.\n * @return {?}\n */\n MatMenuItem.prototype.getLabel = /**\n * Gets the label to be used when determining whether the option should be focused.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var element = this._elementRef.nativeElement;\n /** @type {?} */\n var textNodeType = this._document ? this._document.TEXT_NODE : 3;\n /** @type {?} */\n var output = '';\n if (element.childNodes) {\n /** @type {?} */\n var length_1 = element.childNodes.length;\n // Go through all the top-level text nodes and extract their text.\n // We skip anything that's not a text node to prevent the text from\n // being thrown off by something like an icon.\n for (var i = 0; i < length_1; i++) {\n if (element.childNodes[i].nodeType === textNodeType) {\n output += element.childNodes[i].textContent;\n }\n }\n }\n return output.trim();\n };\n MatMenuItem.decorators = [\n { type: Component, args: [{selector: '[mat-menu-item]',\n exportAs: 'matMenuItem',\n inputs: ['disabled', 'disableRipple'],\n host: {\n '[attr.role]': 'role',\n 'class': 'mat-menu-item',\n '[class.mat-menu-item-highlighted]': '_highlighted',\n '[class.mat-menu-item-submenu-trigger]': '_triggersSubmenu',\n '[attr.tabindex]': '_getTabIndex()',\n '[attr.aria-disabled]': 'disabled.toString()',\n '[attr.disabled]': 'disabled || null',\n '(click)': '_checkDisabled($event)',\n '(mouseenter)': '_handleMouseEnter()',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n template: \"<ng-content></ng-content><div class=\\\"mat-menu-ripple\\\" matRipple [matRippleDisabled]=\\\"disableRipple || disabled\\\" [matRippleTrigger]=\\\"_getHostElement()\\\"> \",\n },] },\n];\n /** @nocollapse */\n MatMenuItem.ctorParameters = function () { return [\n { type: ElementRef },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] },\n { type: FocusMonitor },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_MENU_PANEL,] }, { type: Optional }] }\n]; };\n MatMenuItem.propDecorators = {\n role: [{ type: Input }]\n };\n return MatMenuItem;\n}(_MatMenuItemMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token to be used to override the default options for `mat-menu`.\n * @type {?}\n */\nvar MAT_MENU_DEFAULT_OPTIONS = new InjectionToken('mat-menu-default-options', {\n providedIn: 'root',\n factory: MAT_MENU_DEFAULT_OPTIONS_FACTORY\n});\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction MAT_MENU_DEFAULT_OPTIONS_FACTORY() {\n return {\n overlapTrigger: false,\n xPosition: 'after',\n yPosition: 'below',\n backdropClass: 'cdk-overlay-transparent-backdrop',\n };\n}\n/**\n * Start elevation for the menu panel.\n * \\@docs-private\n * @type {?}\n */\nvar MAT_MENU_BASE_ELEVATION = 4;\nvar MatMenu = /** @class */ (function () {\n function MatMenu(_elementRef, _ngZone, _defaultOptions) {\n this._elementRef = _elementRef;\n this._ngZone = _ngZone;\n this._defaultOptions = _defaultOptions;\n this._xPosition = this._defaultOptions.xPosition;\n this._yPosition = this._defaultOptions.yPosition;\n /**\n * Menu items inside the current menu.\n */\n this._items = [];\n /**\n * Emits whenever the amount of menu items changes.\n */\n this._itemChanges = new Subject();\n /**\n * Subscription to tab events on the menu panel\n */\n this._tabSubscription = Subscription.EMPTY;\n /**\n * Config object to be passed into the menu's ngClass\n */\n this._classList = {};\n /**\n * Current state of the panel animation.\n */\n this._panelAnimationState = 'void';\n /**\n * Emits whenever an animation on the menu completes.\n */\n this._animationDone = new Subject();\n /**\n * Class to be added to the backdrop element.\n */\n this.backdropClass = this._defaultOptions.backdropClass;\n this._overlapTrigger = this._defaultOptions.overlapTrigger;\n this._hasBackdrop = this._defaultOptions.hasBackdrop;\n /**\n * Event emitted when the menu is closed.\n */\n this.closed = new EventEmitter();\n /**\n *

Event emitted when the menu is closed.\n * @deprecated Switch to `closed` instead\n * \\@breaking-change 8.0.0\n */\n this.close = this.closed;\n }\n Object.defineProperty(MatMenu.prototype, \"xPosition\", {\n /** Position of the menu in the X axis. */\n get: /**\n * Position of the menu in the X axis.\n * @return {?}\n */\n function () { return this._xPosition; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (value !== 'before' && value !== 'after') {\n throwMatMenuInvalidPositionX();\n }\n this._xPosition = value;\n this.setPositionClasses();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatMenu.prototype, \"yPosition\", {\n /** Position of the menu in the Y axis. */\n get: /**\n * Position of the menu in the Y axis.\n * @return {?}\n */\n function () { return this._yPosition; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (value !== 'above' && value !== 'below') {\n throwMatMenuInvalidPositionY();\n }\n this._yPosition = value;\n this.setPositionClasses();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatMenu.prototype, \"overlapTrigger\", {\n /** Whether the menu should overlap its trigger. */\n get: /**\n * Whether the menu should overlap its trigger.\n * @return {?}\n */\n function () { return this._overlapTrigger; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._overlapTrigger = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatMenu.prototype, \"hasBackdrop\", {\n /** Whether the menu has a backdrop. */\n get: /**\n * Whether the menu has a backdrop.\n * @return {?}\n */\n function () { return this._hasBackdrop; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._hasBackdrop = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatMenu.prototype, \"panelClass\", {\n /**\n * This method takes classes set on the host mat-menu element and applies them on the\n * menu template that displays in the overlay container. Otherwise, it's difficult\n * to style the containing menu from outside the component.\n * @param classes list of class names\n */\n set: /**\n * This method takes classes set on the host mat-menu element and applies them on the\n * menu template that displays in the overlay container. Otherwise, it's difficult\n * to style the containing menu from outside the component.\n * @param {?} classes list of class names\n * @return {?}\n */\n function (classes) {\n if (classes && classes.length) {\n this._classList = classes.split(' ').reduce(function (obj, className) {\n obj[className] = true;\n return obj;\n }, {});\n this._elementRef.nativeElement.className = '';\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatMenu.prototype, \"classList\", {\n /**\n * This method takes classes set on the host mat-menu element and applies them on the\n * menu template that displays in the overlay container. Otherwise, it's difficult\n * to style the containing menu from outside the component.\n * @deprecated Use `panelClass` instead.\n * @breaking-change 8.0.0\n */\n get: /**\n * This method takes classes set on the host mat-menu element and applies them on the\n * menu template that displays in the overlay container. Otherwise, it's difficult\n * to style the containing menu from outside the component.\n * @deprecated Use `panelClass` instead.\n * \\@breaking-change 8.0.0\n * @return {?}\n */\n function () { return this.panelClass; },\n set: /**\n * @param {?} classes\n * @return {?}\n */\n function (classes) { this.panelClass = classes; },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatMenu.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n this.setPositionClasses();\n };\n /**\n * @return {?}\n */\n MatMenu.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._keyManager = new FocusKeyManager(this._items).withWrap().withTypeAhead();\n this._tabSubscription = this._keyManager.tabOut.subscribe(function () { return _this.closed.emit('tab'); });\n };\n /**\n * @return {?}\n */\n MatMenu.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._tabSubscription.unsubscribe();\n this.closed.complete();\n };\n /** Stream that emits whenever the hovered menu item changes. */\n /**\n * Stream that emits whenever the hovered menu item changes.\n * @return {?}\n */\n MatMenu.prototype._hovered = /**\n * Stream that emits whenever the hovered menu

item changes.\n * @return {?}\n */\n function () {\n return this._itemChanges.pipe(startWith(this._items), switchMap(function (items) { return merge.apply(void 0, items.map(function (item) { return item._hovered; })); }));\n };\n /** Handle a keyboard event from the menu, delegating to the appropriate action. */\n /**\n * Handle a keyboard event from the menu, delegating to the appropriate action.\n * @param {?} event\n * @return {?}\n */\n MatMenu.prototype._handleKeydown = /**\n * Handle a keyboard event from the menu, delegating to the appropriate action.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n /** @type {?} */\n var keyCode = event.keyCode;\n switch (keyCode) {\n case ESCAPE:\n this.closed.emit('keydown');\n break;\n case LEFT_ARROW:\n if (this.parentMenu && this.direction === 'ltr') {\n this.closed.emit('keydown');\n }\n break;\n case RIGHT_ARROW:\n if (this.parentMenu && this.direction === 'rtl') {\n this.closed.emit('keydown');\n }\n break;\n default:\n if (keyCode === UP_ARROW || keyCode === DOWN_ARROW) {\n this._keyManager.setFocusOrigin('keyboard');\n }\n this._keyManager.onKeydown(event);\n }\n };\n /**\n * Focus the first item in the menu.\n * @param origin Action from which the focus originated. Used to set the correct styling.\n */\n /**\n * Focus the first item in the menu.\n * @param {?=} origin Action from which the focus originated. Used to set the correct styling.\n * @return {?}\n */\n MatMenu.prototype.focusFirstItem = /**\n * Focus the first item in the menu.\n * @param {?=} origin Action from which the focus originated. Used to set the correct styling.\n * @return {?}\n */\n function (origin) {\n var _this = this;\n if (origin === void 0) { origin = 'program'; }\n // When the content is rendered lazily, it takes a bit before the items are inside the DOM.\n if (this.lazyContent) {\n this._ngZone.onStable.asObservable()\n .pipe(take(1))\n .subscribe(function () { return _this._keyManager.setFocusOrigin(origin).setFirstItemActive(); });\n }\n else {\n this._keyManager.setFocusOrigin(origin).setFirstItemActive();\n }\n };\n /**\n * Resets the active item in the menu. This is used when the menu is opened, allowing\n * the user to start from the first option when pressing the down arrow.\n */\n /**\n * Resets the active item in the menu. This is used when the menu is opened, allowing\n * the user to start from the first option when pressing the down arrow.\n * @return {?}\n */\n MatMenu.prototype.resetActiveItem = /**\n * Resets the active item in the menu. This is used when the menu is opened, allowing\n * the user to start from the first option when pressing the down arrow.\n * @return {?}\n */\n function () {\n this._keyManager.setActiveItem(-1);\n };\n /**\n * Sets the menu panel elevation.\n * @param depth Number of parent menus that come before the menu.\n */\n /**\n * Sets the menu panel elevation.\n * @param {?} depth Number of parent menus that come before the menu.\n * @return {?}\n */\n MatMenu.prototype.setElevation = /**\n * Sets the menu panel elevation.\n * @param {?} depth Number of parent menus that come before the menu.\n * @return {?}\n */\n function (depth) {\n // The elevation starts at the base and increases by one for each level.\n /** @type {?} */\n var newElevation = \"mat-elevation-z\" + (MAT_MENU_BASE_ELEVATION + depth);\n /** @type {?} */\n var customElevation = Object.keys(this._classList).find(function (c) { return c.startsWith('mat-elevation-z'); });\n if (!customElevation || customElevation === this._previousElevation) {\n if (this._previousElevation) {\n this._classList[this._previousElevation] = false;\n }\n this._classList[newElevation] = true;\n this._previousElevation = newElevation;\n }\n };\n /**\n * Registers a menu item with the menu.\n * @docs-private\n */\n /**\n * Registers a menu item with the menu.\n * \\@docs-private\n * @param {?} item\n * @return {?}\n */\n MatMenu.prototype.addItem = /**\n * Registers a menu item with the menu.\n * \\@docs-private\n * @param {?} item\n * @return {?}\n */\n function (item) {\n // We register the items through this method, rather than picking them up through\n // `ContentChildren`, because we need the items to be picked up by their closest\n // `mat-menu` ancestor. If we used `@ContentChildren(MatMenuItem, {descendants: true})`,\n // all descendant items will bleed into the top-level menu in the case where the consumer\n // has `mat-menu` instances nested inside each other.\n if (this._items.indexOf(item) === -1) {\n this._items.push(item);\n this._itemChanges.next(this._items);\n }\n };\n /**\n * Removes an item from the menu.\n * @docs-private\n */\n /**\n * Removes an item from the menu.\n *

\\@docs-private\n * @param {?} item\n * @return {?}\n */\n MatMenu.prototype.removeItem = /**\n * Removes an item from the menu.\n * \\@docs-private\n * @param {?} item\n * @return {?}\n */\n function (item) {\n /** @type {?} */\n var index = this._items.indexOf(item);\n if (this._items.indexOf(item) > -1) {\n this._items.splice(index, 1);\n this._itemChanges.next(this._items);\n }\n };\n /**\n * Adds classes to the menu panel based on its position. Can be used by\n * consumers to add specific styling based on the position.\n * @param posX Position of the menu along the x axis.\n * @param posY Position of the menu along the y axis.\n * @docs-private\n */\n /**\n * Adds classes to the menu panel based on its position. Can be used by\n * consumers to add specific styling based on the position.\n * \\@docs-private\n * @param {?=} posX Position of the menu along the x axis.\n * @param {?=} posY Position of the menu along the y axis.\n * @return {?}\n */\n MatMenu.prototype.setPositionClasses = /**\n * Adds classes to the menu panel based on its position. Can be used by\n * consumers to add specific styling based on the position.\n * \\@docs-private\n * @param {?=} posX Position of the menu along the x axis.\n * @param {?=} posY Position of the menu along the y axis.\n * @return {?}\n */\n function (posX, posY) {\n if (posX === void 0) { posX = this.xPosition; }\n if (posY === void 0) { posY = this.yPosition; }\n /** @type {?} */\n var classes = this._classList;\n classes['mat-menu-before'] = posX === 'before';\n classes['mat-menu-after'] = posX === 'after';\n classes['mat-menu-above'] = posY === 'above';\n classes['mat-menu-below'] = posY === 'below';\n };\n /** Starts the enter animation. */\n /**\n * Starts the enter animation.\n * @return {?}\n */\n MatMenu.prototype._startAnimation = /**\n * Starts the enter animation.\n * @return {?}\n */\n function () {\n // @breaking-change 8.0.0 Combine with _resetAnimation.\n this._panelAnimationState = 'enter';\n };\n /** Resets the panel animation to its initial state. */\n /**\n * Resets the panel animation to its initial state.\n * @return {?}\n */\n MatMenu.prototype._resetAnimation = /**\n * Resets the panel animation to its initial state.\n * @return {?}\n */\n function () {\n // @breaking-change 8.0.0 Combine with _startAnimation.\n this._panelAnimationState = 'void';\n };\n /** Callback that is invoked when the panel animation completes. */\n /**\n * Callback that is invoked when the panel animation completes.\n * @param {?} event\n * @return {?}\n */\n MatMenu.prototype._onAnimationDone = /**\n * Callback that is invoked when the panel animation completes.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n this._animationDone.next(event);\n this._isAnimating = false;\n // Scroll the content element to the top once the animation is done. This is necessary, because\n // we move focus to the first item while it's still being animated, which can throw the browser\n // off when it determines the scroll position. Alternatively we can move focus when the\n // animation is done, however moving focus asynchronously will interrupt screen readers\n // which are in the process of reading out the menu already. We take the `element` from\n // the `event` since we can't use a `ViewChild` to access the pane.\n if (event.toState === 'enter' && this._keyManager.activeItemIndex === 0) {\n event.element.scrollTop = 0;\n }\n };\n MatMenu.decorators = [\n { type: Component, args: [{selector: 'mat-menu',\n template: \"<ng-template><div class=\\\"mat-menu-panel\\\" [ngClass]=\\\"_classList\\\" (keydown)=\\\"_handleKeydown($event)\\\" (click)=\\\"closed.emit('click')\\\" [@transformMenu]=\\\"_panelAnimationState\\\" (@transformMenu.start)=\\\"_isAnimating = true\\\" (@transformMenu.done)=\\\"_onAnimationDone($event)\\\" tabindex=\\\"-1\\\" role=\\\"menu\\\"><div class=\\\"mat-menu-content\\\"><ng-content></ng-content> </ng-template>\",\n styles: [\".mat-menu-panel{min-width:112px;max-width:280px;overflow:auto;-webkit-overflow-scrolling:touch;max-height:calc(100vh - 48px);border-radius:4px;outline:0}.mat-menu-panel.ng-animating{pointer-events:none}@media screen and (-ms-high-contrast:active){.mat-menu-panel{outline:solid 1px}}.mat-menu-content:not(:empty){padding-top:8px;padding-bottom:8px}.mat-menu-item{-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:pointer;outline:0;border:none;-webkit-tap-highlight-color:transparent;white-space:nowrap;overflow:hidden;text-overflow:ellipsis;display:block;line-height:48px;height:48px;padding:0 16px;text-align:left;text-decoration:none;max-width:100%;position:relative}.mat-menu-item::-moz-focus-inner{border:0}.mat-menu-item[disabled]{cursor:default}[dir=rtl] .mat-menu-item{text-align:right}.mat-menu-item

.mat-icon{margin-right:16px;vertical-align:middle}.mat-menu-item .mat-icon svg{vertical-align:top}[dir=rtl] .mat-menu-item .mat-icon{margin-left:16px;margin-right:0}@media screen and (-ms-high-contrast:active){.mat-menu-item-highlighted,.mat-menu-item.cdk-keyboard-focused,.mat-menu-item.cdk-program-focused{outline:dotted 1px}}.mat-menu-item-submenu-trigger{padding-right:32px}.mat-menu-item-submenu-trigger::after{width:0;height:0;border-style:solid;border-width:5px 0 5px 5px;border-color:transparent transparent transparent currentColor;content:'';display:inline-block;position:absolute;top:50%;right:16px;transform:translateY(-50%)}[dir=rtl] .mat-menu-item-submenu-trigger{padding-right:16px;padding-left:32px}[dir=rtl] .mat-menu-item-submenu-trigger::after{right:auto;left:16px;transform:rotateY(180deg) translateY(-50%)}button.mat-menu-item{width:100%}.mat-menu-item .mat-menu-ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}\"],\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n exportAs: 'matMenu',\n animations: [\n matMenuAnimations.transformMenu,\n matMenuAnimations.fadeInItems\n],\n providers: [\n { provide: MAT_MENU_PANEL, useExisting: MatMenu }\n]\n },] },\n];\n /** @nocollapse */\n MatMenu.ctorParameters = function () { return [\n { type: ElementRef },\n { type: NgZone },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_MENU_DEFAULT_OPTIONS,] }] }\n]; };\n MatMenu.propDecorators = {\n backdropClass: [{ type: Input }],\n xPosition: [{ type: Input }],\n yPosition: [{ type: Input }],\n templateRef: [{ type: ViewChild, args: [TemplateRef,] }],\n items: [{ type: ContentChildren, args: [MatMenuItem,] }],\n lazyContent: [{ type: ContentChild, args: [MatMenuContent,] }],\n overlapTrigger: [{ type: Input }],\n hasBackdrop: [{ type: Input }],\n panelClass: [{ type: Input, args: ['class',] }],\n classList: [{ type: Input }],\n closed: [{ type: Output }],\n close: [{ type: Output }]\n };\n return MatMenu;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token that determines the scroll handling while the menu is open.\n * @type {?}\n */\nvar MAT_MENU_SCROLL_STRATEGY = new InjectionToken('mat-menu-scroll-strategy');\n/**\n * \\@docs-private\n * @param {?} overlay\n * @return {?}\n */\nfunction MAT_MENU_SCROLL_STRATEGY_FACTORY(overlay) {\n return function () { return overlay.scrollStrategies.reposition(); };\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_MENU_SCROLL_STRATEGY_FACTORY_PROVIDER = {\n provide: MAT_MENU_SCROLL_STRATEGY,\n deps: [Overlay],\n useFactory: MAT_MENU_SCROLL_STRATEGY_FACTORY,\n};\n/**\n * Default top padding of the menu panel.\n * @type {?}\n */\nvar MENU_PANEL_TOP_PADDING = 8;\n/**\n * Options for binding a passive event listener.\n * @type {?}\n */\nvar passiveEventListenerOptions = normalizePassiveListenerOptions({ passive: true });\n// TODO(andrewseguin): Remove the kebab versions in favor of camelCased attribute selectors\n/**\n * This directive is intended to be used in conjunction with an mat-menu tag. It is\n * responsible for toggling the display of the provided menu instance.\n */\nvar MatMenuTrigger = /** @class */ (function () {\n function MatMenuTrigger(_overlay, _element, _viewContainerRef, scrollStrategy, _parentMenu, _menuItemInstance, _dir, _focusMonitor) {\n var _this = this;\n this._overlay = _overlay;\n this._element = _element;\n this._viewContainerRef = _viewContainerRef;\n this._parentMenu = _parentMenu;\n this._menuItemInstance = _menuItemInstance;\n this._dir = _dir;\n this._focusMonitor = _focusMonitor;\n this._overlayRef = null;\n this._menuOpen = false;\n this._closeSubscription = Subscription.EMPTY;\n this._hoverSubscription = Subscription.EMPTY;\n this._menuCloseSubscription = Subscription.EMPTY;\n /**\n * Handles touch start events on the trigger.\n * Needs to be an arrow function so we can easily use addEventListener and removeEventListener.\n */\n this._handleTouchStart = function () { return _this._openedBy = 'touch'; };\n // Tracking input type is necessary so it's possible to only auto-focus\n // the first item of the list when the menu is opened via the keyboard\n this._openedBy = null;\n /**\n * Event emitted when the associated menu is opened.\n */\n this.menuOpened = new EventEmitter();\n /**\n * Event emitted when the associated menu is opened.\n * @deprecated Switch to `menuOpened`

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instead\n         * \\@breaking-change 8.0.0\n         */\n        // tslint:disable-next-line:no-output-on-prefix\n
this.onMenuOpen = this.menuOpened;\n        /**\n         * Event emitted when the associated menu is closed.\n
*/\n        this.menuClosed = new EventEmitter();\n        /**\n         * Event emitted when the associated menu is
closed.\n         * @deprecated Switch to `menuClosed` instead\n         * \\@breaking-change 8.0.0\n         */\n        //
tslint:disable-next-line:no-output-on-prefix\n        this.onMenuClose = this.menuClosed;\n
_element.nativeElement.addEventListener('touchstart', this._handleTouchStart, passiveEventListenerOptions);\n
if (_menuItemInstance) {\n            _menuItemInstance._triggersSubmenu = this.triggersSubmenu();\n        }\n
this._scrollStrategy = scrollStrategy;\n    }\n    Object.defineProperty(MatMenuTrigger.prototype,
\"_deprecatedMatMenuTriggerFor\", {\n        /**\n         * @deprecated\n         * @breaking-change 8.0.0\n         */\n
      get: /**\n         * @deprecated\n         * \\@breaking-change 8.0.0\n         * @return {?}\n         */\n        function
() { return this.menu; },\n        set: /**\n         * @param {?} v\n         * @return {?}\n         */\n        function (v) {\n
          this.menu = v;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatMenuTrigger.prototype, \"menu\", {\n        /** References the menu instance that the
trigger is associated with. */\n        get: /**\n         * References the menu instance that the trigger is associated
with.\n         * @return {?}\n         */\n        function () { return this._menu; },\n        set: /**\n         * @param {?}
menu\n         * @return {?}\n         */\n        function (menu) {\n            var _this = this;\n            if (menu ===
this._menu) {\n                return;\n            }\n            this._menu = menu;\n
this._menuCloseSubscription.unsubscribe();\n            if (menu) {\n                this._menuCloseSubscription =
menu.close.asObservable().subscribe(function (reason) {\n                    _this._destroyMenu();\n                    // If a
click closed the menu, we should close the entire chain of nested menus.\n                    if ((reason === 'click' ||
reason === 'tab') && _this._parentMenu) {\n                        _this._parentMenu.closed.emit(reason);\n
}\n                });\n            }\n        },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * @return
{?}\n     */\n    MatMenuTrigger.prototype.ngAfterContentInit = /**\n     * @return {?}\n     */\n    function () {\n
 this._checkMenu();\n        this._handleHover();\n    };\n    /**\n     * @return {?}\n     */\n
MatMenuTrigger.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n        if
(this._overlayRef) {\n            this._overlayRef.dispose();\n            this._overlayRef = null;\n        }\n
this._element.nativeElement.removeEventListener('touchstart', this._handleTouchStart,
passiveEventListenerOptions);\n        this._cleanUpSubscriptions();\n    };\n
Object.defineProperty(MatMenuTrigger.prototype, \"menuOpen\", {\n        /** Whether the menu is open. */\n
get: /**\n         * Whether the menu is open.\n         * @return {?}\n         */\n        function () {\n            return
this._menuOpen;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatMenuTrigger.prototype, \"dir\", {\n        /** The text direction of the containing app. */\n
      get: /**\n         * The text direction of the containing app.\n         * @return {?}\n         */\n        function () {\n
    return this._dir && this._dir.value === 'rtl' ? 'rtl' : 'ltr';\n        },\n        enumerable: true,\n        configurable: true\n
  });\n    /** Whether the menu triggers a sub-menu or a top-level one. */\n    /**\n     * Whether the menu triggers a
sub-menu or a top-level one.\n     * @return {?}\n     */\n    MatMenuTrigger.prototype.triggersSubmenu = /**\n     *
Whether the menu triggers a sub-menu or a top-level one.\n     * @return {?}\n     */\n    function () {\n        return
!!(this._menuItemInstance && this._parentMenu);\n    };\n    /** Toggles the menu between the open and closed
states. */\n    /**\n     * Toggles the menu between the open and closed states.\n     * @return {?}\n     */\n
MatMenuTrigger.prototype.toggleMenu = /**\n     * Toggles the menu between the open and closed states.\n     *
@return {?}\n     */\n    function () {\n        return this._menuOpen ? this.closeMenu() : this.openMenu();\n    };\n
/** Opens the menu. */\n    /**\n     * Opens the menu.\n     * @return {?}\n     */\n
MatMenuTrigger.prototype.openMenu = /**\n     * Opens the menu.\n     * @return {?}\n     */\n    function () {\n
 var _this = this;\n        if (this._menuOpen) {\n            return;\n        }\n        this._checkMenu();\n        /** @type
{?} */\n        var overlayRef = this._createOverlay();\n        this._setPosition((/** @type {?} */
(overlayRef.getConfig().positionStrategy)));\n        overlayRef.attach(this._getPortal());\n        if
(this.menu.lazyContent) {\n            this.menu.lazyContent.attach(this.menuData);\n        }\n
this._closeSubscription = this._menuClosingActions().subscribe(function () { return _this.closeMenu(); });\n
```

this._initMenu();\n if (this.menu instanceof MatMenu) {\n this.menu._startAnimation();\n }\n };\n /** Closes the menu. */\n /**\n * Closes the menu.\n * @return {?}\n */\n MatMenuTrigger.prototype.closeMenu = /**\n * Closes the menu.\n * @return {?}\n */\n function () {\n this.menu.close.emit();\n };\n /**\n * Focuses the menu trigger.\n * @param origin Source of the menu trigger's focus.\n */\n /**\n * Focuses the menu trigger.\n * @param {?=} origin Source of the menu trigger's focus.\n * @return {?}\n */\n MatMenuTrigger.prototype.focus = /**\n * Focuses the menu trigger.\n * @param {?=} origin Source of the menu trigger's focus.\n * @return {?}\n */\n function (origin) {\n if (origin === void 0) { origin = 'program'; }\n if (this._focusMonitor) {\n this._focusMonitor.focusVia(this._element, origin);\n }\n else {\n this._element.nativeElement.focus();\n }\n };\n /** Closes the menu and does the necessary cleanup. */\n /**\n * Closes the menu and does the necessary cleanup.\n * @private\n * @return {?}\n */\n MatMenuTrigger.prototype._destroyMenu = /**\n * Closes the menu and does the necessary cleanup.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._overlayRef || !this.menuOpen) {\n return;\n }\n /** @type {?} */\n var menu = this.menu;\n this._closeSubscription.unsubscribe();\n this._overlayRef.detach();\n if (menu instanceof MatMenu) {\n menu._resetAnimation();\n if (menu.lazyContent) {\n // Wait for the exit animation to finish before detaching the content.\n menu._animationDone\n .pipe(filter(function (event) { return event.toState === 'void'; }), take(1), \n // Interrupt if the content got re-attached.\n takeUntil(menu.lazyContent._attached))\n .subscribe(function () { return (/** @type {?} */ (menu.lazyContent)).detach(); }, undefined, function () {\n // No matter whether the content got re-attached, reset the menu.\n _this._resetMenu();\n });\n }\n else {\n this._resetMenu();\n }\n }\n else {\n this._resetMenu();\n if (menu.lazyContent) {\n menu.lazyContent.detach();\n }\n }\n };\n /**\n * This method sets the menu state to open and focuses the first item if\n * the menu was opened via the keyboard.\n */\n /**\n * This method sets the menu state to open and focuses the first item if\n * the menu was opened via the keyboard.\n * @private\n * @return {?}\n */\n MatMenuTrigger.prototype._initMenu = /**\n * This method sets the menu state to open and focuses the first item if\n * the menu was opened via the keyboard.\n * @private\n * @return {?}\n */\n function () {\n this.menu.parentMenu = this.triggersSubmenu() ? this._parentMenu : undefined;\n this.menu.direction = this.dir;\n this._setMenuElevation();\n this._setIsMenuOpen(true);\n this.menu.focusFirstItem(this._openedBy || 'program');\n };\n /** Updates the menu elevation based on the amount of parent menus that it has. */\n /**\n * Updates the menu elevation based on the amount of parent menus that it has.\n * @private\n * @return {?}\n */\n MatMenuTrigger.prototype._setMenuElevation = /**\n * Updates the menu elevation based on the amount of parent menus that it has.\n * @private\n * @return {?}\n */\n function () {\n if (this.menu.setElevation) {\n /** @type {?} */\n var depth = 0;\n /** @type {?} */\n var parentMenu = this.menu.parentMenu;\n while (parentMenu) {\n depth++;\n parentMenu = parentMenu.parentMenu;\n }\n this.menu.setElevation(depth);\n }\n };\n /**\n * This method resets the menu when it's closed, most importantly restoring\n * focus to the menu trigger if the menu was opened via the keyboard.\n */\n /**\n * This method resets the menu when it's closed, most importantly restoring\n * focus to the menu trigger if the menu was opened via the keyboard.\n * @private\n * @return {?}\n */\n MatMenuTrigger.prototype._resetMenu = /**\n * This method resets the menu when it's closed, most importantly restoring\n * focus to the menu trigger if the menu was opened via the keyboard.\n * @private\n * @return {?}\n */\n function () {\n this._setIsMenuOpen(false);\n // We should reset focus if the user is navigating using a keyboard or\n // if we have a top-level trigger which might cause focus to be lost\n // when clicking on the backdrop.\n if (!this._openedBy) {\n // Note that the focus style will show up both for `program` and\n // `keyboard` so we don't have to specify which one it is.\n this.focus();\n }\n else if (!this.triggersSubmenu()) {\n this.focus(this._openedBy);\n }\n this._openedBy = null;\n };\n // set state rather than toggle to support triggers sharing a menu\n // set state rather than toggle to support

triggers sharing a menu\n /**\n * @private\n * @param {?} isOpen\n * @return {?}\n */\n MatMenuTrigger.prototype._setIsMenuOpen = \n // set state rather than toggle to support triggers sharing a menu\n /**\n * @private\n * @param {?} isOpen\n * @return {?}\n */\n function (isOpen) {\n this._menuOpen = isOpen;\n this._menuOpen ? this.menuOpened.emit() : this.menuClosed.emit();\n if (this.triggersSubmenu()) {\n this._menuItemInstance._highlighted = isOpen;\n }\n };\n /**\n * This method checks that a valid instance of MatMenu has been passed into\n * matMenuTriggerFor. If not, an exception is thrown.\n */\n /**\n * This method checks that a valid instance of MatMenu has been passed into\n * matMenuTriggerFor. If not, an exception is thrown.\n * @private\n * @return {?}\n */\n MatMenuTrigger.prototype._checkMenu = /**\n * This method checks that a valid instance of MatMenu has been passed into\n * matMenuTriggerFor. If not, an exception is thrown.\n * @private\n * @return {?}\n */\n function () {\n if (!this.menu) {\n throwMatMenuMissingError();\n }\n };\n /**\n * This method creates the overlay from the provided menu's template and saves its\n * OverlayRef so that it can be attached to the DOM when openMenu is called.\n */\n /**\n * This method creates the overlay from the provided menu's template and saves its\n * OverlayRef so that it can be attached to the DOM when openMenu is called.\n * @private\n * @return {?}\n */\n MatMenuTrigger.prototype._createOverlay = /**\n * This method creates the overlay from the provided menu's template and saves its\n * OverlayRef so that it can be attached to the DOM when openMenu is called.\n * @private\n * @return {?}\n */\n function () {\n if (!this._overlayRef) {\n /** @type {?} */\n var config = this._getOverlayConfig();\n this._subscribeToPositions((/** @type {?} */ (config.positionStrategy)));\n this._overlayRef = this._overlay.create(config);\n // Consume the `keydownEvents` in order to prevent them from going to another overlay.\n // Ideally we'd also have our keyboard event logic in here, however doing so will\n // break anybody that may have implemented the `MatMenuPanel` themselves.\n this._overlayRef.keydownEvents().subscribe();\n }\n return this._overlayRef;\n };\n /**\n * This method builds the configuration object needed to create the overlay, the OverlayState.\n * @returns OverlayConfig\n */\n /**\n * This method builds the configuration object needed to create the overlay, the OverlayState.\n * @private\n * @return {?} OverlayConfig\n */\n MatMenuTrigger.prototype._getOverlayConfig = /**\n * This method builds the configuration object needed to create the overlay, the OverlayState.\n * @private\n * @return {?} OverlayConfig\n */\n function () {\n return new OverlayConfig({\n positionStrategy: this._overlay.position()\n .flexibleConnectedTo(this._element)\n .withLockedPosition()\n .withTransformOriginOn('.mat-menu-panel'),\n hasBackdrop: this.menu.hasBackdrop == null ? !this.triggersSubmenu() : this.menu.hasBackdrop,\n backdropClass: this.menu.backdropClass || 'cdk-overlay-transparent-backdrop',\n scrollStrategy: this._scrollStrategy(),\n direction: this._dir\n });\n };\n /**\n * Listens to changes in the position of the overlay and sets the correct classes\n * on the menu based on the new position. This ensures the animation origin is always\n * correct, even if a fallback position is used for the overlay.\n */\n /**\n * Listens to changes in the position of the overlay and sets the correct classes\n * on the menu based on the new position. This ensures the animation origin is always\n * correct, even if a fallback position is used for the overlay.\n * @private\n * @param {?} position\n * @return {?}\n */\n MatMenuTrigger.prototype._subscribeToPositions = /**\n * Listens to changes in the position of the overlay and sets the correct classes\n * on the menu based on the new position. This ensures the animation origin is always\n * correct, even if a fallback position is used for the overlay.\n * @private\n * @param {?} position\n * @return {?}\n */\n function (position) {\n var _this = this;\n if (this.menu.setPositionClasses) {\n position.positionChanges.subscribe(function (change) {\n /** @type {?} */\n var posX = change.connectionPair.overlayX === 'start' ? 'after' : 'before';\n /** @type {?} */\n var posY = change.connectionPair.overlayY === 'top' ? 'below' : 'above';\n (/** @type {?} */ (_this.menu.setPositionClasses))(posX, posY);\n });\n }\n };\n /**\n * Sets the appropriate positions on a position strategy\n * so the overlay connects with the trigger correctly.\n * @param positionStrategy Strategy whose position to update.\n */\n /**\n * Sets the appropriate positions on a position

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strategy\n     * so the overlay connects with the trigger correctly.\n     * @private\n     * @param {?}
positionStrategy Strategy whose position to update.\n     * @return {?}\n     */\n
MatMenuTrigger.prototype._setPosition = /**\n     * Sets the appropriate positions on a position strategy\n     * so
the overlay connects with the trigger correctly.\n     * @private\n     * @param {?} positionStrategy Strategy whose
position to update.\n     * @return {?}\n     */\n    function (positionStrategy) {\n        var _a = this.menu.xPosition
=== 'before' ? ['end', 'start'] : ['start', 'end'], originX = _a[0], originFallbackX = _a[1];\n        var _b =
this.menu.yPosition === 'above' ? ['bottom', 'top'] : ['top', 'bottom'], overlayY = _b[0], overlayFallbackY = _b[1];\n
    var _c = [overlayY, overlayFallbackY], originY = _c[0], originFallbackY = _c[1];\n        var _d = [originX,
originFallbackX], overlayX = _d[0], overlayFallbackX = _d[1];\n        /** @type {?} */\n        var offsetY = 0;\n
if (this.triggersSubmenu()) {\n            // When the menu is a sub-menu, it should always align itself\n            // to the
edges of the trigger, instead of overlapping it.\n            overlayFallbackX = originX = this.menu.xPosition ===
'before' ? 'start' : 'end';\n            originFallbackX = overlayX = originX === 'end' ? 'start' : 'end';\n            offsetY =
overlayY === 'bottom' ? MENU_PANEL_TOP_PADDING : -MENU_PANEL_TOP_PADDING;\n        }\n
else if (!this.menu.overlapTrigger) {\n            originY = overlayY === 'top' ? 'bottom' : 'top';\n
originFallbackY = overlayFallbackY === 'top' ? 'bottom' : 'top';\n        }\n        positionStrategy.withPositions([\n
    { originX: originX, originY: originY, overlayX: overlayX, overlayY: overlayY, offsetY: offsetY },\n            {
originX: originFallbackX, originY: originY, overlayX: overlayFallbackX, overlayY: overlayY, offsetY: offsetY },\n
        {\n                originX: originX,\n                originY: originFallbackY,\n                overlayX: overlayX,\n
  overlayY: overlayFallbackY,\n                offsetY: -offsetY\n            },\n            {\n                originX:
originFallbackX,\n                originY: originFallbackY,\n                overlayX: overlayFallbackX,\n
overlayY: overlayFallbackY,\n                offsetY: -offsetY\n            }\n        ]);\n    };\n    /** Cleans up the active
subscriptions. */\n    /**\n     * Cleans up the active subscriptions.\n     * @private\n     * @return {?}\n     */\n
MatMenuTrigger.prototype._cleanUpSubscriptions = /**\n     * Cleans up the active subscriptions.\n     * @private\n
    * @return {?}\n     */\n    function () {\n        this._closeSubscription.unsubscribe();\n
this._hoverSubscription.unsubscribe();\n    };\n    /** Returns a stream that emits whenever an action that should
close the menu occurs. */\n    /**\n     * Returns a stream that emits whenever an action that should close the menu
occurs.\n     * @private\n     * @return {?}\n     */\n    MatMenuTrigger.prototype._menuClosingActions = /**\n     *
Returns a stream that emits whenever an action that should close the menu occurs.\n     * @private\n     * @return
{?}\n     */\n    function () {\n        var _this = this;\n        /** @type {?} */\n        var backdrop = (/** @type {?} */
(this._overlayRef)).backdropClick();\n        /** @type {?} */\n        var detachments = (/** @type {?} */
(this._overlayRef)).detachments();\n        /** @type {?} */\n        var parentClose = this._parentMenu ?
this._parentMenu.closed : of();\n        /** @type {?} */\n        var hover = this._parentMenu ?
this._parentMenu._hovered().pipe(filter(function (active) { return active !== _this._menuItemInstance; }),
filter(function () { return _this._menuOpen; })) : of();\n        return merge(backdrop, parentClose, hover,
detachments);\n    };\n    /** Handles mouse presses on the trigger. */\n    /**\n     * Handles mouse presses on the
trigger.\n     * @param {?} event\n     * @return {?}\n     */\n    MatMenuTrigger.prototype._handleMousedown =
/**\n     * Handles mouse presses on the trigger.\n     * @param {?} event\n     * @return {?}\n     */\n    function
(event) {\n        if (!isFakeMousedownFromScreenReader(event)) {\n            // Since right or middle button clicks
won't trigger the `click` event,\n            // we shouldn't consider the menu as opened by mouse in those cases.\n
 this._openedBy = event.button === 0 ? 'mouse' : null;\n            // Since clicking on the trigger won't close the menu
if it opens a sub-menu,\n            // we should prevent focus from moving onto it via click to avoid the\n            //
highlight from lingering on the menu item.\n            if (this.triggersSubmenu()) {\n
event.preventDefault();\n            }\n        }\n    };\n    /** Handles key presses on the trigger. */\n    /**\n     *
Handles key presses on the trigger.\n     * @param {?} event\n     * @return {?}\n     */\n
MatMenuTrigger.prototype._handleKeydown = /**\n     * Handles key presses on the trigger.\n     * @param {?}
event\n     * @return {?}\n     */\n    function (event) {\n        /** @type {?} */\n        var keyCode =
event.keyCode;\n        if (this.triggersSubmenu() && ((keyCode === RIGHT_ARROW && this.dir === 'ltr') ||\n
    (keyCode === LEFT_ARROW && this.dir === 'rtl'))) {\n            this.openMenu();\n        }\n    };\n    /** Handles
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click events on the trigger. */\n /**\n * Handles click events on the trigger.\n * @param {?} event\n * @return {?}\n */\n MatMenuTrigger.prototype._handleClick = /**\n * Handles click events on the trigger.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if (this.triggersSubmenu()) {\n // Stop event propagation to avoid closing the parent menu.\n event.stopPropagation();\n this.openMenu();\n }\n else {\n this.toggleMenu();\n }\n };\n /** Handles the cases where the user hovers over the trigger. */\n /**\n * Handles the cases where the user hovers over the trigger.\n * @private\n * @return {?}\n */\n MatMenuTrigger.prototype._handleHover = /**\n * Handles the cases where the user hovers over the trigger.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n // Subscribe to changes in the hovered item in order to toggle the panel.\n if (!this.triggersSubmenu()) {\n return;\n }\n this._hoverSubscription = this._parentMenu._hovered()\n // Since we might have multiple competing triggers for the same menu (e.g. a sub-menu\n // with different data and triggers), we have to delay it by a tick to ensure that\n // it won't be closed immediately after it is opened.\n .pipe(filter(function (active) { return active === _this._menuItemInstance && !active.disabled; }), delay(0, asapScheduler))\n .subscribe(function () {\n _this._openedBy = 'mouse';\n // If the same menu is used between multiple triggers, it might still be animating\n // while the new trigger tries to re-open it. Wait for the animation to finish\n // before doing so. Also interrupt if the user moves to another item.\n if (_this.menu instanceof MatMenu && _this.menu._isAnimating) {\n // We need the `delay(0)` here in order to avoid\n // 'changed after checked' errors in some cases. See #12194.\n _this.menu._animationDone\n .pipe(take(1), delay(0, asapScheduler), takeUntil(_this._parentMenu._hovered()))\n .subscribe(function () { return _this.openMenu(); });\n }\n else {\n _this.openMenu();\n }\n });\n };\n /** Gets the portal that should be attached to the overlay. */\n /**\n * Gets the portal that should be attached to the overlay.\n * @private\n * @return {?}\n */\n MatMenuTrigger.prototype._getPortal = /**\n * Gets the portal that should be attached to the overlay.\n * @private\n * @return {?}\n */\n function () {\n // Note that we can avoid this check by keeping the portal on the menu panel.\n // While it would be cleaner, we'd have to introduce another required method on\n // `MatMenuPanel`, making it harder to consume.\n if (!this._portal || this._portal.templateRef !== this.menu.templateRef) {\n this._portal = new TemplatePortal(this.menu.templateRef, this._viewContainerRef);\n }\n return this._portal;\n };\n MatMenuTrigger.decorators = [\n { type: Directive, args: [{\n selector: \"[mat-menu-trigger-for], [matMenuTriggerFor]\",\n host: {\n 'aria-haspopup': 'true',\n '[attr.aria-expanded]': 'menuOpen || null',\n '(mousedown)': '_handleMousedown($event)',\n '(keydown)': '_handleKeydown($event)',\n '(click)': '_handleClick($event)',\n },\n exportAs: 'matMenuTrigger'\n },] },\n];\n /** @nocollapse */\n MatMenuTrigger.ctorParameters = function () { return [\n { type: Overlay },\n { type: ElementRef },\n { type: ViewContainerRef },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_MENU_SCROLL_STRATEGY,] }] },\n { type: MatMenu, decorators: [{ type: Optional }] },\n { type: MatMenuItem, decorators: [{ type: Optional }, { type: Self }] },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: FocusMonitor }\n]; };\n MatMenuTrigger.propDecorators = {\n _deprecatedMatMenuTriggerFor: [{ type: Input, args: ['mat-menu-trigger-for',] }],\n menu: [{ type: Input, args: ['matMenuTriggerFor',] }],\n menuData: [{ type: Input, args: ['matMenuTriggerData',] }],\n menuOpened: [{ type: Output }],\n onMenuOpen: [{ type: Output }],\n menuClosed: [{ type: Output }],\n onMenuClose: [{ type: Output }]\n };\n return MatMenuTrigger;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatMenuModule = /** @class */ (function () {\n function MatMenuModule() {\n }\n MatMenuModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n CommonModule,\n MatCommonModule,\n MatRippleModule,\n OverlayModule,\n],\n exports: [MatMenu, MatMenuItem, MatMenuTrigger, MatMenuContent, MatCommonModule],\n declarations: [MatMenu, MatMenuItem, MatMenuTrigger, MatMenuContent],\n providers: [MAT_MENU_SCROLL_STRATEGY_FACTORY_PROVIDER]\n

},] },\n];\n return MatMenuModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MAT_MENU_SCROLL_STRATEGY, MatMenuModule, MatMenu, MAT_MENU_DEFAULT_OPTIONS, MatMenuItem, MatMenuTrigger, matMenuAnimations, fadeInItems, transformMenu, MatMenuContent, MAT_MENU_DEFAULT_OPTIONS_FACTORY as a24, MatMenuItemBase as b24, _MatMenuItemMixinBase as c24, MAT_MENU_PANEL as f24, MAT_MENU_SCROLL_STRATEGY_FACTORY as d24, MAT_MENU_SCROLL_STRATEGY_FACTORY_PROVIDER as e24 };\n//# sourceMappingURL=menu.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Injectable, Optional, SkipSelf, NgModule, ChangeDetectionStrategy, ChangeDetectorRef, Component, EventEmitter, Input, Output, ViewEncapsulation, defineInjectable } from '@angular/core';\nimport { Subject } from 'rxjs';\nimport { __extends } from 'tslib';\nimport { coerceNumberProperty, coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { mixinInitialized, mixinDisabled } from '@angular/material/core';\nimport { CommonModule } from '@angular/common';\nimport { MatButtonModule } from '@angular/material/button';\nimport { MatSelectModule } from '@angular/material/select';\nimport { MatTooltipModule } from '@angular/material/tooltip';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * To modify the labels and text displayed, create a new instance of MatPaginatorIntl and\n * include it in a custom provider\n */\nvar MatPaginatorIntl = /** @class */ (function () {\n function MatPaginatorIntl() {\n /**\n * Stream to emit from when labels are changed. Use this to notify components when the labels have\n * changed after initialization.\n */\n this.changes = new Subject();\n /**\n * A label for the page size selector.\n */\n this.itemsPerPageLabel = 'Items per page:';\n /**\n * A label for the button that increments the current page.\n */\n this.nextPageLabel = 'Next page';\n /**\n * A label for the button that decrements the current page.\n */\n this.previousPageLabel = 'Previous page';\n /**\n * A label for the button that moves to the first page.\n */\n this.firstPageLabel = 'First page';\n /**\n * A label for the button that moves to the last page.\n */\n this.lastPageLabel = 'Last page';\n /**\n * A label for the range of items within the current page and the length of the whole list.\n */\n this.getRangeLabel = function (page, pageSize, length) {\n if (length == 0 || pageSize == 0) {\n return \"0 of \" + length;\n }\n length = Math.max(length, 0);\n /** @type {?} */\n var startIndex = page * pageSize;\n // If the start index exceeds the list length, do not try and fix the end index to the end.\n /** @type {?} */\n var endIndex = startIndex < length ?\n Math.min(startIndex + pageSize, length) :\n startIndex + pageSize;\n return startIndex + 1 + \" - \" + endIndex + \" of \" + length;\n };\n }\n MatPaginatorIntl.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ MatPaginatorIntl.ngInjectableDef = defineInjectable({ factory: function MatPaginatorIntl_Factory() { return new MatPaginatorIntl(); }, token: MatPaginatorIntl, providedIn: \"root\" });\n return MatPaginatorIntl;\n}());\n/**\n * \\@docs-private\n * @param {?} parentIntl\n * @return {?}\n */\nfunction MAT_PAGINATOR_INTL_PROVIDER_FACTORY(parentIntl) {\n return parentIntl || new MatPaginatorIntl();\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_PAGINATOR_INTL_PROVIDER = {\n // If there is already an MatPaginatorIntl available, use that. Otherwise, provide a new one.\n provide: MatPaginatorIntl,\n deps: [[new Optional(), new SkipSelf(), MatPaginatorIntl]],\n useFactory: MAT_PAGINATOR_INTL_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The default page size if there is no page size and there are no provided page size options.\n * @type

{?}\n */\nvar DEFAULT_PAGE_SIZE = 50;\n/**\n * Change event object that is emitted when the user selects a\n * different page size or navigates to another page.\n */\nvar /**\n * Change event object that is emitted when the user selects a\n * different page size or navigates to another page.\n */\nPageEvent = /** @class */ (function () {\n function PageEvent() {\n   }\n   return PageEvent;\n}());\n// Boilerplate for applying mixins to MatPaginator.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatPaginator.\n/**\n * \\@docs-private\n */\nMatPaginatorBase = /** @class */ (function () {\n   function MatPaginatorBase() {\n   }\n return MatPaginatorBase;\n}());\n/** @type {?} */\nvar _MatPaginatorBase = mixinDisabled(mixinInitialized(MatPaginatorBase));\n/**\n * Component to provide navigation between paged information. Displays the size of the current\n * page, user-selectable options to change that size, what items are being shown, and\n * navigational button to go to the previous or next page.\n */\nvar MatPaginator = /** @class */ (function (_super) {\n   __extends(MatPaginator, _super);\n   function MatPaginator(_intl, _changeDetectorRef) {\n   var _this = _super.call(this) || this;\n   _this._intl = _intl;\n   _this._changeDetectorRef = _changeDetectorRef;\n   _this._pageIndex = 0;\n   _this._length = 0;\n   _this._pageSizeOptions = [];\n _this._hidePageSize = false;\n   _this._showFirstLastButtons = false;\n   /**\n   * Event emitted when the paginator changes the page size or page index.\n   */\n   _this.page = new EventEmitter();\n _this._intlChanges = _intl.changes.subscribe(function () { return _this._changeDetectorRef.markForCheck(); });\n return _this;\n   }\n   Object.defineProperty(MatPaginator.prototype, \"pageIndex\", {\n   /** The zero-based page index of the displayed list of items. Defaulted to 0. */\n   get: /**\n   * The zero-based page index of the displayed list of items. Defaulted to 0.\n   * @return {?}\n   */\n   function () { return this._pageIndex; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n this._pageIndex = Math.max(coerceNumberProperty(value), 0);\n this._changeDetectorRef.markForCheck();\n   },\n   enumerable: true,\n   configurable: true\n   });\n Object.defineProperty(MatPaginator.prototype, \"length\", {\n   /** The length of the total number of items that are being paginated. Defaulted to 0. */\n   get: /**\n   * The length of the total number of items that are being paginated. Defaulted to 0.\n   * @return {?}\n   */\n   function () { return this._length; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._length = coerceNumberProperty(value);\n   this._changeDetectorRef.markForCheck();\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatPaginator.prototype, \"pageSize\", {\n   /** Number of items to display on a page. By default set to 50. */\n   get: /**\n   * Number of items to display on a page. By default set to 50.\n   * @return {?}\n   */\n   function () { return this._pageSize; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._pageSize = Math.max(coerceNumberProperty(value), 0);\n   this._updateDisplayedPageSizeOptions();\n   },\n enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatPaginator.prototype, \"pageSizeOptions\", {\n   /** The set of provided page size options to display to the user. */\n   get: /**\n * The set of provided page size options to display to the user.\n   * @return {?}\n   */\n   function () { return this._pageSizeOptions; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._pageSizeOptions = (value || []).map(function (p) { return coerceNumberProperty(p); });\n   this._updateDisplayedPageSizeOptions();\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatPaginator.prototype, \"hidePageSize\", {\n   /** Whether to hide the page size selection UI from the user. */\n   get: /**\n   * Whether to hide the page size selection UI from the user.\n   * @return {?}\n   */\n   function () { return this._hidePageSize; },\n set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n this._hidePageSize = coerceBooleanProperty(value);\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatPaginator.prototype, \"showFirstLastButtons\", {\n   /** Whether to show the first/last buttons UI to the user. */\n   get: /**\n   * Whether to show the first/last buttons UI to the user.\n * @return {?}\n   */\n   function () { return this._showFirstLastButtons; },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._showFirstLastButtons = coerceBooleanProperty(value);\n   },\n   enumerable: true,\n   configurable: true\n   });\n   /**\n   *

@return {?}\n */\n MatPaginator.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n this._initialized = true;\n this._updateDisplayedPageSizeOptions();\n this._markInitialized();\n };\n /**\n * @return {?}\n */\n MatPaginator.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._intlChanges.unsubscribe();\n };\n /** Advances to the next page if it exists. */\n /**\n * Advances to the next page if it exists.\n * @return {?}\n */\n MatPaginator.prototype.nextPage = /**\n * Advances to the next page if it exists.\n * @return {?}\n */\n function () {\n if (!this.hasNextPage()) {\n return;\n }\n /** @type {?} */\n var previousPageIndex = this.pageIndex;\n this.pageIndex++;\n this._emitPageEvent(previousPageIndex);\n };\n /** Move back to the previous page if it exists. */\n /**\n * Move back to the previous page if it exists.\n * @return {?}\n */\n MatPaginator.prototype.previousPage = /**\n * Move back to the previous page if it exists.\n * @return {?}\n */\n function () {\n if (!this.hasPreviousPage()) {\n return;\n }\n /** @type {?} */\n var previousPageIndex = this.pageIndex;\n this.pageIndex--;\n this._emitPageEvent(previousPageIndex);\n };\n /** Move to the first page if not already there. */\n /**\n * Move to the first page if not already there.\n * @return {?}\n */\n MatPaginator.prototype.firstPage = /**\n * Move to the first page if not already there.\n * @return {?}\n */\n function () {\n // hasPreviousPage being false implies at the start\n if (!this.hasPreviousPage()) {\n return;\n }\n /** @type {?} */\n var previousPageIndex = this.pageIndex;\n this.pageIndex = 0;\n this._emitPageEvent(previousPageIndex);\n };\n /** Move to the last page if not already there. */\n /**\n * Move to the last page if not already there.\n * @return {?}\n */\n MatPaginator.prototype.lastPage = /**\n * Move to the last page if not already there.\n * @return {?}\n */\n function () {\n // hasNextPage being false implies at the end\n if (!this.hasNextPage()) {\n return;\n }\n /** @type {?} */\n var previousPageIndex = this.pageIndex;\n this.pageIndex = this.getNumberOfPages() - 1;\n this._emitPageEvent(previousPageIndex);\n };\n /** Whether there is a previous page. */\n /**\n * Whether there is a previous page.\n * @return {?}\n */\n MatPaginator.prototype.hasPreviousPage = /**\n * Whether there is a previous page.\n * @return {?}\n */\n function () {\n return this.pageIndex >= 1 && this.pageSize != 0;\n };\n /** Whether there is a next page. */\n /**\n * Whether there is a next page.\n * @return {?}\n */\n MatPaginator.prototype.hasNextPage = /**\n * Whether there is a next page.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var maxPageIndex = this.getNumberOfPages() - 1;\n return this.pageIndex < maxPageIndex && this.pageSize != 0;\n };\n /** Calculate the number of pages */\n /**\n * Calculate the number of pages\n * @return {?}\n */\n MatPaginator.prototype.getNumberOfPages = /**\n * Calculate the number of pages\n * @return {?}\n */\n function () {\n if (!this.pageSize) {\n return 0;\n }\n return Math.ceil(this.length / this.pageSize);\n };\n /**\n * Changes the page size so that the first item displayed on the page will still be\n * displayed using the new page size.\n *\n * For example, if the page size is 10 and on the second page (items indexed 10-19) then\n * switching so that the page size is 5 will set the third page as the current page so\n * that the 10th item will still be displayed.\n */\n /**\n * Changes the page size so that the first item displayed on the page will still be\n * displayed using the new page size.\n *\n * For example, if the page size is 10 and on the second page (items indexed 10-19) then\n * switching so that the page size is 5 will set the third page as the current page so\n * that the 10th item will still be displayed.\n * @param {?} pageSize\n * @return {?}\n */\n MatPaginator.prototype._changePageSize = /**\n * Changes the page size so that the first item displayed on the page will still be\n * displayed using the new page size.\n *\n * For example, if the page size is 10 and on the second page (items indexed 10-19) then\n * switching so that the page size is 5 will set the third page as the current page so\n * that the 10th item will still be displayed.\n * @param {?} pageSize\n * @return {?}\n */\n function (pageSize) {\n // Current page needs to be updated to reflect the new page size. Navigate to the page\n // containing the previous page's first item.\n /** @type {?} */\n var startIndex = this.pageIndex * this.pageSize;\n /** @type {?} */\n var previousPageIndex = this.pageIndex;\n this.pageIndex = Math.floor(startIndex / pageSize) || 0;\n this.pageSize = pageSize;\n this._emitPageEvent(previousPageIndex);\n };\n /** Checks whether the buttons for going forwards should be disabled. */\n /**\n * Checks whether the buttons for going forwards should be disabled.\n * @return {?}\n

*/\n MatPaginator.prototype._nextButtonsDisabled = /**\n * Checks whether the buttons for going forwards should be disabled.\n * @return {?}\n */\n function () {\n return this.disabled || !this.hasNextPage();\n };\n /** Checks whether the buttons for going backwards should be disabled. */\n /**\n * Checks whether the buttons for going backwards should be disabled.\n * @return {?}\n */\n MatPaginator.prototype._previousButtonsDisabled = /**\n * Checks whether the buttons for going backwards should be disabled.\n * @return {?}\n */\n function () {\n return this.disabled || !this.hasPreviousPage();\n };\n /**\n * Updates the list of page size options to display to the user. Includes making sure that\n * the page size is an option and that the list is sorted.\n */\n /**\n * Updates the list of page size options to display to the user. Includes making sure that\n * the page size is an option and that the list is sorted.\n * @private\n * @return {?}\n */\n MatPaginator.prototype._updateDisplayedPageSizeOptions = /**\n * Updates the list of page size options to display to the user. Includes making sure that\n * the page size is an option and that the list is sorted.\n * @private\n * @return {?}\n */\n function () {\n if (!this._initialized) {\n return;\n }\n // If no page size is provided, use the first page size option or the default page size.\n if (!this.pageSize) {\n this._pageSize = this.pageSizeOptions.length != 0 ?\n this.pageSizeOptions[0] :\n DEFAULT_PAGE_SIZE;\n }\n this._displayedPageSizeOptions = this.pageSizeOptions.slice();\n if (this._displayedPageSizeOptions.indexOf(this.pageSize) === -1) {\n this._displayedPageSizeOptions.push(this.pageSize);\n }\n // Sort the numbers using a number-specific sort function.\n this._displayedPageSizeOptions.sort(function (a, b) { return a - b; });\n this._changeDetectorRef.markForCheck();\n };\n /** Emits an event notifying that a change of the paginator's properties has been triggered. */\n /**\n * Emits an event notifying that a change of the paginator's properties has been triggered.\n * @private\n * @param {?} previousPageIndex\n * @return {?}\n */\n MatPaginator.prototype._emitPageEvent = /**\n * Emits an event notifying that a change of the paginator's properties has been triggered.\n * @private\n * @param {?} previousPageIndex\n * @return {?}\n */\n function (previousPageIndex) {\n this.page.emit({\n previousPageIndex: previousPageIndex,\n pageIndex: this.pageIndex,\n pageSize: this.pageSize,\n length: this.length\n });\n };\n MatPaginator.decorators = [\n { type: Component, args: [{selector: 'mat-paginator',\n exportAs: 'matPaginator',\n template: \"<div class=\\\"mat-paginator-outer-container\\\"><div class=\\\"mat-paginator-container\\\"><div class=\\\"mat-paginator-page-size\\\" *ngIf=\\\"!hidePageSize\\\"><div class=\\\"mat-paginator-page-size-label\\\">{{_intl.itemsPerPageLabel}} <mat-form-field *ngIf=\\\"_displayedPageSizeOptions.length > 1\\\" [color]=\\\"color\\\" class=\\\"mat-paginator-page-size-select\\\"><mat-select [value]=\\\"pageSize\\\" [disabled]=\\\"disabled\\\" [aria-label]=\\\"_intl.itemsPerPageLabel\\\" (selectionChange)=\\\"_changePageSize($event.value)\\\"><mat-option *ngFor=\\\"let pageSizeOption of _displayedPageSizeOptions\\\" [value]=\\\"pageSizeOption\\\">{{pageSizeOption}}</mat-option></mat-select></mat-form-field><div *ngIf=\\\"_displayedPageSizeOptions.length <= 1\\\">{{pageSize}} <div class=\\\"mat-paginator-range-actions\\\"><div class=\\\"mat-paginator-range-label\\\">{{_intl.getRangeLabel(pageIndex, pageSize, length)}} <button mat-icon-button type=\\\"button\\\" class=\\\"mat-paginator-navigation-first\\\" (click)=\\\"firstPage()\\\" [attr.aria-label]=\\\"_intl.firstPageLabel\\\" [matTooltip]=\\\"_intl.firstPageLabel\\\" [matTooltipDisabled]=\\\"_previousButtonsDisabled()\\\" [matTooltipPosition]=\\\"'above'\\\" [disabled]=\\\"_previousButtonsDisabled()\\\" *ngIf=\\\"showFirstLastButtons\\\"><svg class=\\\"mat-paginator-icon\\\" viewBox=\\\"0 0 24 24\\\" focusable=\\\"false\\\"><path d=\\\"M18.41 16.59L13.82 12l4.59-4.59L17 6l-6 6 6 6zM6 6h2v12H6z\\\"/></svg></button> <button mat-icon-button type=\\\"button\\\" class=\\\"mat-paginator-navigation-previous\\\" (click)=\\\"previousPage()\\\" [attr.aria-label]=\\\"_intl.previousPageLabel\\\" [matTooltip]=\\\"_intl.previousPageLabel\\\" [matTooltipDisabled]=\\\"_previousButtonsDisabled()\\\" [matTooltipPosition]=\\\"'above'\\\" [disabled]=\\\"_previousButtonsDisabled()\\\"><svg class=\\\"mat-paginator-icon\\\" viewBox=\\\"0 0 24 24\\\" focusable=\\\"false\\\"><path d=\\\"M15.41 7.41L14 6l-6 6 6 6 1.41-1.41L10.83 12z\\\"/></svg></button> <button mat-icon-button type=\\\"button\\\" class=\\\"mat-paginator-navigation-next\\\" (click)=\\\"nextPage()\\\" [attr.aria-label]=\\\"_intl.nextPageLabel\\\" [matTooltip]=\\\"_intl.nextPageLabel\\\"

[matTooltipDisabled]=\\\"_nextButtonsDisabled()\\\" [matTooltipPosition]=\\\"'above'\\\" [disabled]=\\\"_nextButtonsDisabled()\\\"><svg class=\\\"mat-paginator-icon\\\" viewBox=\\\"0 0 24 24\\\" focusable=\\\"false\\\"><path d=\\\"M10 6L8.59 7.41 13.17 12l-4.58 4.59L10 18l6-6z\\\"/></svg></button> <button mat-icon-button type=\\\"button\\\" class=\\\"mat-paginator-navigation-last\\\" (click)=\\\"lastPage()\\\" [attr.aria-label]=\\\"_intl.lastPageLabel\\\" [matTooltip]=\\\"_intl.lastPageLabel\\\" [matTooltipDisabled]=\\\"_nextButtonsDisabled()\\\" [matTooltipPosition]=\\\"'above'\\\" [disabled]=\\\"_nextButtonsDisabled()\\\" *ngIf=\\\"showFirstLastButtons\\\"><svg class=\\\"mat-paginator-icon\\\" viewBox=\\\"0 0 24 24\\\" focusable=\\\"false\\\"><path d=\\\"M5.59 7.41L10.18 12l-4.59 4.59L7 18l6-6-6-6zM16 6h2v12h-2z\\\"/></svg></button> \",\n styles: [\".mat-paginator{display:block}.mat-paginator-outer-container{display:flex}.mat-paginator-container{display:flex;align-items:center;justify-content:flex-end;min-height:56px;padding:0 8px;flex-wrap:wrap-reverse;width:100%}.mat-paginator-page-size{display:flex;align-items:baseline;margin-right:8px}[dir=rtl] .mat-paginator-page-size{margin-right:0;margin-left:8px}.mat-paginator-page-size-label{margin:0 4px}.mat-paginator-page-size-select{margin:6px 4px 0 4px;width:56px}.mat-paginator-page-size-select.mat-form-field-appearance-outline{width:64px}.mat-paginator-page-size-select.mat-form-field-appearance-fill{width:64px}.mat-paginator-range-label{margin:0 32px 0 24px}.mat-paginator-range-actions{display:flex;align-items:center}.mat-paginator-icon{width:28px;fill:currentColor}[dir=rtl] .mat-paginator-icon{transform:rotate(180deg)}\"],\n inputs: ['disabled'],\n host: {\n 'class': 'mat-paginator',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatPaginator.ctorParameters = function () { return [\n { type: MatPaginatorIntl },\n { type: ChangeDetectorRef }\n]; };\n MatPaginator.propDecorators = {\n color: [{ type: Input }],\n pageIndex: [{ type: Input }],\n length: [{ type: Input }],\n pageSize: [{ type: Input }],\n pageSizeOptions: [{ type: Input }],\n hidePageSize: [{ type: Input }],\n showFirstLastButtons: [{ type: Input }],\n page: [{ type: Output }]\n };\n return MatPaginator;\n}(_MatPaginatorBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatPaginatorModule = /** @class */ (function () {\n function MatPaginatorModule() {\n }\n MatPaginatorModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n CommonModule,\n MatButtonModule,\n MatSelectModule,\n MatTooltipModule,\n],\n exports: [MatPaginator],\n declarations: [MatPaginator],\n providers: [MAT_PAGINATOR_INTL_PROVIDER],\n },] },\n];\n return MatPaginatorModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatPaginatorModule, PageEvent, MatPaginatorBase, _MatPaginatorBase, MatPaginator, MAT_PAGINATOR_INTL_PROVIDER_FACTORY, MatPaginatorIntl, MAT_PAGINATOR_INTL_PROVIDER };\n//# sourceMappingURL=paginator.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { Component, ChangeDetectionStrategy, ElementRef, Inject, Input, Output, EventEmitter, Optional, NgZone, ViewEncapsulation, ViewChild, InjectionToken, inject, NgModule } from '@angular/core';\nimport { fromEvent, Subscription } from 'rxjs';\nimport { filter } from 'rxjs/operators';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { mixinColor, MatCommonModule } from '@angular/material/core';\nimport { DOCUMENT, CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// TODO(josephperrott): Benchpress tests.\n// TODO(josephperrott): Add ARIA attributes for progress bar \"for\".\n//

Boilerplate for applying mixins to MatProgressBar.\n/**\n * \\@docs-private\n */\nvar \n// TODO(josephperrott): Benchpress tests.\n// TODO(josephperrott): Add ARIA attributes for progress bar \"for\".\n// Boilerplate for applying mixins to MatProgressBar.\n/**\n * \\@docs-private\n */\nMatProgressBarBase = /** @class */ (function () {\n   function MatProgressBarBase(_elementRef) {\n   this._elementRef = _elementRef;\n   }\n   return MatProgressBarBase;\n}());\n/** @type {?} */\nvar _MatProgressBarMixinBase = mixinColor(MatProgressBarBase, 'primary');\n/**\n * Injection token used to provide the current location to `MatProgressBar`.\n * Used to handle server-side rendering and to stub out during unit tests.\n * \\@docs-private\n * @type {?}\n */\nvar MAT_PROGRESS_BAR_LOCATION = new InjectionToken('mat-progress-bar-location', { providedIn: 'root', factory: MAT_PROGRESS_BAR_LOCATION_FACTORY });\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction MAT_PROGRESS_BAR_LOCATION_FACTORY() {\n   /** @type {?} */\n   var _document = inject(DOCUMENT);\n   /** @type {?} */\n   var _location = _document ? _document.location : null;\n   return {\n   // Note that this needs to be a function, rather than a property, because Angular\n   // will only resolve it once, but we want the current path on each call.\n   getPathname: function () { return _location ? (_location.pathname + _location.search) : ''; }\n   };\n}\n/**\n * Counter used to generate unique IDs for progress bars.\n * @type {?}\n */\nvar progressbarId = 0;\n/**\n * `<mat-progress-bar>` component.\n */\nvar MatProgressBar = /** @class */ (function (_super) {\n   __extends(MatProgressBar, _super);\n   function MatProgressBar(_elementRef, _ngZone, _animationMode, \n   /**\n   * @deprecated `location` parameter to be made required.\n   * @breaking-change 8.0.0\n   */\n   location) {\n   var _this = _super.call(this, _elementRef) || this;\n   _this._elementRef = _elementRef;\n   _this._ngZone = _ngZone;\n   _this._animationMode = _animationMode;\n   /**\n   * Flag that indicates whether NoopAnimations mode is set to true.\n   */\n   _this._isNoopAnimation = false;\n   _this._value = 0;\n   _this._bufferValue = 0;\n   /**\n   * Event emitted when animation of the primary progress bar completes. This event will not\n   * be emitted when animations are disabled, nor will it be emitted for modes with continuous\n   * animations (indeterminate and query).\n   */\n   _this.animationEnd = new EventEmitter();\n   /**\n   * Reference to animation end subscription to be unsubscribed on destroy.\n   */\n   _this._animationEndSubscription = Subscription.EMPTY;\n   /**\n   * Mode of the progress bar.\n   *\n   * Input must be one of these values: determinate, indeterminate, buffer, query, defaults to\n   * 'determinate'.\n   * Mirrored to mode attribute.\n   */\n   _this.mode = 'determinate';\n   /**\n   * ID of the progress bar.\n   */\n   _this.progressbarId = \"mat-progress-bar-\" + progressbarId++;\n   // We need to prefix the SVG reference with the current path, otherwise they won't work\n   // in Safari if the page has a `<base>` tag. Note that we need quotes inside the `url()`,\n   // because named route URLs can contain parentheses (see #12338). Also we don't use since\n   // we can't tell the difference between whether\n   // the consumer is using the hash location strategy or not, because `Location` normalizes\n   // both `/#/foo/bar` and `/foo/bar` to the same thing.\n   /** @type {?} */\n   var path = location ? location.getPathname().split('#')[0] : '';\n   _this._rectangleFillValue = \"url('\" + path + \"#\" + _this.progressbarId + \"')\";\n   _this._isNoopAnimation = _animationMode === 'NoopAnimations';\n   return _this;\n   }\n   Object.defineProperty(MatProgressBar.prototype, \"value\", {\n   /** Value of the progress bar. Defaults to zero. Mirrored to aria-valuenow. */\n   get: /**\n   * Value of the progress bar. Defaults to zero. Mirrored to aria-valuenow.\n   * @return {?}\n   */\n   function () { return this._value; },\n   set: /**\n   * @param {?} v\n   * @return {?}\n   */\n   function (v) {\n   this._value = clamp(v || 0);\n   // When noop animation is set to true, trigger animationEnd directly.\n   if (this._isNoopAnimation) {\n   this.emitAnimationEnd();\n   }\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatProgressBar.prototype, \"bufferValue\", {\n   /** Buffer value of the progress bar. Defaults to zero. */\n   get: /**\n   * Buffer value of the progress bar. Defaults to zero.\n   * @return {?}\n   */\n   function () { return this._bufferValue; },\n   set: /**\n   * @param {?} v\n   * @return {?}\n   */\n   function (v) { this._bufferValue = clamp(v || 0); },\n   enumerable: true,\n   configurable: true\n   });\n   /** Gets the current transform value for the progress bar's primary indicator. */\n   /**\n   * Gets the current transform value for the progress bar's primary indicator.\n   * @return {?}\n   */\n   MatProgressBar.prototype._primaryTransform = /**\n   * Gets the current transform value for the

progress bar's primary indicator.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var scale = this.value / 100;\n return { transform: \"scaleX(\" + scale + \")\" };\n };\n /**\n * Gets the current transform value for the progress bar's buffer indicator. Only used if the\n * progress mode is set to buffer, otherwise returns an undefined, causing no transformation.\n */\n /**\n * Gets the current transform value for the progress bar's buffer indicator. Only used if the\n * progress mode is set to buffer, otherwise returns an undefined, causing no transformation.\n * @return {?}\n */\n MatProgressBar.prototype._bufferTransform = /**\n * Gets the current transform value for the progress bar's buffer indicator. Only used if the\n * progress mode is set to buffer, otherwise returns an undefined, causing no transformation.\n * @return {?}\n */\n function () {\n if (this.mode === 'buffer') {\n /** @type {?} */\n var scale = this.bufferValue / 100;\n return { transform: \"scaleX(\" + scale + \")\" };\n }\n };\n /**\n * @return {?}\n */\n MatProgressBar.prototype.ngAfterViewInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._isNoopAnimation) {\n // Run outside angular so change detection didn't get triggered on every transition end\n // instead only on the animation that we care about (primary value bar's transitionend)\n this._ngZone.runOutsideAngular((function () {\n _this._animationEndSubscription =\n fromEvent(_this._primaryValueBar.nativeElement, 'transitionend')\n .pipe(filter((function (e) {\n return e.target === _this._primaryValueBar.nativeElement;\n })))\n .subscribe(function (_) { return _this._ngZone.run(function () { return _this.emitAnimationEnd(); }); });\n }));\n }\n };\n /**\n * @return {?}\n */\n MatProgressBar.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._animationEndSubscription.unsubscribe();\n };\n /** Emit an animationEnd event if in determinate or buffer mode. */\n /**\n * Emit an animationEnd event if in determinate or buffer mode.\n * @private\n * @return {?}\n */\n MatProgressBar.prototype.emitAnimationEnd = /**\n * Emit an animationEnd event if in determinate or buffer mode.\n * @private\n * @return {?}\n */\n function () {\n if (this.mode === 'determinate' || this.mode === 'buffer') {\n this.animationEnd.next({ value: this.value });\n }\n };\n MatProgressBar.decorators = [\n { type: Component, args: [{selector: 'mat-progress-bar',\n exportAs: 'matProgressBar',\n host: {\n 'role': 'progressbar',\n 'aria-valuemin': '0',\n 'aria-valuemax': '100',\n '[attr.aria-valuenow]': 'value',\n '[attr.mode]': 'mode',\n 'class': 'mat-progress-bar',\n '[class._mat-animation-noopable]': \"_isNoopAnimation\",\n },\n inputs: ['color'],\n template: \"<svg width=\\\"100%\\\" height=\\\"4\\\" focusable=\\\"false\\\" class=\\\"mat-progress-bar-background mat-progress-bar-element\\\"><defs><pattern [id]=\\\"progressbarId\\\" x=\\\"4\\\" y=\\\"0\\\" width=\\\"8\\\" height=\\\"4\\\" patternUnits=\\\"userSpaceOnUse\\\"><circle cx=\\\"2\\\" cy=\\\"2\\\" r=\\\"2\\\"/></pattern></defs><rect [attr.fill]=\\\"_rectangleFillValue\\\" width=\\\"100%\\\" height=\\\"100%\\\"/></svg><div class=\\\"mat-progress-bar-buffer mat-progress-bar-element\\\" [ngStyle]=\\\"_bufferTransform()\\\"> <div class=\\\"mat-progress-bar-primary mat-progress-bar-fill mat-progress-bar-element\\\" [ngStyle]=\\\"_primaryTransform()\\\" #primaryValueBar> <div class=\\\"mat-progress-bar-secondary mat-progress-bar-fill mat-progress-bar-element\\\"> \",\n styles: [\".mat-progress-bar{display:block;height:4px;overflow:hidden;position:relative;transition:opacity 250ms linear;width:100%}._mat-animation-noopable.mat-progress-bar{transition:none;animation:none}.mat-progress-bar .mat-progress-bar-element,.mat-progress-bar .mat-progress-bar-fill::after{height:100%;position:absolute;width:100%}.mat-progress-bar .mat-progress-bar-background{width:calc(100% + 10px)}@media screen and (-ms-high-contrast:active){.mat-progress-bar .mat-progress-bar-background{display:none}}.mat-progress-bar .mat-progress-bar-buffer{transform-origin:top left;transition:transform 250ms ease}@media screen and (-ms-high-contrast:active){.mat-progress-bar .mat-progress-bar-buffer{border-top:solid 5px;opacity:.5}}.mat-progress-bar .mat-progress-bar-secondary{display:none}.mat-progress-bar .mat-progress-bar-fill{animation:none;transform-origin:top left;transition:transform 250ms ease}@media screen and (-ms-high-contrast:active){.mat-progress-bar .mat-progress-bar-fill{border-top:solid 4px}}.mat-progress-bar .mat-progress-bar-fill::after{animation:none;content:";display:inline-block;left:0}.mat-progress-bar[dir=rtl],[dir=rtl] .mat-progress-

bar{transform:rotateY(180deg)}.mat-progress-bar[mode=query]{transform:rotateZ(180deg)}.mat-progress-bar[mode=query][dir=rtl],[dir=rtl] .mat-progress-bar[mode=query]{transform:rotateZ(180deg) rotateY(180deg)}.mat-progress-bar[mode=indeterminate] .mat-progress-bar-fill,.mat-progress-bar[mode=query] .mat-progress-bar-fill{transition:none}.mat-progress-bar[mode=indeterminate] .mat-progress-bar-primary,.mat-progress-bar[mode=query] .mat-progress-bar-primary{-webkit-backface-visibility:hidden;backface-visibility:hidden;animation:mat-progress-bar-primary-indeterminate-translate 2s infinite linear;left:-145.166611%}.mat-progress-bar[mode=indeterminate] .mat-progress-bar-primary.mat-progress-bar-fill::after,.mat-progress-bar[mode=query] .mat-progress-bar-primary.mat-progress-bar-fill::after{-webkit-backface-visibility:hidden;backface-visibility:hidden;animation:mat-progress-bar-primary-indeterminate-scale 2s infinite linear}.mat-progress-bar[mode=indeterminate] .mat-progress-bar-secondary,.mat-progress-bar[mode=query] .mat-progress-bar-secondary{-webkit-backface-visibility:hidden;backface-visibility:hidden;animation:mat-progress-bar-secondary-indeterminate-translate 2s infinite linear;left:-54.888891%;display:block}.mat-progress-bar[mode=indeterminate] .mat-progress-bar-secondary.mat-progress-bar-fill::after,.mat-progress-bar[mode=query] .mat-progress-bar-secondary.mat-progress-bar-fill::after{-webkit-backface-visibility:hidden;backface-visibility:hidden;animation:mat-progress-bar-secondary-indeterminate-scale 2s infinite linear}.mat-progress-bar[mode=buffer] .mat-progress-bar-background{-webkit-backface-visibility:hidden;backface-visibility:hidden;animation:mat-progress-bar-background-scroll 250ms infinite linear;display:block}.mat-progress-bar._mat-animation-noopable .mat-progress-bar-background,.mat-progress-bar._mat-animation-noopable .mat-progress-bar-buffer,.mat-progress-bar._mat-animation-noopable .mat-progress-bar-fill,.mat-progress-bar._mat-animation-noopable .mat-progress-bar-fill::after,.mat-progress-bar._mat-animation-noopable .mat-progress-bar-primary,.mat-progress-bar._mat-animation-noopable .mat-progress-bar-primary.mat-progress-bar-fill::after,.mat-progress-bar._mat-animation-noopable .mat-progress-bar-secondary,.mat-progress-bar._mat-animation-noopable .mat-progress-bar-secondary.mat-progress-bar-fill::after{animation:none;transition:none}@keyframes mat-progress-bar-primary-indeterminate-translate{0%{transform:translateX(0)}20%{animation-timing-function:cubic-bezier(.5,0,.70173,.49582);transform:translateX(0)}59.15%{animation-timing-function:cubic-bezier(.30244,.38135,.55,.95635);transform:translateX(83.67142%)}100%{transform:translateX(200.61106%)}}@keyframes mat-progress-bar-primary-indeterminate-scale{0%{transform:scaleX(.08)}36.65%{animation-timing-function:cubic-bezier(.33473,.12482,.78584,1);transform:scaleX(.08)}69.15%{animation-timing-function:cubic-bezier(.06,.11,.6,1);transform:scaleX(.66148)}100%{transform:scaleX(.08)}}@keyframes mat-progress-bar-secondary-indeterminate-translate{0%{animation-timing-function:cubic-bezier(.15,0,.51506,.40969);transform:translateX(0)}25%{animation-timing-function:cubic-bezier(.31033,.28406,.8,.73371);transform:translateX(37.65191%)}48.35%{animation-timing-function:cubic-bezier(.4,.62704,.6,.90203);transform:translateX(84.38617%)}100%{transform:translateX(160.27778%)}}@keyframes mat-progress-bar-secondary-indeterminate-scale{0%{animation-timing-function:cubic-bezier(.15,0,.51506,.40969);transform:scaleX(.08)}19.15%{animation-timing-function:cubic-bezier(.31033,.28406,.8,.73371);transform:scaleX(.4571)}44.15%{animation-timing-function:cubic-bezier(.4,.62704,.6,.90203);transform:scaleX(.72796)}100%{transform:scaleX(.08)}}@keyframes mat-progress-bar-background-scroll{to{transform:translateX(-8px)}}\"],\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatProgressBar.ctorParameters = function () { return [\n { type: ElementRef },\n { type: NgZone },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_PROGRESS_BAR_LOCATION,] }] }\n]; };\n MatProgressBar.propDecorators = {\n value: [{ type: Input }],\n bufferValue: [{ type: Input }],\n _primaryValueBar: [{ type: ViewChild, args: ['primaryValueBar',] }],\n animationEnd: [{ type: Output }],\n mode: [{ type: Input }]\n };\n return MatProgressBar;\n}(_MatProgressBarMixinBase));\n/**\n * Clamps a value to be between two numbers, by default 0 and 100.\n * @param {?} v\n * @param {?=} min\n * @param {?=} max\n * @return {?}\n */\nfunction clamp(v, min, max) {\n if (min === void 0) { min = 0; }\n if (max === void 0) { max = 100; }\n return

Math.max(min, Math.min(max, v));\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatProgressBarModule = /** @class */ (function () {\n   function MatProgressBarModule() {\n   }\n MatProgressBarModule.decorators = [\n   { type: NgModule, args: [{\n   imports: [CommonModule, MatCommonModule],\n   exports: [MatProgressBar, MatCommonModule],\n   declarations: [MatProgressBar],\n   },] },\n   ];\n   return MatProgressBarModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatProgressBarModule, MAT_PROGRESS_BAR_LOCATION_FACTORY, MatProgressBarBase, _MatProgressBarMixinBase, MAT_PROGRESS_BAR_LOCATION, MatProgressBar };\n//# sourceMappingURL=progress-bar.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { coerceNumberProperty } from '@angular/cdk/coercion';\nimport { Platform } from '@angular/cdk/platform';\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport { ChangeDetectionStrategy, Component, ElementRef, Inject, InjectionToken, Input, Optional, ViewEncapsulation, NgModule } from '@angular/core';\nimport { mixinColor, MatCommonModule } from '@angular/material/core';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Base reference size of the spinner.\n * \\@docs-private\n * @type {?}\n */\nvar BASE_SIZE = 100;\n/**\n * Base reference stroke width of the spinner.\n * \\@docs-private\n * @type {?}\n */\nvar BASE_STROKE_WIDTH = 10;\n// Boilerplate for applying mixins to MatProgressSpinner.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatProgressSpinner.\n/**\n * \\@docs-private\n */\nMatProgressSpinnerBase = /** @class */ (function () {\n   function MatProgressSpinnerBase(_elementRef) {\n   this._elementRef = _elementRef;\n   }\n   return MatProgressSpinnerBase;\n}());\n/** @type {?} */\nvar _MatProgressSpinnerMixinBase = mixinColor(MatProgressSpinnerBase, 'primary');\n/**\n * Injection token to be used to override the default options for `mat-progress-spinner`.\n * @type {?}\n */\nvar MAT_PROGRESS_SPINNER_DEFAULT_OPTIONS = new InjectionToken('mat-progress-spinner-default-options', {\n   providedIn: 'root',\n   factory: MAT_PROGRESS_SPINNER_DEFAULT_OPTIONS_FACTORY,\n});\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction MAT_PROGRESS_SPINNER_DEFAULT_OPTIONS_FACTORY() {\n   return { diameter: BASE_SIZE };\n}\n// .0001 percentage difference is necessary in order to avoid unwanted animation frames\n// for example because the animation duration is 4 seconds, .1% accounts to 4ms\n// which are enough to see the flicker described in\n// https://github.com/angular/material2/issues/8984\n/** @type {?} */\nvar INDETERMINATE_ANIMATION_TEMPLATE = \"\\n @keyframes mat-progress-spinner-stroke-rotate-DIAMETER {\\n   0%   { stroke-dashoffset: START_VALUE; transform: rotate(0); }\\n   12.5%   { stroke-dashoffset: END_VALUE;   transform: rotate(0); }\\n   12.5001% { stroke-dashoffset: END_VALUE; transform: rotateX(180deg) rotate(72.5deg); }\\n   25%   { stroke-dashoffset: START_VALUE; transform: rotateX(180deg) rotate(72.5deg); }\\n\\n   25.0001%   { stroke-dashoffset: START_VALUE; transform: rotate(270deg); }\\n   37.5%   { stroke-dashoffset: END_VALUE;   transform: rotate(270deg); }\\n   37.5001% { stroke-dashoffset: END_VALUE;   transform: rotateX(180deg) rotate(161.5deg); }\\n   50%   { stroke-dashoffset: START_VALUE; transform: rotateX(180deg) rotate(161.5deg); }\\n\\n   50.0001% { stroke-dashoffset: START_VALUE; transform: rotate(180deg); }\\n   62.5%   { stroke-dashoffset: END_VALUE;   transform: rotate(180deg); }\\n   62.5001% { stroke-dashoffset: END_VALUE;   transform: rotateX(180deg) rotate(251.5deg); }\\n   75%   { stroke-dashoffset: START_VALUE; transform: rotateX(180deg) rotate(251.5deg); }\\n\\n   75.0001% { stroke-dashoffset: START_VALUE; transform: rotate(90deg); }\\n   87.5%   { stroke-dashoffset: END_VALUE;   transform: rotate(90deg); }\\n   87.5001% { stroke-dashoffset: END_VALUE;   transform: rotateX(180deg) rotate(341.5deg); }\\n   100%   { stroke-dashoffset:

START_VALUE; transform: rotateX(180deg) rotate(341.5deg); }\\n }\\n\";\n/**\n * `<mat-progress-spinner>` component.\n */\nvar MatProgressSpinner = /** @class */ (function (_super) {\n   __extends(MatProgressSpinner, _super);\n   function MatProgressSpinner(_elementRef, platform, _document, animationMode, defaults) {\n   var _this = _super.call(this, _elementRef) || this;\n   _this._elementRef = _elementRef;\n   _this._document = _document;\n   _this.animationMode = animationMode;\n   _this.defaults = defaults;\n   _this._value = 0;\n   _this._fallbackAnimation = false;\n   /**\n   * Whether the _mat-animation-noopable class should be applied, disabling animations.\n   */\n   _this._noopAnimations = _this.animationMode === 'NoopAnimations' && (!!_this.defaults && !_this.defaults._forceAnimations);\n   _this._diameter = BASE_SIZE;\n   /**\n   * Mode of the progress circle\n   */\n   _this.mode = 'determinate';\n   _this._fallbackAnimation = platform.EDGE || platform.TRIDENT;\n   if (defaults) {\n   if (defaults.diameter) {\n   _this.diameter = defaults.diameter;\n   }\n   if (defaults.strokeWidth) {\n   _this.strokeWidth = defaults.strokeWidth;\n   }\n   }\n   // On IE and Edge, we can't animate the `stroke-dashoffset`\n   // reliably so we fall back to a non-spec animation.\n   /** @type {?} */\n   var animationClass = \"mat-progress-spinner-indeterminate\" + (_this._fallbackAnimation ? '-fallback' : '') + \"-animation\";\n   _elementRef.nativeElement.classList.add(animationClass);\n   return _this;\n   }\n   Object.defineProperty(MatProgressSpinner.prototype, \"diameter\", {\n   /** The diameter of the progress spinner (will set width and height of svg). */\n   get: /**\n   * The diameter of the progress spinner (will set width and height of svg).\n   * @return {?}\n   */\n   function () { return this._diameter; },\n   set: /**\n   * @param {?} size\n   * @return {?}\n   */\n   function (size) {\n   this._diameter = coerceNumberProperty(size);\n   if (!this._fallbackAnimation && !MatProgressSpinner.diameters.has(this._diameter)) {\n   this._attachStyleNode();\n   }\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatProgressSpinner.prototype, \"strokeWidth\", {\n   /** Stroke width of the progress spinner. */\n   get: /**\n   * Stroke width of the progress spinner.\n   * @return {?}\n   */\n   function () {\n   return this._strokeWidth || this.diameter / 10;\n   },\n   set: /**\n   * @param {?} value\n   * @return {?}\n   */\n   function (value) {\n   this._strokeWidth = coerceNumberProperty(value);\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatProgressSpinner.prototype, \"value\", {\n   /** Value of the progress circle. */\n   get: /**\n   * Value of the progress circle.\n   * @return {?}\n   */\n   function () {\n   return this.mode === 'determinate' ? this._value : 0;\n   },\n   set: /**\n   * @param {?} newValue\n   * @return {?}\n   */\n   function (newValue) {\n   this._value = Math.max(0, Math.min(100, coerceNumberProperty(newValue)));\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatProgressSpinner.prototype, \"_circleRadius\", {\n   /** The radius of the spinner, adjusted for stroke width. */\n   get: /**\n   * The radius of the spinner, adjusted for stroke width.\n   * @return {?}\n   */\n   function () {\n   return (this.diameter - BASE_STROKE_WIDTH) / 2;\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatProgressSpinner.prototype, \"_viewBox\", {\n   /** The view box of the spinner's svg element. */\n   get: /**\n   * The view box of the spinner's svg element.\n   * @return {?}\n   */\n   function () {\n   /** @type {?} */\n   var viewBox = this._circleRadius * 2 + this.strokeWidth;\n   return \"0 0 \" + viewBox + \" \" + viewBox;\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatProgressSpinner.prototype, \"_strokeCircumference\", {\n   /** The stroke circumference of the svg circle. */\n   get: /**\n   * The stroke circumference of the svg circle.\n   * @return {?}\n   */\n   function () {\n   return 2 * Math.PI * this._circleRadius;\n   },\n   enumerable: true,\n   configurable: true\n   });\n   Object.defineProperty(MatProgressSpinner.prototype, \"_strokeDashOffset\", {\n   /** The dash offset of the svg circle. */\n   get: /**\n   * The dash offset of the svg circle.\n   * @return {?}\n   */\n   function () {\n   if (this.mode === 'determinate') {\n   return this._strokeCircumference * (100 - this._value) / 100;\n   }\n   // In fallback mode set the circle to 80% and rotate it with CSS.\n   if (this._fallbackAnimation && this.mode === 'indeterminate') {\n   return this._strokeCircumference * 0.2;\n   }\n   return null;\n   },\n   enumerable: true,\n   configurable: true\n   });\n

Object.defineProperty(MatProgressSpinner.prototype, \"_circleStrokeWidth\", {\n /** Stroke width of the circle in percent. */\n get: /**\n * Stroke width of the circle in percent.\n * @return {?}\n */\n function () {\n return this.strokeWidth / this.diameter * 100;\n },\n enumerable: true,\n configurable: true\n });\n /** Dynamically generates a style tag containing the correct animation for this diameter. */\n /**\n * Dynamically generates a style tag containing the correct animation for this diameter.\n * @private\n * @return {?}\n */\n MatProgressSpinner.prototype._attachStyleNode = /**\n * Dynamically generates a style tag containing the correct animation for this diameter.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var styleTag = MatProgressSpinner.styleTag;\n if (!styleTag) {\n styleTag = this._document.createElement('style');\n this._document.head.appendChild(styleTag);\n MatProgressSpinner.styleTag = styleTag;\n }\n if (styleTag && styleTag.sheet) {\n ((/** @type {?} */ (styleTag.sheet))).insertRule(this._getAnimationText(), 0);\n }\n MatProgressSpinner.diameters.add(this.diameter);\n };\n /** Generates animation styles adjusted for the spinner's diameter. */\n /**\n * Generates animation styles adjusted for the spinner's diameter.\n * @private\n * @return {?}\n */\n MatProgressSpinner.prototype._getAnimationText = /**\n * Generates animation styles adjusted for the spinner's diameter.\n * @private\n * @return {?}\n */\n function () {\n return INDETERMINATE_ANIMATION_TEMPLATE\n // Animation should begin at 5% and end at 80%\n .replace(/START_VALUE/g, \"\" + 0.95 * this._strokeCircumference)\n .replace(/END_VALUE/g, \"\" + 0.2 * this._strokeCircumference)\n .replace(/DIAMETER/g, \"\" + this.diameter);\n };\n /**\n * Tracks diameters of existing instances to de-dupe generated styles (default d = 100)\n */\n MatProgressSpinner.diameters = new Set([BASE_SIZE]);\n /**\n * Used for storing all of the generated keyframe animations.\n * \\@dynamic\n */\n MatProgressSpinner.styleTag = null;\n MatProgressSpinner.decorators = [\n { type: Component, args: [{selector: 'mat-progress-spinner',\n exportAs: 'matProgressSpinner',\n host: {\n 'role': 'progressbar',\n 'class': 'mat-progress-spinner',\n '[class._mat-animation-noopable]': \"_noopAnimations\",\n '[style.width.px]': 'diameter',\n '[style.height.px]': 'diameter',\n '[attr.aria-valuemin]': 'mode === \"determinate\" ? 0 : null',\n '[attr.aria-valuemax]': 'mode === \"determinate\" ? 100 : null',\n '[attr.aria-valuenow]': 'value',\n '[attr.mode]': 'mode',\n },\n inputs: ['color'],\n template: \"<svg [style.width.px]=\\\"diameter\\\" [style.height.px]=\\\"diameter\\\" [attr.viewBox]=\\\"_viewBox\\\" preserveAspectRatio=\\\"xMidYMid meet\\\" focusable=\\\"false\\\" [ngSwitch]=\\\"mode === 'indeterminate'\\\"><circle *ngSwitchCase=\\\"true\\\" cx=\\\"50%\\\" cy=\\\"50%\\\" [attr.r]=\\\"_circleRadius\\\" [style.animation-name]=\\\"'mat-progress-spinner-stroke-rotate-' + diameter\\\" [style.stroke-dashoffset.px]=\\\"_strokeDashOffset\\\" [style.stroke-dasharray.px]=\\\"_strokeCircumference\\\" [style.stroke-width.%]=\\\"_circleStrokeWidth\\\"></circle><circle *ngSwitchCase=\\\"false\\\" cx=\\\"50%\\\" cy=\\\"50%\\\" [attr.r]=\\\"_circleRadius\\\" [style.stroke-dashoffset.px]=\\\"_strokeDashOffset\\\" [style.stroke-dasharray.px]=\\\"_strokeCircumference\\\" [style.stroke-width.%]=\\\"_circleStrokeWidth\\\"></circle></svg>\",\n styles: [\".mat-progress-spinner{display:block;position:relative}.mat-progress-spinner svg{position:absolute;transform:rotate(-90deg);top:0;left:0;transform-origin:center;overflow:visible}.mat-progress-spinner circle{fill:transparent;transform-origin:center;transition:stroke-dashoffset 225ms linear}._mat-animation-noopable.mat-progress-spinner circle{transition:none;animation:none}.mat-progress-spinner.mat-progress-spinner-indeterminate-animation[mode=indeterminate]{animation:mat-progress-spinner-linear-rotate 2s linear infinite}._mat-animation-noopable.mat-progress-spinner.mat-progress-spinner-indeterminate-animation[mode=indeterminate]{transition:none;animation:none}.mat-progress-spinner.mat-progress-spinner-indeterminate-animation[mode=indeterminate] circle{transition-property:stroke;animation-duration:4s;animation-timing-function:cubic-bezier(.35,0,.25,1);animation-iteration-count:infinite}._mat-animation-noopable.mat-progress-spinner.mat-progress-spinner-indeterminate-animation[mode=indeterminate] circle{transition:none;animation:none}.mat-progress-spinner.mat-progress-spinner-indeterminate-fallback-animation[mode=indeterminate]{animation:mat-progress-spinner-stroke-rotate-fallback 10s cubic-bezier(.87,.03,.33,1) infinite}._mat-animation-noopable.mat-progress-spinner.mat-progress-spinner-indeterminate-

fallback-animation[mode=indeterminate]{transition:none;animation:none}.mat-progress-spinner.mat-progress-spinner-indeterminate-fallback-animation[mode=indeterminate] circle{transition-property:stroke}._mat-animation-noopable.mat-progress-spinner.mat-progress-spinner-indeterminate-fallback-animation[mode=indeterminate] circle{transition:none;animation:none}@keyframes mat-progress-spinner-linear-rotate{0%{transform:rotate(0)}100%{transform:rotate(360deg)}}@keyframes mat-progress-spinner-stroke-rotate-100{0%{stroke-dashoffset:268.60617px;transform:rotate(0)}12.5%{stroke-dashoffset:56.54867px;transform:rotate(0)}12.5001%{stroke-dashoffset:56.54867px;transform:rotateX(180deg) rotate(72.5deg)}25%{stroke-dashoffset:268.60617px;transform:rotateX(180deg) rotate(72.5deg)}25.0001%{stroke-dashoffset:268.60617px;transform:rotate(270deg)}37.5%{stroke-dashoffset:56.54867px;transform:rotate(270deg)}37.5001%{stroke-dashoffset:56.54867px;transform:rotateX(180deg) rotate(161.5deg)}50%{stroke-dashoffset:268.60617px;transform:rotateX(180deg) rotate(161.5deg)}50.0001%{stroke-dashoffset:268.60617px;transform:rotate(180deg)}62.5%{stroke-dashoffset:56.54867px;transform:rotate(180deg)}62.5001%{stroke-dashoffset:56.54867px;transform:rotateX(180deg) rotate(251.5deg)}75%{stroke-dashoffset:268.60617px;transform:rotateX(180deg) rotate(251.5deg)}75.0001%{stroke-dashoffset:268.60617px;transform:rotate(90deg)}87.5%{stroke-dashoffset:56.54867px;transform:rotate(90deg)}87.5001%{stroke-dashoffset:56.54867px;transform:rotateX(180deg) rotate(341.5deg)}100%{stroke-dashoffset:268.60617px;transform:rotateX(180deg) rotate(341.5deg)}}@keyframes mat-progress-spinner-stroke-rotate-fallback{0%{transform:rotate(0)}25%{transform:rotate(1170deg)}50%{transform:rotate(2340deg)}75%{transform:rotate(3510deg)}100%{transform:rotate(4680deg)}}\"],\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatProgressSpinner.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Platform },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [DOCUMENT,] }] },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_PROGRESS_SPINNER_DEFAULT_OPTIONS,] }] }\n]; };\n MatProgressSpinner.propDecorators = {\n diameter: [{ type: Input }],\n strokeWidth: [{ type: Input }],\n mode: [{ type: Input }],\n value: [{ type: Input }]\n };\n return MatProgressSpinner;\n}(_MatProgressSpinnerMixinBase));\n/**\n * `<mat-spinner>` component.\n *\n * This is a component definition to be used as a convenience reference to create an\n * indeterminate `<mat-progress-spinner>` instance.\n */\nvar MatSpinner = /** @class */ (function (_super) {\n __extends(MatSpinner, _super);\n function MatSpinner(elementRef, platform, document, \n // @breaking-change 8.0.0 animationMode and defaults parameters to be made required.\n animationMode, defaults) {\n var _this = _super.call(this, elementRef, platform, document, animationMode, defaults) || this;\n _this.mode = 'indeterminate';\n return _this;\n }\n MatSpinner.decorators = [\n { type: Component, args: [{selector: 'mat-spinner',\n host: {\n 'role': 'progressbar',\n 'mode': 'indeterminate',\n 'class': 'mat-spinner mat-progress-spinner',\n '[class._mat-animation-noopable]': \"_noopAnimations\",\n '[style.width.px]': 'diameter',\n '[style.height.px]': 'diameter',\n },\n inputs: ['color'],\n template: \"<svg [style.width.px]=\\\"diameter\\\" [style.height.px]=\\\"diameter\\\" [attr.viewBox]=\\\"_viewBox\\\" preserveAspectRatio=\\\"xMidYMid meet\\\" focusable=\\\"false\\\" [ngSwitch]=\\\"mode === 'indeterminate'\\\"><circle *ngSwitchCase=\\\"true\\\" cx=\\\"50%\\\" cy=\\\"50%\\\" [attr.r]=\\\"_circleRadius\\\" [style.animation-name]=\\\"'mat-progress-spinner-stroke-rotate-' + diameter\\\" [style.stroke-dashoffset.px]=\\\"_strokeDashOffset\\\" [style.stroke-dasharray.px]=\\\"_strokeCircumference\\\" [style.stroke-width.%]=\\\"_circleStrokeWidth\\\"></circle><circle *ngSwitchCase=\\\"false\\\" cx=\\\"50%\\\" cy=\\\"50%\\\" [attr.r]=\\\"_circleRadius\\\" [style.stroke-dashoffset.px]=\\\"_strokeDashOffset\\\" [style.stroke-dasharray.px]=\\\"_strokeCircumference\\\" [style.stroke-

width.%]=\\\"_circleStrokeWidth\\\"></circle></svg>\",\n styles: [\".mat-progress-spinner{display:block;position:relative}.mat-progress-spinner svg{position:absolute;transform:rotate(-90deg);top:0;left:0;transform-origin:center;overflow:visible}.mat-progress-spinner circle{fill:transparent;transform-origin:center;transition:stroke-dashoffset 225ms linear}._mat-animation-noopable.mat-progress-spinner circle{transition:none;animation:none}.mat-progress-spinner.mat-progress-spinner-indeterminate-animation[mode=indeterminate]{animation:mat-progress-spinner-linear-rotate 2s linear infinite}._mat-animation-noopable.mat-progress-spinner.mat-progress-spinner-indeterminate-animation[mode=indeterminate]{transition:none;animation:none}.mat-progress-spinner.mat-progress-spinner-indeterminate-animation[mode=indeterminate] circle{transition-property:stroke;animation-duration:4s;animation-timing-function:cubic-bezier(.35,0,.25,1);animation-iteration-count:infinite}._mat-animation-noopable.mat-progress-spinner.mat-progress-spinner-indeterminate-animation[mode=indeterminate] circle{transition:none;animation:none}.mat-progress-spinner.mat-progress-spinner-indeterminate-fallback-animation[mode=indeterminate]{animation:mat-progress-spinner-stroke-rotate-fallback 10s cubic-bezier(.87,.03,.33,1) infinite}._mat-animation-noopable.mat-progress-spinner.mat-progress-spinner-indeterminate-fallback-animation[mode=indeterminate]{transition:none;animation:none}.mat-progress-spinner.mat-progress-spinner-indeterminate-fallback-animation[mode=indeterminate] circle{transition-property:stroke}._mat-animation-noopable.mat-progress-spinner.mat-progress-spinner-indeterminate-fallback-animation[mode=indeterminate] circle{transition:none;animation:none}@keyframes mat-progress-spinner-linear-rotate{0%{transform:rotate(0)}100%{transform:rotate(360deg)}}@keyframes mat-progress-spinner-stroke-rotate-100{0%{stroke-dashoffset:268.60617px;transform:rotate(0)}12.5%{stroke-dashoffset:56.54867px;transform:rotate(0)}12.5001%{stroke-dashoffset:56.54867px;transform:rotateX(180deg) rotate(72.5deg)}25%{stroke-dashoffset:268.60617px;transform:rotateX(180deg) rotate(72.5deg)}25.0001%{stroke-dashoffset:268.60617px;transform:rotate(270deg)}37.5%{stroke-dashoffset:56.54867px;transform:rotate(270deg)}37.5001%{stroke-dashoffset:56.54867px;transform:rotateX(180deg) rotate(161.5deg)}50%{stroke-dashoffset:268.60617px;transform:rotateX(180deg) rotate(161.5deg)}50.0001%{stroke-dashoffset:268.60617px;transform:rotate(180deg)}62.5%{stroke-dashoffset:56.54867px;transform:rotate(180deg)}62.5001%{stroke-dashoffset:56.54867px;transform:rotateX(180deg) rotate(251.5deg)}75%{stroke-dashoffset:268.60617px;transform:rotateX(180deg) rotate(251.5deg)}75.0001%{stroke-dashoffset:268.60617px;transform:rotate(90deg)}87.5%{stroke-dashoffset:56.54867px;transform:rotate(90deg)}87.5001%{stroke-dashoffset:56.54867px;transform:rotateX(180deg) rotate(341.5deg)}100%{stroke-dashoffset:268.60617px;transform:rotateX(180deg) rotate(341.5deg)}}@keyframes mat-progress-spinner-stroke-rotate-fallback{0%{transform:rotate(0)}25%{transform:rotate(1170deg)}50%{transform:rotate(2340deg)}75%{transform:rotate(3510deg)}100%{transform:rotate(4680deg)}}\"],\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatSpinner.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Platform },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [DOCUMENT,] }] },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_PROGRESS_SPINNER_DEFAULT_OPTIONS,] }] }\n]; };\n return MatSpinner;\n}(MatProgressSpinner));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatProgressSpinnerModule = /** @class */ (function () {\n function MatProgressSpinnerModule() {\n }\n MatProgressSpinnerModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatCommonModule, CommonModule],\n exports: [\n MatProgressSpinner,\n MatSpinner,\n MatCommonModule\n],\n declarations: [\n

MatProgressSpinner,\n MatSpinner\n],\n },] },\n];\n return MatProgressSpinnerModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatProgressSpinnerModule, MAT_PROGRESS_SPINNER_DEFAULT_OPTIONS_FACTORY, MatProgressSpinnerBase, _MatProgressSpinnerMixinBase, MAT_PROGRESS_SPINNER_DEFAULT_OPTIONS, MatProgressSpinner, MatSpinner };\n//# sourceMappingURL=progress-spinner.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { FocusMonitor } from '@angular/cdk/a11y';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { UniqueSelectionDispatcher } from '@angular/cdk/collections';\nimport { ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChildren, Directive, ElementRef, EventEmitter, forwardRef, Inject, Input, Optional, Output, ViewChild, ViewEncapsulation, NgModule } from '@angular/core';\nimport { NG_VALUE_ACCESSOR } from '@angular/forms';\nimport { mixinColor, mixinDisabled, mixinDisableRipple, mixinTabIndex, MatCommonModule, MatRippleModule } from '@angular/material/core';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Increasing integer for generating unique ids for radio components.\n/** @type {?} */\nvar nextUniqueId = 0;\n/**\n * Provider Expression that allows mat-radio-group to register as a ControlValueAccessor. This\n * allows it to support [(ngModel)] and ngControl.\n * \\@docs-private\n * @type {?}\n */\nvar MAT_RADIO_GROUP_CONTROL_VALUE_ACCESSOR = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return MatRadioGroup; }),\n multi: true\n};\n/**\n * Change event object emitted by MatRadio and MatRadioGroup.\n */\nvar /**\n * Change event object emitted by MatRadio and MatRadioGroup.\n */\nMatRadioChange = /** @class */ (function () {\n function MatRadioChange(source, value) {\n this.source = source;\n this.value = value;\n }\n return MatRadioChange;\n}());\n// Boilerplate for applying mixins to MatRadioGroup.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatRadioGroup.\n/**\n * \\@docs-private\n */\nMatRadioGroupBase = /** @class */ (function () {\n function MatRadioGroupBase() {\n }\n return MatRadioGroupBase;\n}());\n/** @type {?} */\nvar _MatRadioGroupMixinBase = mixinDisabled(MatRadioGroupBase);\n/**\n * A group of radio buttons. May contain one or more `<mat-radio-button>` elements.\n */\nvar MatRadioGroup = /** @class */ (function (_super) {\n __extends(MatRadioGroup, _super);\n function MatRadioGroup(_changeDetector) {\n var _this = _super.call(this) || this;\n _this._changeDetector = _changeDetector;\n /**\n * Selected value for the radio group.\n */\n _this._value = null;\n /**\n * The HTML name attribute applied to radio buttons in this group.\n */\n _this._name = \"mat-radio-group-\" + nextUniqueId++;\n /**\n * The currently selected radio button. Should match value.\n */\n _this._selected = null;\n /**\n * Whether the `value` has been set to its initial value.\n */\n _this._isInitialized = false;\n /**\n * Whether the labels should appear after or before the radio-buttons. Defaults to 'after'\n */\n _this._labelPosition = 'after';\n /**\n * Whether the radio group is disabled.\n */\n _this._disabled = false;\n /**\n * Whether the radio group is required.\n */\n _this._required = false;\n /**\n * The method to be called in order to update ngModel\n */\n _this._controlValueAccessorChangeFn = function () { };\n /**\n * onTouch function registered via registerOnTouch (ControlValueAccessor).\n * \\@docs-private\n */\n _this.onTouched = function () { };\n /**\n * Event emitted when the group value changes.\n * Change events are only emitted when the value changes due to user interaction with\n * a radio button (the same behavior as `<input type-\"radio\">`).\n */\n _this.change = new EventEmitter();\n return _this;\n }\n Object.defineProperty(MatRadioGroup.prototype, \"name\", {\n /** Name of the radio button group. All radio buttons inside this group will use this name. */\n get: /**\n *

Name of the radio button group. All radio buttons inside this group will use this name.\n * @return {?}\n */\n function () { return this._name; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._name = value;\n this._updateRadioButtonNames();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatRadioGroup.prototype, \"labelPosition\", {\n /** Whether the labels should appear after or before the radio-buttons. Defaults to 'after' */\n get: /**\n * Whether the labels should appear after or before the radio-buttons. Defaults to 'after'\n * @return {?}\n */\n function () {\n return this._labelPosition;\n },\n set: /**\n * @param {?} v\n * @return {?}\n */\n function (v) {\n this._labelPosition = v === 'before' ? 'before' : 'after';\n this._markRadiosForCheck();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatRadioGroup.prototype, \"value\", {\n /**\n * Value for the radio-group. Should equal the value of the selected radio button if there is\n * a corresponding radio button with a matching value. If there is not such a corresponding\n * radio button, this value persists to be applied in case a new radio button is added with a\n * matching value.\n */\n get: /**\n * Value for the radio-group. Should equal the value of the selected radio button if there is\n * a corresponding radio button with a matching value. If there is not such a corresponding\n * radio button, this value persists to be applied in case a new radio button is added with a\n * matching value.\n * @return {?}\n */\n function () { return this._value; },\n set: /**\n * @param {?} newValue\n * @return {?}\n */\n function (newValue) {\n if (this._value !== newValue) {\n // Set this before proceeding to ensure no circular loop occurs with selection.\n this._value = newValue;\n this._updateSelectedRadioFromValue();\n this._checkSelectedRadioButton();\n }\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatRadioGroup.prototype._checkSelectedRadioButton = /**\n * @return {?}\n */\n function () {\n if (this._selected && !this._selected.checked) {\n this._selected.checked = true;\n }\n };\n Object.defineProperty(MatRadioGroup.prototype, \"selected\", {\n /**\n * The currently selected radio button. If set to a new radio button, the radio group value\n * will be updated to match the new selected button.\n */\n get: /**\n * The currently selected radio button. If set to a new radio button, the radio group value\n * will be updated to match the new selected button.\n * @return {?}\n */\n function () { return this._selected; },\n set: /**\n * @param {?} selected\n * @return {?}\n */\n function (selected) {\n this._selected = selected;\n this.value = selected ? selected.value : null;\n this._checkSelectedRadioButton();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatRadioGroup.prototype, \"disabled\", {\n /** Whether the radio group is disabled */\n get: /**\n * Whether the radio group is disabled\n * @return {?}\n */\n function () { return this._disabled; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._disabled = coerceBooleanProperty(value);\n this._markRadiosForCheck();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatRadioGroup.prototype, \"required\", {\n /** Whether the radio group is required */\n get: /**\n * Whether the radio group is required\n * @return {?}\n */\n function () { return this._required; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._required = coerceBooleanProperty(value);\n this._markRadiosForCheck();\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Initialize properties once content children are available.\n * This allows us to propagate relevant attributes to associated buttons.\n */\n /**\n * Initialize properties once content children are available.\n * This allows us to propagate relevant attributes to associated buttons.\n * @return {?}\n */\n MatRadioGroup.prototype.ngAfterContentInit = /**\n * Initialize properties once content children are available.\n * This allows us to propagate relevant attributes to associated buttons.\n * @return {?}\n */\n function () {\n // Mark this component as initialized in AfterContentInit because the initial value can\n // possibly be set by NgModel on MatRadioGroup, and it is possible that the OnInit of the\n // NgModel occurs *after* the OnInit of the MatRadioGroup.\n this._isInitialized = true;\n };\n /**\n * Mark this group as being \"touched\" (for ngModel). Meant to be called by the contained\n * radio buttons upon their blur.\n */\n /**\n * Mark this group as being \"touched\" (for ngModel). Meant to be called by the contained\n * radio

buttons upon their blur.\n * @return {?}\n */\n MatRadioGroup.prototype._touch = /**\n * Mark this group as being \"touched\" (for ngModel). Meant to be called by the contained\n * radio buttons upon their blur.\n * @return {?}\n */\n function () {\n if (this.onTouched) {\n this.onTouched();\n }\n };\n /**\n * @private\n * @return {?}\n */\n MatRadioGroup.prototype._updateRadioButtonNames = /**\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._radios) {\n this._radios.forEach(function (radio) {\n radio.name = _this.name;\n });\n }\n };\n /** Updates the `selected` radio button from the internal _value state. */\n /**\n * Updates the `selected` radio button from the internal _value state.\n * @private\n * @return {?}\n */\n MatRadioGroup.prototype._updateSelectedRadioFromValue = /**\n * Updates the `selected` radio button from the internal _value state.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n // If the value already matches the selected radio, do nothing.\n /** @type {?} */\n var isAlreadySelected = this._selected !== null && this._selected.value === this._value;\n if (this._radios && !isAlreadySelected) {\n this._selected = null;\n this._radios.forEach(function (radio) {\n radio.checked = _this.value === radio.value;\n if (radio.checked) {\n _this._selected = radio;\n }\n });\n }\n };\n /** Dispatch change event with current selection and group value. */\n /**\n * Dispatch change event with current selection and group value.\n * @return {?}\n */\n MatRadioGroup.prototype._emitChangeEvent = /**\n * Dispatch change event with current selection and group value.\n * @return {?}\n */\n function () {\n if (this._isInitialized) {\n this.change.emit(new MatRadioChange((/** @type {?} */ (this._selected)), this._value));\n }\n };\n /**\n * @return {?}\n */\n MatRadioGroup.prototype._markRadiosForCheck = /**\n * @return {?}\n */\n function () {\n if (this._radios) {\n this._radios.forEach(function (radio) { return radio._markForCheck(); });\n }\n };\n /**\n * Sets the model value. Implemented as part of ControlValueAccessor.\n * @param value\n */\n /**\n * Sets the model value. Implemented as part of ControlValueAccessor.\n * @param {?} value\n * @return {?}\n */\n MatRadioGroup.prototype.writeValue = /**\n * Sets the model value. Implemented as part of ControlValueAccessor.\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.value = value;\n this._changeDetector.markForCheck();\n };\n /**\n * Registers a callback to be triggered when the model value changes.\n * Implemented as part of ControlValueAccessor.\n * @param fn Callback to be registered.\n */\n /**\n * Registers a callback to be triggered when the model value changes.\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn Callback to be registered.\n * @return {?}\n */\n MatRadioGroup.prototype.registerOnChange = /**\n * Registers a callback to be triggered when the model value changes.\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn Callback to be registered.\n * @return {?}\n */\n function (fn) {\n this._controlValueAccessorChangeFn = fn;\n };\n /**\n * Registers a callback to be triggered when the control is touched.\n * Implemented as part of ControlValueAccessor.\n * @param fn Callback to be registered.\n */\n /**\n * Registers a callback to be triggered when the control is touched.\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn Callback to be registered.\n * @return {?}\n */\n MatRadioGroup.prototype.registerOnTouched = /**\n * Registers a callback to be triggered when the control is touched.\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn Callback to be registered.\n * @return {?}\n */\n function (fn) {\n this.onTouched = fn;\n };\n /**\n * Sets the disabled state of the control. Implemented as a part of ControlValueAccessor.\n * @param isDisabled Whether the control should be disabled.\n */\n /**\n * Sets the disabled state of the control. Implemented as a part of ControlValueAccessor.\n * @param {?} isDisabled Whether the control should be disabled.\n * @return {?}\n */\n MatRadioGroup.prototype.setDisabledState = /**\n * Sets the disabled state of the control. Implemented as a part of ControlValueAccessor.\n * @param {?} isDisabled Whether the control should be disabled.\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n this._changeDetector.markForCheck();\n };\n MatRadioGroup.decorators = [\n { type: Directive, args: [{\n selector: 'mat-radio-group',\n exportAs: 'matRadioGroup',\n providers: [MAT_RADIO_GROUP_CONTROL_VALUE_ACCESSOR],\n host: {\n 'role': 'radiogroup',\n 'class': 'mat-radio-group',\n },\n inputs: ['disabled'],\n

```
        },] },\n    ];\n    /** @nocollapse */\n    MatRadioGroup.ctorParameters = function () { return [\n        { type:
ChangeDetectorRef }\n    ]; };\n    MatRadioGroup.propDecorators = {\n        change: [{ type: Output }],\n
_radios: [{ type: ContentChildren, args: [forwardRef(function () { return MatRadioButton; }), { descendants: true
},] }],\n        name: [{ type: Input }],\n        labelPosition: [{ type: Input }],\n        value: [{ type: Input }],\n
selected: [{ type: Input }],\n        disabled: [{ type: Input }],\n        required: [{ type: Input }]\n    };\n    return
MatRadioGroup;\n}(_MatRadioGroupMixinBase));\n// Boilerplate for applying mixins to MatRadioButton.\n/**\n
* \\@docs-private\n */\nvar  \n// Boilerplate for applying mixins to MatRadioButton.\n/**\n * \\@docs-private\n
*/\nMatRadioButtonBase = /** @class */ (function () {\n    function MatRadioButtonBase(_elementRef) {\n
this._elementRef = _elementRef;\n    }\n    return MatRadioButtonBase;\n}());\n// As per Material design
specifications the selection control radio should use the accent color\n// palette by default.
https://material.io/guidelines/components/selection-controls.html\n/** @type {?} */\nvar
_MatRadioButtonMixinBase = mixinColor(mixinDisableRipple(mixinTabIndex(MatRadioButtonBase)),
'accent');\n/**\n * A Material design radio-button. Typically placed inside of `<mat-radio-group>` elements.\n
*/\nvar MatRadioButton = /** @class */ (function (_super) {\n    __extends(MatRadioButton, _super);\n    function
MatRadioButton(radioGroup, elementRef, _changeDetector, _focusMonitor, _radioDispatcher, _animationMode)
{\n        var _this = _super.call(this, elementRef) || this;\n        _this._changeDetector = _changeDetector;\n
_this._focusMonitor = _focusMonitor;\n        _this._radioDispatcher = _radioDispatcher;\n
_this._animationMode = _animationMode;\n        _this._uniqueId = \"mat-radio-\" + ++nextUniqueId;\n        /**\n
   * The unique ID for the radio button.\n         */\n        _this.id = _this._uniqueId;\n        /**\n         * Event emitted
when the checked state of this radio button changes.\n         * Change events are only emitted when the value
changes due to user interaction with\n         * the radio button (the same behavior as `<input type-\"radio\">`).\n
*/\n        _this.change = new EventEmitter();\n        /**\n         * Whether this radio is checked.\n         */\n
_this._checked = false;\n        /**\n         * Value assigned to this radio.\n         */\n        _this._value = null;\n
/**\n         * Unregister function for _radioDispatcher\n         */\n        _this._removeUniqueSelectionListener =
function () { };\n        // Assertions. Ideally these should be stripped out by the compiler.\n        // TODO(jelbourn):
Assert that there's no name binding AND a parent radio group.\n        _this.radioGroup = radioGroup;\n
_this._removeUniqueSelectionListener =\n            _radioDispatcher.listen(function (id, name) {\n                if (id !==
_this.id && name === _this.name) {\n                    _this.checked = false;\n                }\n            });\n        return
_this;\n    }\n    Object.defineProperty(MatRadioButton.prototype, \"checked\", {\n        /** Whether this radio
button is checked. */\n        get: /**\n         * Whether this radio button is checked.\n         * @return {?}\n         */\n
    function () { return this._checked; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n
   function (value) {\n            /** @type {?} */\n            var newCheckedState = coerceBooleanProperty(value);\n
    if (this._checked !== newCheckedState) {\n                this._checked = newCheckedState;\n                if
(newCheckedState && this.radioGroup && this.radioGroup.value !== this.value) {\n
this.radioGroup.selected = this;\n                }\n                else if (!newCheckedState && this.radioGroup &&
this.radioGroup.value === this.value) {\n                    // When unchecking the selected radio button, update the
selected radio\n                    // property on the group.\n                    this.radioGroup.selected = null;\n                }\n
        if (newCheckedState) {\n                    // Notify all radio buttons with the same name to un-check.\n
this._radioDispatcher.notify(this.id, this.name);\n                }\n                this._changeDetector.markForCheck();\n
    }\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatRadioButton.prototype, \"value\", {\n        /** The value of this radio button. */\n        get:
/**\n         * The value of this radio button.\n         * @return {?}\n         */\n        function () { return this._value; },\n
     set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) {\n            if
(this._value !== value) {\n                this._value = value;\n                if (this.radioGroup !== null) {\n                    if
(!this.checked) {\n                        // Update checked when the value changed to match the radio group's value\n
            this.checked = this.radioGroup.value === value;\n                    }\n                    if (this.checked) {\n
     this.radioGroup.selected = this;\n                    }\n                }\n            }\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatRadioButton.prototype, \"labelPosition\", {\n        /**
```

Whether the label should appear after or before the radio button. Defaults to 'after' */\n get: /**\n * Whether the label should appear after or before the radio button. Defaults to 'after'\n * @return {?}\n */\n function () {\n return this._labelPosition || (this.radioGroup && this.radioGroup.labelPosition) || 'after';\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._labelPosition = value;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatRadioButton.prototype, \"disabled\", {\n /** Whether the radio button is disabled. */\n get: /**\n * Whether the radio button is disabled.\n * @return {?}\n */\n function () {\n return this._disabled || (this.radioGroup !== null && this.radioGroup.disabled);\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n /** @type {?} */\n var newDisabledState = coerceBooleanProperty(value);\n if (this._disabled !== newDisabledState) {\n this._disabled = newDisabledState;\n this._changeDetector.markForCheck();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatRadioButton.prototype, \"required\", {\n /** Whether the radio button is required. */\n get: /**\n * Whether the radio button is required.\n * @return {?}\n */\n function () {\n return this._required || (this.radioGroup && this.radioGroup.required);\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._required = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatRadioButton.prototype, \"inputId\", {\n /** ID of the native input element inside `<mat-radio-button>` */\n get: /**\n * ID of the native input element inside `<mat-radio-button>`\n * @return {?}\n */\n function () { return (this.id || this._uniqueId) + \"-input\"; },\n enumerable: true,\n configurable: true\n });\n /** Focuses the radio button. */\n /**\n * Focuses the radio button.\n * @return {?}\n */\n MatRadioButton.prototype.focus = /**\n * Focuses the radio button.\n * @return {?}\n */\n function () {\n this._focusMonitor.focusVia(this._inputElement, 'keyboard');\n };\n /**\n * Marks the radio button as needing checking for change detection.\n * This method is exposed because the parent radio group will directly\n * update bound properties of the radio button.\n */\n /**\n * Marks the radio button as needing checking for change detection.\n * This method is exposed because the parent radio group will directly\n * update bound properties of the radio button.\n * @return {?}\n */\n MatRadioButton.prototype._markForCheck = /**\n * Marks the radio button as needing checking for change detection.\n * This method is exposed because the parent radio group will directly\n * update bound properties of the radio button.\n * @return {?}\n */\n function () {\n // When group value changes, the button will not be notified. Use `markForCheck` to explicit\n // update radio button's status\n this._changeDetector.markForCheck();\n };\n /**\n * @return {?}\n */\n MatRadioButton.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n if (this.radioGroup) {\n // If the radio is inside a radio group, determine if it should be checked\n this.checked = this.radioGroup.value === this._value;\n // Copy name from parent radio group\n this.name = this.radioGroup.name;\n }\n };\n /**\n * @return {?}\n */\n MatRadioButton.prototype.ngAfterViewInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._focusMonitor\n .monitor(this._elementRef, true)\n .subscribe(function (focusOrigin) {\n if (!focusOrigin && _this.radioGroup) {\n _this.radioGroup._touch();\n }\n });\n };\n /**\n * @return {?}\n */\n MatRadioButton.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._focusMonitor.stopMonitoring(this._elementRef);\n this._removeUniqueSelectionListener();\n };\n /** Dispatch change event with current value. */\n /**\n * Dispatch change event with current value.\n * @private\n * @return {?}\n */\n MatRadioButton.prototype._emitChangeEvent = /**\n * Dispatch change event with current value.\n * @private\n * @return {?}\n */\n function () {\n this.change.emit(new MatRadioChange(this, this._value));\n };\n /**\n * @return {?}\n */\n MatRadioButton.prototype._isRippleDisabled = /**\n * @return {?}\n */\n function () {\n return this.disableRipple || this.disabled;\n };\n /**\n * @param {?} event\n * @return {?}\n */\n MatRadioButton.prototype._onInputClick = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n // We have to stop propagation for click events on the visual hidden

input element.\n // By default, when a user clicks on a label element, a generated click event will be\n // dispatched on the associated input element. Since we are using a label element as our\n // root container, the click event on the `radio-button` will be executed twice.\n // The real click event will bubble up, and the generated click event also tries to bubble up.\n // This will lead to multiple click events.\n // Preventing bubbling for the second event will solve that issue.\n event.stopPropagation();\n };\n /**\n * Triggered when the radio button received a click or the input recognized any change.\n * Clicking on a label element, will trigger a change event on the associated input.\n */\n /**\n * Triggered when the radio button received a click or the input recognized any change.\n * Clicking on a label element, will trigger a change event on the associated input.\n * @param {?} event\n * @return {?}\n */\n MatRadioButton.prototype._onInputChange = /**\n * Triggered when the radio button received a click or the input recognized any change.\n * Clicking on a label element, will trigger a change event on the associated input.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n // We always have to stop propagation on the change event.\n // Otherwise the change event, from the input element, will bubble up and\n // emit its event object to the `change` output.\n event.stopPropagation();\n /** @type {?} */\n var groupValueChanged = this.radioGroup && this.value !== this.radioGroup.value;\n this.checked = true;\n this._emitChangeEvent();\n if (this.radioGroup) {\n this.radioGroup._controlValueAccessorChangeFn(this.value);\n this.radioGroup._touch();\n if (groupValueChanged) {\n this.radioGroup._emitChangeEvent();\n }\n }\n };\n MatRadioButton.decorators = [\n { type: Component, args: [{selector: 'mat-radio-button',\n template: \"<label [attr.for]=\\\"inputId\\\" class=\\\"mat-radio-label\\\" #label><div class=\\\"mat-radio-container\\\"><div class=\\\"mat-radio-outer-circle\\\"> <div class=\\\"mat-radio-inner-circle\\\"> <div mat-ripple class=\\\"mat-radio-ripple\\\" [matRippleTrigger]=\\\"label\\\" [matRippleDisabled]=\\\"_isRippleDisabled()\\\" [matRippleCentered]=\\\"true\\\" [matRippleRadius]=\\\"20\\\" [matRippleAnimation]=\\\"{enterDuration: 150}\\\"><div class=\\\"mat-ripple-element mat-radio-persistent-ripple\\\"> <input #input class=\\\"mat-radio-input cdk-visually-hidden\\\" type=\\\"radio\\\" [id]=\\\"inputId\\\" [checked]=\\\"checked\\\" [disabled]=\\\"disabled\\\" [tabIndex]=\\\"tabIndex\\\" [attr.name]=\\\"name\\\" [required]=\\\"required\\\" [attr.aria-label]=\\\"ariaLabel\\\" [attr.aria-labelledby]=\\\"ariaLabelledby\\\" [attr.aria-describedby]=\\\"ariaDescribedby\\\" (change)=\\\"_onInputChange($event)\\\" (click)=\\\"_onInputClick($event)\\\"> <div class=\\\"mat-radio-label-content\\\" [class.mat-radio-label-before]=\\\"labelPosition == 'before'\\\"><span style=\\\"display:none\\\"> <ng-content></ng-content> </label>\",\n styles: [\".mat-radio-button{display:inline-block;-webkit-tap-highlight-color:transparent}.mat-radio-label{cursor:pointer;display:inline-flex;align-items:center;white-space:nowrap;vertical-align:middle}.mat-radio-container{box-sizing:border-box;display:inline-block;position:relative;width:20px;height:20px;flex-shrink:0}.mat-radio-outer-circle{box-sizing:border-box;height:20px;left:0;position:absolute;top:0;transition:border-color ease 280ms;width:20px;border-width:2px;border-style:solid;border-radius:50%}._mat-animation-noopable .mat-radio-outer-circle{transition:none}.mat-radio-inner-circle{border-radius:50%;box-sizing:border-box;height:20px;left:0;position:absolute;top:0;transition:transform ease 280ms,background-color ease 280ms;width:20px;transform:scale(.001)}._mat-animation-noopable .mat-radio-inner-circle{transition:none}.mat-radio-checked .mat-radio-inner-circle{transform:scale(.5)}@media screen and (-ms-high-contrast:active){.mat-radio-checked .mat-radio-inner-circle{border:solid 10px}}.mat-radio-label-content{display:inline-block;order:0;line-height:inherit;padding-left:8px;padding-right:0}[dir=rtl] .mat-radio-label-content{padding-right:8px;padding-left:0}.mat-radio-label-content.mat-radio-label-before{order:-1;padding-left:0;padding-right:8px}[dir=rtl] .mat-radio-label-content.mat-radio-label-before{padding-right:0;padding-left:8px}.mat-radio-disabled,.mat-radio-disabled .mat-radio-label{cursor:default}.mat-radio-button .mat-radio-ripple{position:absolute;left:calc(50% - 20px);top:calc(50% - 20px);height:40px;width:40px;z-index:1;pointer-events:none}.mat-radio-button .mat-radio-ripple .mat-ripple-element:not(.mat-radio-persistent-ripple){opacity:.16}.mat-radio-persistent-ripple{width:100%;height:100%;transform:none}.mat-radio-container:hover .mat-radio-persistent-ripple{opacity:.04}.mat-radio-button.cdk-focused .mat-radio-persistent-

ripple{opacity:.12}.mat-radio-disabled .mat-radio-container:hover .mat-radio-persistent-ripple,.mat-radio-persistent-ripple{opacity:0}@media (hover:none){.mat-radio-container:hover .mat-radio-persistent-ripple{display:none}}.mat-radio-input{bottom:0;left:50%}\"],\n inputs: ['color', 'disableRipple', 'tabIndex'],\n encapsulation: ViewEncapsulation.None,\n exportAs: 'matRadioButton',\n host: {\n 'class': 'mat-radio-button',\n '[class.mat-radio-checked]': 'checked',\n '[class.mat-radio-disabled]': 'disabled',\n '[class._mat-animation-noopable]': '_animationMode === \"NoopAnimations\"',\n '[attr.tabindex]': 'null',\n '[attr.id]': 'id',\n // Note: under normal conditions focus shouldn't land on this element, however it may be\n // programmatically set, for example inside of a focus trap, in this case we want to forward\n // the focus to the native element.\n '(focus)': '_inputElement.nativeElement.focus()',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatRadioButton.ctorParameters = function () { return [\n { type: MatRadioGroup, decorators: [{ type: Optional }] },\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: FocusMonitor },\n { type: UniqueSelectionDispatcher },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] }\n]; };\n MatRadioButton.propDecorators = {\n id: [{ type: Input }],\n name: [{ type: Input }],\n ariaLabel: [{ type: Input, args: ['aria-label',] }],\n ariaLabelledby: [{ type: Input, args: ['aria-labelledby',] }],\n ariaDescribedby: [{ type: Input, args: ['aria-describedby',] }],\n checked: [{ type: Input }],\n value: [{ type: Input }],\n labelPosition: [{ type: Input }],\n disabled: [{ type: Input }],\n required: [{ type: Input }],\n change: [{ type: Output }],\n _inputElement: [{ type: ViewChild, args: ['input',] }]\n };\n return MatRadioButton;\n}(_MatRadioButtonMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatRadioModule = /** @class */ (function () {\n function MatRadioModule() {\n }\n MatRadioModule.decorators = [\n { type: NgModule, args: [{\n imports: [CommonModule, MatRippleModule, MatCommonModule],\n exports: [MatRadioGroup, MatRadioButton, MatCommonModule],\n declarations: [MatRadioGroup, MatRadioButton],\n },] },\n];\n return MatRadioModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatRadioModule, MAT_RADIO_GROUP_CONTROL_VALUE_ACCESSOR, MatRadioChange, MatRadioGroupBase, _MatRadioGroupMixinBase, MatRadioGroup, MatRadioButtonBase, _MatRadioButtonMixinBase, MatRadioButton };\n//# sourceMappingURL=radio.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { animate, state, style, transition, trigger } from '@angular/animations';\nimport { __extends } from 'tslib';\nimport { ActiveDescendantKeyManager } from '@angular/cdk/a11y';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { SelectionModel } from '@angular/cdk/collections';\nimport { A, DOWN_ARROW, END, ENTER, HOME, LEFT_ARROW, RIGHT_ARROW, SPACE, UP_ARROW, hasModifierKey } from '@angular/cdk/keycodes';\nimport { CdkConnectedOverlay, Overlay, OverlayModule } from '@angular/cdk/overlay';\nimport { ViewportRuler } from '@angular/cdk/scrolling';\nimport { Attribute, ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChild, ContentChildren, Directive, ElementRef, EventEmitter, Inject, InjectionToken, Input, isDevMode, NgZone, Optional, Output, Self, ViewChild, ViewEncapsulation, NgModule } from '@angular/core';\nimport { FormGroupDirective, NgControl, NgForm } from '@angular/forms';\nimport { _countGroupLabelsBeforeOption, _getOptionScrollPosition, ErrorStateMatcher, MAT_OPTION_PARENT_COMPONENT, MatOptgroup, MatOption, mixinDisabled, mixinDisableRipple, mixinErrorState, mixinTabIndex, MatCommonModule, MatOptionModule } from '@angular/material/core';\nimport { MatFormField, MatFormFieldControl, MatFormFieldModule } from '@angular/material/form-field';\nimport {

defer, merge, Subject } from 'rxjs';\nimport { distinctUntilChanged, filter, map, startWith, switchMap, take, takeUntil } from 'rxjs/operators';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The following are all the animations for the mat-select component, with each\n * const containing the metadata for one animation.\n *\n * The values below match the implementation of the AngularJS Material mat-select animation.\n * \\@docs-private\n * @type {?}\n */\nvar matSelectAnimations = {\n /**\n   * This animation transforms the select's overlay panel on and off the page.\n   *\n   * When the panel is attached to the DOM, it expands its width by the amount of padding, scales it\n   * up to 100% on the Y axis, fades in its border, and translates slightly up and to the\n   * side to ensure the option text correctly overlaps the trigger text.\n   *\n   * When the panel is removed from the DOM, it simply fades out linearly.\n   */\n transformPanel: trigger('transformPanel', [\n   state('void', style({\n   transform: 'scaleY(0.8)',\n   minWidth: '100%',\n   opacity: 0\n   })),\n   state('showing', style({\n   opacity: 1,\n   minWidth: 'calc(100% + 32px)',\n   // 32px = 2 * 16px padding\n   transform: 'scaleY(1)'\n   })),\n   state('showing-multiple', style({\n   opacity: 1,\n   minWidth: 'calc(100% + 64px)',\n   // 64px = 48px padding on the left + 16px padding on the right\n   transform: 'scaleY(1)'\n   })),\n   transition('void => *', animate('120ms cubic-bezier(0, 0, 0.2, 1)')),\n   transition('* => void', animate('100ms 25ms linear', style({ opacity: 0 })))\n]),\n /**\n   * This animation fades in the background color and text content of the\n   * select's options. It is time delayed to occur 100ms after the overlay\n   * panel has transformed in.\n   * @deprecated Not used anymore. To be removed.\n   * \\@breaking-change 8.0.0\n   */\n fadeInContent: trigger('fadeInContent', [\n   state('showing', style({ opacity: 1 })),\n   transition('void => showing', [\n   style({ opacity: 0 }),\n   animate('150ms 100ms cubic-bezier(0.55, 0, 0.55, 0.2)')\n   ])\n])\n};\n/**\n * @deprecated\n * \\@breaking-change 8.0.0\n * \\@docs-private\n * @type {?}\n */\nvar transformPanel = matSelectAnimations.transformPanel;\n/**\n * @deprecated\n * \\@breaking-change 8.0.0\n * \\@docs-private\n * @type {?}\n */\nvar fadeInContent = matSelectAnimations.fadeInContent;\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * Returns an exception to be thrown when attempting to change a select's `multiple` option\n * after initialization.\n * \\@docs-private\n * @return {?}\n */\nfunction getMatSelectDynamicMultipleError() {\n return Error('Cannot change `multiple` mode of select after initialization.');\n}\n/**\n * Returns an exception to be thrown when attempting to assign a non-array value to a select\n * in `multiple` mode. Note that `undefined` and `null` are still valid values to allow for\n * resetting the value.\n * \\@docs-private\n * @return {?}\n */\nfunction getMatSelectNonArrayValueError() {\n return Error('Value must be an array in multiple-selection mode.');\n}\n/**\n * Returns an exception to be thrown when assigning a non-function value to the comparator\n * used to determine if a value corresponds to an option. Note that whether the function\n * actually takes two values and returns a boolean is not checked.\n * @return {?}\n */\nfunction getMatSelectNonFunctionValueError() {\n return Error('`compareWith` must be a function.');\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar nextUniqueId = 0;\n/**\n * The max height of the select's overlay panel\n * @type {?}\n */\nvar SELECT_PANEL_MAX_HEIGHT = 256;\n/**\n * The panel's padding on the x-axis\n * @type {?}\n */\nvar SELECT_PANEL_PADDING_X = 16;\n/**\n * The panel's x axis padding if it is indented (e.g. there is an option group).\n * @type {?}\n */\nvar SELECT_PANEL_INDENT_PADDING_X = SELECT_PANEL_PADDING_X * 2;\n/**\n * The height of the select items in `em` units.\n * @type {?}\n */\nvar SELECT_ITEM_HEIGHT_EM = 3;\n// TODO(josephperrott): Revert to a constant after 2018 spec updates are fully merged.\n/**\n * Distance between the panel edge and the option text in\n * multi-selection mode.\n *\n * Calculated as:\n * (SELECT_PANEL_PADDING_X * 1.5) + 20 = 44\n * The padding is multiplied by 1.5 because the checkbox's margin is half the padding.\n * The checkbox width is 16px.\n * @type {?}\n */\nvar SELECT_MULTIPLE_PANEL_PADDING_X = 0;\n/**\n * The select panel will only \"fit\" inside the viewport if it is positioned at\n * this value or more away from the viewport boundary.\n * @type {?}\n */\nvar SELECT_PANEL_VIEWPORT_PADDING = 8;\n/**\n * Injection token that determines the scroll handling while

a select is open.\n * @type {?}\n */\nvar MAT_SELECT_SCROLL_STRATEGY = new InjectionToken('mat-select-scroll-strategy');\n/**\n * \\@docs-private\n * @param {?} overlay\n * @return {?}\n */\nfunction MAT_SELECT_SCROLL_STRATEGY_PROVIDER_FACTORY(overlay) {\n return function () { return overlay.scrollStrategies.reposition(); };\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_SELECT_SCROLL_STRATEGY_PROVIDER = {\n provide: MAT_SELECT_SCROLL_STRATEGY,\n deps: [Overlay],\n useFactory: MAT_SELECT_SCROLL_STRATEGY_PROVIDER_FACTORY,\n};\n/**\n * Change event object that is emitted when the select value has changed.\n */\nvar /**\n * Change event object that is emitted when the select value has changed.\n */\nMatSelectChange = /** @class */ (function () {\n function MatSelectChange(source, value) {\n   this.source = source;\n   this.value = value;\n }\n return MatSelectChange;\n}());\n// Boilerplate for applying mixins to MatSelect.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatSelect.\n/**\n * \\@docs-private\n */\nMatSelectBase = /** @class */ (function () {\n function MatSelectBase(_elementRef, _defaultErrorStateMatcher, _parentForm, _parentFormGroup, ngControl) {\n   this._elementRef = _elementRef;\n   this._defaultErrorStateMatcher = _defaultErrorStateMatcher;\n   this._parentForm = _parentForm;\n   this._parentFormGroup = _parentFormGroup;\n   this.ngControl = ngControl;\n }\n return MatSelectBase;\n}());\n/** @type {?} */\nvar _MatSelectMixinBase = mixinDisableRipple(mixinTabIndex(mixinDisabled(mixinErrorState(MatSelectBase))));\n/**\n * Allows the user to customize the trigger that is displayed when the select has a value.\n */\nvar MatSelectTrigger = /** @class */ (function () {\n function MatSelectTrigger() {\n }\n MatSelectTrigger.decorators = [\n   { type: Directive, args: [{\n   selector: 'mat-select-trigger'\n   },] },\n];\n return MatSelectTrigger;\n}());\nvar MatSelect = /** @class */ (function (_super) {\n __extends(MatSelect, _super);\n function MatSelect(_viewportRuler, _changeDetectorRef, _ngZone, _defaultErrorStateMatcher, elementRef, _dir, _parentForm, _parentFormGroup, _parentFormField, ngControl, tabIndex, scrollStrategyFactory) {\n   var _this = _super.call(this, elementRef, _defaultErrorStateMatcher, _parentForm, _parentFormGroup, ngControl) || this;\n   _this._viewportRuler = _viewportRuler;\n   _this._changeDetectorRef = _changeDetectorRef;\n   _this._ngZone = _ngZone;\n   _this._dir = _dir;\n   _this._parentFormField = _parentFormField;\n   _this.ngControl = ngControl;\n   /**\n   * Whether or not the overlay panel is open.\n   */\n   _this._panelOpen = false;\n   /**\n   * Whether filling out the select is required in the form.\n   */\n   _this._required = false;\n   /**\n   * The scroll position of the overlay panel, calculated to center the selected option.\n   */\n   _this._scrollTop = 0;\n   /**\n   * Whether the component is in multiple selection mode.\n   */\n   _this._multiple = false;\n   /**\n   * Comparison function to specify which option is displayed. Defaults to object equality.\n   */\n   _this._compareWith = function (o1, o2) { return o1 === o2; };\n   /**\n   * Unique id for this input.\n   */\n   _this._uid = \"mat-select-\" + nextUniqueId++;\n   /**\n   * Emits whenever the component is destroyed.\n   */\n   _this._destroy = new Subject();\n   /**\n   * The cached font-size of the trigger element.\n   */\n   _this._triggerFontSize = 0;\n   /**\n   * `View -> model callback called when value changes`\n   */\n   _this._onChange = function () { };\n   /**\n   * `View -> model callback called when select has been touched`\n   */\n   _this._onTouched = function () { };\n   /**\n   * The IDs of child options to be passed to the aria-owns attribute.\n   */\n   _this._optionIds = '';\n   /**\n   * The value of the select panel's transform-origin property.\n   */\n   _this._transformOrigin = 'top';\n   /**\n   * Emits when the panel element is finished transforming in.\n   */\n   _this._panelDoneAnimatingStream = new Subject();\n   /**\n   * The y-offset of the overlay panel in relation to the trigger's top start corner.\n   * This must be adjusted to align the selected option text over the trigger text.\n   * when the panel opens. Will change based on the y-position of the selected option.\n   */\n   _this._offsetY = 0;\n   /**\n   * This position config ensures that the top \"start\" corner of the overlay\n   * is aligned with with the top \"start\" of the origin by default (overlapping\n   * the trigger completely). If the panel cannot fit below the trigger, it\n   * will fall back to a position above the trigger.\n   */\n   _this._positions = [\n   {\n   originX: 'start',\n   originY: 'top',\n   overlayX: 'start',\n   overlayY: 'top',\n   },\n   {\n   originX: 'start',\n   originY: 'bottom',\n

overlayX: 'start',\n overlayY: 'bottom',\n },\n];\n /**\n * Whether the component is disabling centering of the active option over the trigger.\n */\n _this._disableOptionCentering = false;\n _this._focused = false;\n /**\n * A name for this control that can be used by `mat-form-field`.\n */\n _this.controlType = 'mat-select';\n /**\n * Aria label of the select. If not specified, the placeholder will be used as label.\n */\n _this.ariaLabel = '';\n /**\n * Combined stream of all of the child options' change events.\n */\n _this.optionSelectionChanges = defer(function () {\n if (_this.options) {\n return merge.apply(void 0, _this.options.map(function (option) { return option.onSelectionChange; }));\n }\n return _this._ngZone.onStable\n .asObservable()\n .pipe(take(1), switchMap(function () { return _this.optionSelectionChanges; }));\n });\n /**\n * Event emitted when the select panel has been toggled.\n */\n _this.openedChange = new EventEmitter();\n /**\n * Event emitted when the select has been opened.\n */\n _this._openedStream = _this.openedChange.pipe(filter(function (o) { return o; }), map(function () { }));\n /**\n * Event emitted when the select has been closed.\n */\n _this._closedStream = _this.openedChange.pipe(filter(function (o) { return !o; }), map(function () { }));\n /**\n * Event emitted when the selected value has been changed by the user.\n */\n _this.selectionChange = new EventEmitter();\n /**\n * Event that emits whenever the raw value of the select changes. This is here primarily\n * to facilitate the two-way binding for the `value` input.\n * \\@docs-private\n */\n _this.valueChange = new EventEmitter();\n if (_this.ngControl) {\n // Note: we provide the value accessor through here, instead of\n // the `providers` to avoid running into a circular import.\n _this.ngControl.valueAccessor = _this;\n }\n _this._scrollStrategyFactory = scrollStrategyFactory;\n _this._scrollStrategy = _this._scrollStrategyFactory();\n _this.tabIndex = parseInt(tabIndex) || 0;\n // Force setter to be called in case id was not specified.\n _this.id = _this.id;\n return _this;\n }\n Object.defineProperty(MatSelect.prototype, \"focused\", {\n /** Whether the select is focused. */\n get: /**\n * Whether the select is focused.\n * @return {?}\n */\n function () {\n return this._focused || this._panelOpen;\n },\n /**\n * @deprecated Setter to be removed as this property is intended to be readonly.\n * @breaking-change 8.0.0\n */\n set: /**\n * @deprecated Setter to be removed as this property is intended to be readonly.\n * \\@breaking-change 8.0.0\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._focused = value;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSelect.prototype, \"placeholder\", {\n /** Placeholder to be shown if no value has been selected. */\n get: /**\n * Placeholder to be shown if no value has been selected.\n * @return {?}\n */\n function () { return this._placeholder; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._placeholder = value;\n this.stateChanges.next();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSelect.prototype, \"required\", {\n /** Whether the component is required. */\n get: /**\n * Whether the component is required.\n * @return {?}\n */\n function () { return this._required; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._required = coerceBooleanProperty(value);\n this.stateChanges.next();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSelect.prototype, \"multiple\", {\n /** Whether the user should be allowed to select multiple options. */\n get: /**\n * Whether the user should be allowed to select multiple options.\n * @return {?}\n */\n function () { return this._multiple; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (this._selectionModel) {\n throw getMatSelectDynamicMultipleError();\n }\n this._multiple = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSelect.prototype, \"disableOptionCentering\", {\n /** Whether to center the active option over the trigger. */\n get: /**\n * Whether to center the active option over the trigger.\n * @return {?}\n */\n function () { return this._disableOptionCentering; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._disableOptionCentering = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSelect.prototype, \"compareWith\", {\n /**\n * Function to compare the option

values with the selected values. The first argument\n * is a value from an option. The second is a value from the selection. A boolean\n * should be returned.\n */\n get: /**\n * Function to compare the option values with the selected values. The first argument\n * is a value from an option. The second is a value from the selection. A boolean\n * should be returned.\n * @return {?}\n */\n function () { return this._compareWith; },\n set: /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n if (typeof fn !== 'function') {\n throw getMatSelectNonFunctionValueError();\n }\n this._compareWith = fn;\n if (this._selectionModel) {\n // A different comparator means the selection could change.\n this._initializeSelection();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSelect.prototype, \"value\", {\n /** Value of the select control. */\n get: /**\n * Value of the select control.\n * @return {?}\n */\n function () { return this._value; },\n set: /**\n * @param {?} newValue\n * @return {?}\n */\n function (newValue) {\n if (newValue !== this._value) {\n this.writeValue(newValue);\n this._value = newValue;\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSelect.prototype, \"id\", {\n /** Unique id of the element. */\n get: /**\n * Unique id of the element.\n * @return {?}\n */\n function () { return this._id; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._id = value || this._uid;\n this.stateChanges.next();\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatSelect.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._selectionModel = new SelectionModel(this.multiple);\n this.stateChanges.next();\n // We need `distinctUntilChanged` here, because some browsers will\n // fire the animation end event twice for the same animation. See:\n // https://github.com/angular/angular/issues/24084\n this._panelDoneAnimatingStream\n .pipe(distinctUntilChanged(), takeUntil(this._destroy))\n .subscribe(function () {\n if (_this.panelOpen) {\n _this._scrollTop = 0;\n _this.openedChange.emit(true);\n }\n else {\n _this.openedChange.emit(false);\n _this.overlayDir.offsetX = 0;\n _this._changeDetectorRef.markForCheck();\n }\n });\n };\n /**\n * @return {?}\n */\n MatSelect.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._initKeyManager();\n this._selectionModel.onChange.pipe(takeUntil(this._destroy)).subscribe(function (event) {\n event.added.forEach(function (option) { return option.select(); });\n event.removed.forEach(function (option) { return option.deselect(); });\n });\n this.options.changes.pipe(startWith(null), takeUntil(this._destroy)).subscribe(function () {\n _this._resetOptions();\n _this._initializeSelection();\n });\n };\n /**\n * @return {?}\n */\n MatSelect.prototype.ngDoCheck = /**\n * @return {?}\n */\n function () {\n if (this.ngControl) {\n this.updateErrorState();\n }\n };\n /**\n * @param {?} changes\n * @return {?}\n */\n MatSelect.prototype.ngOnChanges = /**\n * @param {?} changes\n * @return {?}\n */\n function (changes) {\n // Updating the disabled state is handled by `mixinDisabled`, but we need to additionally let\n // the parent form field know to run change detection when the disabled state changes.\n if (changes.disabled) {\n this.stateChanges.next();\n }\n };\n /**\n * @return {?}\n */\n MatSelect.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._destroy.next();\n this._destroy.complete();\n this.stateChanges.complete();\n };\n /** Toggles the overlay panel open or closed. */\n /**\n * Toggles the overlay panel open or closed.\n * @return {?}\n */\n MatSelect.prototype.toggle = /**\n * Toggles the overlay panel open or closed.\n * @return {?}\n */\n function () {\n this.panelOpen ? this.close() : this.open();\n };\n /** Opens the overlay panel. */\n /**\n * Opens the overlay panel.\n * @return {?}\n */\n MatSelect.prototype.open = /**\n * Opens the overlay panel.\n * @return {?}\n */\n function () {\n var _this = this;\n if (this.disabled || !this.options || !this.options.length || this._panelOpen) {\n return;\n }\n this._triggerRect = this.trigger.nativeElement.getBoundingClientRect();\n // Note: The computed font-size will be a string pixel value (e.g. \"16px\").\n // `parseInt` ignores the trailing 'px' and converts this to a number.\n this._triggerFontSize = parseInt(getComputedStyle(this.trigger.nativeElement).fontSize || '0');\n this._panelOpen

= true;\n this._keyManager.withHorizontalOrientation(null);\n this._calculateOverlayPosition();\n this._highlightCorrectOption();\n this._changeDetectorRef.markForCheck();\n // Set the font size on the panel element once it exists.\n this._ngZone.onStable.asObservable().pipe(take(1)).subscribe(function () {\n if (_this._triggerFontSize && _this.overlayDir.overlayRef &&\n _this.overlayDir.overlayRef.overlayElement) {\n _this.overlayDir.overlayRef.overlayElement.style.fontSize = _this._triggerFontSize + \"px\";\n }\n });\n };\n /** Closes the overlay panel and focuses the host element. */\n /**\n * Closes the overlay panel and focuses the host element.\n * @return {?}\n */\n MatSelect.prototype.close = /**\n * Closes the overlay panel and focuses the host element.\n * @return {?}\n */\n function () {\n if (this._panelOpen) {\n this._panelOpen = false;\n this._keyManager.withHorizontalOrientation(this._isRtl() ? 'rtl' : 'ltr');\n this._changeDetectorRef.markForCheck();\n this._onTouched();\n }\n };\n /**\n * Sets the select's value. Part of the ControlValueAccessor interface\n * required to integrate with Angular's core forms API.\n *\n * @param value New value to be written to the model.\n */\n /**\n * Sets the select's value. Part of the ControlValueAccessor interface\n * required to integrate with Angular's core forms API.\n *\n * @param {?} value New value to be written to the model.\n * @return {?}\n */\n MatSelect.prototype.writeValue = /**\n * Sets the select's value. Part of the ControlValueAccessor interface\n * required to integrate with Angular's core forms API.\n *\n * @param {?} value New value to be written to the model.\n * @return {?}\n */\n function (value) {\n if (this.options) {\n this._setSelectionByValue(value);\n }\n };\n /**\n * Saves a callback function to be invoked when the select's value\n * changes from user input. Part of the ControlValueAccessor interface\n * required to integrate with Angular's core forms API.\n *\n * @param fn Callback to be triggered when the value changes.\n */\n /**\n * Saves a callback function to be invoked when the select's value\n * changes from user input. Part of the ControlValueAccessor interface\n * required to integrate with Angular's core forms API.\n *\n * @param {?} fn Callback to be triggered when the value changes.\n * @return {?}\n */\n MatSelect.prototype.registerOnChange = /**\n * Saves a callback function to be invoked when the select's value\n * changes from user input. Part of the ControlValueAccessor interface\n * required to integrate with Angular's core forms API.\n *\n * @param {?} fn Callback to be triggered when the value changes.\n * @return {?}\n */\n function (fn) {\n this._onChange = fn;\n };\n /**\n * Saves a callback function to be invoked when the select is blurred\n * by the user. Part of the ControlValueAccessor interface required\n * to integrate with Angular's core forms API.\n *\n * @param fn Callback to be triggered when the component has been touched.\n */\n /**\n * Saves a callback function to be invoked when the select is blurred\n * by the user. Part of the ControlValueAccessor interface required\n * to integrate with Angular's core forms API.\n *\n * @param {?} fn Callback to be triggered when the component has been touched.\n * @return {?}\n */\n MatSelect.prototype.registerOnTouched = /**\n * Saves a callback function to be invoked when the select is blurred\n * by the user. Part of the ControlValueAccessor interface required\n * to integrate with Angular's core forms API.\n *\n * @param {?} fn Callback to be triggered when the component has been touched.\n * @return {?}\n */\n function (fn) {\n this._onTouched = fn;\n };\n /**\n * Disables the select. Part of the ControlValueAccessor interface required\n * to integrate with Angular's core forms API.\n *\n * @param isDisabled Sets whether the component is disabled.\n */\n /**\n * Disables the select. Part of the ControlValueAccessor interface required\n * to integrate with Angular's core forms API.\n *\n * @param {?} isDisabled Sets whether the component is disabled.\n * @return {?}\n */\n MatSelect.prototype.setDisabledState = /**\n * Disables the select. Part of the ControlValueAccessor interface required\n * to integrate with Angular's core forms API.\n *\n * @param {?} isDisabled Sets whether the component is disabled.\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n this._changeDetectorRef.markForCheck();\n this.stateChanges.next();\n };\n Object.defineProperty(MatSelect.prototype, \"panelOpen\", {\n /** Whether or not the overlay panel is open. */\n get: /**\n * Whether or not the overlay panel is open.\n * @return {?}\n */\n function () {\n return this._panelOpen;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSelect.prototype, \"selected\", {\n /** The currently

selected option. */\n get: /**\n * The currently selected option.\n * @return {?}\n */\n function () {\n return this.multiple ? this._selectionModel.selected : this._selectionModel.selected[0];\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSelect.prototype, \"triggerValue\", {\n /** The value displayed in the trigger. */\n get: /**\n * The value displayed in the trigger.\n * @return {?}\n */\n function () {\n if (this.empty) {\n return '';\n }\n if (this._multiple) {\n /** @type {?} */\n var selectedOptions = this._selectionModel.selected.map(function (option) { return option.viewValue; });\n if (this._isRtl()) {\n selectedOptions.reverse();\n }\n // TODO(crisbeto): delimiter should be configurable for proper localization.\n return selectedOptions.join(', ');\n }\n return this._selectionModel.selected[0].viewValue;\n },\n enumerable: true,\n configurable: true\n });\n /** Whether the element is in RTL mode. */\n /**\n * Whether the element is in RTL mode.\n * @return {?}\n */\n MatSelect.prototype._isRtl = /**\n * Whether the element is in RTL mode.\n * @return {?}\n */\n function () {\n return this._dir ? this._dir.value === 'rtl' : false;\n };\n /** Handles all keydown events on the select. */\n /**\n * Handles all keydown events on the select.\n * @param {?} event\n * @return {?}\n */\n MatSelect.prototype._handleKeydown = /**\n * Handles all keydown events on the select.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if (!this.disabled) {\n this.panelOpen ? this._handleOpenKeydown(event) : this._handleClosedKeydown(event);\n }\n };\n /** Handles keyboard events while the select is closed. */\n /**\n * Handles keyboard events while the select is closed.\n * @private\n * @param {?} event\n * @return {?}\n */\n MatSelect.prototype._handleClosedKeydown = /**\n * Handles keyboard events while the select is closed.\n * @private\n * @param {?} event\n * @return {?}\n */\n function (event) {\n /** @type {?} */\n var keyCode = event.keyCode;\n /** @type {?} */\n var isArrowKey = keyCode === DOWN_ARROW || keyCode === UP_ARROW ||\n keyCode === LEFT_ARROW || keyCode === RIGHT_ARROW;\n /** @type {?} */\n var isOpenKey = keyCode === ENTER || keyCode === SPACE;\n /** @type {?} */\n var manager = this._keyManager;\n // Open the select on ALT + arrow key to match the native <select>\n if ((isOpenKey && !hasModifierKey(event)) || ((this.multiple || event.altKey) && isArrowKey)) {\n event.preventDefault(); // prevents the page from scrolling down when pressing space\n this.open();\n }\n else if (!this.multiple) {\n if (keyCode === HOME || keyCode === END) {\n keyCode === HOME ? manager.setFirstItemActive() : manager.setLastItemActive();\n event.preventDefault();\n }\n else {\n manager.onKeydown(event);\n }\n }\n };\n /** Handles keyboard events when the selected is open. */\n /**\n * Handles keyboard events when the selected is open.\n * @private\n * @param {?} event\n * @return {?}\n */\n MatSelect.prototype._handleOpenKeydown = /**\n * Handles keyboard events when the selected is open.\n * @private\n * @param {?} event\n * @return {?}\n */\n function (event) {\n /** @type {?} */\n var keyCode = event.keyCode;\n /** @type {?} */\n var isArrowKey = keyCode === DOWN_ARROW || keyCode === UP_ARROW;\n /** @type {?} */\n var manager = this._keyManager;\n if (keyCode === HOME || keyCode === END) {\n event.preventDefault();\n keyCode === HOME ? manager.setFirstItemActive() : manager.setLastItemActive();\n }\n else if (isArrowKey && event.altKey) {\n // Close the select on ALT + arrow key to match the native <select>\n event.preventDefault();\n this.close();\n }\n else if ((keyCode === ENTER || keyCode === SPACE) && manager.activeItem &&\n !hasModifierKey(event)) {\n event.preventDefault();\n manager.activeItem._selectViaInteraction();\n }\n else if (this._multiple && keyCode === A && event.ctrlKey) {\n event.preventDefault();\n /** @type {?} */\n var hasDeselectedOptions_1 = this.options.some(function (opt) { return !opt.disabled && !opt.selected; });\n this.options.forEach(function (option) {\n if (!option.disabled) {\n hasDeselectedOptions_1 ? option.select() : option.deselect();\n }\n });\n }\n else {\n /** @type {?} */\n var previouslyFocusedIndex = manager.activeItemIndex;\n manager.onKeydown(event);\n if (this._multiple && isArrowKey && event.shiftKey && manager.activeItem &&\n manager.activeItemIndex !== previouslyFocusedIndex) {\n

manager.activeItem._selectViaInteraction();\n }\n }\n };\n /**\n * @return {?}\n */\n MatSelect.prototype._onFocus = /**\n * @return {?}\n */\n function () {\n if (!this.disabled) {\n this._focused = true;\n this.stateChanges.next();\n }\n };\n /**\n * Calls the touched callback only if the panel is closed. Otherwise, the trigger will\n * \"blur\" to the panel when it opens, causing a false positive.\n */\n /**\n * Calls the touched callback only if the panel is closed. Otherwise, the trigger will\n * \"blur\" to the panel when it opens, causing a false positive.\n * @return {?}\n */\n MatSelect.prototype._onBlur = /**\n * Calls the touched callback only if the panel is closed. Otherwise, the trigger will\n * \"blur\" to the panel when it opens, causing a false positive.\n * @return {?}\n */\n function () {\n this._focused = false;\n if (!this.disabled && !this.panelOpen) {\n this._onTouched();\n this._changeDetectorRef.markForCheck();\n this.stateChanges.next();\n }\n };\n /**\n * Callback that is invoked when the overlay panel has been attached.\n */\n /**\n * Callback that is invoked when the overlay panel has been attached.\n * @return {?}\n */\n MatSelect.prototype._onAttached = /**\n * Callback that is invoked when the overlay panel has been attached.\n * @return {?}\n */\n function () {\n var _this = this;\n this.overlayDir.positionChange.pipe(take(1)).subscribe(function () {\n _this._setPseudoCheckboxPaddingSize();\n _this._changeDetectorRef.detectChanges();\n _this._calculateOverlayOffsetX();\n _this.panel.nativeElement.scrollTop = _this._scrollTop;\n });\n };\n /** Returns the theme to be used on the panel. */\n /**\n * Returns the theme to be used on the panel.\n * @return {?}\n */\n MatSelect.prototype._getPanelTheme = /**\n * Returns the theme to be used on the panel.\n * @return {?}\n */\n function () {\n return this._parentFormField ? \"mat-\" + this._parentFormField.color : \";\n };\n // TODO(josephperrott): Remove after 2018 spec updates are fully merged.\n /** Sets the pseudo checkbox padding size based on the width of the pseudo checkbox. */\n // TODO(josephperrott): Remove after 2018 spec updates are fully merged.\n /**\n * Sets the pseudo checkbox padding size based on the width of the pseudo checkbox.\n * @private\n * @return {?}\n */\n MatSelect.prototype._setPseudoCheckboxPaddingSize = \n // TODO(josephperrott): Remove after 2018 spec updates are fully merged.\n /**\n * Sets the pseudo checkbox padding size based on the width of the pseudo checkbox.\n * @private\n * @return {?}\n */\n function () {\n if (!SELECT_MULTIPLE_PANEL_PADDING_X && this.multiple) {\n /** @type {?} */\n var pseudoCheckbox = this.panel.nativeElement.querySelector('.mat-pseudo-checkbox');\n if (pseudoCheckbox) {\n SELECT_MULTIPLE_PANEL_PADDING_X = SELECT_PANEL_PADDING_X * 1.5 + pseudoCheckbox.offsetWidth;\n }\n }\n };\n Object.defineProperty(MatSelect.prototype, \"empty\", {\n /** Whether the select has a value. */\n get: /**\n * Whether the select has a value.\n * @return {?}\n */\n function () {\n return !this._selectionModel || this._selectionModel.isEmpty();\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @private\n * @return {?}\n */\n MatSelect.prototype._initializeSelection = /**\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n // Defer setting the value in order to avoid the \"Expression\n // has changed after it was checked\" errors from Angular.\n Promise.resolve().then(function () {\n _this._setSelectionByValue(_this.ngControl ? _this.ngControl.value : _this._value);\n });\n };\n /**\n * Sets the selected option based on a value. If no option can be\n * found with the designated value, the select trigger is cleared.\n */\n /**\n * Sets the selected option based on a value. If no option can be\n * found with the designated value, the select trigger is cleared.\n * @private\n * @param {?} value\n * @return {?}\n */\n MatSelect.prototype._setSelectionByValue = /**\n * Sets the selected option based on a value. If no option can be\n * found with the designated value, the select trigger is cleared.\n * @private\n * @param {?} value\n * @return {?}\n */\n function (value) {\n var _this = this;\n if (this.multiple && value) {\n if (!Array.isArray(value)) {\n throw getMatSelectNonArrayValueError();\n }\n this._selectionModel.clear();\n value.forEach(function (currentValue) { return _this._selectValue(currentValue); });\n this._sortValues();\n }\n else {\n this._selectionModel.clear();\n /** @type {?} */\n var correspondingOption = this._selectValue(value);\n // Shift focus to the active item. Note that we shouldn't do this in multiple\n

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// mode, because we don't know what option the user interacted with last.\n            if (correspondingOption) {\n
    this._keyManager.setActiveItem(correspondingOption);\n            }\n        }\n
this._changeDetectorRef.markForCheck();\n    };\n    /**\n     * Finds and selects and option based on its value.\n
* @returns Option that has the corresponding value.\n     */\n    /**\n     * Finds and selects and option based on its
value.\n     * @private\n     * @param {?} value\n     * @return {?} Option that has the corresponding value.\n
*/\n    MatSelect.prototype._selectValue = /**\n     * Finds and selects and option based on its value.\n     *
@private\n     * @param {?} value\n     * @return {?} Option that has the corresponding value.\n     */\n    function
(value) {\n        var _this = this;\n        /** @type {?} */\n        var correspondingOption = this.options.find(function
(option) {\n            try {\n                // Treat null as a special reset value.\n                return option.value != null &&
_this._compareWith(option.value, value);\n            }\n            catch (error) {\n                if (isDevMode()) {\n
    // Notify developers of errors in their comparator.\n                    console.warn(error);\n                }\n
return false;\n            }\n        });\n        if (correspondingOption) {\n
this._selectionModel.select(correspondingOption);\n        }\n        return correspondingOption;\n    };\n    /** Sets up
a key manager to listen to keyboard events on the overlay panel. */\n    /**\n     * Sets up a key manager to listen to
keyboard events on the overlay panel.\n     * @private\n     * @return {?}\n     */\n
MatSelect.prototype._initKeyManager = /**\n     * Sets up a key manager to listen to keyboard events on the overlay
panel.\n     * @private\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n        this._keyManager =
new ActiveDescendantKeyManager(this.options)\n            .withTypeAhead()\n            .withVerticalOrientation()\n
    .withHorizontalOrientation(this._isRtl() ? 'rtl' : 'ltr')\n            .withAllowedModifierKeys(['shiftKey']);\n
this._keyManager.tabOut.pipe(takeUntil(this._destroy)).subscribe(function () {\n            // Restore focus to the
trigger before closing. Ensures that the focus\n            // position won't be lost if the user got focus into the overlay.\n
        _this.focus();\n            _this.close();\n        });\n
this._keyManager.change.pipe(takeUntil(this._destroy)).subscribe(function () {\n            if (_this._panelOpen &&
_this.panel) {\n                _this._scrollActiveOptionIntoView();\n            }\n            else if (!_this._panelOpen &&
!_this.multiple && _this._keyManager.activeItem) {\n
_this._keyManager.activeItem._selectViaInteraction();\n            }\n        });\n    };\n    /** Drops current option
subscriptions and IDs and resets from scratch. */\n    /**\n     * Drops current option subscriptions and IDs and resets
from scratch.\n     * @private\n     * @return {?}\n     */\n    MatSelect.prototype._resetOptions = /**\n     * Drops
current option subscriptions and IDs and resets from scratch.\n     * @private\n     * @return {?}\n     */\n    function
() {\n        var _this = this;\n        /** @type {?} */\n        var changedOrDestroyed = merge(this.options.changes,
this._destroy);\n        this.optionSelectionChanges.pipe(takeUntil(changedOrDestroyed)).subscribe(function (event)
{\n            _this._onSelect(event.source, event.isUserInput);\n            if (event.isUserInput && !_this.multiple &&
_this._panelOpen) {\n                _this.close();\n                _this.focus();\n            }\n        });\n        // Listen to
changes in the internal state of the options and react accordingly.\n        // Handles cases like the labels of the
selected options changing.\n        merge.apply(void 0, this.options.map(function (option) { return
option._stateChanges; })).pipe(takeUntil(changedOrDestroyed))\n            .subscribe(function () {\n
_this._changeDetectorRef.markForCheck();\n            _this.stateChanges.next();\n        });\n
this._setOptionIds();\n    };\n    /** Invoked when an option is clicked. */\n    /**\n     * Invoked when an option is
clicked.\n     * @private\n     * @param {?} option\n     * @param {?} isUserInput\n     * @return {?}\n     */\n
MatSelect.prototype._onSelect = /**\n     * Invoked when an option is clicked.\n     * @private\n     * @param {?}
option\n     * @param {?} isUserInput\n     * @return {?}\n     */\n    function (option, isUserInput) {\n        /**
@type {?} */\n        var wasSelected = this._selectionModel.isSelected(option);\n        if (option.value == null &&
!this._multiple) {\n            option.deselect();\n            this._selectionModel.clear();\n
this._propagateChanges(option.value);\n        }\n        else {\n            option.selected ?
this._selectionModel.select(option) : this._selectionModel.deselect(option);\n            if (isUserInput) {\n
this._keyManager.setActiveItem(option);\n            }\n            if (this.multiple) {\n                this._sortValues();\n
    if (isUserInput) {\n                    // In case the user selected the option with their mouse, we\n                    // want
to restore focus back to the trigger, in order to\n                    // prevent the select keyboard controls from clashing
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with\n // the ones from `mat-option`.\n this.focus();\n }\n }\n }\n if (wasSelected !== this._selectionModel.isSelected(option)) {\n this._propagateChanges();\n }\n this.stateChanges.next();\n };\n /** Sorts the selected values in the selected based on their order in the panel. */\n /**\n * Sorts the selected values in the selected based on their order in the panel.\n * @private\n * @return {?}\n */\n MatSelect.prototype._sortValues = /**\n * Sorts the selected values in the selected based on their order in the panel.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (this.multiple) {\n /** @type {?} */\n var options_1 = this.options.toArray();\n this._selectionModel.sort(function (a, b) {\n return _this.sortComparator ? _this.sortComparator(a, b, options_1) :\n options_1.indexOf(a) - options_1.indexOf(b);\n });\n this.stateChanges.next();\n }\n };\n /** Emits change event to set the model value. */\n /**\n * Emits change event to set the model value.\n * @private\n * @param {?=} fallbackValue\n * @return {?}\n */\n MatSelect.prototype._propagateChanges = /**\n * Emits change event to set the model value.\n * @private\n * @param {?=} fallbackValue\n * @return {?}\n */\n function (fallbackValue) {\n /** @type {?} */\n var valueToEmit = null;\n if (this.multiple) {\n valueToEmit = ((/** @type {?} */ (this.selected))).map(function (option) { return option.value; });\n }\n else {\n valueToEmit = this.selected ? ((/** @type {?} */ (this.selected))).value : fallbackValue;\n }\n this._value = valueToEmit;\n this.valueChange.emit(valueToEmit);\n this._onChange(valueToEmit);\n this.selectionChange.emit(new MatSelectChange(this, valueToEmit));\n this._changeDetectorRef.markForCheck();\n };\n /** Records option IDs to pass to the aria-owns property. */\n /**\n * Records option IDs to pass to the aria-owns property.\n * @private\n * @return {?}\n */\n MatSelect.prototype._setOptionIds = /**\n * Records option IDs to pass to the aria-owns property.\n * @private\n * @return {?}\n */\n function () {\n this._optionIds = this.options.map(function (option) { return option.id; }).join(' ');\n };\n /**\n * Highlights the selected item. If no option is selected, it will highlight\n * the first item instead.\n */\n /**\n * Highlights the selected item. If no option is selected, it will highlight\n * the first item instead.\n * @private\n * @return {?}\n */\n MatSelect.prototype._highlightCorrectOption = /**\n * Highlights the selected item. If no option is selected, it will highlight\n * the first item instead.\n * @private\n * @return {?}\n */\n function () {\n if (this._keyManager) {\n if (this.empty) {\n this._keyManager.setFirstItemActive();\n }\n else {\n this._keyManager.setActiveItem(this._selectionModel.selected[0]);\n }\n }\n };\n /** Scrolls the active option into view. */\n /**\n * Scrolls the active option into view.\n * @private\n * @return {?}\n */\n MatSelect.prototype._scrollActiveOptionIntoView = /**\n * Scrolls the active option into view.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var activeOptionIndex = this._keyManager.activeItemIndex || 0;\n /** @type {?} */\n var labelCount = _countGroupLabelsBeforeOption(activeOptionIndex, this.options, this.optionGroups);\n this.panel.nativeElement.scrollTop = _getOptionScrollPosition(activeOptionIndex + labelCount, this._getItemHeight(), this.panel.nativeElement.scrollTop, SELECT_PANEL_MAX_HEIGHT);\n };\n /** Focuses the select element. */\n /**\n * Focuses the select element.\n * @return {?}\n */\n MatSelect.prototype.focus = /**\n * Focuses the select element.\n * @return {?}\n */\n function () {\n this._elementRef.nativeElement.focus();\n };\n /** Gets the index of the provided option in the option list. */\n /**\n * Gets the index of the provided option in the option list.\n * @private\n * @param {?} option\n * @return {?}\n */\n MatSelect.prototype._getOptionIndex = /**\n * Gets the index of the provided option in the option list.\n * @private\n * @param {?} option\n * @return {?}\n */\n function (option) {\n return this.options.reduce(function (result, current, index) {\n return result === undefined ? (option === current ? index : undefined) : result;\n }, undefined);\n };\n /** Calculates the scroll position and x- and y-offsets of the overlay panel. */\n /**\n * Calculates the scroll position and x- and y-offsets of the overlay panel.\n * @private\n * @return {?}\n */\n MatSelect.prototype._calculateOverlayPosition = /**\n * Calculates the scroll position and x- and y-offsets of the overlay panel.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var itemHeight = this._getItemHeight();\n /** @type {?} */\n

var items = this._getItemCount();\n /** @type {?} */\n var panelHeight = Math.min(items * itemHeight, SELECT_PANEL_MAX_HEIGHT);\n /** @type {?} */\n var scrollContainerHeight = items * itemHeight;\n // The farthest the panel can be scrolled before it hits the bottom\n /** @type {?} */\n var maxScroll = scrollContainerHeight - panelHeight;\n // If no value is selected we open the popup to the first item.\n /** @type {?} */\n var selectedOptionOffset = this.empty ? 0 : (/** @type {?} */ (this._getOptionIndex(this._selectionModel.selected[0])));\n selectedOptionOffset += _countGroupLabelsBeforeOption(selectedOptionOffset, this.options, this.optionGroups);\n // We must maintain a scroll buffer so the selected option will be scrolled to the\n // center of the overlay panel rather than the top.\n /** @type {?} */\n var scrollBuffer = panelHeight / 2;\n this._scrollTop = this._calculateOverlayScroll(selectedOptionOffset, scrollBuffer, maxScroll);\n this._offsetY = this._calculateOverlayOffsetY(selectedOptionOffset, scrollBuffer, maxScroll);\n this._checkOverlayWithinViewport(maxScroll);\n };\n /**\n * Calculates the scroll position of the select's overlay panel.\n *\n * Attempts to center the selected option in the panel. If the option is\n * too high or too low in the panel to be scrolled to the center, it clamps the\n * scroll position to the min or max scroll positions respectively.\n */\n /**\n * Calculates the scroll position of the select's overlay panel.\n *\n * Attempts to center the selected option in the panel. If the option is\n * too high or too low in the panel to be scrolled to the center, it clamps the\n * scroll position to the min or max scroll positions respectively.\n * @param {?} selectedIndex\n * @param {?} scrollBuffer\n * @param {?} maxScroll\n * @return {?}\n */\n MatSelect.prototype._calculateOverlayScroll = /**\n * Calculates the scroll position of the select's overlay panel.\n *\n * Attempts to center the selected option in the panel. If the option is\n * too high or too low in the panel to be scrolled to the center, it clamps the\n * scroll position to the min or max scroll positions respectively.\n * @param {?} selectedIndex\n * @param {?} scrollBuffer\n * @param {?} maxScroll\n * @return {?}\n */\n function (selectedIndex, scrollBuffer, maxScroll) {\n /** @type {?} */\n var itemHeight = this._getItemHeight();\n /** @type {?} */\n var optionOffsetFromScrollTop = itemHeight * selectedIndex;\n /** @type {?} */\n var halfOptionHeight = itemHeight / 2;\n // Starts at the optionOffsetFromScrollTop, which scrolls the option to the top of the\n // scroll container, then subtracts the scroll buffer to scroll the option down to\n // the center of the overlay panel. Half the option height must be re-added to the\n // scrollTop so the option is centered based on its middle, not its top edge.\n /** @type {?} */\n var optimalScrollPosition = optionOffsetFromScrollTop - scrollBuffer + halfOptionHeight;\n return Math.min(Math.max(0, optimalScrollPosition), maxScroll);\n };\n /** Returns the aria-label of the select component. */\n /**\n * Returns the aria-label of the select component.\n * @return {?}\n */\n MatSelect.prototype._getAriaLabel = /**\n * Returns the aria-label of the select component.\n * @return {?}\n */\n function () {\n // If an ariaLabelledby value has been set by the consumer, the select should not overwrite the\n // `aria-labelledby` value by setting the ariaLabel to the placeholder.\n return this.ariaLabelledby ? null : this.ariaLabel || this.placeholder;\n };\n /** Returns the aria-labelledby of the select component. */\n /**\n * Returns the aria-labelledby of the select component.\n * @return {?}\n */\n MatSelect.prototype._getAriaLabelledby = /**\n * Returns the aria-labelledby of the select component.\n * @return {?}\n */\n function () {\n if (this.ariaLabelledby) {\n return this.ariaLabelledby;\n }\n // Note: we use `_getAriaLabel` here, because we want to check whether there's a\n // computed label. `this.ariaLabel` is only the user-specified label.\n if (!this._parentFormField || !this._parentFormField._hasFloatingLabel() ||\n this._getAriaLabel()) {\n return null;\n }\n return this._parentFormField._labelId || null;\n };\n /** Determines the `aria-activedescendant` to be set on the host. */\n /**\n * Determines the `aria-activedescendant` to be set on the host.\n * @return {?}\n */\n MatSelect.prototype._getAriaActiveDescendant = /**\n * Determines the `aria-activedescendant` to be set on the host.\n * @return {?}\n */\n function () {\n if (this.panelOpen && this._keyManager && this._keyManager.activeItem) {\n return this._keyManager.activeItem.id;\n }\n return null;\n };\n /**\n * Sets the x-offset of the overlay panel in relation to the trigger's top start corner.\n * This must be adjusted to align the selected option text over the trigger text when\n * the panel opens. Will change based on

LTR or RTL text direction. Note that the offset\n * can't be calculated until the panel has been attached, because we need to know the\n * content width in order to constrain the panel within the viewport.\n */\n /**\n * Sets the x-offset of the overlay panel in relation to the trigger's top start corner.\n * This must be adjusted to align the selected option text over the trigger text when\n * the panel opens. Will change based on LTR or RTL text direction. Note that the offset\n * can't be calculated until the panel has been attached, because we need to know the\n * content width in order to constrain the panel within the viewport.\n * @private\n * @return {?}\n */\n MatSelect.prototype._calculateOverlayOffsetX = /**\n * Sets the x-offset of the overlay panel in relation to the trigger's top start corner.\n * This must be adjusted to align the selected option text over the trigger text when\n * the panel opens. Will change based on LTR or RTL text direction. Note that the offset\n * can't be calculated until the panel has been attached, because we need to know the\n * content width in order to constrain the panel within the viewport.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var overlayRect = this.overlayDir.overlayRef.overlayElement.getBoundingClientRect();\n /** @type {?} */\n var viewportSize = this._viewportRuler.getViewportSize();\n /** @type {?} */\n var isRtl = this._isRtl();\n /** @type {?} */\n var paddingWidth = this.multiple ? SELECT_MULTIPLE_PANEL_PADDING_X + SELECT_PANEL_PADDING_X :\n SELECT_PANEL_PADDING_X * 2;\n /** @type {?} */\n var offsetX;\n // Adjust the offset, depending on the option padding.\n if (this.multiple) {\n offsetX = SELECT_MULTIPLE_PANEL_PADDING_X;\n }\n else {\n /** @type {?} */\n var selected = this._selectionModel.selected[0] || this.options.first;\n offsetX = selected && selected.group ? SELECT_PANEL_INDENT_PADDING_X : SELECT_PANEL_PADDING_X;\n }\n // Invert the offset in LTR.\n if (!isRtl) {\n offsetX *= -1;\n }\n // Determine how much the select overflows on each side.\n /** @type {?} */\n var leftOverflow = 0 - (overlayRect.left + offsetX - (isRtl ? paddingWidth : 0));\n /** @type {?} */\n var rightOverflow = overlayRect.right + offsetX - viewportSize.width\n + (isRtl ? 0 : paddingWidth);\n // If the element overflows on either side, reduce the offset to allow it to fit.\n if (leftOverflow > 0) {\n offsetX += leftOverflow + SELECT_PANEL_VIEWPORT_PADDING;\n }\n else if (rightOverflow > 0) {\n offsetX -= rightOverflow + SELECT_PANEL_VIEWPORT_PADDING;\n }\n // Set the offset directly in order to avoid having to go through change detection and\n // potentially triggering \"changed after it was checked\" errors. Round the value to avoid\n // blurry content in some browsers.\n this.overlayDir.offsetX = Math.round(offsetX);\n this.overlayDir.overlayRef.updatePosition();\n };\n /**\n * Calculates the y-offset of the select's overlay panel in relation to the\n * top start corner of the trigger. It has to be adjusted in order for the\n * selected option to be aligned over the trigger when the panel opens.\n */\n /**\n * Calculates the y-offset of the select's overlay panel in relation to the\n * top start corner of the trigger. It has to be adjusted in order for the\n * selected option to be aligned over the trigger when the panel opens.\n * @private\n * @param {?} selectedIndex\n * @param {?} scrollBuffer\n * @param {?} maxScroll\n * @return {?}\n */\n MatSelect.prototype._calculateOverlayOffsetY = /**\n * Calculates the y-offset of the select's overlay panel in relation to the\n * top start corner of the trigger. It has to be adjusted in order for the\n * selected option to be aligned over the trigger when the panel opens.\n * @private\n * @param {?} selectedIndex\n * @param {?} scrollBuffer\n * @param {?} maxScroll\n * @return {?}\n */\n function (selectedIndex, scrollBuffer, maxScroll) {\n /** @type {?} */\n var itemHeight = this._getItemHeight();\n /** @type {?} */\n var optionHeightAdjustment = (itemHeight - this._triggerRect.height) / 2;\n /** @type {?} */\n var maxOptionsDisplayed = Math.floor(SELECT_PANEL_MAX_HEIGHT / itemHeight);\n /** @type {?} */\n var optionOffsetFromPanelTop;\n // Disable offset if requested by user by returning 0 as value to offset\n if (this._disableOptionCentering) {\n return 0;\n }\n if (this._scrollTop === 0) {\n optionOffsetFromPanelTop = selectedIndex * itemHeight;\n }\n else if (this._scrollTop === maxScroll) {\n /** @type {?} */\n var firstDisplayedIndex = this._getItemCount() - maxOptionsDisplayed;\n /** @type {?} */\n var selectedDisplayIndex = selectedIndex - firstDisplayedIndex;\n // The first item is partially out of the viewport. Therefore we need to calculate what\n // portion of it is shown in the viewport

and account for it in our offset.\n /** @type {?} */\n var partialItemHeight = itemHeight - (this._getItemCount() * itemHeight - SELECT_PANEL_MAX_HEIGHT) % itemHeight;\n // Because the panel height is longer than the height of the options alone,\n // there is always extra padding at the top or bottom of the panel. When\n // scrolled to the very bottom, this padding is at the top of the panel and\n // must be added to the offset.\n optionOffsetFromPanelTop = selectedDisplayIndex * itemHeight + partialItemHeight;\n }\n else {\n // If the option was scrolled to the middle of the panel using a scroll buffer,\n // its offset will be the scroll buffer minus the half height that was added to\n // center it.\n optionOffsetFromPanelTop = scrollBuffer - itemHeight / 2;\n }\n // The final offset is the option's offset from the top, adjusted for the height difference,\n // multiplied by -1 to ensure that the overlay moves in the correct direction up the page.\n // The value is rounded to prevent some browsers from blurring the content.\n return Math.round(optionOffsetFromPanelTop * -1 - optionHeightAdjustment);\n };\n /**\n * Checks that the attempted overlay position will fit within the viewport.\n * If it will not fit, tries to adjust the scroll position and the associated\n * y-offset so the panel can open fully on-screen. If it still won't fit,\n * sets the offset back to 0 to allow the fallback position to take over.\n */\n /**\n * Checks that the attempted overlay position will fit within the viewport.\n * If it will not fit, tries to adjust the scroll position and the associated\n * y-offset so the panel can open fully on-screen. If it still won't fit,\n * sets the offset back to 0 to allow the fallback position to take over.\n * @private\n * @param {?} maxScroll\n * @return {?}\n */\n MatSelect.prototype._checkOverlayWithinViewport = /**\n * Checks that the attempted overlay position will fit within the viewport.\n * If it will not fit, tries to adjust the scroll position and the associated\n * y-offset so the panel can open fully on-screen. If it still won't fit,\n * sets the offset back to 0 to allow the fallback position to take over.\n * @private\n * @param {?} maxScroll\n * @return {?}\n */\n function (maxScroll) {\n /** @type {?} */\n var itemHeight = this._getItemHeight();\n /** @type {?} */\n var viewportSize = this._viewportRuler.getViewportSize();\n /** @type {?} */\n var topSpaceAvailable = this._triggerRect.top - SELECT_PANEL_VIEWPORT_PADDING;\n /** @type {?} */\n var bottomSpaceAvailable = viewportSize.height - this._triggerRect.bottom - SELECT_PANEL_VIEWPORT_PADDING;\n /** @type {?} */\n var panelHeightTop = Math.abs(this._offsetY);\n /** @type {?} */\n var totalPanelHeight = Math.min(this._getItemCount() * itemHeight, SELECT_PANEL_MAX_HEIGHT);\n /** @type {?} */\n var panelHeightBottom = totalPanelHeight - panelHeightTop - this._triggerRect.height;\n if (panelHeightBottom > bottomSpaceAvailable) {\n this._adjustPanelUp(panelHeightBottom, bottomSpaceAvailable);\n }\n else if (panelHeightTop > topSpaceAvailable) {\n this._adjustPanelDown(panelHeightTop, topSpaceAvailable, maxScroll);\n }\n else {\n this._transformOrigin = this._getOriginBasedOnOption();\n }\n };\n /** Adjusts the overlay panel up to fit in the viewport. */\n /**\n * Adjusts the overlay panel up to fit in the viewport.\n * @private\n * @param {?} panelHeightBottom\n * @param {?} bottomSpaceAvailable\n * @return {?}\n */\n MatSelect.prototype._adjustPanelUp = /**\n * Adjusts the overlay panel up to fit in the viewport.\n * @private\n * @param {?} panelHeightBottom\n * @param {?} bottomSpaceAvailable\n * @return {?}\n */\n function (panelHeightBottom, bottomSpaceAvailable) {\n // Browsers ignore fractional scroll offsets, so we need to round.\n /** @type {?} */\n var distanceBelowViewport = Math.round(panelHeightBottom - bottomSpaceAvailable);\n // Scrolls the panel up by the distance it was extending past the boundary, then\n // adjusts the offset by that amount to move the panel up into the viewport.\n this._scrollTop -= distanceBelowViewport;\n this._offsetY -= distanceBelowViewport;\n this._transformOrigin = this._getOriginBasedOnOption();\n // If the panel is scrolled to the very top, it won't be able to fit the panel\n // by scrolling, so set the offset to 0 to allow the fallback position to take\n // effect.\n if (this._scrollTop <= 0) {\n this._scrollTop = 0;\n this._offsetY = 0;\n this._transformOrigin = \"50% bottom 0px\";\n }\n };\n /** Adjusts the overlay panel down to fit in the viewport. */\n /**\n * Adjusts the overlay panel down to fit in the viewport.\n * @private\n * @param {?} panelHeightTop\n * @param {?} topSpaceAvailable\n * @param {?} maxScroll\n * @return {?}\n */\n MatSelect.prototype._adjustPanelDown = /**\n * Adjusts the overlay panel down to fit in the viewport.\n *

@private\n * @param {?} panelHeightTop\n * @param {?} topSpaceAvailable\n * @param {?} maxScroll\n * @return {?}\n */\n function (panelHeightTop, topSpaceAvailable, maxScroll) {\n // Browsers ignore fractional scroll offsets, so we need to round.\n /** @type {?} */\n var distanceAboveViewport = Math.round(panelHeightTop - topSpaceAvailable);\n // Scrolls the panel down by the distance it was extending past the boundary, then\n // adjusts the offset by that amount to move the panel down into the viewport.\n this._scrollTop += distanceAboveViewport;\n this._offsetY += distanceAboveViewport;\n this._transformOrigin = this._getOriginBasedOnOption();\n // If the panel is scrolled to the very bottom, it won't be able to fit the\n // panel by scrolling, so set the offset to 0 to allow the fallback position\n // to take effect.\n if (this._scrollTop >= maxScroll) {\n this._scrollTop = maxScroll;\n this._offsetY = 0;\n this._transformOrigin = \"50% top 0px\";\n return;\n }\n };\n /** Sets the transform origin point based on the selected option. */\n /**\n * Sets the transform origin point based on the selected option.\n * @private\n * @return {?}\n */\n MatSelect.prototype._getOriginBasedOnOption = /**\n * Sets the transform origin point based on the selected option.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var itemHeight = this._getItemHeight();\n /** @type {?} */\n var optionHeightAdjustment = (itemHeight - this._triggerRect.height) / 2;\n /** @type {?} */\n var originY = Math.abs(this._offsetY) - optionHeightAdjustment + itemHeight / 2;\n return \"50% \" + originY + \"px 0px\";\n };\n /** Calculates the amount of items in the select. This includes options and group labels. */\n /**\n * Calculates the amount of items in the select. This includes options and group labels.\n * @private\n * @return {?}\n */\n MatSelect.prototype._getItemCount = /**\n * Calculates the amount of items in the select. This includes options and group labels.\n * @private\n * @return {?}\n */\n function () {\n return this.options.length + this.optionGroups.length;\n };\n /** Calculates the height of the select's options. */\n /**\n * Calculates the height of the select's options.\n * @private\n * @return {?}\n */\n MatSelect.prototype._getItemHeight = /**\n * Calculates the height of the select's options.\n * @private\n * @return {?}\n */\n function () {\n return this._triggerFontSize * SELECT_ITEM_HEIGHT_EM;\n };\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @param {?} ids\n * @return {?}\n */\n MatSelect.prototype.setDescribedByIds = /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @param {?} ids\n * @return {?}\n */\n function (ids) {\n this._ariaDescribedby = ids.join(' ');\n };\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n MatSelect.prototype.onContainerClick = /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () {\n this.focus();\n this.open();\n };\n Object.defineProperty(MatSelect.prototype, \"shouldLabelFloat\", {\n /**\n * Implemented as part of MatFormFieldControl.\n * @docs-private\n */\n get: /**\n * Implemented as part of MatFormFieldControl.\n * \\@docs-private\n * @return {?}\n */\n function () {\n return this._panelOpen || !this.empty;\n },\n enumerable: true,\n configurable: true\n });\n MatSelect.decorators = [\n { type: Component, args: [{selector: 'mat-select',\n exportAs: 'matSelect',\n template: \"<div cdk-overlay-origin class=\\\"mat-select-trigger\\\" aria-hidden=\\\"true\\\" (click)=\\\"toggle()\\\" #origin=\\\"cdkOverlayOrigin\\\" #trigger><div class=\\\"mat-select-value\\\" [ngSwitch]=\\\"empty\\\"><span class=\\\"mat-select-placeholder\\\" *ngSwitchCase=\\\"true\\\">{{placeholder || '\\u00A0'}} <span class=\\\"mat-select-value-text\\\" *ngSwitchCase=\\\"false\\\" [ngSwitch]=\\\"!!customTrigger\\\"><span *ngSwitchDefault>{{triggerValue || '\\u00A0'}}<ng-content select=\\\"mat-select-trigger\\\" *ngSwitchCase=\\\"true\\\"></ng-content> <div class=\\\"mat-select-arrow-wrapper\\\"><div class=\\\"mat-select-arrow\\\"> <ng-template cdk-connected-overlay cdkConnectedOverlayLockPosition cdkConnectedOverlayHasBackdrop cdkConnectedOverlayBackdropClass=\\\"cdk-overlay-transparent-backdrop\\\" [cdkConnectedOverlayScrollStrategy]=\\\"_scrollStrategy\\\" [cdkConnectedOverlayOrigin]=\\\"origin\\\" [cdkConnectedOverlayOpen]=\\\"panelOpen\\\" [cdkConnectedOverlayPositions]=\\\"_positions\\\"

[cdkConnectedOverlayMinWidth]=\\\"_triggerRect?.width\\\" [cdkConnectedOverlayOffsetY]=\\\"_offsetY\\\" (backdropClick)=\\\"close()\\\" (attach)=\\\"_onAttached()\\\" (detach)=\\\"close()\\\"><div #panel class=\\\"mat-select-panel {{ _getPanelTheme() }}\\\" [ngClass]=\\\"panelClass\\\" [@transformPanel]=\\\"multiple ? 'showing-multiple' : 'showing'\\\" (@transformPanel.done)=\\\"_panelDoneAnimatingStream.next($event.toState)\\\" [style.transformOrigin]=\\\"_transformOrigin\\\" [style.font-size.px]=\\\"_triggerFontSize\\\" (keydown)=\\\"_handleKeydown($event)\\\"><ng-content></ng-content> </ng-template>\",\n styles: [\".mat-select{display:inline-block;width:100%;outline:0}.mat-select-trigger{display:inline-table;cursor:pointer;position:relative;box-sizing:border-box}.mat-select-disabled .mat-select-trigger{-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;cursor:default}.mat-select-value{display:table-cell;max-width:0;width:100%;overflow:hidden;text-overflow:ellipsis;white-space:nowrap}.mat-select-value-text{white-space:nowrap;overflow:hidden;text-overflow:ellipsis}.mat-select-arrow-wrapper{display:table-cell;vertical-align:middle}.mat-form-field-appearance-fill .mat-select-arrow-wrapper{transform:translateY(-50%)}.mat-form-field-appearance-outline .mat-select-arrow-wrapper{transform:translateY(-25%)}.mat-form-field-appearance-standard .mat-select:not(.mat-select-empty) .mat-select-arrow-wrapper{transform:translateY(-50%)}.mat-form-field-appearance-standard .mat-select.mat-select-empty .mat-select-arrow-wrapper{transition:transform .4s cubic-bezier(.25,.8,.25,1)}._mat-animation-noopable.mat-form-field-appearance-standard .mat-select.mat-select-empty .mat-select-arrow-wrapper{transition:none}.mat-select-arrow{width:0;height:0;border-left:5px solid transparent;border-right:5px solid transparent;border-top:5px solid;margin:0 4px}.mat-select-panel{min-width:112px;max-width:280px;overflow:auto;-webkit-overflow-scrolling:touch;padding-top:0;padding-bottom:0;max-height:256px;min-width:100%;border-radius:4px}@media screen and (-ms-high-contrast:active){.mat-select-panel{outline:solid 1px}}.mat-select-panel .mat-optgroup-label,.mat-select-panel .mat-option{font-size:inherit;line-height:3em;height:3em}.mat-form-field-type-mat-select:not(.mat-form-field-disabled) .mat-form-field-flex{cursor:pointer}.mat-form-field-type-mat-select .mat-form-field-label{width:calc(100% - 18px)}.mat-select-placeholder{transition:color .4s .133s cubic-bezier(.25,.8,.25,1)}._mat-animation-noopable .mat-select-placeholder{transition:none}.mat-form-field-hide-placeholder .mat-select-placeholder{color:transparent;-webkit-text-fill-color:transparent;transition:none;display:block}\"],\n inputs: ['disabled', 'disableRipple', 'tabIndex'],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n host: {\n 'role': 'listbox',\n '[attr.id]': 'id',\n '[attr.tabindex]': 'tabIndex',\n '[attr.aria-label]': '_getAriaLabel()',\n '[attr.aria-labelledby]': '_getAriaLabelledby()',\n '[attr.aria-required]': 'required.toString()',\n '[attr.aria-disabled]': 'disabled.toString()',\n '[attr.aria-invalid]': 'errorState',\n '[attr.aria-owns]': 'panelOpen ? _optionIds : null',\n '[attr.aria-multiselectable]': 'multiple',\n '[attr.aria-describedby]': '_ariaDescribedby || null',\n '[attr.aria-activedescendant]': '_getAriaActiveDescendant()',\n '[class.mat-select-disabled]': 'disabled',\n '[class.mat-select-invalid]': 'errorState',\n '[class.mat-select-required]': 'required',\n '[class.mat-select-empty]': 'empty',\n 'class': 'mat-select',\n '(keydown)': '_handleKeydown($event)',\n '(focus)': '_onFocus()',\n '(blur)': '_onBlur()',\n },\n animations: [\n matSelectAnimations.transformPanel\n],\n providers: [\n { provide: MatFormFieldControl, useExisting: MatSelect },\n { provide: MAT_OPTION_PARENT_COMPONENT, useExisting: MatSelect }\n],\n },] },\n];\n /** @nocollapse */\n MatSelect.ctorParameters = function () { return [\n { type: ViewportRuler },\n { type: ChangeDetectorRef },\n { type: NgZone },\n { type: ErrorStateMatcher },\n { type: ElementRef },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: NgForm, decorators: [{ type: Optional }] },\n { type: FormGroupDirective, decorators: [{ type: Optional }] },\n { type: MatFormField, decorators: [{ type: Optional }] },\n { type: NgControl, decorators: [{ type: Self }, { type: Optional }] },\n { type: String, decorators: [{ type: Attribute, args: ['tabindex',] }] },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_SELECT_SCROLL_STRATEGY,] }] }\n]; };\n MatSelect.propDecorators = {\n trigger: [{ type:

ViewChild, args: ['trigger',] }],\n panel: [{ type: ViewChild, args: ['panel',] }],\n overlayDir: [{ type: ViewChild, args: [CdkConnectedOverlay,] }],\n options: [{ type: ContentChildren, args: [MatOption, { descendants: true },] }],\n optionGroups: [{ type: ContentChildren, args: [MatOptgroup,] }],\n panelClass: [{ type: Input }],\n customTrigger: [{ type: ContentChild, args: [MatSelectTrigger,] }],\n placeholder: [{ type: Input }],\n required: [{ type: Input }],\n multiple: [{ type: Input }],\n disableOptionCentering: [{ type: Input }],\n compareWith: [{ type: Input }],\n value: [{ type: Input }],\n ariaLabel: [{ type: Input, args: ['aria-label',] }],\n ariaLabelledby: [{ type: Input, args: ['aria-labelledby',] }],\n errorStateMatcher: [{ type: Input }],\n sortComparator: [{ type: Input }],\n id: [{ type: Input }],\n openedChange: [{ type: Output }],\n _openedStream: [{ type: Output, args: ['opened',] }],\n _closedStream: [{ type: Output, args: ['closed',] }],\n selectionChange: [{ type: Output }],\n valueChange: [{ type: Output }]\n };\n return MatSelect;\n}(_MatSelectMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatSelectModule = /** @class */ (function () {\n function MatSelectModule() {\n }\n MatSelectModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n CommonModule,\n OverlayModule,\n MatOptionModule,\n MatCommonModule,\n],\n exports: [MatFormFieldModule, MatSelect, MatSelectTrigger, MatOptionModule, MatCommonModule],\n declarations: [MatSelect, MatSelectTrigger],\n providers: [MAT_SELECT_SCROLL_STRATEGY_PROVIDER]\n },] },\n];\n return MatSelectModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatSelectModule, MAT_SELECT_SCROLL_STRATEGY_PROVIDER_FACTORY, SELECT_PANEL_MAX_HEIGHT, SELECT_PANEL_PADDING_X, SELECT_PANEL_INDENT_PADDING_X, SELECT_ITEM_HEIGHT_EM, SELECT_MULTIPLE_PANEL_PADDING_X, SELECT_PANEL_VIEWPORT_PADDING, MAT_SELECT_SCROLL_STRATEGY, MAT_SELECT_SCROLL_STRATEGY_PROVIDER, MatSelectChange, MatSelectBase, _MatSelectMixinBase, MatSelectTrigger, MatSelect, matSelectAnimations, transformPanel, fadeInContent };\n//# sourceMappingURL=select.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { animate, state, style, transition, trigger } from '@angular/animations';\nimport { __extends } from 'tslib';\nimport { FocusMonitor, FocusTrapFactory } from '@angular/cdk/a11y';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { coerceBooleanProperty, coerceNumberProperty } from '@angular/cdk/coercion';\nimport { ESCAPE } from '@angular/cdk/keycodes';\nimport { Platform, PlatformModule } from '@angular/cdk/platform';\nimport { CdkScrollable, ScrollDispatcher, ViewportRuler, ScrollingModule } from '@angular/cdk/scrolling';\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport { ChangeDetectionStrategy, ChangeDetectorRef, Component, ContentChild, ContentChildren, ElementRef, EventEmitter, forwardRef, Inject, InjectionToken, Input, NgZone, Optional, Output, ViewChild, ViewEncapsulation, NgModule } from '@angular/core';\nimport { fromEvent, merge, Subject } from 'rxjs';\nimport { debounceTime, filter, map, startWith, take, takeUntil, distinctUntilChanged } from 'rxjs/operators';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { MatCommonModule } from '@angular/material/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Animations used by the Material drawers.\n * \\@docs-private\n * @type {?}\n */\nvar matDrawerAnimations = {\n /**\n * Animation that slides a drawer in and out.\n */\n transformDrawer: trigger('transform', [\n // We remove the `transform` here completely, rather than setting it to zero, because:\n // 1. Having a transform can cause elements with ripples or an animated\n // transform to shift around in Chrome with an RTL layout (see

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#10023).\n        // 2. 3d transforms causes text to appear blurry on IE and Edge.\n        state('open, open-instant',
style({\n            'transform': 'none',\n            'visibility': 'visible',\n        })),\n        state('void', style({\n            //
Avoids the shadow showing up when closed in SSR.\n            'box-shadow': 'none',\n            'visibility': 'hidden',\n
 })),\n        transition('void => open-instant', animate('0ms')),\n        transition('void <=> open, open-instant => void',
animate('400ms cubic-bezier(0.25, 0.8, 0.25, 1)'))\n    ])\n};\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n
*/\n/**\n * Throws an exception when two MatDrawer are matching the same position.\n * \\@docs-private\n *
@param {?} position\n * @return {?}\n */\nfunction throwMatDuplicatedDrawerError(position) {\n    throw
Error(\"A drawer was already declared for 'position=\\\"\" + position + \"\\\"'\");\n}\n/**\n * Configures whether
drawers should use auto sizing by default.\n * @type {?}\n */\nvar MAT_DRAWER_DEFAULT_AUTOSIZE =
new InjectionToken('MAT_DRAWER_DEFAULT_AUTOSIZE', {\n    providedIn: 'root',\n    factory:
MAT_DRAWER_DEFAULT_AUTOSIZE_FACTORY,\n});\n/**\n * \\@docs-private\n * @return {?}\n
*/\nfunction MAT_DRAWER_DEFAULT_AUTOSIZE_FACTORY() {\n    return false;\n}\nvar
MatDrawerContent = /** @class */ (function (_super) {\n    __extends(MatDrawerContent, _super);\n    function
MatDrawerContent(_changeDetectorRef, _container, elementRef, scrollDispatcher, ngZone) {\n        var _this =
_super.call(this, elementRef, scrollDispatcher, ngZone) || this;\n        _this._changeDetectorRef =
_changeDetectorRef;\n        _this._container = _container;\n        return _this;\n    }\n    /**\n     * @return {?}\n
*/\n    MatDrawerContent.prototype.ngAfterContentInit = /**\n     * @return {?}\n     */\n    function () {\n        var
_this = this;\n        this._container._contentMarginChanges.subscribe(function () {\n
_this._changeDetectorRef.markForCheck();\n        });\n    };\n    MatDrawerContent.decorators = [\n        { type:
Component, args: [{selector: 'mat-drawer-content',\n                    template: '<ng-content></ng-content>',\n
 host: {\n                    'class': 'mat-drawer-content',\n                    '[style.margin-left.px]':
'_container._contentMargins.left',\n                    '[style.margin-right.px]': '_container._contentMargins.right',\n
            },\n                    changeDetection: ChangeDetectionStrategy.OnPush,\n                    encapsulation:
ViewEncapsulation.None,\n                },] },\n    ];\n    /** @nocollapse */\n    MatDrawerContent.ctorParameters =
function () { return [\n        { type: ChangeDetectorRef },\n        { type: MatDrawerContainer, decorators: [{ type:
Inject, args: [forwardRef(function () { return MatDrawerContainer; }),] }] },\n        { type: ElementRef },\n        {
type: ScrollDispatcher },\n        { type: NgZone }\n    ]; };\n    return MatDrawerContent;\n}(CdkScrollable));\n/**\n
* This component corresponds to a drawer that can be opened on the drawer container.\n */\nvar MatDrawer = /**
@class */ (function () {\n    function MatDrawer(_elementRef, _focusTrapFactory, _focusMonitor, _platform,
_ngZone, _doc) {\n        var _this = this;\n        this._elementRef = _elementRef;\n        this._focusTrapFactory =
_focusTrapFactory;\n        this._focusMonitor = _focusMonitor;\n        this._platform = _platform;\n
this._ngZone = _ngZone;\n        this._doc = _doc;\n        this._elementFocusedBeforeDrawerWasOpened = null;\n
  /**\n         * Whether the drawer is initialized. Used for disabling the initial animation.\n         */\n
this._enableAnimations = false;\n        this._position = 'start';\n        this._mode = 'over';\n        this._disableClose =
false;\n        this._autoFocus = true;\n        /**\n         * Emits whenever the drawer has started animating.\n         */\n
     this._animationStarted = new Subject();\n        /**\n         * Emits whenever the drawer is done animating.\n
*/\n        this._animationEnd = new Subject();\n        /**\n         * Current state of the sidenav animation.\n         */\n
    this._animationState = 'void';\n        /**\n         * Event emitted when the drawer open state is changed.\n         */\n
      this.openedChange = \n        // Note this has to be async in order to avoid some issues with two-bindings (see
#8872).\n        new EventEmitter(/* isAsync */ true);\n        /**\n         * Emits when the component is destroyed.\n
    */\n        this._destroyed = new Subject();\n        /**\n         * Event emitted when the drawer's position changes.\n
      */\n        // tslint:disable-next-line:no-output-on-prefix\n        this.onPositionChanged = new EventEmitter();\n
 /**\n         * An observable that emits when the drawer mode changes. This is used by the drawer container to\n
* to know when to when the mode changes so it can adapt the margins on the content.\n         */\n
this._modeChanged = new Subject();\n        this._opened = false;\n        this.openedChange.subscribe(function
(opened) {\n            if (opened) {\n                if (_this._doc) {\n
_this._elementFocusedBeforeDrawerWasOpened = (/** @type {?} */ (_this._doc.activeElement));\n                }\n
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        if (_this._isFocusTrapEnabled && _this._focusTrap) {\n                _this._trapFocus();\n            }\n
}\n        else {\n            _this._restoreFocus();\n        }\n    });\n    /**\n     * Listen to `keydown`
events outside the zone so that change detection is not run every\n     * time a key is pressed. Instead we re-enter
the zone only if the `ESC` key is pressed\n     * and we don't have close disabled.\n     */\n
this._ngZone.runOutsideAngular(function () {\n        fromEvent(_this._elementRef.nativeElement,
'keydown').pipe(filter(function (event) { return event.keyCode === ESCAPE && !_this.disableClose; }),
takeUntil(_this._destroyed)).subscribe(function (event) { return _this._ngZone.run(function () {\n
_this.close();\n            event.stopPropagation();\n        }); });\n    });\n    // We need a Subject with
distinctUntilChanged, because the `done` event\n    // fires twice on some browsers. See
https://github.com/angular/angular/issues/24084\n    this._animationEnd.pipe(distinctUntilChanged(function (x,
y) {\n        return x.fromState === y.fromState && x.toState === y.toState;\n    })).subscribe(function (event)
{\n        var fromState = event.fromState, toState = event.toState;\n        if ((toState.indexOf('open') === 0 &&
fromState === 'void') ||\n            (toState === 'void' && fromState.indexOf('open') === 0)) {\n
_this.openedChange.emit(_this._opened);\n        }\n    });\n  }\n
Object.defineProperty(MatDrawer.prototype, \"position\", {\n    /** The side that the drawer is attached to. */\n
  get: /**\n     * The side that the drawer is attached to.\n     * @return {?}\n     */\n    function () { return
this._position; },\n    set: /**\n     * @param {?} value\n     * @return {?}\n     */\n    function (value)
{\n        // Make sure we have a valid value.\n        value = value === 'end' ? 'end' : 'start';\n        if (value !=
this._position) {\n            this._position = value;\n            this.onPositionChanged.emit();\n        }\n    },\n
  enumerable: true,\n    configurable: true\n  });\n  Object.defineProperty(MatDrawer.prototype, \"mode\", {\n
  /** Mode of the drawer; one of 'over', 'push' or 'side'. */\n    get: /**\n     * Mode of the drawer; one of 'over',
'push' or 'side'.\n     * @return {?}\n     */\n    function () { return this._mode; },\n    set: /**\n     *
@param {?} value\n     * @return {?}\n     */\n    function (value) {\n        this._mode = value;\n
this._modeChanged.next();\n    },\n    enumerable: true,\n    configurable: true\n  });\n
Object.defineProperty(MatDrawer.prototype, \"disableClose\", {\n    /** Whether the drawer can be closed with
the escape key or by clicking on the backdrop. */\n    get: /**\n     * Whether the drawer can be closed with the
escape key or by clicking on the backdrop.\n     * @return {?}\n     */\n    function () { return
this._disableClose; },\n    set: /**\n     * @param {?} value\n     * @return {?}\n     */\n    function
(value) { this._disableClose = coerceBooleanProperty(value); },\n    enumerable: true,\n    configurable: true\n
});\n  Object.defineProperty(MatDrawer.prototype, \"autoFocus\", {\n    /** Whether the drawer should focus the
first focusable element automatically when opened. */\n    get: /**\n     * Whether the drawer should focus the
first focusable element automatically when opened.\n     * @return {?}\n     */\n    function () { return
this._autoFocus; },\n    set: /**\n     * @param {?} value\n     * @return {?}\n     */\n    function (value)
{ this._autoFocus = coerceBooleanProperty(value); },\n    enumerable: true,\n    configurable: true\n  });\n
Object.defineProperty(MatDrawer.prototype, \"_openedStream\", {\n    /** Event emitted when the drawer has
been opened. */\n    get: /**\n     * Event emitted when the drawer has been opened.\n     * @return {?}\n
*/\n    function () {\n        return this.openedChange.pipe(filter(function (o) { return o; }), map(function () {
}));\n    },\n    enumerable: true,\n    configurable: true\n  });\n
Object.defineProperty(MatDrawer.prototype, \"openedStart\", {\n    /** Event emitted when the drawer has
started opening. */\n    get: /**\n     * Event emitted when the drawer has started opening.\n     * @return
{?}\n     */\n    function () {\n        return this._animationStarted.pipe(filter(function (e) { return e.fromState
!== e.toState && e.toState.indexOf('open') === 0; }), map(function () { }));\n    },\n    enumerable: true,\n
configurable: true\n  });\n  Object.defineProperty(MatDrawer.prototype, \"_closedStream\", {\n    /** Event
emitted when the drawer has been closed. */\n    get: /**\n     * Event emitted when the drawer has been
closed.\n     * @return {?}\n     */\n    function () {\n        return this.openedChange.pipe(filter(function (o)
{ return !o; }), map(function () { }));\n    },\n    enumerable: true,\n    configurable: true\n  });\n
Object.defineProperty(MatDrawer.prototype, \"closedStart\", {\n    /** Event emitted when the drawer has started
closing. */\n    get: /**\n     * Event emitted when the drawer has started closing.\n     * @return {?}\n
```

```
*/\n        function () {\n            return this._animationStarted.pipe(filter(function (e) { return e.fromState !==
e.toState && e.toState === 'void'; }), map(function () { }));\n        },\n        enumerable: true,\n        configurable:
true\n    });\n    Object.defineProperty(MatDrawer.prototype, \"_isFocusTrapEnabled\", {\n        get: /**\n         *
@return {?}\n         */\n        function () {\n            // The focus trap is only enabled when the drawer is open in any
mode other than side.\n            return this.opened && this.mode !== 'side';\n        },\n        enumerable: true,\n
configurable: true\n    });\n    /** Traps focus inside the drawer. */\n    /**\n     * Traps focus inside the drawer.\n
* @private\n     * @return {?}\n     */\n    MatDrawer.prototype._trapFocus = /**\n     * Traps focus inside the
drawer.\n     * @private\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n        if (!this.autoFocus)
{\n            return;\n        }\n        this._focusTrap.focusInitialElementWhenReady().then(function (hasMovedFocus)
{\n            // If there were no focusable elements, focus the sidenav itself so the keyboard navigation\n            // still
works. We need to check that `focus` is a function due to Universal.\n            if (!hasMovedFocus && typeof
_this._elementRef.nativeElement.focus === 'function') {\n                _this._elementRef.nativeElement.focus();\n
    }\n        });\n    };\n    /**\n     * If focus is currently inside the drawer, restores it to where it was before the
drawer\n     * opened.\n     */\n    /**\n     * If focus is currently inside the drawer, restores it to where it was before
the drawer\n     * opened.\n     * @private\n     * @return {?}\n     */\n    MatDrawer.prototype._restoreFocus = /**\n
    * If focus is currently inside the drawer, restores it to where it was before the drawer\n     * opened.\n     *
@private\n     * @return {?}\n     */\n    function () {\n        if (!this.autoFocus) {\n            return;\n        }\n        /**
@type {?} */\n        var activeEl = this._doc && this._doc.activeElement;\n        if (activeEl &&
this._elementRef.nativeElement.contains(activeEl)) {\n            if (this._elementFocusedBeforeDrawerWasOpened
instanceof HTMLElement) {\n
this._focusMonitor.focusVia(this._elementFocusedBeforeDrawerWasOpened, this._openedVia);\n            }\n
else {\n                this._elementRef.nativeElement.blur();\n            }\n        }\n
this._elementFocusedBeforeDrawerWasOpened = null;\n        this._openedVia = null;\n    };\n    /**\n     * @return
{?}\n     */\n    MatDrawer.prototype.ngAfterContentInit = /**\n     * @return {?}\n     */\n    function () {\n
this._focusTrap = this._focusTrapFactory.create(this._elementRef.nativeElement);\n        this._focusTrap.enabled =
this._isFocusTrapEnabled;\n    };\n    /**\n     * @return {?}\n     */\n
MatDrawer.prototype.ngAfterContentChecked = /**\n     * @return {?}\n     */\n    function () {\n        // Enable the
animations after the lifecycle hooks have run, in order to avoid animating\n        // drawers that are open by default.
When we're on the server, we shouldn't enable the\n        // animations, because we don't want the drawer to animate
the first time the user sees\n        // the page.\n        if (this._platform.isBrowser) {\n            this._enableAnimations =
true;\n        }\n    };\n    /**\n     * @return {?}\n     */\n    MatDrawer.prototype.ngOnDestroy = /**\n     * @return
{?}\n     */\n    function () {\n        if (this._focusTrap) {\n            this._focusTrap.destroy();\n        }\n
this._animationStarted.complete();\n        this._animationEnd.complete();\n        this._destroyed.next();\n
this._destroyed.complete();\n    };\n    Object.defineProperty(MatDrawer.prototype, \"opened\", {\n        /**\n         *
Whether the drawer is opened. We overload this because we trigger an event when it\n         * starts or end.\n
*/\n        get: /**\n         * Whether the drawer is opened. We overload this because we trigger an event when it\n
* starts or end.\n         * @return {?}\n         */\n        function () { return this._opened; },\n        set: /**\n         *
@param {?} value\n         * @return {?}\n         */\n        function (value) {
this.toggle(coerceBooleanProperty(value)); },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     *
Open the drawer.\n     * @param openedVia Whether the drawer was opened by a key press, mouse click or
programmatically.\n     * Used for focus management after the sidenav is closed.\n     */\n    /**\n     * Open the
drawer.\n     * @param {?=} openedVia Whether the drawer was opened by a key press, mouse click or
programmatically.\n     * Used for focus management after the sidenav is closed.\n     * @return {?}\n     */\n
MatDrawer.prototype.open = /**\n     * Open the drawer.\n     * @param {?=} openedVia Whether the drawer was
opened by a key press, mouse click or programmatically.\n     * Used for focus management after the sidenav is
closed.\n     * @return {?}\n     */\n    function (openedVia) {\n        return this.toggle(true, openedVia);\n    };\n
/** Close the drawer. */\n    /**\n     * Close the drawer.\n     * @return {?}\n     */\n    MatDrawer.prototype.close =
/**\n     * Close the drawer.\n     * @return {?}\n     */\n    function () {\n        return this.toggle(false);\n    };\n
```

/**\n * Toggle this drawer.\n * @param isOpen Whether the drawer should be open.\n * @param openedVia Whether the drawer was opened by a key press, mouse click or programmatically.\n * Used for focus management after the sidenav is closed.\n */\n /**\n * Toggle this drawer.\n * @param {?=} isOpen Whether the drawer should be open.\n * @param {?=} openedVia Whether the drawer was opened by a key press, mouse click or programmatically.\n * Used for focus management after the sidenav is closed.\n * @return {?}\n */\n MatDrawer.prototype.toggle = /**\n * Toggle this drawer.\n * @param {?=} isOpen Whether the drawer should be open.\n * @param {?=} openedVia Whether the drawer was opened by a key press, mouse click or programmatically.\n * Used for focus management after the sidenav is closed.\n * @return {?}\n */\n function (isOpen, openedVia) {\n var _this = this;\n if (isOpen === void 0) { isOpen = !this.opened; }\n if (openedVia === void 0) { openedVia = 'program'; }\n this._opened = isOpen;\n if (isOpen) {\n this._animationState = this._enableAnimations ? 'open' : 'open-instant';\n this._openedVia = openedVia;\n }\n else {\n this._animationState = 'void';\n this._restoreFocus();\n }\n if (this._focusTrap) {\n this._focusTrap.enabled = this._isFocusTrapEnabled;\n }\n return new Promise(function (resolve) {\n _this.openedChange.pipe(take(1)).subscribe(function (open) { return resolve(open ? 'open' : 'close'); });\n });\n };\n Object.defineProperty(MatDrawer.prototype, \"_width\", {\n get: /**\n * @return {?}\n */\n function () {\n return this._elementRef.nativeElement ? (this._elementRef.nativeElement.offsetWidth || 0) : 0;\n },\n enumerable: true,\n configurable: true\n });\n MatDrawer.decorators = [\n { type: Component, args: [{selector: 'mat-drawer',\n exportAs: 'matDrawer',\n template: \"<div class=\\\"mat-drawer-inner-container\\\"><ng-content></ng-content> \",\n animations: [matDrawerAnimations.transformDrawer],\n host: {\n 'class': 'mat-drawer',\n '[@transform]': '_animationState',\n '(@transform.start)': '_animationStarted.next($event)',\n '(@transform.done)': '_animationEnd.next($event)',\n // must prevent the browser from aligning text based on value\n '[attr.align]': 'null',\n '[class.mat-drawer-end]': 'position === \"end\"',\n '[class.mat-drawer-over]': 'mode === \"over\"',\n '[class.mat-drawer-push]': 'mode === \"push\"',\n '[class.mat-drawer-side]': 'mode === \"side\"',\n 'tabIndex': '-1',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatDrawer.ctorParameters = function () { return [\n { type: ElementRef },\n { type: FocusTrapFactory },\n { type: FocusMonitor },\n { type: Platform },\n { type: NgZone },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [DOCUMENT,] }] }\n]; };\n MatDrawer.propDecorators = {\n position: [{ type: Input }],\n mode: [{ type: Input }],\n disableClose: [{ type: Input }],\n autoFocus: [{ type: Input }],\n openedChange: [{ type: Output }],\n _openedStream: [{ type: Output, args: ['opened',] }],\n openedStart: [{ type: Output }],\n _closedStream: [{ type: Output, args: ['closed',] }],\n closedStart: [{ type: Output }],\n onPositionChanged: [{ type: Output, args: ['positionChanged',] }],\n opened: [{ type: Input }]\n };\n return MatDrawer;\n}());\n/**\n * `<mat-drawer-container>` component.\n *\n * This is the parent component to one or two `<mat-drawer>`s that validates the state internally\n * and coordinates the backdrop and content styling.\n */\nvar MatDrawerContainer = /** @class */ (function () {\n function MatDrawerContainer(_dir, _element, _ngZone, _changeDetectorRef, defaultAutosize, _animationMode, \n /**\n * @deprecated viewportRuler to become a required parameter.\n * @breaking-change 8.0.0\n */\n viewportRuler) {\n if (defaultAutosize === void 0) { defaultAutosize = false; }\n var _this = this;\n this._dir = _dir;\n this._element = _element;\n this._ngZone = _ngZone;\n this._changeDetectorRef = _changeDetectorRef;\n this._animationMode = _animationMode;\n /**\n * Event emitted when the drawer backdrop is clicked.\n */\n this.backdropClick = new EventEmitter();\n /**\n * Emits when the component is destroyed.\n */\n this._destroyed = new Subject();\n /**\n * Emits on every ngDoCheck. Used for debouncing reflows.\n */\n this._doCheckSubject = new Subject();\n /**\n * Margins to be applied to the content. These are used to push / shrink the drawer content when a\n * drawer is open. We use margin rather than transform even for push mode because transform breaks\n * fixed position elements inside of the

transformed element.\n */\n this._contentMargins = { left: null, right: null };\n this._contentMarginChanges = new Subject();\n // If a `Dir` directive exists up the tree, listen direction changes\n // and update the left/right properties to point to the proper start/end.\n if (_dir) {\n _dir.change.pipe(takeUntil(this._destroyed)).subscribe(function () {\n _this._validateDrawers();\n _this._updateContentMargins();\n });\n }\n // Since the minimum width of the sidenav depends on the viewport width,\n // we need to recompute the margins if the viewport changes.\n if (viewportRuler) {\n viewportRuler.change()\n .pipe(takeUntil(this._destroyed))\n .subscribe(function () { return _this._updateContentMargins(); });\n }\n this._autosize = defaultAutosize;\n }\n Object.defineProperty(MatDrawerContainer.prototype, \"start\", {\n /** The drawer child with the `start` position. */\n get: /**\n * The drawer child with the `start` position.\n * @return {?}\n */\n function () { return this._start; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDrawerContainer.prototype, \"end\", {\n /** The drawer child with the `end` position. */\n get: /**\n * The drawer child with the `end` position.\n * @return {?}\n */\n function () { return this._end; },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDrawerContainer.prototype, \"autosize\", {\n /**\n * Whether to automatically resize the container whenever\n * the size of any of its drawers changes.\n *\n * **Use at your own risk!** Enabling this option can cause layout thrashing by measuring\n * the drawers on every change detection cycle. Can be configured globally via the\n * `MAT_DRAWER_DEFAULT_AUTOSIZE` token.\n */\n get: /**\n * Whether to automatically resize the container whenever\n * the size of any of its drawers changes.\n *\n * **Use at your own risk!** Enabling this option can cause layout thrashing by measuring\n * the drawers on every change detection cycle. Can be configured globally via the\n * `MAT_DRAWER_DEFAULT_AUTOSIZE` token.\n * @return {?}\n */\n function () { return this._autosize; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._autosize = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDrawerContainer.prototype, \"hasBackdrop\", {\n /**\n * Whether the drawer container should have a backdrop while one of the sidenavs is open.\n * If explicitly set to `true`, the backdrop will be enabled for drawers in the `side`\n * mode as well.\n */\n get: /**\n * Whether the drawer container should have a backdrop while one of the sidenavs is open.\n * If explicitly set to `true`, the backdrop will be enabled for drawers in the `side`\n * mode as well.\n * @return {?}\n */\n function () {\n if (this._backdropOverride == null) {\n return !this._start || this._start.mode !== 'side' || !this._end || this._end.mode !== 'side';\n }\n return this._backdropOverride;\n },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._backdropOverride = value == null ? null : coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatDrawerContainer.prototype, \"scrollable\", {\n /** Reference to the CdkScrollable instance that wraps the scrollable content. */\n get: /**\n * Reference to the CdkScrollable instance that wraps the scrollable content.\n * @return {?}\n */\n function () {\n return this._userContent || this._content;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatDrawerContainer.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._drawers.changes.pipe(startWith(null)).subscribe(function () {\n _this._validateDrawers();\n _this._drawers.forEach(function (drawer) {\n _this._watchDrawerToggle(drawer);\n _this._watchDrawerPosition(drawer);\n _this._watchDrawerMode(drawer);\n });\n if (!_this._drawers.length ||\n _this._isDrawerOpen(_this._start) ||\n _this._isDrawerOpen(_this._end)) {\n _this._updateContentMargins();\n }\n _this._changeDetectorRef.markForCheck();\n });\n this._doCheckSubject.pipe(debounceTime(10), // Arbitrary debounce time, less than a frame at 60fps\n takeUntil(this._destroyed)).subscribe(function () { return _this._updateContentMargins(); });\n };\n /**\n * @return {?}\n */\n MatDrawerContainer.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._doCheckSubject.complete();\n this._destroyed.next();\n this._destroyed.complete();\n };\n

```
/** Calls `open` of both start and end drawers */\n    /**\n     * Calls `open` of both start and end drawers\n     *
@return {?}\n     */\n    MatDrawerContainer.prototype.open = /**\n     * Calls `open` of both start and end
drawers\n     * @return {?}\n     */\n    function () {\n        this._drawers.forEach(function (drawer) { return
drawer.open(); });\n    };\n    /** Calls `close` of both start and end drawers */\n    /**\n     * Calls `close` of both
start and end drawers\n     * @return {?}\n     */\n    MatDrawerContainer.prototype.close = /**\n     * Calls `close`
of both start and end drawers\n     * @return {?}\n     */\n    function () {\n        this._drawers.forEach(function
(drawer) { return drawer.close(); });\n    };\n    /**\n     * @return {?}\n     */\n
MatDrawerContainer.prototype.ngDoCheck = /**\n     * @return {?}\n     */\n    function () {\n        var _this =
this;\n        // If users opted into autosizing, do a check every change detection cycle.\n        if (this._autosize &&
this._isPushed()) {\n            // Run outside the NgZone, otherwise the debouncer will throw us into an infinite
loop.\n            this._ngZone.runOutsideAngular(function () { return _this._doCheckSubject.next(); });\n        }\n
};\n    /**\n     * Subscribes to drawer events in order to set a class on the main container element when the\n     *
drawer is open and the backdrop is visible. This ensures any overflow on the container element\n     * is properly
hidden.\n     */\n    /**\n     * Subscribes to drawer events in order to set a class on the main container element when
the\n     * drawer is open and the backdrop is visible. This ensures any overflow on the container element\n     * is
properly hidden.\n     * @private\n     * @param {?} drawer\n     * @return {?}\n     */\n
MatDrawerContainer.prototype._watchDrawerToggle = /**\n     * Subscribes to drawer events in order to set a class
on the main container element when the\n     * drawer is open and the backdrop is visible. This ensures any overflow
on the container element\n     * is properly hidden.\n     * @private\n     * @param {?} drawer\n     * @return {?}\n
*/\n    function (drawer) {\n        var _this = this;\n        drawer._animationStarted.pipe(filter(function (event) {
return event.fromState !== event.toState; }), takeUntil(this._drawers.changes))\n            .subscribe(function (event)
{\n            // Set the transition class on the container so that the animations occur. This should not\n            // be set
initially because animations should only be triggered via a change in state.\n            if (event.toState !== 'open-
instant' && _this._animationMode !== 'NoopAnimations') {\n
_this._element.nativeElement.classList.add('mat-drawer-transition');\n            }\n
_this._updateContentMargins();\n            _this._changeDetectorRef.markForCheck();\n        });\n        if
(drawer.mode !== 'side') {\n
drawer.openedChange.pipe(takeUntil(this._drawers.changes)).subscribe(function () {\n                return
_this._setContainerClass(drawer.opened);\n            });\n        }\n    };\n    /**\n     * Subscribes to drawer
onPositionChanged event in order to\n     * re-validate drawers when the position changes.\n     */\n    /**\n     *
Subscribes to drawer onPositionChanged event in order to\n     * re-validate drawers when the position changes.\n
* @private\n     * @param {?} drawer\n     * @return {?}\n     */\n
MatDrawerContainer.prototype._watchDrawerPosition = /**\n     * Subscribes to drawer onPositionChanged event
in order to\n     * re-validate drawers when the position changes.\n     * @private\n     * @param {?} drawer\n     *
@return {?}\n     */\n    function (drawer) {\n        var _this = this;\n        if (!drawer) {\n            return;\n        }\n
// NOTE: We need to wait for the microtask queue to be empty before validating,\n        // since both drawers may be
swapping positions at the same time.\n
drawer.onPositionChanged.pipe(takeUntil(this._drawers.changes)).subscribe(function () {\n
_this._ngZone.onMicrotaskEmpty.asObservable().pipe(take(1)).subscribe(function () {\n
_this._validateDrawers();\n            });\n        });\n    };\n    /** Subscribes to changes in drawer mode so we can run
change detection. */\n    /**\n     * Subscribes to changes in drawer mode so we can run change detection.\n     *
@private\n     * @param {?} drawer\n     * @return {?}\n     */\n
MatDrawerContainer.prototype._watchDrawerMode = /**\n     * Subscribes to changes in drawer mode so we can
run change detection.\n     * @private\n     * @param {?} drawer\n     * @return {?}\n     */\n    function (drawer) {\n
    var _this = this;\n        if (drawer) {\n
drawer._modeChanged.pipe(takeUntil(merge(this._drawers.changes, this._destroyed)))\n
.subscribe(function () {\n                _this._updateContentMargins();\n
_this._changeDetectorRef.markForCheck();\n            });\n        }\n    };\n    /** Toggles the 'mat-drawer-opened'
```

class on the main 'mat-drawer-container' element. */\n /**\n * Toggles the 'mat-drawer-opened' class on the main 'mat-drawer-container' element.\n * @private\n * @param {?} isAdd\n * @return {?}\n */\n MatDrawerContainer.prototype._setContainerClass = /**\n * Toggles the 'mat-drawer-opened' class on the main 'mat-drawer-container' element.\n * @private\n * @param {?} isAdd\n * @return {?}\n */\n function (isAdd) {\n if (isAdd) {\n this._element.nativeElement.classList.add('mat-drawer-opened');\n }\n else {\n this._element.nativeElement.classList.remove('mat-drawer-opened');\n }\n };\n /** Validate the state of the drawer children components. */\n /**\n * Validate the state of the drawer children components.\n * @private\n * @return {?}\n */\n MatDrawerContainer.prototype._validateDrawers = /**\n * Validate the state of the drawer children components.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n this._start = this._end = null;\n // Ensure that we have at most one start and one end drawer.\n this._drawers.forEach(function (drawer) {\n if (drawer.position == 'end') {\n if (_this._end != null) {\n throwMatDuplicatedDrawerError('end');\n }\n _this._end = drawer;\n }\n else {\n if (_this._start != null) {\n throwMatDuplicatedDrawerError('start');\n }\n _this._start = drawer;\n }\n });\n this._right = this._left = null;\n // Detect if we're LTR or RTL.\n if (this._dir && this._dir.value === 'rtl') {\n this._left = this._end;\n this._right = this._start;\n }\n else {\n this._left = this._start;\n this._right = this._end;\n }\n };\n /** Whether the container is being pushed to the side by one of the drawers. */\n /**\n * Whether the container is being pushed to the side by one of the drawers.\n * @private\n * @return {?}\n */\n MatDrawerContainer.prototype._isPushed = /**\n * Whether the container is being pushed to the side by one of the drawers.\n * @private\n * @return {?}\n */\n function () {\n return (this._isDrawerOpen(this._start) && this._start.mode != 'over') ||\n (this._isDrawerOpen(this._end) && this._end.mode != 'over');\n };\n /**\n * @return {?}\n */\n MatDrawerContainer.prototype._onBackdropClicked = /**\n * @return {?}\n */\n function () {\n this.backdropClick.emit();\n this._closeModalDrawer();\n };\n /**\n * @return {?}\n */\n MatDrawerContainer.prototype._closeModalDrawer = /**\n * @return {?}\n */\n function () {\n var _this = this;\n // Close all open drawers where closing is not disabled and the mode is not `side`.\n [this._start, this._end]\n .filter(function (drawer) { return drawer && !drawer.disableClose && _this._canHaveBackdrop(drawer); })\n .forEach(function (drawer) { return (/** @type {?} */ (drawer)).close(); });\n };\n /**\n * @return {?}\n */\n MatDrawerContainer.prototype._isShowingBackdrop = /**\n * @return {?}\n */\n function () {\n return (this._isDrawerOpen(this._start) && this._canHaveBackdrop(this._start)) ||\n (this._isDrawerOpen(this._end) && this._canHaveBackdrop(this._end));\n };\n /**\n * @private\n * @param {?} drawer\n * @return {?}\n */\n MatDrawerContainer.prototype._canHaveBackdrop = /**\n * @private\n * @param {?} drawer\n * @return {?}\n */\n function (drawer) {\n return drawer.mode !== 'side' || !!this._backdropOverride;\n };\n /**\n * @private\n * @param {?} drawer\n * @return {?}\n */\n MatDrawerContainer.prototype._isDrawerOpen = /**\n * @private\n * @param {?} drawer\n * @return {?}\n */\n function (drawer) {\n return drawer != null && drawer.opened;\n };\n /**\n * Recalculates and updates the inline styles for the content. Note that this should be used\n * sparingly, because it causes a reflow.\n */\n /**\n * Recalculates and updates the inline styles for the content. Note that this should be used\n * sparingly, because it causes a reflow.\n * @private\n * @return {?}\n */\n MatDrawerContainer.prototype._updateContentMargins = /**\n * Recalculates and updates the inline styles for the content. Note that this should be used\n * sparingly, because it causes a reflow.\n * @private\n * @return {?}\n */\n function () {\n // 1. For drawers in `over` mode, they don't affect the content.\n // 2. For drawers in `side` mode they should shrink the content. We do this by adding to the\n // left margin (for left drawer) or right margin (for right the drawer).\n // 3. For drawers in `push` mode the should shift the content without resizing it. We do this by\n // adding to the left or right margin and simultaneously subtracting the same amount of\n // margin from the other side.\n var _this = this;\n // 1. For drawers in `over` mode, they don't affect the content.\n // 2. For drawers in `side` mode they should shrink the content. We do this by

adding to the\n // left margin (for left drawer) or right margin (for right the drawer).\n // 3. For drawers in `push` mode the should shift the content without resizing it. We do this by\n // adding to the left or right margin and simultaneously subtracting the same amount of\n // margin from the other side.\n /** @type {?} */\n var left = 0;\n /** @type {?} */\n var right = 0;\n if (this._left && this._left.opened) {\n if (this._left.mode == 'side') {\n left += this._left._width;\n }\n else if (this._left.mode == 'push') {\n /** @type {?} */\n var width = this._left._width;\n left += width;\n right -= width;\n }\n }\n if (this._right && this._right.opened) {\n if (this._right.mode == 'side') {\n right += this._right._width;\n }\n else if (this._right.mode == 'push') {\n /** @type {?} */\n var width = this._right._width;\n right += width;\n left -= width;\n }\n }\n // If either `right` or `left` is zero, don't set a style to the element. This\n // allows users to specify a custom size via CSS class in SSR scenarios where the\n // measured widths will always be zero. Note that we reset to `null` here, rather\n // than below, in order to ensure that the types in the `if` below are consistent.\n left = left || (/** @type {?} */ (null));\n right = right || (/** @type {?} */ (null));\n if (left !== this._contentMargins.left || right !== this._contentMargins.right) {\n this._contentMargins = { left: left, right: right };\n // Pull back into the NgZone since in some cases we could be outside. We need to be careful\n // to do it only when something changed, otherwise we can end up hitting the zone too often.\n this._ngZone.run(function () { return _this._contentMarginChanges.next(_this._contentMargins); });\n }\n };\n MatDrawerContainer.decorators = [\n { type: Component, args: [{selector: 'mat-drawer-container',\n exportAs: 'matDrawerContainer',\n template: \"<div class=\\\"mat-drawer-backdrop\\\" (click)=\\\"_onBackdropClicked()\\\" *ngIf=\\\"hasBackdrop\\\" [class.mat-drawer-shown]=\\\"_isShowingBackdrop()\\\"> <ng-content select=\\\"mat-drawer\\\"></ng-content><ng-content select=\\\"mat-drawer-content\\\"></ng-content><mat-drawer-content *ngIf=\\\"!_content\\\"><ng-content></ng-content></mat-drawer-content>\",\n styles: [\".mat-drawer-container{position:relative;z-index:1;box-sizing:border-box;-webkit-overflow-scrolling:touch;display:block;overflow:hidden}.mat-drawer-container[fullscreen]{top:0;left:0;right:0;bottom:0;position:absolute}.mat-drawer-container[fullscreen].mat-drawer-opened{overflow:hidden}.mat-drawer-container.mat-drawer-container-explicit-backdrop .mat-drawer-side{z-index:3}.mat-drawer-container.ng-animate-disabled .mat-drawer-backdrop,.mat-drawer-container.ng-animate-disabled .mat-drawer-content,.ng-animate-disabled .mat-drawer-container .mat-drawer-backdrop,.ng-animate-disabled .mat-drawer-container .mat-drawer-content{transition:none}.mat-drawer-backdrop{top:0;left:0;right:0;bottom:0;position:absolute;display:block;z-index:3;visibility:hidden}.mat-drawer-backdrop.mat-drawer-shown{visibility:visible}.mat-drawer-transition .mat-drawer-backdrop{transition-duration:.4s;transition-timing-function:cubic-bezier(.25,.8,.25,1);transition-property:background-color,visibility}@media screen and (-ms-high-contrast:active){.mat-drawer-backdrop{opacity:.5}}.mat-drawer-content{position:relative;z-index:1;display:block;height:100%;overflow:auto}.mat-drawer-transition .mat-drawer-content{transition-duration:.4s;transition-timing-function:cubic-bezier(.25,.8,.25,1);transition-property:transform,margin-left,margin-right}.mat-drawer{position:relative;z-index:4;display:block;position:absolute;top:0;bottom:0;z-index:3;outline:0;box-sizing:border-box;overflow-y:auto;transform:translate3d(-100%,0,0)}@media screen and (-ms-high-contrast:active){.mat-drawer,[dir=rtl] .mat-drawer.mat-drawer-end{border-right:solid 1px currentColor}}@media screen and (-ms-high-contrast:active){.mat-drawer.mat-drawer-end,[dir=rtl] .mat-drawer{border-left:solid 1px currentColor;border-right:none}}.mat-drawer.mat-drawer-side{z-index:2}.mat-drawer.mat-drawer-end{right:0;transform:translate3d(100%,0,0)}[dir=rtl] .mat-drawer{transform:translate3d(100%,0,0)}[dir=rtl] .mat-drawer.mat-drawer-end{left:0;right:auto;transform:translate3d(-100%,0,0)}.mat-drawer-inner-container{width:100%;height:100%;overflow:auto;-webkit-overflow-scrolling:touch}.mat-sidenav-fixed{position:fixed}\"],\n host: {\n 'class': 'mat-drawer-container',\n '[class.mat-drawer-container-explicit-backdrop]': '_backdropOverride',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatDrawerContainer.ctorParameters = function () { return [\n { type:

Directionality, decorators: [{ type: Optional }] },\n { type: ElementRef },\n { type: NgZone },\n { type: ChangeDetectorRef },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_DRAWER_DEFAULT_AUTOSIZE,] }] },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] },\n { type: ViewportRuler, decorators: [{ type: Optional }] }\n]; };\n MatDrawerContainer.propDecorators = {\n _drawers: [{ type: ContentChildren, args: [MatDrawer,] }],\n _content: [{ type: ContentChild, args: [MatDrawerContent,] }],\n _userContent: [{ type: ViewChild, args: [MatDrawerContent,] }],\n autosize: [{ type: Input }],\n hasBackdrop: [{ type: Input }],\n backdropClick: [{ type: Output }]\n };\n return MatDrawerContainer;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatSidenavContent = /** @class */ (function (_super) {\n __extends(MatSidenavContent, _super);\n function MatSidenavContent(changeDetectorRef, container, elementRef, scrollDispatcher, ngZone) {\n return _super.call(this, changeDetectorRef, container, elementRef, scrollDispatcher, ngZone) || this;\n }\n MatSidenavContent.decorators = [\n { type: Component, args: [{selector: 'mat-sidenav-content',\n template: '<ng-content></ng-content>',\n host: {\n 'class': 'mat-drawer-content mat-sidenav-content',\n '[style.margin-left.px]': '_container._contentMargins.left',\n '[style.margin-right.px]': '_container._contentMargins.right',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatSidenavContent.ctorParameters = function () { return [\n { type: ChangeDetectorRef },\n { type: MatSidenavContainer, decorators: [{ type: Inject, args: [forwardRef(function () { return MatSidenavContainer; }),] }] },\n { type: ElementRef },\n { type: ScrollDispatcher },\n { type: NgZone }\n]; };\n return MatSidenavContent;\n}(MatDrawerContent));\nvar MatSidenav = /** @class */ (function (_super) {\n __extends(MatSidenav, _super);\n function MatSidenav() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this._fixedInViewport = false;\n _this._fixedTopGap = 0;\n _this._fixedBottomGap = 0;\n return _this;\n }\n Object.defineProperty(MatSidenav.prototype, \"fixedInViewport\", {\n /** Whether the sidenav is fixed in the viewport. */\n get: /**\n * Whether the sidenav is fixed in the viewport.\n * @return {?}\n */\n function () { return this._fixedInViewport; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._fixedInViewport = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSidenav.prototype, \"fixedTopGap\", {\n /**\n * The gap between the top of the sidenav and the top of the viewport when the sidenav is in fixed\n * mode.\n */\n get: /**\n * The gap between the top of the sidenav and the top of the viewport when the sidenav is in fixed\n * mode.\n * @return {?}\n */\n function () { return this._fixedTopGap; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._fixedTopGap = coerceNumberProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSidenav.prototype, \"fixedBottomGap\", {\n /**\n * The gap between the bottom of the sidenav and the bottom of the viewport when the sidenav is in\n * fixed mode.\n */\n get: /**\n * The gap between the bottom of the sidenav and the bottom of the viewport when the sidenav is in\n * fixed mode.\n * @return {?}\n */\n function () { return this._fixedBottomGap; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._fixedBottomGap = coerceNumberProperty(value); },\n enumerable: true,\n configurable: true\n });\n MatSidenav.decorators = [\n { type: Component, args: [{selector: 'mat-sidenav',\n exportAs: 'matSidenav',\n template: \"<div class=\\\"mat-drawer-inner-container\\\"><ng-content></ng-content> \",\n animations: [matDrawerAnimations.transformDrawer],\n host: {\n 'class': 'mat-drawer mat-sidenav',\n 'tabIndex': '-1',\n '[@transform]': '_animationState',\n '(@transform.start)': '_animationStarted.next($event)',\n '(@transform.done)': '_animationEnd.next($event)',\n // must prevent the browser from aligning text based on value\n '[attr.align]': 'null',\n '[class.mat-drawer-end]': 'position === \"end\"',\n '[class.mat-drawer-over]': 'mode === \"over\"',\n '[class.mat-drawer-push]': 'mode === \"push\"',\n '[class.mat-drawer-side]': 'mode ===

\"side\"',\n '[class.mat-sidenav-fixed]': 'fixedInViewport',\n '[style.top.px]': 'fixedInViewport ? fixedTopGap : null',\n '[style.bottom.px]': 'fixedInViewport ? fixedBottomGap : null',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n MatSidenav.propDecorators = {\n fixedInViewport: [{ type: Input }],\n fixedTopGap: [{ type: Input }],\n fixedBottomGap: [{ type: Input }]\n };\n return MatSidenav;\n}(MatDrawer));\nvar MatSidenavContainer = /** @class */ (function (_super) {\n __extends(MatSidenavContainer, _super);\n function MatSidenavContainer() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatSidenavContainer.decorators = [\n { type: Component, args: [{selector: 'mat-sidenav-container',\n exportAs: 'matSidenavContainer',\n template: \"<div class=\\\"mat-drawer-backdrop\\\" (click)=\\\"_onBackdropClicked()\\\" *ngIf=\\\"hasBackdrop\\\" [class.mat-drawer-shown]=\\\"_isShowingBackdrop()\\\"> <ng-content select=\\\"mat-sidenav\\\"></ng-content><ng-content select=\\\"mat-sidenav-content\\\"></ng-content><mat-sidenav-content *ngIf=\\\"!_content\\\" cdkScrollable><ng-content></ng-content></mat-sidenav-content>\",\n styles: [\".mat-drawer-container{position:relative;z-index:1;box-sizing:border-box;-webkit-overflow-scrolling:touch;display:block;overflow:hidden}.mat-drawer-container[fullscreen]{top:0;left:0;right:0;bottom:0;position:absolute}.mat-drawer-container[fullscreen].mat-drawer-opened{overflow:hidden}.mat-drawer-container.mat-drawer-container-explicit-backdrop .mat-drawer-side{z-index:3}.mat-drawer-container.ng-animate-disabled .mat-drawer-backdrop,.mat-drawer-container.ng-animate-disabled .mat-drawer-content,.ng-animate-disabled .mat-drawer-container .mat-drawer-backdrop,.ng-animate-disabled .mat-drawer-container .mat-drawer-content{transition:none}.mat-drawer-backdrop{top:0;left:0;right:0;bottom:0;position:absolute;display:block;z-index:3;visibility:hidden}.mat-drawer-backdrop.mat-drawer-shown{visibility:visible}.mat-drawer-transition .mat-drawer-backdrop{transition-duration:.4s;transition-timing-function:cubic-bezier(.25,.8,.25,1);transition-property:background-color,visibility}@media screen and (-ms-high-contrast:active){.mat-drawer-backdrop{opacity:.5}}.mat-drawer-content{position:relative;z-index:1;display:block;height:100%;overflow:auto}.mat-drawer-transition .mat-drawer-content{transition-duration:.4s;transition-timing-function:cubic-bezier(.25,.8,.25,1);transition-property:transform,margin-left,margin-right}.mat-drawer{position:relative;z-index:4;display:block;position:absolute;top:0;bottom:0;z-index:3;outline:0;box-sizing:border-box;overflow-y:auto;transform:translate3d(-100%,0,0)}@media screen and (-ms-high-contrast:active){.mat-drawer,[dir=rtl] .mat-drawer.mat-drawer-end{border-right:solid 1px currentColor}}@media screen and (-ms-high-contrast:active){.mat-drawer.mat-drawer-end,[dir=rtl] .mat-drawer{border-left:solid 1px currentColor;border-right:none}}.mat-drawer.mat-drawer-side{z-index:2}.mat-drawer.mat-drawer-end{right:0;transform:translate3d(100%,0,0)}[dir=rtl] .mat-drawer{transform:translate3d(100%,0,0)}[dir=rtl] .mat-drawer.mat-drawer-end{left:0;right:auto;transform:translate3d(-100%,0,0)}.mat-drawer-inner-container{width:100%;height:100%;overflow:auto;-webkit-overflow-scrolling:touch}.mat-sidenav-fixed{position:fixed}\"],\n host: {\n 'class': 'mat-drawer-container mat-sidenav-container',\n '[class.mat-drawer-container-explicit-backdrop]': '_backdropOverride',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n MatSidenavContainer.propDecorators = {\n _drawers: [{ type: ContentChildren, args: [MatSidenav,] }],\n _content: [{ type: ContentChild, args: [MatSidenavContent,] }]\n };\n return MatSidenavContainer;\n}(MatDrawerContainer));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatSidenavModule = /** @class */ (function () {\n function MatSidenavModule() {\n }\n MatSidenavModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n CommonModule,\n MatCommonModule,\n ScrollingModule,\n PlatformModule,\n],\n exports: [\n MatCommonModule,\n MatDrawer,\n MatDrawerContainer,\n MatDrawerContent,\n MatSidenav,\n MatSidenavContainer,\n MatSidenavContent,\n],\n

declarations: [\n MatDrawer,\n MatDrawerContainer,\n MatDrawerContent,\n MatSidenav,\n MatSidenavContainer,\n MatSidenavContent,\n],\n },] },\n];\n return MatSidenavModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatSidenavModule, throwMatDuplicatedDrawerError, MAT_DRAWER_DEFAULT_AUTOSIZE_FACTORY, MAT_DRAWER_DEFAULT_AUTOSIZE, MatDrawerContent, MatDrawer, MatDrawerContainer, MatSidenavContent, MatSidenav, MatSidenavContainer, matDrawerAnimations };\n//# sourceMappingURL=sidenav.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { InjectionToken, Attribute, ChangeDetectionStrategy, ChangeDetectorRef, Component, ElementRef, EventEmitter, forwardRef, Input, Output, ViewChild, ViewEncapsulation, NgZone, Optional, Inject, NgModule } from '@angular/core';\nimport { __extends } from 'tslib';\nimport { FocusMonitor } from '@angular/cdk/a11y';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { Platform } from '@angular/cdk/platform';\nimport { NG_VALUE_ACCESSOR } from '@angular/forms';\nimport { mixinColor, mixinDisabled, mixinDisableRipple, mixinTabIndex, GestureConfig, MatCommonModule, MatRippleModule } from '@angular/material/core';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { ObserversModule } from '@angular/cdk/observers';\nimport { HAMMER_GESTURE_CONFIG } from '@angular/platform-browser';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token to be used to override the default options for `mat-slide-toggle`.\n * @type {?}\n */\nvar MAT_SLIDE_TOGGLE_DEFAULT_OPTIONS = new InjectionToken('mat-slide-toggle-default-options', {\n providedIn: 'root',\n factory: function () { return ({ disableToggleValue: false, disableDragValue: false }); }\n});\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Increasing integer for generating unique ids for slide-toggle components.\n/** @type {?} */\nvar nextUniqueId = 0;\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_SLIDE_TOGGLE_VALUE_ACCESSOR = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return MatSlideToggle; }),\n multi: true\n};\n/**\n * Change event object emitted by a MatSlideToggle.\n */\nvar /**\n * Change event object emitted by a MatSlideToggle.\n */\nMatSlideToggleChange = /** @class */ (function () {\n function MatSlideToggleChange(source, checked) {\n this.source = source;\n this.checked = checked;\n }\n return MatSlideToggleChange;\n}());\n// Boilerplate for applying mixins to MatSlideToggle.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatSlideToggle.\n/**\n * \\@docs-private\n */\nMatSlideToggleBase = /** @class */ (function () {\n function MatSlideToggleBase(_elementRef) {\n this._elementRef = _elementRef;\n }\n return MatSlideToggleBase;\n}());\n/** @type {?} */\nvar _MatSlideToggleMixinBase = mixinTabIndex(mixinColor(mixinDisableRipple(mixinDisabled(MatSlideToggleBase)), 'accent'));\n/**\n * Represents a slidable \"switch\" toggle that can be moved between on and off.\n */\nvar MatSlideToggle = /** @class */ (function (_super) {\n __extends(MatSlideToggle, _super);\n function MatSlideToggle(elementRef, \n /**\n * @deprecated The `_platform` parameter to be removed.\n * @breaking-change 8.0.0\n */\n _platform, _focusMonitor, _changeDetectorRef, tabIndex, _ngZone, defaults, _animationMode, _dir) {\n var _this = _super.call(this, elementRef) || this;\n _this._focusMonitor = _focusMonitor;\n _this._changeDetectorRef = _changeDetectorRef;\n _this._ngZone = _ngZone;\n _this.defaults = defaults;\n _this._animationMode = _animationMode;\n _this._dir = _dir;\n _this.onChange = function (_) { };\n _this.onTouched = function () { };\n _this._uniqueId = \"mat-slide-toggle-\" + ++nextUniqueId;\n

_this._required = false;\n _this._checked = false;\n /**\n * Whether the thumb is currently being dragged.\n */\n _this._dragging = false;\n /**\n * Name value will be applied to the input element if present.\n */\n _this.name = null;\n /**\n * A unique id for the slide-toggle input. If none is supplied, it will be auto-generated.\n */\n _this.id = _this._uniqueId;\n /**\n * Whether the label should appear after or before the slide-toggle. Defaults to 'after'.\n */\n _this.labelPosition = 'after';\n /**\n * Used to set the aria-label attribute on the underlying input element.\n */\n _this.ariaLabel = null;\n /**\n * Used to set the aria-labelledby attribute on the underlying input element.\n */\n _this.ariaLabelledby = null;\n /**\n * An event will be dispatched each time the slide-toggle changes its value.\n */\n _this.change = new EventEmitter();\n /**\n * An event will be dispatched each time the slide-toggle input is toggled.\n * This event is always emitted when the user toggles the slide toggle, but this does not mean\n * the slide toggle's value has changed. The event does not fire when the user drags to change\n * the slide toggle value.\n */\n _this.toggleChange = new EventEmitter();\n /**\n * An event will be dispatched each time the slide-toggle is dragged.\n * This event is always emitted when the user drags the slide toggle to make a change greater\n * than 50%. It does not mean the slide toggle's value is changed. The event is not emitted when\n * the user toggles the slide toggle to change its value.\n */\n _this.dragChange = new EventEmitter();\n _this.tabIndex = parseInt(tabIndex) || 0;\n return _this;\n }\n Object.defineProperty(MatSlideToggle.prototype, \"required\", {\n /** Whether the slide-toggle is required. */\n get: /**\n * Whether the slide-toggle is required.\n * @return {?}\n */\n function () { return this._required; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._required = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlideToggle.prototype, \"checked\", {\n /** Whether the slide-toggle element is checked or not. */\n get: /**\n * Whether the slide-toggle element is checked or not.\n * @return {?}\n */\n function () { return this._checked; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._checked = coerceBooleanProperty(value);\n this._changeDetectorRef.markForCheck();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlideToggle.prototype, \"inputId\", {\n /** Returns the unique id for the visual hidden input. */\n get: /**\n * Returns the unique id for the visual hidden input.\n * @return {?}\n */\n function () { return (this.id || this._uniqueId) + \"-input\"; },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatSlideToggle.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._focusMonitor\n .monitor(this._elementRef, true)\n .subscribe(function (focusOrigin) {\n if (!focusOrigin) {\n // When a focused element becomes disabled, the browser *immediately* fires a blur event.\n // Angular does not expect events to be raised during change detection, so any state\n // change (such as a form control's 'ng-touched') will cause a changed-after-checked\n // error. See https://github.com/angular/angular/issues/17793. To work around this,\n // we defer telling the form control it has been touched until the next tick.\n Promise.resolve().then(function () { return _this.onTouched(); });\n }\n });\n };\n /**\n * @return {?}\n */\n MatSlideToggle.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._focusMonitor.stopMonitoring(this._elementRef);\n };\n /** Method being called whenever the underlying input emits a change event. */\n /**\n * Method being called whenever the underlying input emits a change event.\n * @param {?} event\n * @return {?}\n */\n MatSlideToggle.prototype._onChangeEvent = /**\n * Method being called whenever the underlying input emits a change event.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n // We always have to stop propagation on the change event.\n // Otherwise the change event, from the input element, will bubble up and\n // emit its event object to the component's `change` output.\n event.stopPropagation();\n if (!this._dragging) {\n this.toggleChange.emit();\n }\n // Releasing the pointer over the `<label>` element while dragging triggers another\n // click event on the `<label>` element. This means that the checked state of the underlying\n // input changed unintentionally and needs to be changed back. Or when the slide toggle's config\n // disabled toggle change event by setting `disableToggleValue: true`, the slide toggle's value\n // does not change, and the

checked state of the underlying input needs to be changed back.\n if (this._dragging || this.defaults.disableToggleValue) {\n this._inputElement.nativeElement.checked = this.checked;\n return;\n }\n // Sync the value from the underlying input element with the component instance.\n this.checked = this._inputElement.nativeElement.checked;\n // Emit our custom change event only if the underlying input emitted one. This ensures that\n // there is no change event, when the checked state changes programmatically.\n this._emitChangeEvent();\n };\n /** Method being called whenever the slide-toggle has been clicked. */\n /**\n * Method being called whenever the slide-toggle has been clicked.\n * @param {?} event\n * @return {?}\n */\n MatSlideToggle.prototype._onInputClick = /**\n * Method being called whenever the slide-toggle has been clicked.\n * @param {?} event\n * @return {?}\n */\n function (event) {\n // We have to stop propagation for click events on the visual hidden input element.\n // By default, when a user clicks on a label element, a generated click event will be\n // dispatched on the associated input element. Since we are using a label element as our\n // root container, the click event on the `slide-toggle` will be executed twice.\n // The real click event will bubble up, and the generated click event also tries to bubble up.\n // This will lead to multiple click events.\n // Preventing bubbling for the second event will solve that issue.\n event.stopPropagation();\n };\n /** Implemented as part of ControlValueAccessor. */\n /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} value\n * @return {?}\n */\n MatSlideToggle.prototype.writeValue = /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.checked = !!value;\n };\n /** Implemented as part of ControlValueAccessor. */\n /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn\n * @return {?}\n */\n MatSlideToggle.prototype.registerOnChange = /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this.onChange = fn;\n };\n /** Implemented as part of ControlValueAccessor. */\n /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn\n * @return {?}\n */\n MatSlideToggle.prototype.registerOnTouched = /**\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this.onTouched = fn;\n };\n /** Implemented as a part of ControlValueAccessor. */\n /**\n * Implemented as a part of ControlValueAccessor.\n * @param {?} isDisabled\n * @return {?}\n */\n MatSlideToggle.prototype.setDisabledState = /**\n * Implemented as a part of ControlValueAccessor.\n * @param {?} isDisabled\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n this._changeDetectorRef.markForCheck();\n };\n /** Focuses the slide-toggle. */\n /**\n * Focuses the slide-toggle.\n * @return {?}\n */\n MatSlideToggle.prototype.focus = /**\n * Focuses the slide-toggle.\n * @return {?}\n */\n function () {\n this._focusMonitor.focusVia(this._inputElement, 'keyboard');\n };\n /** Toggles the checked state of the slide-toggle. */\n /**\n * Toggles the checked state of the slide-toggle.\n * @return {?}\n */\n MatSlideToggle.prototype.toggle = /**\n * Toggles the checked state of the slide-toggle.\n * @return {?}\n */\n function () {\n this.checked = !this.checked;\n this.onChange(this.checked);\n };\n /**\n * Emits a change event on the `change` output. Also notifies the FormControl about the change.\n */\n /**\n * Emits a change event on the `change` output. Also notifies the FormControl about the change.\n * @private\n * @return {?}\n */\n MatSlideToggle.prototype._emitChangeEvent = /**\n * Emits a change event on the `change` output. Also notifies the FormControl about the change.\n * @private\n * @return {?}\n */\n function () {\n this.onChange(this.checked);\n this.change.emit(new MatSlideToggleChange(this, this.checked));\n };\n /** Retrieves the percentage of thumb from the moved distance. Percentage as fraction of 100. */\n /**\n * Retrieves the percentage of thumb from the moved distance. Percentage as fraction of 100.\n * @private\n * @param {?} distance\n * @return {?}\n */\n MatSlideToggle.prototype._getDragPercentage = /**\n * Retrieves the percentage of thumb from the moved distance. Percentage as fraction of 100.\n * @private\n * @param {?} distance\n * @return {?}\n */\n function (distance) {\n /** @type {?} */\n var percentage = (distance / this._thumbBarWidth) * 100;\n // When the toggle was initially checked, then we have to start the drag at the end.\n if (this._previousChecked) {\n percentage += 100;\n }\n return Math.max(0, Math.min(percentage, 100));\n };\n /**\n *

@return {?}\n */\n MatSlideToggle.prototype._onDragStart = /**\n * @return {?}\n */\n function () {\n if (!this.disabled && !this._dragging) {\n /** @type {?} */\n var thumbEl = this._thumbEl.nativeElement;\n this._thumbBarWidth = this._thumbBarEl.nativeElement.clientWidth - thumbEl.clientWidth;\n thumbEl.classList.add('mat-dragging');\n this._previousChecked = this.checked;\n this._dragging = true;\n }\n };\n /**\n * @param {?} event\n * @return {?}\n */\n MatSlideToggle.prototype._onDrag = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if (this._dragging) {\n /** @type {?} */\n var direction = this._dir && this._dir.value === 'rtl' ? -1 : 1;\n this._dragPercentage = this._getDragPercentage(event.deltaX * direction);\n // Calculate the moved distance based on the thumb bar width.\n /** @type {?} */\n var dragX = (this._dragPercentage / 100) * this._thumbBarWidth * direction;\n this._thumbEl.nativeElement.style.transform = \"translate3d(\" + dragX + \"px, 0, 0)\";\n }\n };\n /**\n * @return {?}\n */\n MatSlideToggle.prototype._onDragEnd = /**\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._dragging) {\n /** @type {?} */\n var newCheckedValue = this._dragPercentage > 50;\n if (newCheckedValue !== this.checked) {\n this.dragChange.emit();\n if (!this.defaults.disableDragValue) {\n this.checked = newCheckedValue;\n this._emitChangeEvent();\n }\n }\n // The drag should be stopped outside of the current event handler, otherwise the\n // click event will be fired before it and will revert the drag change.\n this._ngZone.runOutsideAngular(function () { return setTimeout(function () {\n if (_this._dragging) {\n _this._dragging = false;\n _this._thumbEl.nativeElement.classList.remove('mat-dragging');\n // Reset the transform because the component will take care\n // of the thumb position after drag.\n _this._thumbEl.nativeElement.style.transform = '';\n }\n }); });\n }\n };\n /** Method being called whenever the label text changes. */\n /**\n * Method being called whenever the label text changes.\n * @return {?}\n */\n MatSlideToggle.prototype._onLabelTextChange = /**\n * Method being called whenever the label text changes.\n * @return {?}\n */\n function () {\n // Since the event of the `cdkObserveContent` directive runs outside of the zone, the\n // slide-toggle component will be only marked for check, but no actual change detection runs\n // automatically. Instead of going back into the zone in order to trigger a change detection\n // which causes *all* components to be checked (if explicitly marked or not using OnPush),\n // we only trigger an explicit change detection for the slide-toggle view and it's children.\n this._changeDetectorRef.detectChanges();\n };\n MatSlideToggle.decorators = [\n { type: Component, args: [{selector: 'mat-slide-toggle',\n exportAs: 'matSlideToggle',\n host: {\n 'class': 'mat-slide-toggle',\n '[id]': 'id',\n '[attr.tabindex]': '-1',\n // Needs to be `-1` so it can still receive programmatic focus.\n '[class.mat-checked]': 'checked',\n '[class.mat-disabled]': 'disabled',\n '[class.mat-slide-toggle-label-before]': 'labelPosition == \"before\"',\n '[class._mat-animation-noopable]': '_animationMode === \"NoopAnimations\"',\n '(focus)': '_inputElement.nativeElement.focus()',\n },\n template: \"<label [attr.for]=\\\"inputId\\\" class=\\\"mat-slide-toggle-label\\\" #label><div #toggleBar class=\\\"mat-slide-toggle-bar\\\" [class.mat-slide-toggle-bar-no-side-margin]=\\\"!labelContent.textContent || !labelContent.textContent.trim()\\\"><input #input class=\\\"mat-slide-toggle-input cdk-visually-hidden\\\" type=\\\"checkbox\\\" [id]=\\\"inputId\\\" [required]=\\\"required\\\" [tabIndex]=\\\"tabIndex\\\" [checked]=\\\"checked\\\" [disabled]=\\\"disabled\\\" [attr.name]=\\\"name\\\" [attr.aria-label]=\\\"ariaLabel\\\" [attr.aria-labelledby]=\\\"ariaLabelledby\\\" (change)=\\\"_onChangeEvent($event)\\\" (click)=\\\"_onInputClick($event)\\\"><div class=\\\"mat-slide-toggle-thumb-container\\\" #thumbContainer (slidestart)=\\\"_onDragStart()\\\" (slide)=\\\"_onDrag($event)\\\" (slideend)=\\\"_onDragEnd()\\\"><div class=\\\"mat-slide-toggle-thumb\\\"> <div class=\\\"mat-slide-toggle-ripple\\\" mat-ripple [matRippleTrigger]=\\\"label\\\" [matRippleDisabled]=\\\"disableRipple || disabled\\\" [matRippleCentered]=\\\"true\\\" [matRippleRadius]=\\\"20\\\" [matRippleAnimation]=\\\"{enterDuration: 150}\\\"><div class=\\\"mat-ripple-element mat-slide-toggle-persistent-ripple\\\"> <span class=\\\"mat-slide-toggle-content\\\" #labelContent (cdkObserveContent)=\\\"_onLabelTextChange()\\\"><span

style=\\\"display:none\\\"> <ng-content></ng-content></label>\",\n styles: [\".mat-slide-toggle{display:inline-block;height:24px;max-width:100%;line-height:24px;white-space:nowrap;outline:0;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;-webkit-tap-highlight-color:transparent}.mat-slide-toggle.mat-checked .mat-slide-toggle-thumb-container{transform:translate3d(16px,0,0)}[dir=rtl] .mat-slide-toggle.mat-checked .mat-slide-toggle-thumb-container{transform:translate3d(-16px,0,0)}.mat-slide-toggle.mat-disabled{opacity:.38}.mat-slide-toggle.mat-disabled .mat-slide-toggle-label,.mat-slide-toggle.mat-disabled .mat-slide-toggle-thumb-container{cursor:default}.mat-slide-toggle-label{display:flex;flex:1;flex-direction:row;align-items:center;height:inherit;cursor:pointer}.mat-slide-toggle-content{white-space:nowrap;overflow:hidden;text-overflow:ellipsis}.mat-slide-toggle-label-before .mat-slide-toggle-label{order:1}.mat-slide-toggle-label-before .mat-slide-toggle-bar{order:2}.mat-slide-toggle-bar,[dir=rtl] .mat-slide-toggle-label-before .mat-slide-toggle-bar{margin-right:8px;margin-left:0}.mat-slide-toggle-label-before .mat-slide-toggle-bar,[dir=rtl] .mat-slide-toggle-bar{margin-left:8px;margin-right:0}.mat-slide-toggle-bar-no-side-margin{margin-left:0;margin-right:0}.mat-slide-toggle-thumb-container{position:absolute;z-index:1;width:20px;height:20px;top:-3px;left:0;transform:translate3d(0,0,0);transition:all 80ms linear;transition-property:transform;cursor:-webkit-grab;cursor:grab}.mat-slide-toggle-thumb-container.mat-dragging,.mat-slide-toggle-thumb-container:active{cursor:-webkit-grabbing;cursor:grabbing;transition-duration:0s}._mat-animation-noopable .mat-slide-toggle-thumb-container{transition:none}[dir=rtl] .mat-slide-toggle-thumb-container{left:auto;right:0}.mat-slide-toggle-thumb{height:20px;width:20px;border-radius:50%}.mat-slide-toggle-bar{position:relative;width:36px;height:14px;flex-shrink:0;border-radius:8px}.mat-slide-toggle-input{bottom:0;left:10px}[dir=rtl] .mat-slide-toggle-input{left:auto;right:10px}.mat-slide-toggle-bar,.mat-slide-toggle-thumb{transition:all 80ms linear;transition-property:background-color;transition-delay:50ms}._mat-animation-noopable .mat-slide-toggle-bar,._mat-animation-noopable .mat-slide-toggle-thumb{transition:none}.mat-slide-toggle .mat-slide-toggle-ripple{position:absolute;top:calc(50% - 20px);left:calc(50% - 20px);height:40px;width:40px;z-index:1;pointer-events:none}.mat-slide-toggle .mat-slide-toggle-ripple .mat-ripple-element:not(.mat-slide-toggle-persistent-ripple){opacity:.12}.mat-slide-toggle-persistent-ripple{width:100%;height:100%;transform:none}.mat-slide-toggle-bar:hover .mat-slide-toggle-persistent-ripple{opacity:.04}.mat-slide-toggle:not(.mat-disabled).cdk-focused .mat-slide-toggle-persistent-ripple{opacity:.12}.mat-slide-toggle-persistent-ripple,.mat-slide-toggle.mat-disabled .mat-slide-toggle-bar:hover .mat-slide-toggle-persistent-ripple{opacity:0}@media (hover:none){.mat-slide-toggle-bar:hover .mat-slide-toggle-persistent-ripple{display:none}}@media screen and (-ms-high-contrast:active){.mat-slide-toggle-thumb{background:#fff;border:1px solid #000}.mat-slide-toggle.mat-checked .mat-slide-toggle-thumb{background:#000;border:1px solid #fff}.mat-slide-toggle-bar{background:#fff}.mat-slide-toggle.cdk-keyboard-focused .mat-slide-toggle-bar{outline:1px dotted;outline-offset:5px}}@media screen and (-ms-high-contrast:black-on-white){.mat-slide-toggle-bar{border:1px solid #000}}\"],\n providers: [MAT_SLIDE_TOGGLE_VALUE_ACCESSOR],\n inputs: ['disabled', 'disableRipple', 'color', 'tabIndex'],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatSlideToggle.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Platform },\n { type: FocusMonitor },\n { type: ChangeDetectorRef },\n { type: String, decorators: [{ type: Attribute, args: ['tabindex',] }] },\n { type: NgZone },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_SLIDE_TOGGLE_DEFAULT_OPTIONS,] }] },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] },\n { type: Directionality, decorators: [{ type: Optional }] }\n]; };\n MatSlideToggle.propDecorators = {\n _thumbEl: [{ type: ViewChild, args: ['thumbContainer',] }],\n _thumbBarEl: [{ type: ViewChild, args: ['toggleBar',] }],\n name: [{ type: Input }],\n id: [{ type: Input }],\n labelPosition: [{ type: Input }],\n ariaLabel: [{ type: Input, args: ['aria-label',] }],\n ariaLabelledby: [{ type: Input, args: ['aria-labelledby',] }],\n required: [{ type: Input }],\n checked: [{ type: Input }],\n change: [{ type: Output }],\n toggleChange: [{ type: Output }],\n

dragChange: [{ type: Output }],\n _inputElement: [{ type: ViewChild, args: ['input',] }]\n };\n return MatSlideToggle;\n}(_MatSlideToggleMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatSlideToggleModule = /** @class */ (function () {\n function MatSlideToggleModule() {\n }\n MatSlideToggleModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatRippleModule, MatCommonModule, ObserversModule],\n exports: [MatSlideToggle, MatCommonModule],\n declarations: [MatSlideToggle],\n providers: [\n { provide: HAMMER_GESTURE_CONFIG, useClass: GestureConfig }\n],\n },] },\n];\n return MatSlideToggleModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatSlideToggleModule, MAT_SLIDE_TOGGLE_VALUE_ACCESSOR, MatSlideToggleChange, MatSlideToggleBase, _MatSlideToggleMixinBase, MatSlideToggle, MAT_SLIDE_TOGGLE_DEFAULT_OPTIONS };\n//# sourceMappingURL=slide-toggle.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { FocusMonitor } from '@angular/cdk/a11y';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { coerceBooleanProperty, coerceNumberProperty } from '@angular/cdk/coercion';\nimport { DOWN_ARROW, END, HOME, LEFT_ARROW, PAGE_DOWN, PAGE_UP, RIGHT_ARROW, UP_ARROW } from '@angular/cdk/keycodes';\nimport { Attribute, ChangeDetectionStrategy, ChangeDetectorRef, Component, ElementRef, EventEmitter, forwardRef, Inject, Input, Optional, Output, ViewChild, ViewEncapsulation, NgModule } from '@angular/core';\nimport { NG_VALUE_ACCESSOR } from '@angular/forms';\nimport { mixinColor, mixinDisabled, mixinTabIndex, GestureConfig, MatCommonModule } from '@angular/material/core';\nimport { ANIMATION_MODULE_TYPE } from '@angular/platform-browser/animations';\nimport { Subscription } from 'rxjs';\nimport { CommonModule } from '@angular/common';\nimport { HAMMER_GESTURE_CONFIG } from '@angular/platform-browser';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Visually, a 30px separation between tick marks looks best. This is very subjective but it is\n * the default separation we chose.\n * @type {?}\n */\nvar MIN_AUTO_TICK_SEPARATION = 30;\n/**\n * The thumb gap size for a disabled slider.\n * @type {?}\n */\nvar DISABLED_THUMB_GAP = 7;\n/**\n * The thumb gap size for a non-active slider at its minimum value.\n * @type {?}\n */\nvar MIN_VALUE_NONACTIVE_THUMB_GAP = 7;\n/**\n * The thumb gap size for an active slider at its minimum value.\n * @type {?}\n */\nvar MIN_VALUE_ACTIVE_THUMB_GAP = 10;\n/**\n * Provider Expression that allows mat-slider to register as a ControlValueAccessor.\n * This allows it to support [(ngModel)] and [formControl].\n * \\@docs-private\n * @type {?}\n */\nvar MAT_SLIDER_VALUE_ACCESSOR = {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return MatSlider; }),\n multi: true\n};\n/**\n * A simple change event emitted by the MatSlider component.\n */\nvar /**\n * A simple change event emitted by the MatSlider component.\n */\nMatSliderChange = /** @class */ (function () {\n function MatSliderChange() {\n }\n return MatSliderChange;\n}());\n// Boilerplate for applying mixins to MatSlider.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatSlider.\n/**\n * \\@docs-private\n */\nMatSliderBase = /** @class */ (function () {\n function MatSliderBase(_elementRef) {\n this._elementRef = _elementRef;\n }\n return MatSliderBase;\n}());\n/** @type {?} */\nvar _MatSliderMixinBase = mixinTabIndex(mixinColor(mixinDisabled(MatSliderBase), 'accent'));\n/**\n * Allows users to select from a range of values by moving the slider thumb. It is similar in\n * behavior to the native `<input type=\"range\">` element.\n */\nvar MatSlider = /** @class */ (function (_super) {\n __extends(MatSlider, _super);\n function MatSlider(elementRef, _focusMonitor, _changeDetectorRef, _dir, tabIndex, _animationMode) {\n var _this =

_super.call(this, elementRef) || this;\n _this._focusMonitor = _focusMonitor;\n _this._changeDetectorRef = _changeDetectorRef;\n _this._dir = _dir;\n _this._animationMode = _animationMode;\n _this._invert = false;\n _this._max = 100;\n _this._min = 0;\n _this._step = 1;\n _this._thumbLabel = false;\n _this._tickInterval = 0;\n _this._value = null;\n _this._vertical = false;\n /**\n * Event emitted when the slider value has changed.\n */\n _this.change = new EventEmitter();\n /**\n * Event emitted when the slider thumb moves.\n */\n _this.input = new EventEmitter();\n /**\n * Emits when the raw value of the slider changes. This is here primarily\n * to facilitate the two-way binding for the `value` input.\n * \\@docs-private\n */\n _this.valueChange = new EventEmitter();\n /**\n * onTouch function registered via registerOnTouch (ControlValueAccessor).\n */\n _this.onTouched = function () { };\n _this._percent = 0;\n /**\n * Whether or not the thumb is sliding.\n * Used to determine if there should be a transition for the thumb and fill track.\n */\n _this._isSliding = false;\n /**\n * Whether or not the slider is active (clicked or sliding).\n * Used to shrink and grow the thumb as according to the Material Design spec.\n */\n _this._isActive = false;\n /**\n * The size of a tick interval as a percentage of the size of the track.\n */\n _this._tickIntervalPercent = 0;\n /**\n * The dimensions of the slider.\n */\n _this._sliderDimensions = null;\n _this._controlValueAccessorChangeFn = function () { };\n /**\n * Subscription to the Directionality change EventEmitter.\n */\n _this._dirChangeSubscription = Subscription.EMPTY;\n _this.tabIndex = parseInt(tabIndex) || 0;\n return _this;\n }\n Object.defineProperty(MatSlider.prototype, \"invert\", {\n /** Whether the slider is inverted. */\n get: /**\n * Whether the slider is inverted.\n * @return {?}\n */\n function () { return this._invert; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._invert = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"max\", {\n /** The maximum value that the slider can have. */\n get: /**\n * The maximum value that the slider can have.\n * @return {?}\n */\n function () { return this._max; },\n set: /**\n * @param {?} v\n * @return {?}\n */\n function (v) {\n this._max = coerceNumberProperty(v, this._max);\n this._percent = this._calculatePercentage(this._value);\n // Since this also modifies the percentage, we need to let the change detection know.\n this._changeDetectorRef.markForCheck();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"min\", {\n /** The minimum value that the slider can have. */\n get: /**\n * The minimum value that the slider can have.\n * @return {?}\n */\n function () { return this._min; },\n set: /**\n * @param {?} v\n * @return {?}\n */\n function (v) {\n this._min = coerceNumberProperty(v, this._min);\n // If the value wasn't explicitly set by the user, set it to the min.\n if (this._value === null) {\n this.value = this._min;\n }\n this._percent = this._calculatePercentage(this._value);\n // Since this also modifies the percentage, we need to let the change detection know.\n this._changeDetectorRef.markForCheck();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"step\", {\n /** The values at which the thumb will snap. */\n get: /**\n * The values at which the thumb will snap.\n * @return {?}\n */\n function () { return this._step; },\n set: /**\n * @param {?} v\n * @return {?}\n */\n function (v) {\n this._step = coerceNumberProperty(v, this._step);\n if (this._step % 1 !== 0) {\n this._roundToDecimal = (/** @type {?} */ (this._step.toString().split('.').pop())).length;\n }\n // Since this could modify the label, we need to notify the change detection.\n this._changeDetectorRef.markForCheck();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"thumbLabel\", {\n /** Whether or not to show the thumb label. */\n get: /**\n * Whether or not to show the thumb label.\n * @return {?}\n */\n function () { return this._thumbLabel; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._thumbLabel = coerceBooleanProperty(value); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"tickInterval\", {\n /**\n * How often to show ticks. Relative to the step so that a tick always appears on a step.\n * Ex: Tick interval of 4 with a

step of 3 will draw a tick every 4 steps (every 12 values).\n */\n get: /**\n * How often to show ticks. Relative to the step so that a tick always appears on a step.\n * Ex: Tick interval of 4 with a step of 3 will draw a tick every 4 steps (every 12 values).\n * @return {?}\n */\n function () { return this._tickInterval; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (value === 'auto') {\n this._tickInterval = 'auto';\n }\n else if (typeof value === 'number' || typeof value === 'string') {\n this._tickInterval = coerceNumberProperty(value, (/** @type {?} */ (this._tickInterval)));\n }\n else {\n this._tickInterval = 0;\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"value\", {\n /** Value of the slider. */\n get: /**\n * Value of the slider.\n * @return {?}\n */\n function () {\n // If the value needs to be read and it is still uninitialized, initialize it to the min.\n if (this._value === null) {\n this.value = this._min;\n }\n return this._value;\n },\n set: /**\n * @param {?} v\n * @return {?}\n */\n function (v) {\n if (v !== this._value) {\n /** @type {?} */\n var value = coerceNumberProperty(v);\n // While incrementing by a decimal we can end up with values like 33.300000000000004.\n // Truncate it to ensure that it matches the label and to make it easier to work with.\n if (this._roundToDecimal) {\n value = parseFloat(value.toFixed(this._roundToDecimal));\n }\n this._value = value;\n this._percent = this._calculatePercentage(this._value);\n // Since this also modifies the percentage, we need to let the change detection know.\n this._changeDetectorRef.markForCheck();\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"vertical\", {\n /** Whether the slider is vertical. */\n get: /**\n * Whether the slider is vertical.\n * @return {?}\n */\n function () { return this._vertical; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._vertical = coerceBooleanProperty(value);\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"displayValue\", {\n /** The value to be used for display purposes. */\n get: /**\n * The value to be used for display purposes.\n * @return {?}\n */\n function () {\n if (this.displayWith) {\n return this.displayWith(this.value);\n }\n // Note that this could be improved further by rounding something like 0.999 to 1 or\n // 0.899 to 0.9, however it is very performance sensitive, because it gets called on\n // every change detection cycle.\n if (this._roundToDecimal && this.value && this.value % 1 !== 0) {\n return this.value.toFixed(this._roundToDecimal);\n }\n return this.value || 0;\n },\n enumerable: true,\n configurable: true\n });\n /** set focus to the host element */\n /**\n * set focus to the host element\n * @return {?}\n */\n MatSlider.prototype.focus = /**\n * set focus to the host element\n * @return {?}\n */\n function () {\n this._focusHostElement();\n };\n /** blur the host element */\n /**\n * blur the host element\n * @return {?}\n */\n MatSlider.prototype.blur = /**\n * blur the host element\n * @return {?}\n */\n function () {\n this._blurHostElement();\n };\n Object.defineProperty(MatSlider.prototype, \"percent\", {\n /** The percentage of the slider that coincides with the value. */\n get: /**\n * The percentage of the slider that coincides with the value.\n * @return {?}\n */\n function () { return this._clamp(this._percent); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"_invertAxis\", {\n /**\n * Whether the axis of the slider is inverted.\n * (i.e. whether moving the thumb in the positive x or y direction decreases the slider's value).\n */\n get: /**\n * Whether the axis of the slider is inverted.\n * (i.e. whether moving the thumb in the positive x or y direction decreases the slider's value).\n * @return {?}\n */\n function () {\n // Standard non-inverted mode for a vertical slider should be dragging the thumb from bottom to\n // top. However from a y-axis standpoint this is inverted.\n return this.vertical ? !this.invert : this.invert;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"_isMinValue\", {\n /** Whether the slider is at its minimum value. */\n get: /**\n * Whether the slider is at its minimum value.\n * @return {?}\n */\n function () {\n return this.percent === 0;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"_thumbGap\", {\n /**\n * The amount of space to leave between the slider thumb and the track fill &

track background\n * elements.\n */\n get: /**\n * The amount of space to leave between the slider thumb and the track fill & track background\n * elements.\n * @return {?}\n */\n function () {\n if (this.disabled) {\n return DISABLED_THUMB_GAP;\n }\n if (this._isMinValue && !this.thumbLabel) {\n return this._isActive ? MIN_VALUE_ACTIVE_THUMB_GAP : MIN_VALUE_NONACTIVE_THUMB_GAP;\n }\n return 0;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"_trackBackgroundStyles\", {\n /** CSS styles for the track background element. */\n get: /**\n * CSS styles for the track background element.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var axis = this.vertical ? 'Y' : 'X';\n /** @type {?} */\n var scale = this.vertical ? \"1, \" + (1 - this.percent) + \", 1\" : 1 - this.percent + \", 1, 1\";\n /** @type {?} */\n var sign = this._shouldInvertMouseCoords() ? '-' : '';\n return {\n // scale3d avoids some rendering issues in Chrome. See #12071.\n transform: \"translate\" + axis + \"(\" + sign + this._thumbGap + \"px) scale3d(\" + scale + \")\"\n };\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"_trackFillStyles\", {\n /** CSS styles for the track fill element. */\n get: /**\n * CSS styles for the track fill element.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var axis = this.vertical ? 'Y' : 'X';\n /** @type {?} */\n var scale = this.vertical ? \"1, \" + this.percent + \", 1\" : this.percent + \", 1, 1\";\n /** @type {?} */\n var sign = this._shouldInvertMouseCoords() ? '' : '-';\n return {\n // scale3d avoids some rendering issues in Chrome. See #12071.\n transform: \"translate\" + axis + \"(\" + sign + this._thumbGap + \"px) scale3d(\" + scale + \")\"\n };\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"_ticksContainerStyles\", {\n /** CSS styles for the ticks container element. */\n get: /**\n * CSS styles for the ticks container element.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var axis = this.vertical ? 'Y' : 'X';\n // For a horizontal slider in RTL languages we push the ticks container off the left edge\n // instead of the right edge to avoid causing a horizontal scrollbar to appear.\n /** @type {?} */\n var sign = !this.vertical && this._getDirection() == 'rtl' ? '' : '-';\n /** @type {?} */\n var offset = this._tickIntervalPercent / 2 * 100;\n return {\n 'transform': \"translate\" + axis + \"(\" + sign + offset + \"%)\"\n };\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"_ticksStyles\", {\n /** CSS styles for the ticks element. */\n get: /**\n * CSS styles for the ticks element.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var tickSize = this._tickIntervalPercent * 100;\n /** @type {?} */\n var backgroundSize = this.vertical ? \"2px \" + tickSize + \"%\" : tickSize + \"% 2px\";\n /** @type {?} */\n var axis = this.vertical ? 'Y' : 'X';\n // Depending on the direction we pushed the ticks container, push the ticks the opposite\n // direction to re-center them but clip off the end edge. In RTL languages we need to flip the\n // ticks 180 degrees so we're really cutting off the end edge abd not the start.\n /** @type {?} */\n var sign = !this.vertical && this._getDirection() == 'rtl' ? '-' : '';\n /** @type {?} */\n var rotate = !this.vertical && this._getDirection() == 'rtl' ? ' rotate(180deg)' : '';\n /** @type {?} */\n var styles = {\n 'backgroundSize': backgroundSize,\n // Without translateZ ticks sometimes jitter as the slider moves on Chrome & Firefox.\n 'transform': \"translateZ(0) translate\" + axis + \"(\" + sign + tickSize / 2 + \"%)\" + rotate\n };\n if (this._isMinValue && this._thumbGap) {\n /** @type {?} */\n var side = this.vertical ?\n (this._invertAxis ? 'Bottom' : 'Top') :\n (this._invertAxis ? 'Right' : 'Left');\n styles[\"padding\" + side] = this._thumbGap + \"px\";\n }\n return styles;\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatSlider.prototype, \"_thumbContainerStyles\", {\n get: /**\n * @return {?}\n */\n function () {\n /** @type {?} */\n var axis = this.vertical ? 'Y' : 'X';\n // For a horizontal slider in RTL languages we push the thumb container off the left edge\n // instead of the right edge to avoid causing a horizontal scrollbar to appear.\n /** @type {?} */\n var invertOffset = (this._getDirection() == 'rtl' && !this.vertical) ? !this._invertAxis : this._invertAxis;\n /** @type {?} */\n var offset = (invertOffset ? this.percent : 1 - this.percent) * 100;\n return {\n 'transform':

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\"translate\" + axis + \"(-\" + offset + \"%)\"\n            };\n        },\n        enumerable: true,\n        configurable: true\n
});\n    /**\n     * Whether mouse events should be converted to a slider position by calculating their distance\n     *
from the right or bottom edge of the slider as opposed to the top or left.\n     */\n    /**\n     * Whether mouse events
should be converted to a slider position by calculating their distance\n     * from the right or bottom edge of the
slider as opposed to the top or left.\n     * @private\n     * @return {?}\n     */\n
MatSlider.prototype._shouldInvertMouseCoords = /**\n     * Whether mouse events should be converted to a slider
position by calculating their distance\n     * from the right or bottom edge of the slider as opposed to the top or left.\n
   * @private\n     * @return {?}\n     */\n    function () {\n        return (this._getDirection() == 'rtl' && !this.vertical)
? !this._invertAxis : this._invertAxis;\n    };\n    /** The language direction for this slider element. */\n    /**\n     *
The language direction for this slider element.\n     * @private\n     * @return {?}\n     */\n
MatSlider.prototype._getDirection = /**\n     * The language direction for this slider element.\n     * @private\n     *
@return {?}\n     */\n    function () {\n        return (this._dir && this._dir.value == 'rtl') ? 'rtl' : 'ltr';\n    };\n    /**\n
* @return {?}\n     */\n    MatSlider.prototype.ngOnInit = /**\n     * @return {?}\n     */\n    function () {\n        var
_this = this;\n        this._focusMonitor\n            .monitor(this._elementRef, true)\n            .subscribe(function (origin)
{\n            _this._isActive = !!origin && origin !== 'keyboard';\n
_this._changeDetectorRef.detectChanges();\n        });\n        if (this._dir) {\n            this._dirChangeSubscription =
this._dir.change.subscribe(function () {\n                _this._changeDetectorRef.markForCheck();\n            });\n
}\n    };\n    /**\n     * @return {?}\n     */\n    MatSlider.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n
function () {\n        this._focusMonitor.stopMonitoring(this._elementRef);\n
this._dirChangeSubscription.unsubscribe();\n    };\n    /**\n     * @return {?}\n     */\n
MatSlider.prototype._onMouseenter = /**\n     * @return {?}\n     */\n    function () {\n        if (this.disabled) {\n
   return;\n        }\n        // We save the dimensions of the slider here so we can use them to update the spacing of
the\n        // ticks and determine where on the slider click and slide events happen.\n        this._sliderDimensions =
this._getSliderDimensions();\n        this._updateTickIntervalPercent();\n    };\n    /**\n     * @param {?} event\n     *
@return {?}\n     */\n    MatSlider.prototype._onMousedown = /**\n     * @param {?} event\n     * @return {?}\n
*/\n    function (event) {\n        // Don't do anything if the slider is disabled or the\n        // user is using anything
other than the main mouse button.\n        if (this.disabled || event.button !== 0) {\n            return;\n        }\n        /**
@type {?} */\n        var oldValue = this.value;\n        this._isSliding = false;\n        this._focusHostElement();\n
this._updateValueFromPosition({ x: event.clientX, y: event.clientY });\n        // Emit a change and input event if the
value changed.\n        if (oldValue != this.value) {\n            this._emitInputEvent();\n
this._emitChangeEvent();\n        }\n    };\n    /**\n     * @param {?} event\n     * @return {?}\n     */\n
MatSlider.prototype._onSlide = /**\n     * @param {?} event\n     * @return {?}\n     */\n    function (event) {\n
if (this.disabled) {\n            return;\n        }\n        // The slide start event sometimes fails to fire on iOS, so if we're
not already in the sliding\n        // state, call the slide start handler manually.\n        if (!this._isSliding) {\n
this._onSlideStart(null);\n        }\n        // Prevent the slide from selecting anything else.\n
event.preventDefault();\n        /** @type {?} */\n        var oldValue = this.value;\n
this._updateValueFromPosition({ x: event.center.x, y: event.center.y });\n        // Native range elements always emit
`input` events when the value changed while sliding.\n        if (oldValue != this.value) {\n
this._emitInputEvent();\n        }\n    };\n    /**\n     * @param {?} event\n     * @return {?}\n     */\n
MatSlider.prototype._onSlideStart = /**\n     * @param {?} event\n     * @return {?}\n     */\n    function (event) {\n
    if (this.disabled || this._isSliding) {\n            return;\n        }\n        // Simulate mouseenter in case this is a mobile
device.\n        this._onMouseenter();\n        this._isSliding = true;\n        this._focusHostElement();\n
this._valueOnSlideStart = this.value;\n        if (event) {\n            this._updateValueFromPosition({ x: event.center.x,
y: event.center.y });\n            event.preventDefault();\n        }\n    };\n    /**\n     * @return {?}\n     */\n
MatSlider.prototype._onSlideEnd = /**\n     * @return {?}\n     */\n    function () {\n        this._isSliding = false;\n
  if (this._valueOnSlideStart != this.value && !this.disabled) {\n            this._emitChangeEvent();\n        }\n
this._valueOnSlideStart = null;\n    };\n    /**\n     * @return {?}\n     */\n    MatSlider.prototype._onFocus = /**\n
* @return {?}\n     */\n    function () {\n        // We save the dimensions of the slider here so we can use them to
```

update the spacing of the\n // ticks and determine where on the slider click and slide events happen.\n this._sliderDimensions = this._getSliderDimensions();\n this._updateTickIntervalPercent();\n };\n /**\n * @return {?}\n */\n MatSlider.prototype._onBlur = /**\n * @return {?}\n */\n function () {\n this.onTouched();\n };\n /**\n * @param {?} event\n * @return {?}\n */\n MatSlider.prototype._onKeydown = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n if (this.disabled) {\n return;\n }\n /** @type {?} */\n var oldValue = this.value;\n switch (event.keyCode) {\n case PAGE_UP:\n this._increment(10);\n break;\n case PAGE_DOWN:\n this._increment(-10);\n break;\n case END:\n this.value = this.max;\n break;\n case HOME:\n this.value = this.min;\n break;\n case LEFT_ARROW:\n // NOTE: For a sighted user it would make more sense that when they press an arrow key on an\n // inverted slider the thumb moves in that direction. However for a blind user, nothing\n // about the slider indicates that it is inverted. They will expect left to be decrement,\n // regardless of how it appears on the screen. For speakers ofRTL languages, they probably\n // expect left to mean increment. Therefore we flip the meaning of the side arrow keys for\n // RTL. For inverted sliders we prefer a good a11y experience to having it \"look right\" for\n // sighted users, therefore we do not swap the meaning.\n this._increment(this._getDirection() == 'rtl' ? 1 : -1);\n break;\n case UP_ARROW:\n this._increment(1);\n break;\n case RIGHT_ARROW:\n // See comment on LEFT_ARROW about the conditions under which we flip the meaning.\n this._increment(this._getDirection() == 'rtl' ? -1 : 1);\n break;\n case DOWN_ARROW:\n this._increment(-1);\n break;\n default:\n // Return if the key is not one that we explicitly handle to avoid calling preventDefault on\n // it.\n return;\n }\n if (oldValue != this.value) {\n this._emitInputEvent();\n this._emitChangeEvent();\n }\n this._isSliding = true;\n event.preventDefault();\n };\n /**\n * @return {?}\n */\n MatSlider.prototype._onKeyup = /**\n * @return {?}\n */\n function () {\n this._isSliding = false;\n };\n /** Increments the slider by the given number of steps (negative number decrements). */\n /**\n * Increments the slider by the given number of steps (negative number decrements).\n * @private\n * @param {?} numSteps\n * @return {?}\n */\n MatSlider.prototype._increment = /**\n * Increments the slider by the given number of steps (negative number decrements).\n * @private\n * @param {?} numSteps\n * @return {?}\n */\n function (numSteps) {\n this.value = this._clamp((this.value || 0) + this.step * numSteps, this.min, this.max);\n };\n /** Calculate the new value from the new physical location. The value will always be snapped. */\n /**\n * Calculate the new value from the new physical location. The value will always be snapped.\n * @private\n * @param {?} pos\n * @return {?}\n */\n MatSlider.prototype._updateValueFromPosition = /**\n * Calculate the new value from the new physical location. The value will always be snapped.\n * @private\n * @param {?} pos\n * @return {?}\n */\n function (pos) {\n if (!this._sliderDimensions) {\n return;\n }\n /** @type {?} */\n var offset = this.vertical ? this._sliderDimensions.top : this._sliderDimensions.left;\n /** @type {?} */\n var size = this.vertical ? this._sliderDimensions.height : this._sliderDimensions.width;\n /** @type {?} */\n var posComponent = this.vertical ? pos.y : pos.x;\n // The exact value is calculated from the event and used to find the closest snap value.\n /** @type {?} */\n var percent = this._clamp((posComponent - offset) / size);\n if (this._shouldInvertMouseCoords()) {\n percent = 1 - percent;\n }\n // Since the steps may not divide cleanly into the max value, if the user\n // slid to 0 or 100 percent, we jump to the min/max value. This approach\n // is slightly more intuitive than using `Math.ceil` below, because it\n // follows the user's pointer closer.\n if (percent === 0) {\n this.value = this.min;\n }\n else if (percent === 1) {\n this.value = this.max;\n }\n else {\n /** @type {?} */\n var exactValue = this._calculateValue(percent);\n // This calculation finds the closest step by finding the closest\n // whole number divisible by the step relative to the min.\n /** @type {?} */\n var closestValue = Math.round((exactValue - this.min) / this.step) * this.step + this.min;\n // The value needs to snap to the min and max.\n this.value = this._clamp(closestValue, this.min, this.max);\n }\n };\n /** Emits a change event if the current value is different from the last emitted value. */\n /**\n * Emits a change event if the current

value is different from the last emitted value.\n * @private\n * @return {?}\n */\n MatSlider.prototype._emitChangeEvent = /**\n * Emits a change event if the current value is different from the last emitted value.\n * @private\n * @return {?}\n */\n function () {\n this._controlValueAccessorChangeFn(this.value);\n this.valueChange.emit(this.value);\n this.change.emit(this._createChangeEvent());\n };\n /** Emits an input event when the current value is different from the last emitted value. */\n /**\n * Emits an input event when the current value is different from the last emitted value.\n * @private\n * @return {?}\n */\n MatSlider.prototype._emitInputEvent = /**\n * Emits an input event when the current value is different from the last emitted value.\n * @private\n * @return {?}\n */\n function () {\n this.input.emit(this._createChangeEvent());\n };\n /** Updates the amount of space between ticks as a percentage of the width of the slider. */\n /**\n * Updates the amount of space between ticks as a percentage of the width of the slider.\n * @private\n * @return {?}\n */\n MatSlider.prototype._updateTickIntervalPercent = /**\n * Updates the amount of space between ticks as a percentage of the width of the slider.\n * @private\n * @return {?}\n */\n function () {\n if (!this.tickInterval || !this._sliderDimensions) {\n return;\n }\n if (this.tickInterval == 'auto') {\n /** @type {?} */\n var trackSize = this.vertical ? this._sliderDimensions.height : this._sliderDimensions.width;\n /** @type {?} */\n var pixelsPerStep = trackSize * this.step / (this.max - this.min);\n /** @type {?} */\n var stepsPerTick = Math.ceil(MIN_AUTO_TICK_SEPARATION / pixelsPerStep);\n /** @type {?} */\n var pixelsPerTick = stepsPerTick * this.step;\n this._tickIntervalPercent = pixelsPerTick / trackSize;\n }\n else {\n this._tickIntervalPercent = this.tickInterval * this.step / (this.max - this.min);\n }\n };\n /** Creates a slider change object from the specified value. */\n /**\n * Creates a slider change object from the specified value.\n * @private\n * @param {?=} value\n * @return {?}\n */\n MatSlider.prototype._createChangeEvent = /**\n * Creates a slider change object from the specified value.\n * @private\n * @param {?=} value\n * @return {?}\n */\n function (value) {\n if (value === void 0) { value = this.value; }\n /** @type {?} */\n var event = new MatSliderChange();\n event.source = this;\n event.value = value;\n return event;\n };\n /** Calculates the percentage of the slider that a value is. */\n /**\n * Calculates the percentage of the slider that a value is.\n * @private\n * @param {?} value\n * @return {?}\n */\n MatSlider.prototype._calculatePercentage = /**\n * Calculates the percentage of the slider that a value is.\n * @private\n * @param {?} value\n * @return {?}\n */\n function (value) {\n return ((value || 0) - this.min) / (this.max - this.min);\n };\n /** Calculates the value a percentage of the slider corresponds to. */\n /**\n * Calculates the value a percentage of the slider corresponds to.\n * @private\n * @param {?} percentage\n * @return {?}\n */\n MatSlider.prototype._calculateValue = /**\n * Calculates the value a percentage of the slider corresponds to.\n * @private\n * @param {?} percentage\n * @return {?}\n */\n function (percentage) {\n return this.min + percentage * (this.max - this.min);\n };\n /** Return a number between two numbers. */\n /**\n * Return a number between two numbers.\n * @private\n * @param {?} value\n * @param {?=} min\n * @param {?=} max\n * @return {?}\n */\n MatSlider.prototype._clamp = /**\n * Return a number between two numbers.\n * @private\n * @param {?} value\n * @param {?=} min\n * @param {?=} max\n * @return {?}\n */\n function (value, min, max) {\n if (min === void 0) { min = 0; }\n if (max === void 0) { max = 1; }\n return Math.max(min, Math.min(value, max));\n };\n /**\n * Get the bounding client rect of the slider track element.\n * The track is used rather than the native element to ignore the extra space that the thumb can\n * take up.\n */\n /**\n * Get the bounding client rect of the slider track element.\n * The track is used rather than the native element to ignore the extra space that the thumb can\n * take up.\n * @private\n * @return {?}\n */\n MatSlider.prototype._getSliderDimensions = /**\n * Get the bounding client rect of the slider track element.\n * The track is used rather than the native element to ignore the extra space that the thumb can\n * take up.\n * @private\n * @return {?}\n */\n function () {\n return this._sliderWrapper ? this._sliderWrapper.nativeElement.getBoundingClientRect() : null;\n };\n /**\n * Focuses the native element.\n * Currently only used to allow a blur event to fire but will be used with keyboard input later.\n */\n

/**\n * Focuses the native element.\n * Currently only used to allow a blur event to fire but will be used with keyboard input later.\n * @private\n * @return {?}\n */\n MatSlider.prototype._focusHostElement = /**\n * Focuses the native element.\n * Currently only used to allow a blur event to fire but will be used with keyboard input later.\n * @private\n * @return {?}\n */\n function () {\n this._elementRef.nativeElement.focus();\n };\n /** Blurs the native element. */\n /**\n * Blurs the native element.\n * @private\n * @return {?}\n */\n MatSlider.prototype._blurHostElement = /**\n * Blurs the native element.\n * @private\n * @return {?}\n */\n function () {\n this._elementRef.nativeElement.blur();\n };\n /**\n * Sets the model value. Implemented as part of ControlValueAccessor.\n * @param value\n */\n /**\n * Sets the model value. Implemented as part of ControlValueAccessor.\n * @param {?} value\n * @return {?}\n */\n MatSlider.prototype.writeValue = /**\n * Sets the model value. Implemented as part of ControlValueAccessor.\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.value = value;\n };\n /**\n * Registers a callback to be triggered when the value has changed.\n * Implemented as part of ControlValueAccessor.\n * @param fn Callback to be registered.\n */\n /**\n * Registers a callback to be triggered when the value has changed.\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn Callback to be registered.\n * @return {?}\n */\n MatSlider.prototype.registerOnChange = /**\n * Registers a callback to be triggered when the value has changed.\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn Callback to be registered.\n * @return {?}\n */\n function (fn) {\n this._controlValueAccessorChangeFn = fn;\n };\n /**\n * Registers a callback to be triggered when the component is touched.\n * Implemented as part of ControlValueAccessor.\n * @param fn Callback to be registered.\n */\n /**\n * Registers a callback to be triggered when the component is touched.\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn Callback to be registered.\n * @return {?}\n */\n MatSlider.prototype.registerOnTouched = /**\n * Registers a callback to be triggered when the component is touched.\n * Implemented as part of ControlValueAccessor.\n * @param {?} fn Callback to be registered.\n * @return {?}\n */\n function (fn) {\n this.onTouched = fn;\n };\n /**\n * Sets whether the component should be disabled.\n * Implemented as part of ControlValueAccessor.\n * @param isDisabled\n */\n /**\n * Sets whether the component should be disabled.\n * Implemented as part of ControlValueAccessor.\n * @param {?} isDisabled\n * @return {?}\n */\n MatSlider.prototype.setDisabledState = /**\n * Sets whether the component should be disabled.\n * Implemented as part of ControlValueAccessor.\n * @param {?} isDisabled\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n };\n MatSlider.decorators = [\n { type: Component, args: [{selector: 'mat-slider',\n exportAs: 'matSlider',\n providers: [MAT_SLIDER_VALUE_ACCESSOR],\n host: {\n '(focus)': '_onFocus()',\n '(blur)': '_onBlur()',\n '(mousedown)': '_onMousedown($event)',\n '(keydown)': '_onKeydown($event)',\n '(keyup)': '_onKeyup()',\n '(mouseenter)': '_onMouseenter()',\n '(slide)': '_onSlide($event)',\n '(slideend)': '_onSlideEnd()',\n '(slidestart)': '_onSlideStart($event)',\n 'class': 'mat-slider',\n 'role': 'slider',\n '[tabIndex]': 'tabIndex',\n '[attr.aria-disabled]': 'disabled',\n '[attr.aria-valuemax]': 'max',\n '[attr.aria-valuemin]': 'min',\n '[attr.aria-valuenow]': 'value',\n '[attr.aria-orientation]': 'vertical ? \"vertical\" : \"horizontal\"',\n '[class.mat-slider-disabled]': 'disabled',\n '[class.mat-slider-has-ticks]': 'tickInterval',\n '[class.mat-slider-horizontal]': '!vertical',\n '[class.mat-slider-axis-inverted]': '_invertAxis',\n '[class.mat-slider-sliding]': '_isSliding',\n '[class.mat-slider-thumb-label-showing]': 'thumbLabel',\n '[class.mat-slider-vertical]': 'vertical',\n '[class.mat-slider-min-value]': '_isMinValue',\n '[class.mat-slider-hide-last-tick]': 'disabled || _isMinValue && _thumbGap && _invertAxis',\n '[class._mat-animation-noopable]': '_animationMode === \"NoopAnimations\"',\n },\n template: \"<div class=\\\"mat-slider-wrapper\\\" #sliderWrapper><div class=\\\"mat-slider-track-wrapper\\\"><div class=\\\"mat-slider-track-background\\\" [ngStyle]=\\\"_trackBackgroundStyles\\\"> <div class=\\\"mat-slider-track-fill\\\"

[ngStyle]=\\\"_trackFillStyles\\\"> <div class=\\\"mat-slider-ticks-container\\\" [ngStyle]=\\\"_ticksContainerStyles\\\"><div class=\\\"mat-slider-ticks\\\" [ngStyle]=\\\"_ticksStyles\\\"> <div class=\\\"mat-slider-thumb-container\\\" [ngStyle]=\\\"_thumbContainerStyles\\\"><div class=\\\"mat-slider-focus-ring\\\"> <div class=\\\"mat-slider-thumb\\\"> <div class=\\\"mat-slider-thumb-label\\\"><span class=\\\"mat-slider-thumb-label-text\\\">{{displayValue}} \",\n styles: [\".mat-slider{display:inline-block;position:relative;box-sizing:border-box;padding:8px;outline:0;vertical-align:middle}.mat-slider-wrapper{position:absolute}.mat-slider-track-wrapper{position:absolute;top:0;left:0;overflow:hidden}.mat-slider-track-fill{position:absolute;transform-origin:0 0;transition:transform .4s cubic-bezier(.25,.8,.25,1),background-color .4s cubic-bezier(.25,.8,.25,1)}.mat-slider-track-background{position:absolute;transform-origin:100% 100%;transition:transform .4s cubic-bezier(.25,.8,.25,1),background-color .4s cubic-bezier(.25,.8,.25,1)}.mat-slider-ticks-container{position:absolute;left:0;top:0;overflow:hidden}.mat-slider-ticks{background-repeat:repeat;background-clip:content-box;box-sizing:border-box;opacity:0;transition:opacity .4s cubic-bezier(.25,.8,.25,1)}.mat-slider-thumb-container{position:absolute;z-index:1;transition:transform .4s cubic-bezier(.25,.8,.25,1)}.mat-slider-focus-ring{position:absolute;width:30px;height:30px;border-radius:50%;transform:scale(0);opacity:0;transition:transform .4s cubic-bezier(.25,.8,.25,1),background-color .4s cubic-bezier(.25,.8,.25,1),opacity .4s cubic-bezier(.25,.8,.25,1)}.cdk-keyboard-focused .mat-slider-focus-ring,.cdk-program-focused .mat-slider-focus-ring{transform:scale(1);opacity:1}.mat-slider:not(.mat-slider-disabled) .mat-slider-thumb,.mat-slider:not(.mat-slider-disabled) .mat-slider-thumb-label{cursor:-webkit-grab;cursor:grab}.mat-slider-sliding:not(.mat-slider-disabled) .mat-slider-thumb,.mat-slider-sliding:not(.mat-slider-disabled) .mat-slider-thumb-label,.mat-slider:not(.mat-slider-disabled) .mat-slider-thumb-label:active,.mat-slider:not(.mat-slider-disabled) .mat-slider-thumb:active{cursor:-webkit-grabbing;cursor:grabbing}.mat-slider-thumb{position:absolute;right:-10px;bottom:-10px;box-sizing:border-box;width:20px;height:20px;border:3px solid transparent;border-radius:50%;transform:scale(.7);transition:transform .4s cubic-bezier(.25,.8,.25,1),background-color .4s cubic-bezier(.25,.8,.25,1),border-color .4s cubic-bezier(.25,.8,.25,1)}.mat-slider-thumb-label{display:none;align-items:center;justify-content:center;position:absolute;width:28px;height:28px;border-radius:50%;transition:transform .4s cubic-bezier(.25,.8,.25,1),border-radius .4s cubic-bezier(.25,.8,.25,1),background-color .4s cubic-bezier(.25,.8,.25,1)}@media screen and (-ms-high-contrast:active){.mat-slider-thumb-label{outline:solid 1px}}.mat-slider-thumb-label-text{z-index:1;opacity:0;transition:opacity .4s cubic-bezier(.25,.8,.25,1)}.mat-slider-sliding .mat-slider-thumb-container,.mat-slider-sliding .mat-slider-track-background,.mat-slider-sliding .mat-slider-track-fill{transition-duration:0s}.mat-slider-has-ticks .mat-slider-wrapper::after{content:'';position:absolute;border-width:0;border-style:solid;opacity:0;transition:opacity .4s cubic-bezier(.25,.8,.25,1)}.mat-slider-has-ticks.cdk-focused:not(.mat-slider-hide-last-tick) .mat-slider-wrapper::after,.mat-slider-has-ticks:hover:not(.mat-slider-hide-last-tick) .mat-slider-wrapper::after{opacity:1}.mat-slider-has-ticks.cdk-focused:not(.mat-slider-disabled) .mat-slider-ticks,.mat-slider-has-ticks:hover:not(.mat-slider-disabled) .mat-slider-ticks{opacity:1}.mat-slider-thumb-label-showing .mat-slider-focus-ring{transform:scale(0);opacity:0}.mat-slider-thumb-label-showing .mat-slider-thumb-label{display:flex}.mat-slider-axis-inverted .mat-slider-track-fill{transform-origin:100% 100%}.mat-slider-axis-inverted .mat-slider-track-background{transform-origin:0 0}.mat-slider:not(.mat-slider-disabled).cdk-focused.mat-slider-thumb-label-showing .mat-slider-thumb{transform:scale(0)}.mat-slider:not(.mat-slider-disabled).cdk-focused .mat-slider-thumb-label{border-radius:50% 50% 0}.mat-slider:not(.mat-slider-disabled).cdk-focused .mat-slider-thumb-label-text{opacity:1}.mat-slider:not(.mat-slider-disabled).cdk-mouse-focused .mat-slider-thumb,.mat-slider:not(.mat-slider-disabled).cdk-program-focused .mat-slider-thumb,.mat-slider:not(.mat-slider-disabled).cdk-touch-focused .mat-slider-thumb{border-width:2px;transform:scale(1)}.mat-slider-disabled .mat-slider-focus-ring{transform:scale(0);opacity:0}.mat-slider-disabled .mat-slider-thumb{border-width:4px;transform:scale(.5)}.mat-slider-disabled .mat-slider-thumb-label{display:none}.mat-slider-horizontal{height:48px;min-width:128px}.mat-slider-horizontal .mat-slider-wrapper{height:2px;top:23px;left:8px;right:8px}.mat-slider-horizontal .mat-slider-wrapper::after{height:2px;border-left-width:2px;right:0;top:0}.mat-slider-horizontal .mat-slider-track-

wrapper{height:2px;width:100%}.mat-slider-horizontal .mat-slider-track-fill{height:2px;width:100%;transform:scaleX(0)}.mat-slider-horizontal .mat-slider-track-background{height:2px;width:100%;transform:scaleX(1)}.mat-slider-horizontal .mat-slider-ticks-container{height:2px;width:100%}@media screen and (-ms-high-contrast:active){.mat-slider-horizontal .mat-slider-ticks-container{height:0;outline:solid 2px;top:1px}}.mat-slider-horizontal .mat-slider-ticks{height:2px;width:100%}.mat-slider-horizontal .mat-slider-thumb-container{width:100%;height:0;top:50%}.mat-slider-horizontal .mat-slider-focus-ring{top:-15px;right:-15px}.mat-slider-horizontal .mat-slider-thumb-label{right:-14px;top:-40px;transform:translateY(26px) scale(.01) rotate(45deg)}.mat-slider-horizontal .mat-slider-thumb-label-text{transform:rotate(-45deg)}.mat-slider-horizontal.cdk-focused .mat-slider-thumb-label{transform:rotate(45deg)}@media screen and (-ms-high-contrast:active){.mat-slider-horizontal.cdk-focused .mat-slider-thumb-label,.mat-slider-horizontal.cdk-focused .mat-slider-thumb-label-text{transform:none}}.mat-slider-vertical{width:48px;min-height:128px}.mat-slider-vertical .mat-slider-wrapper{width:2px;top:8px;bottom:8px;left:23px}.mat-slider-vertical .mat-slider-wrapper::after{width:2px;border-top-width:2px;bottom:0;left:0}.mat-slider-vertical .mat-slider-track-wrapper{height:100%;width:2px}.mat-slider-vertical .mat-slider-track-fill{height:100%;width:2px;transform:scaleY(0)}.mat-slider-vertical .mat-slider-track-background{height:100%;width:2px;transform:scaleY(1)}.mat-slider-vertical .mat-slider-ticks-container{width:2px;height:100%}@media screen and (-ms-high-contrast:active){.mat-slider-vertical .mat-slider-ticks-container{width:0;outline:solid 2px;left:1px}}.mat-slider-vertical .mat-slider-focus-ring{bottom:-15px;left:-15px}.mat-slider-vertical .mat-slider-ticks{width:2px;height:100%}.mat-slider-vertical .mat-slider-thumb-container{height:100%;width:0;left:50%}.mat-slider-vertical .mat-slider-thumb{-webkit-backface-visibility:hidden;backface-visibility:hidden}.mat-slider-vertical .mat-slider-thumb-label{bottom:-14px;left:-40px;transform:translateX(26px) scale(.01) rotate(-45deg)}.mat-slider-vertical .mat-slider-thumb-label-text{transform:rotate(45deg)}.mat-slider-vertical.cdk-focused .mat-slider-thumb-label{transform:rotate(-45deg)}[dir=rtl] .mat-slider-wrapper::after{left:0;right:auto}[dir=rtl] .mat-slider-horizontal .mat-slider-track-fill{transform-origin:100% 100%}[dir=rtl] .mat-slider-horizontal .mat-slider-track-background{transform-origin:0 0}[dir=rtl] .mat-slider-horizontal.mat-slider-axis-inverted .mat-slider-track-fill{transform-origin:0 0}[dir=rtl] .mat-slider-horizontal.mat-slider-axis-inverted .mat-slider-track-background{transform-origin:100% 100%}.mat-slider._mat-animation-noopable .mat-slider-focus-ring,.mat-slider._mat-animation-noopable .mat-slider-has-ticks .mat-slider-wrapper::after,.mat-slider._mat-animation-noopable .mat-slider-thumb,.mat-slider._mat-animation-noopable .mat-slider-thumb-container,.mat-slider._mat-animation-noopable .mat-slider-thumb-label,.mat-slider._mat-animation-noopable .mat-slider-thumb-label-text,.mat-slider._mat-animation-noopable .mat-slider-ticks,.mat-slider._mat-animation-noopable .mat-slider-track-background,.mat-slider._mat-animation-noopable .mat-slider-track-fill{transition:none}\"],\n inputs: ['disabled', 'color', 'tabIndex'],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatSlider.ctorParameters = function () { return [\n { type: ElementRef },\n { type: FocusMonitor },\n { type: ChangeDetectorRef },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: String, decorators: [{ type: Attribute, args: ['tabindex',] }] },\n { type: String, decorators: [{ type: Optional }, { type: Inject, args: [ANIMATION_MODULE_TYPE,] }] }\n]; };\n MatSlider.propDecorators = {\n invert: [{ type: Input }],\n max: [{ type: Input }],\n min: [{ type: Input }],\n step: [{ type: Input }],\n thumbLabel: [{ type: Input }],\n tickInterval: [{ type: Input }],\n value: [{ type: Input }],\n displayWith: [{ type: Input }],\n vertical: [{ type: Input }],\n change: [{ type: Output }],\n input: [{ type: Output }],\n valueChange: [{ type: Output }],\n _sliderWrapper: [{ type: ViewChild, args: ['sliderWrapper',] }]\n };\n return MatSlider;\n}(_MatSliderMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatSliderModule = /** @class */ (function () {\n function MatSliderModule() {\n }\n MatSliderModule.decorators = [\n { type: NgModule, args: [{\n imports: [CommonModule,

MatCommonModule],\n exports: [MatSlider, MatCommonModule],\n declarations: [MatSlider],\n providers: [{ provide: HAMMER_GESTURE_CONFIG, useClass: GestureConfig }]\n },] },\n];\n return MatSliderModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatSliderModule, MAT_SLIDER_VALUE_ACCESSOR, MatSliderChange, MatSliderBase, _MatSliderMixinBase, MatSlider };\n//# sourceMappingURL=slider.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Subject } from 'rxjs';\nimport { InjectionToken, Component, ViewEncapsulation, Inject, ChangeDetectionStrategy, ChangeDetectorRef, ElementRef, NgZone, ViewChild, NgModule, Injectable, Injector, Optional, SkipSelf, TemplateRef, defineInjectable, inject, INJECTOR } from '@angular/core';\nimport { animate, state, style, transition, trigger } from '@angular/animations';\nimport { __extends, __assign } from 'tslib';\nimport { BasePortalOutlet, CdkPortalOutlet, PortalModule, ComponentPortal, PortalInjector, TemplatePortal } from '@angular/cdk/portal';\nimport { take, takeUntil } from 'rxjs/operators';\nimport { OverlayModule, Overlay, OverlayConfig } from '@angular/cdk/overlay';\nimport { CommonModule } from '@angular/common';\nimport { MatCommonModule } from '@angular/material/core';\nimport { MatButtonModule } from '@angular/material/button';\nimport { LiveAnnouncer } from '@angular/cdk/a11y';\nimport { BreakpointObserver, Breakpoints } from '@angular/cdk/layout';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Reference to a snack bar dispatched from the snack bar service.\n * @template T\n */\nvar /**\n * Reference to a snack bar dispatched from the snack bar service.\n * @template T\n */\nMatSnackBarRef = /** @class */ (function () {\n function MatSnackBarRef(containerInstance, _overlayRef) {\n var _this = this;\n this._overlayRef = _overlayRef;\n /**\n * Subject for notifying the user that the snack bar has been dismissed.\n */\n this._afterDismissed = new Subject();\n /**\n * Subject for notifying the user that the snack bar has opened and appeared.\n */\n this._afterOpened = new Subject();\n /**\n * Subject for notifying the user that the snack bar action was called.\n */\n this._onAction = new Subject();\n /**\n * Whether the snack bar was dismissed using the action button.\n */\n this._dismissedByAction = false;\n this.containerInstance = containerInstance;\n // Dismiss snackbar on action.\n this.onAction().subscribe(function () { return _this.dismiss(); });\n containerInstance._onExit.subscribe(function () { return _this._finishDismiss(); });\n }\n /** Dismisses the snack bar. */\n /**\n * Dismisses the snack bar.\n * @return {?}\n */\n MatSnackBarRef.prototype.dismiss = /**\n * Dismisses the snack bar.\n * @return {?}\n */\n function () {\n if (!this._afterDismissed.closed) {\n this.containerInstance.exit();\n }\n clearTimeout(this._durationTimeoutId);\n };\n /** Marks the snackbar action clicked. */\n /**\n * Marks the snackbar action clicked.\n * @return {?}\n */\n MatSnackBarRef.prototype.dismissWithAction = /**\n * Marks the snackbar action clicked.\n * @return {?}\n */\n function () {\n if (!this._onAction.closed) {\n this._dismissedByAction = true;\n this._onAction.next();\n this._onAction.complete();\n }\n };\n /**\n * Marks the snackbar action clicked.\n * @deprecated Use `dismissWithAction` instead.\n * @breaking-change 8.0.0\n */\n /**\n * Marks the snackbar action clicked.\n * @deprecated Use `dismissWithAction` instead.\n * \\@breaking-change 8.0.0\n * @return {?}\n */\n MatSnackBarRef.prototype.closeWithAction = /**\n * Marks the snackbar action clicked.\n * @deprecated Use `dismissWithAction` instead.\n * \\@breaking-change 8.0.0\n * @return {?}\n */\n function () {\n this.dismissWithAction();\n };\n /** Dismisses the snack bar after some duration */\n /**\n * Dismisses the snack bar after some duration\n * @param {?} duration\n * @return {?}\n */\n MatSnackBarRef.prototype._dismissAfter = /**\n * Dismisses the snack bar after some duration\n * @param {?} duration\n * @return {?}\n */\n function (duration) {\n var _this = this;\n this._durationTimeoutId = setTimeout(function () { return _this.dismiss(); }, duration);\n };\n /** Marks the

snackbar as opened */\n /**\n * Marks the snackbar as opened\n * @return {?}\n */\n MatSnackBarRef.prototype._open = /**\n * Marks the snackbar as opened\n * @return {?}\n */\n function () {\n if (!this._afterOpened.closed) {\n this._afterOpened.next();\n this._afterOpened.complete();\n }\n };\n /** Cleans up the DOM after closing. */\n /**\n * Cleans up the DOM after closing.\n * @private\n * @return {?}\n */\n MatSnackBarRef.prototype._finishDismiss = /**\n * Cleans up the DOM after closing.\n * @private\n * @return {?}\n */\n function () {\n this._overlayRef.dispose();\n if (!this._onAction.closed) {\n this._onAction.complete();\n }\n this._afterDismissed.next({ dismissedByAction: this._dismissedByAction });\n this._afterDismissed.complete();\n this._dismissedByAction = false;\n };\n /** Gets an observable that is notified when the snack bar is finished closing. */\n /**\n * Gets an observable that is notified when the snack bar is finished closing.\n * @return {?}\n */\n MatSnackBarRef.prototype.afterDismissed = /**\n * Gets an observable that is notified when the snack bar is finished closing.\n * @return {?}\n */\n function () {\n return this._afterDismissed.asObservable();\n };\n /** Gets an observable that is notified when the snack bar has opened and appeared. */\n /**\n * Gets an observable that is notified when the snack bar has opened and appeared.\n * @return {?}\n */\n MatSnackBarRef.prototype.afterOpened = /**\n * Gets an observable that is notified when the snack bar has opened and appeared.\n * @return {?}\n */\n function () {\n return this.containerInstance._onEnter;\n };\n /** Gets an observable that is notified when the snack bar action is called. */\n /**\n * Gets an observable that is notified when the snack bar action is called.\n * @return {?}\n */\n MatSnackBarRef.prototype.onAction = /**\n * Gets an observable that is notified when the snack bar action is called.\n * @return {?}\n */\n function () {\n return this._onAction.asObservable();\n };\n return MatSnackBarRef;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token that can be used to access the data that was passed in to a snack bar.\n * @type {?}\n */\nvar MAT_SNACK_BAR_DATA = new InjectionToken('MatSnackBarData');\n/**\n * Configuration used when opening a snack-bar.\n * @template D\n */\nvar /**\n * Configuration used when opening a snack-bar.\n * @template D\n */\nMatSnackBarConfig = /** @class */ (function () {\n function MatSnackBarConfig() {\n /**\n * The politeness level for the MatAriaLiveAnnouncer announcement.\n */\n this.politeness = 'assertive';\n /**\n * Message to be announced by the LiveAnnouncer. When opening a snackbar without a custom\n * component or template, the announcement message will default to the specified message.\n */\n this.announcementMessage = '';\n /**\n * The length of time in milliseconds to wait before automatically dismissing the snack bar.\n */\n this.duration = 0;\n /**\n * Data being injected into the child component.\n */\n this.data = null;\n /**\n * The horizontal position to place the snack bar.\n */\n this.horizontalPosition = 'center';\n /**\n * The vertical position to place the snack bar.\n */\n this.verticalPosition = 'bottom';\n }\n return MatSnackBarConfig;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * A component used to open as the default snack bar, matching material spec.\n * This should only be used internally by the snack bar service.\n */\nvar SimpleSnackBar = /** @class */ (function () {\n function SimpleSnackBar(snackBarRef, data) {\n this.snackBarRef = snackBarRef;\n this.data = data;\n }\n /** Performs the action on the snack bar. */\n /**\n * Performs the action on the snack bar.\n * @return {?}\n */\n SimpleSnackBar.prototype.action = /**\n * Performs the action on the snack bar.\n * @return {?}\n */\n function () {\n this.snackBarRef.dismissWithAction();\n };\n Object.defineProperty(SimpleSnackBar.prototype, \"hasAction\", {\n /** If the action button should be shown. */\n get: /**\n * If the action button should be shown.\n * @return {?}\n */\n function () {\n return !!this.data.action;\n },\n enumerable: true,\n configurable: true\n });\n SimpleSnackBar.decorators = [\n { type: Component, args: [{selector: 'simple-snack-bar',\n template: \"{{data.message}}<div class=\\\"mat-simple-snackbar-action\\\" *ngIf=\\\"hasAction\\\"><button mat-button (click)=\\\"action()\\\">{{data.action}}</button> \",\n

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styles: [\".mat-simple-snackbar{display:flex;justify-content:space-between;align-items:center;height:100%;line-
height:20px;opacity:1}.mat-simple-snackbar-action{flex-shrink:0;margin:-8px -8px -8px 8px}.mat-simple-
snackbar-action button{max-height:36px;min-width:0}[dir=rtl] .mat-simple-snackbar-action{margin-left:-
8px;margin-right:8px}\"],\n                encapsulation: ViewEncapsulation.None,\n                changeDetection:
ChangeDetectionStrategy.OnPush,\n                host: {\n                    'class': 'mat-simple-snackbar',\n
}\n            },] },\n    ];\n    /** @nocollapse */\n    SimpleSnackBar.ctorParameters = function () { return [\n        {
type: MatSnackBarRef },\n        { type: undefined, decorators: [{ type: Inject, args: [MAT_SNACK_BAR_DATA,]
}] }\n    ]; };\n    return SimpleSnackBar;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
Animations used by the Material snack bar.\n * \\@docs-private\n * @type {?}\n */\nvar matSnackBarAnimations =
{\n    /**\n     * Animation that shows and hides a snack bar.\n     */\n    snackBarState: trigger('state', [\n
state('void, hidden', style({\n            transform: 'scale(0.8)',\n            opacity: 0,\n        })),\n        state('visible',
style({\n            transform: 'scale(1)',\n            opacity: 1,\n        })),\n        transition('* => visible', animate('150ms
cubic-bezier(0, 0, 0.2, 1)')),\n        transition('* => void, * => hidden', animate('75ms cubic-bezier(0.4, 0.0, 1, 1)',
style({\n            opacity: 0\n        }))),\n    ])\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
Internal component that wraps user-provided snack bar content.\n * \\@docs-private\n */\nvar
MatSnackBarContainer = /** @class */ (function (_super) {\n    __extends(MatSnackBarContainer, _super);\n
function MatSnackBarContainer(_ngZone, _elementRef, _changeDetectorRef, snackBarConfig) {\n        var _this =
_super.call(this) || this;\n        _this._ngZone = _ngZone;\n        _this._elementRef = _elementRef;\n
_this._changeDetectorRef = _changeDetectorRef;\n        _this.snackBarConfig = snackBarConfig;\n        /**\n
* Whether the component has been destroyed.\n         */\n        _this._destroyed = false;\n        /**\n         * Subject
for notifying that the snack bar has exited from view.\n         */\n        _this._onExit = new Subject();\n        /**\n
* Subject for notifying that the snack bar has finished entering the view.\n         */\n        _this._onEnter = new
Subject();\n        /**\n         * The state of the snack bar animations.\n         */\n        _this._animationState = 'void';\n
    // Based on the ARIA spec, `alert` and `status` roles have an\n        // implicit `assertive` and `polite` politeness
respectively.\n        if (snackBarConfig.politeness === 'assertive' && !snackBarConfig.announcementMessage) {\n
        _this._role = 'alert';\n        }\n        else if (snackBarConfig.politeness === 'off') {\n            _this._role = null;\n
    }\n        else {\n            _this._role = 'status';\n        }\n        return _this;\n    }\n    /** Attach a component portal as
content to this snack bar container. */\n    /**\n     * Attach a component portal as content to this snack bar
container.\n     * @template T\n     * @param {?} portal\n     * @return {?}\n     */\n
MatSnackBarContainer.prototype.attachComponentPortal = /**\n     * Attach a component portal as content to this
snack bar container.\n     * @template T\n     * @param {?} portal\n     * @return {?}\n     */\n    function (portal)
{\n        this._assertNotAttached();\n        this._applySnackBarClasses();\n        return
this._portalOutlet.attachComponentPortal(portal);\n    };\n    /** Attach a template portal as content to this snack bar
container. */\n    /**\n     * Attach a template portal as content to this snack bar container.\n     * @template C\n     *
@param {?} portal\n     * @return {?}\n     */\n    MatSnackBarContainer.prototype.attachTemplatePortal = /**\n
* Attach a template portal as content to this snack bar container.\n     * @template C\n     * @param {?} portal\n     *
@return {?}\n     */\n    function (portal) {\n        this._assertNotAttached();\n        this._applySnackBarClasses();\n
    return this._portalOutlet.attachTemplatePortal(portal);\n    };\n    /** Handle end of animations, updating the state
of the snackbar. */\n    /**\n     * Handle end of animations, updating the state of the snackbar.\n     * @param {?}
event\n     * @return {?}\n     */\n    MatSnackBarContainer.prototype.onAnimationEnd = /**\n     * Handle end of
animations, updating the state of the snackbar.\n     * @param {?} event\n     * @return {?}\n     */\n    function
(event) {\n        var fromState = event.fromState, toState = event.toState;\n        if ((toState === 'void' && fromState
!== 'void') || toState === 'hidden') {\n            this._completeExit();\n        }\n        if (toState === 'visible') {\n
// Note: we shouldn't use `this` inside the zone callback,\n            // because it can cause a memory leak.\n            /**
@type {?} */\n            var onEnter_1 = this._onEnter;\n            this._ngZone.run(function () {\n
onEnter_1.next();\n                onEnter_1.complete();\n            });\n        }\n    };\n    /** Begin animation of snack bar
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entrance into view. */\n /**\n * Begin animation of snack bar entrance into view.\n * @return {?}\n */\n MatSnackBarContainer.prototype.enter = /**\n * Begin animation of snack bar entrance into view.\n * @return {?}\n */\n function () {\n if (!this._destroyed) {\n this._animationState = 'visible';\n this._changeDetectorRef.detectChanges();\n }\n };\n /** Begin animation of the snack bar exiting from view. */\n /**\n * Begin animation of the snack bar exiting from view.\n * @return {?}\n */\n MatSnackBarContainer.prototype.exit = /**\n * Begin animation of the snack bar exiting from view.\n * @return {?}\n */\n function () {\n // Note: this one transitions to `hidden`, rather than `void`, in order to handle the case\n // where multiple snack bars are opened in quick succession (e.g. two consecutive calls to\n // `MatSnackBar.open`).\n this._animationState = 'hidden';\n return this._onExit;\n };\n /** Makes sure the exit callbacks have been invoked when the element is destroyed. */\n /**\n * Makes sure the exit callbacks have been invoked when the element is destroyed.\n * @return {?}\n */\n MatSnackBarContainer.prototype.ngOnDestroy = /**\n * Makes sure the exit callbacks have been invoked when the element is destroyed.\n * @return {?}\n */\n function () {\n this._destroyed = true;\n this._completeExit();\n };\n /**\n * Waits for the zone to settle before removing the element. Helps prevent\n * errors where we end up removing an element which is in the middle of an animation.\n */\n /**\n * Waits for the zone to settle before removing the element. Helps prevent\n * errors where we end up removing an element which is in the middle of an animation.\n * @private\n * @return {?}\n */\n MatSnackBarContainer.prototype._completeExit = /**\n * Waits for the zone to settle before removing the element. Helps prevent\n * errors where we end up removing an element which is in the middle of an animation.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n this._ngZone.onMicrotaskEmpty.asObservable().pipe(take(1)).subscribe(function () {\n _this._onExit.next();\n _this._onExit.complete();\n });\n };\n /** Applies the various positioning and user-configured CSS classes to the snack bar. */\n /**\n * Applies the various positioning and user-configured CSS classes to the snack bar.\n * @private\n * @return {?}\n */\n MatSnackBarContainer.prototype._applySnackBarClasses = /**\n * Applies the various positioning and user-configured CSS classes to the snack bar.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var element = this._elementRef.nativeElement;\n /** @type {?} */\n var panelClasses = this.snackBarConfig.panelClass;\n if (panelClasses) {\n if (Array.isArray(panelClasses)) {\n // Note that we can't use a spread here, because IE doesn't support multiple arguments.\n panelClasses.forEach(function (cssClass) { return element.classList.add(cssClass); });\n }\n else {\n element.classList.add(panelClasses);\n }\n }\n if (this.snackBarConfig.horizontalPosition === 'center') {\n element.classList.add('mat-snack-bar-center');\n }\n if (this.snackBarConfig.verticalPosition === 'top') {\n element.classList.add('mat-snack-bar-top');\n }\n };\n /** Asserts that no content is already attached to the container. */\n /**\n * Asserts that no content is already attached to the container.\n * @private\n * @return {?}\n */\n MatSnackBarContainer.prototype._assertNotAttached = /**\n * Asserts that no content is already attached to the container.\n * @private\n * @return {?}\n */\n function () {\n if (this._portalOutlet.hasAttached()) {\n throw Error('Attempting to attach snack bar content after content is already attached');\n }\n };\n MatSnackBarContainer.decorators = [\n { type: Component, args: [{selector: 'snack-bar-container',\n template: \"<ng-template cdkPortalOutlet></ng-template>\",\n styles: [\".mat-snack-bar-container{border-radius:4px;box-sizing:border-box;display:block;margin:24px;max-width:33vw;min-width:344px;padding:14px 16px;min-height:48px;transform-origin:center}@media screen and (-ms-high-contrast:active){.mat-snack-bar-container{border:solid 1px}}.mat-snack-bar-handset{width:100%}.mat-snack-bar-handset .mat-snack-bar-container{margin:8px;max-width:100%;min-width:0;width:100%}\"],\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n animations: [matSnackBarAnimations.snackBarState],\n host: {\n '[attr.role]': '_role',\n 'class': 'mat-snack-bar-container',\n '[@state]': '_animationState',\n '(@state.done)': 'onAnimationEnd($event)'\n },\n },] },\n];\n /** @nocollapse */\n

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MatSnackBarContainer.ctorParameters = function () { return [\n        { type: NgZone },\n        { type: ElementRef
},\n        { type: ChangeDetectorRef },\n        { type: MatSnackBarConfig }\n    ]; };\n
MatSnackBarContainer.propDecorators = {\n        _portalOutlet: [{ type: ViewChild, args: [CdkPortalOutlet,] }]\n
};\n    return MatSnackBarContainer;\n}(BasePortalOutlet));\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar
MatSnackBarModule = /** @class */ (function () {\n    function MatSnackBarModule() {\n    }\n
MatSnackBarModule.decorators = [\n        { type: NgModule, args: [{\n                    imports: [\n
OverlayModule,\n                    PortalModule,\n                    CommonModule,\n
MatButtonModule,\n                    MatCommonModule,\n                    ],\n                    exports:
[MatSnackBarContainer, MatCommonModule],\n                    declarations: [MatSnackBarContainer,
SimpleSnackBar],\n                    entryComponents: [MatSnackBarContainer, SimpleSnackBar],\n                },] },\n
];\n    return MatSnackBarModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
Injection token that can be used to specify default snack bar.\n * @type {?}\n */\nvar
MAT_SNACK_BAR_DEFAULT_OPTIONS = new InjectionToken('mat-snack-bar-default-options', {\n
providedIn: 'root',\n    factory: MAT_SNACK_BAR_DEFAULT_OPTIONS_FACTORY,\n});\n/**\n * \\@docs-
private\n * @return {?}\n */\nfunction MAT_SNACK_BAR_DEFAULT_OPTIONS_FACTORY() {\n    return new
MatSnackBarConfig();\n}\n/**\n * Service to dispatch Material Design snack bar messages.\n */\nvar MatSnackBar
= /** @class */ (function () {\n    function MatSnackBar(_overlay, _live, _injector, _breakpointObserver,
_parentSnackBar, _defaultConfig) {\n        this._overlay = _overlay;\n        this._live = _live;\n        this._injector =
_injector;\n        this._breakpointObserver = _breakpointObserver;\n        this._parentSnackBar =
_parentSnackBar;\n        this._defaultConfig = _defaultConfig;\n        /**\n         * Reference to the current snack bar
in the view *at this level* (in the Angular injector tree).\n         * If there is a parent snack-bar service, all operations
should delegate to that parent\n         * via `_openedSnackBarRef`.\n         */\n        this._snackBarRefAtThisLevel =
null;\n    }\n    Object.defineProperty(MatSnackBar.prototype, \"_openedSnackBarRef\", {\n        /** Reference to
the currently opened snackbar at *any* level. */\n        get: /**\n         * Reference to the currently opened snackbar
at *any* level.\n         * @return {?}\n         */\n        function () {\n            /** @type {?} */\n            var parent =
this._parentSnackBar;\n            return parent ? parent._openedSnackBarRef : this._snackBarRefAtThisLevel;\n
},\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) {\n            if
(this._parentSnackBar) {\n                this._parentSnackBar._openedSnackBarRef = value;\n            }\n            else
{\n                this._snackBarRefAtThisLevel = value;\n            }\n        },\n        enumerable: true,\n
configurable: true\n    });\n    /**\n     * Creates and dispatches a snack bar with a custom component for the content,
removing any\n     * currently opened snack bars.\n     *\n     * @param component Component to be instantiated.\n
 * @param config Extra configuration for the snack bar.\n     */\n    /**\n     * Creates and dispatches a snack bar
with a custom component for the content, removing any\n     * currently opened snack bars.\n     *\n     * @template
T\n     * @param {?} component Component to be instantiated.\n     * @param {?=} config Extra configuration for
the snack bar.\n     * @return {?}\n     */\n    MatSnackBar.prototype.openFromComponent = /**\n     * Creates and
dispatches a snack bar with a custom component for the content, removing any\n     * currently opened snack bars.\n
   *\n     * @template T\n     * @param {?} component Component to be instantiated.\n     * @param {?=} config
Extra configuration for the snack bar.\n     * @return {?}\n     */\n    function (component, config) {\n        return
(/** @type {?} */ (this._attach(component, config)));\n    };\n    /**\n     * Creates and dispatches a snack bar with a
custom template for the content, removing any\n     * currently opened snack bars.\n     *\n     * @param template
Template to be instantiated.\n     * @param config Extra configuration for the snack bar.\n     */\n    /**\n     *
Creates and dispatches a snack bar with a custom template for the content, removing any\n     * currently opened
snack bars.\n     *\n     * @param {?} template Template to be instantiated.\n     * @param {?=} config Extra
configuration for the snack bar.\n     * @return {?}\n     */\n    MatSnackBar.prototype.openFromTemplate = /**\n
* Creates and dispatches a snack bar with a custom template for the content, removing any\n     * currently opened
snack bars.\n     *\n     * @param {?} template Template to be instantiated.\n     * @param {?=} config Extra
```

configuration for the snack bar.\n * @return {?}\n */\n function (template, config) {\n return this._attach(template, config);\n };\n /**\n * Opens a snackbar with a message and an optional action.\n * @param message The message to show in the snackbar.\n * @param action The label for the snackbar action.\n * @param config Additional configuration options for the snackbar.\n */\n /**\n * Opens a snackbar with a message and an optional action.\n * @param {?} message The message to show in the snackbar.\n * @param {?=} action The label for the snackbar action.\n * @param {?=} config Additional configuration options for the snackbar.\n * @return {?}\n */\n MatSnackBar.prototype.open = /**\n * Opens a snackbar with a message and an optional action.\n * @param {?} message The message to show in the snackbar.\n * @param {?=} action The label for the snackbar action.\n * @param {?=} config Additional configuration options for the snackbar.\n * @return {?}\n */\n function (message, action, config) {\n if (action === void 0) { action = ''; }\n /** @type {?} */\n var _config = __assign({}, this._defaultConfig, config);\n // Since the user doesn't have access to the component, we can\n // override the data to pass in our own message and action.\n _config.data = { message: message, action: action };\n if (!_config.announcementMessage) {\n _config.announcementMessage = message;\n }\n return this.openFromComponent(SimpleSnackBar, _config);\n };\n /**\n * Dismisses the currently-visible snack bar.\n */\n /**\n * Dismisses the currently-visible snack bar.\n * @return {?}\n */\n MatSnackBar.prototype.dismiss = /**\n * Dismisses the currently-visible snack bar.\n * @return {?}\n */\n function () {\n if (this._openedSnackBarRef) {\n this._openedSnackBarRef.dismiss();\n }\n };\n /**\n * @return {?}\n */\n MatSnackBar.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n // Only dismiss the snack bar at the current level on destroy.\n if (this._snackBarRefAtThisLevel) {\n this._snackBarRefAtThisLevel.dismiss();\n }\n };\n /**\n * Attaches the snack bar container component to the overlay.\n */\n /**\n * Attaches the snack bar container component to the overlay.\n * @private\n * @param {?} overlayRef\n * @param {?} config\n * @return {?}\n */\n MatSnackBar.prototype._attachSnackBarContainer = /**\n * Attaches the snack bar container component to the overlay.\n * @private\n * @param {?} overlayRef\n * @param {?} config\n * @return {?}\n */\n function (overlayRef, config) {\n /** @type {?} */\n var userInjector = config && config.viewContainerRef && config.viewContainerRef.injector;\n /** @type {?} */\n var injector = new PortalInjector(userInjector || this._injector, new WeakMap([\n [MatSnackBarConfig, config]\n]));\n /** @type {?} */\n var containerPortal = new ComponentPortal(MatSnackBarContainer, config.viewContainerRef, injector);\n /** @type {?} */\n var containerRef = overlayRef.attach(containerPortal);\n containerRef.instance.snackBarConfig = config;\n return containerRef.instance;\n };\n /**\n * Places a new component or a template as the content of the snack bar container.\n */\n /**\n * Places a new component or a template as the content of the snack bar container.\n * @private\n * @template T\n * @param {?} content\n * @param {?=} userConfig\n * @return {?}\n */\n MatSnackBar.prototype._attach = /**\n * Places a new component or a template as the content of the snack bar container.\n * @private\n * @template T\n * @param {?} content\n * @param {?=} userConfig\n * @return {?}\n */\n function (content, userConfig) {\n /** @type {?} */\n var config = __assign({}, new MatSnackBarConfig(), this._defaultConfig, userConfig);\n /** @type {?} */\n var overlayRef = this._createOverlay(config);\n /** @type {?} */\n var container = this._attachSnackBarContainer(overlayRef, config);\n /** @type {?} */\n var snackBarRef = new MatSnackBarRef(container, overlayRef);\n if (content instanceof TemplateRef) {\n /** @type {?} */\n var portal = new TemplatePortal(content, (/** @type {?} */ (null)), (/** @type {?} */ ({\n $implicit: config.data,\n snackBarRef: snackBarRef\n})));\n snackBarRef.instance = container.attachTemplatePortal(portal);\n }\n else {\n /** @type {?} */\n var injector = this._createInjector(config, snackBarRef);\n /** @type {?} */\n var portal = new ComponentPortal(content, undefined, injector);\n /** @type {?} */\n var contentRef = container.attachComponentPortal(portal);\n // We can't pass this via the injector, because the injector is created earlier.\n snackBarRef.instance = contentRef.instance;\n }\n // Subscribe to the breakpoint

observer and attach the mat-snack-bar-handset class as\n // appropriate. This class is applied to the overlay element because the overlay must expand to\n // fill the width of the screen for full width snackbars.\n this._breakpointObserver.observe(Breakpoints.Handset).pipe(takeUntil(overlayRef.detachments().pipe(take(1)))).subscribe(function (state$$1) {\n if (state$$1.matches) {\n overlayRef.overlayElement.classList.add('mat-snack-bar-handset');\n }\n else {\n overlayRef.overlayElement.classList.remove('mat-snack-bar-handset');\n }\n });\n this._animateSnackBar(snackBarRef, config);\n this._openedSnackBarRef = snackBarRef;\n return this._openedSnackBarRef;\n };\n /** Animates the old snack bar out and the new one in. */\n /**\n * Animates the old snack bar out and the new one in.\n * @private\n * @param {?} snackBarRef\n * @param {?} config\n * @return {?}\n */\n MatSnackBar.prototype._animateSnackBar = /**\n * Animates the old snack bar out and the new one in.\n * @private\n * @param {?} snackBarRef\n * @param {?} config\n * @return {?}\n */\n function (snackBarRef, config) {\n var _this = this;\n // When the snackbar is dismissed, clear the reference to it.\n snackBarRef.afterDismissed().subscribe(function () {\n // Clear the snackbar ref if it hasn't already been replaced by a newer snackbar.\n if (_this._openedSnackBarRef == snackBarRef) {\n _this._openedSnackBarRef = null;\n }\n if (config.announcementMessage) {\n _this._live.clear();\n }\n });\n if (this._openedSnackBarRef) {\n // If a snack bar is already in view, dismiss it and enter the\n // new snack bar after exit animation is complete.\n this._openedSnackBarRef.afterDismissed().subscribe(function () {\n snackBarRef.containerInstance.enter();\n });\n this._openedSnackBarRef.dismiss();\n }\n else {\n // If no snack bar is in view, enter the new snack bar.\n snackBarRef.containerInstance.enter();\n }\n // If a dismiss timeout is provided, set up dismiss based on after the snackbar is opened.\n if (config.duration && config.duration > 0) {\n snackBarRef.afterOpened().subscribe(function () { return snackBarRef._dismissAfter((/** @type {?} */ (config.duration))); });\n }\n if (config.announcementMessage) {\n this._live.announce(config.announcementMessage, config.politeness);\n }\n };\n /**\n * Creates a new overlay and places it in the correct location.\n * @param config The user-specified snack bar config.\n */\n /**\n * Creates a new overlay and places it in the correct location.\n * @private\n * @param {?} config The user-specified snack bar config.\n * @return {?}\n */\n MatSnackBar.prototype._createOverlay = /**\n * Creates a new overlay and places it in the correct location.\n * @private\n * @param {?} config The user-specified snack bar config.\n * @return {?}\n */\n function (config) {\n /** @type {?} */\n var overlayConfig = new OverlayConfig();\n overlayConfig.direction = config.direction;\n /** @type {?} */\n var positionStrategy = this._overlay.position().global();\n // Set horizontal position.\n /** @type {?} */\n var isRtl = config.direction === 'rtl';\n /** @type {?} */\n var isLeft = (config.horizontalPosition === 'left' ||\n (config.horizontalPosition === 'start' && !isRtl) ||\n (config.horizontalPosition === 'end' && isRtl));\n /** @type {?} */\n var isRight = !isLeft && config.horizontalPosition !== 'center';\n if (isLeft) {\n positionStrategy.left('0');\n }\n else if (isRight) {\n positionStrategy.right('0');\n }\n else {\n positionStrategy.centerHorizontally();\n }\n // Set horizontal position.\n if (config.verticalPosition === 'top') {\n positionStrategy.top('0');\n }\n else {\n positionStrategy.bottom('0');\n }\n overlayConfig.positionStrategy = positionStrategy;\n return this._overlay.create(overlayConfig);\n };\n /**\n * Creates an injector to be used inside of a snack bar component.\n * @param config Config that was used to create the snack bar.\n * @param snackBarRef Reference to the snack bar.\n */\n /**\n * Creates an injector to be used inside of a snack bar component.\n * @private\n * @template T\n * @param {?} config Config that was used to create the snack bar.\n * @param {?} snackBarRef Reference to the snack bar.\n * @return {?}\n */\n MatSnackBar.prototype._createInjector = /**\n * Creates an injector to be used inside of a snack bar component.\n * @private\n * @template T\n * @param {?} config Config that was used to create the snack bar.\n * @param {?} snackBarRef Reference to the snack bar.\n * @return {?}\n */\n function (config, snackBarRef) {\n /** @type {?} */\n var userInjector = config && config.viewContainerRef && config.viewContainerRef.injector;\n return new PortalInjector(userInjector ||

this._injector, new WeakMap([\n [MatSnackBarRef, snackBarRef],\n [MAT_SNACK_BAR_DATA, config.data]\n]));\n };\n MatSnackBar.decorators = [\n { type: Injectable, args: [{ providedIn: MatSnackBarModule },] },\n];\n /** @nocollapse */\n MatSnackBar.ctorParameters = function () { return [\n { type: Overlay },\n { type: LiveAnnouncer },\n { type: Injector },\n { type: BreakpointObserver },\n { type: MatSnackBar, decorators: [{ type: Optional }, { type: SkipSelf }] },\n { type: MatSnackBarConfig, decorators: [{ type: Inject, args: [MAT_SNACK_BAR_DEFAULT_OPTIONS,] }] }\n]; };\n /** @nocollapse */ MatSnackBar.ngInjectableDef = defineInjectable({ factory: function MatSnackBar_Factory() { return new MatSnackBar(inject(Overlay), inject(LiveAnnouncer), inject(INJECTOR), inject(BreakpointObserver), inject(MatSnackBar, 12), inject(MAT_SNACK_BAR_DEFAULT_OPTIONS)); }, token: MatSnackBar, providedIn: MatSnackBarModule });\n return MatSnackBar;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatSnackBarModule, MAT_SNACK_BAR_DEFAULT_OPTIONS_FACTORY, MAT_SNACK_BAR_DEFAULT_OPTIONS, MatSnackBar, MatSnackBarContainer, MAT_SNACK_BAR_DATA, MatSnackBarConfig, MatSnackBarRef, SimpleSnackBar, matSnackBarAnimations };\n//# sourceMappingURL=snack-bar.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { Directive, EventEmitter, Input, isDevMode, Output, Injectable, SkipSelf, Optional, NgModule, ChangeDetectionStrategy, ChangeDetectorRef, Component, ViewEncapsulation, Inject, defineInjectable } from '@angular/core';\nimport { mixinDisabled, mixinInitialized, AnimationCurves, AnimationDurations } from '@angular/material/core';\nimport { Subject, merge } from 'rxjs';\nimport { animate, state, style, transition, trigger, keyframes, query, animateChild } from '@angular/animations';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * \\@docs-private\n * @param {?} id\n * @return {?}\n */\nfunction getSortDuplicateSortableIdError(id) {\n return Error(\"Cannot have two MatSortables with the same id (\" + id + \").\");\n}\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction getSortHeaderNotContainedWithinSortError() {\n return Error(\"MatSortHeader must be placed within a parent element with the MatSort directive.\");\n}\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction getSortHeaderMissingIdError() {\n return Error(\"MatSortHeader must be provided with a unique id.\");\n}\n/**\n * \\@docs-private\n * @param {?} direction\n * @return {?}\n */\nfunction getSortInvalidDirectionError(direction) {\n return Error(direction + \" is not a valid sort direction ('asc' or 'desc').\");\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatSort.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatSort.\n/**\n * \\@docs-private\n */\nMatSortBase = /** @class */ (function () {\n function MatSortBase() {\n }\n return MatSortBase;\n}());\n/** @type {?} */\nvar _MatSortMixinBase = mixinInitialized(mixinDisabled(MatSortBase));\n/**\n * Container for MatSortables to manage the sort state and provide default sort parameters.\n */\nvar MatSort = /** @class */ (function (_super) {\n __extends(MatSort, _super);\n function MatSort() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n /**\n * Collection of all registered sortables that this directive manages.\n */\n _this.sortables = new Map();\n /**\n * Used to notify any child components listening to state changes.\n */\n _this._stateChanges = new Subject();\n /**\n * The direction to set when an MatSortable is initially sorted.\n * May be overriden by the MatSortable's sort start.\n */\n _this.start = 'asc';\n _this._direction = '';\n /**\n * Event emitted when the user changes either the active sort or sort direction.\n */\n _this.sortChange = new EventEmitter();\n return _this;\n }\n

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Object.defineProperty(MatSort.prototype, \"direction\", {\n        /** The sort direction of the currently active
MatSortable. */\n        get: /**\n         * The sort direction of the currently active MatSortable.\n         * @return
{?}\n         */\n        function () { return this._direction; },\n        set: /**\n         * @param {?} direction\n         *
@return {?}\n         */\n        function (direction) {\n            if (isDevMode() && direction && direction !== 'asc'
&& direction !== 'desc') {\n                throw getSortInvalidDirectionError(direction);\n            }\n
this._direction = direction;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatSort.prototype, \"disableClear\", {\n        /**\n         * Whether to disable the user from
clearing the sort by finishing the sort direction cycle.\n         * May be overriden by the MatSortable's disable clear
input.\n         */\n        get: /**\n         * Whether to disable the user from clearing the sort by finishing the sort
direction cycle.\n         * May be overriden by the MatSortable's disable clear input.\n         * @return {?}\n         */\n
        function () { return this._disableClear; },\n        set: /**\n         * @param {?} v\n         * @return {?}\n         */\n
        function (v) { this._disableClear = coerceBooleanProperty(v); },\n        enumerable: true,\n        configurable:
true\n    });\n    /**\n     * Register function to be used by the contained MatSortables. Adds the MatSortable to the\n
 * collection of MatSortables.\n     */\n    /**\n     * Register function to be used by the contained MatSortables.
Adds the MatSortable to the\n     * collection of MatSortables.\n     * @param {?} sortable\n     * @return {?}\n
*/\n    MatSort.prototype.register = /**\n     * Register function to be used by the contained MatSortables. Adds the
MatSortable to the\n     * collection of MatSortables.\n     * @param {?} sortable\n     * @return {?}\n     */\n
function (sortable) {\n        if (!sortable.id) {\n            throw getSortHeaderMissingIdError();\n        }\n        if
(this.sortables.has(sortable.id)) {\n            throw getSortDuplicateSortableIdError(sortable.id);\n        }\n
this.sortables.set(sortable.id, sortable);\n    };\n    /**\n     * Unregister function to be used by the contained
MatSortables. Removes the MatSortable from the\n     * collection of contained MatSortables.\n     */\n    /**\n     *
Unregister function to be used by the contained MatSortables. Removes the MatSortable from the\n     * collection
of contained MatSortables.\n     * @param {?} sortable\n     * @return {?}\n     */\n    MatSort.prototype.deregister =
/**\n     * Unregister function to be used by the contained MatSortables. Removes the MatSortable from the\n     *
collection of contained MatSortables.\n     * @param {?} sortable\n     * @return {?}\n     */\n    function (sortable)
{\n        this.sortables.delete(sortable.id);\n    };\n    /** Sets the active sort id and determines the new sort direction.
*/\n    /**\n     * Sets the active sort id and determines the new sort direction.\n     * @param {?} sortable\n     *
@return {?}\n     */\n    MatSort.prototype.sort = /**\n     * Sets the active sort id and determines the new sort
direction.\n     * @param {?} sortable\n     * @return {?}\n     */\n    function (sortable) {\n        if (this.active !=
sortable.id) {\n            this.active = sortable.id;\n            this.direction = sortable.start ? sortable.start : this.start;\n
}\n        else {\n            this.direction = this.getNextSortDirection(sortable);\n        }\n        this.sortChange.emit({
active: this.active, direction: this.direction });\n    };\n    /** Returns the next sort direction of the active sortable,
checking for potential overrides. */\n    /**\n     * Returns the next sort direction of the active sortable, checking for
potential overrides.\n     * @param {?} sortable\n     * @return {?}\n     */\n
MatSort.prototype.getNextSortDirection = /**\n     * Returns the next sort direction of the active sortable, checking
for potential overrides.\n     * @param {?} sortable\n     * @return {?}\n     */\n    function (sortable) {\n        if
(!sortable) {\n            return '';\n        }\n        // Get the sort direction cycle with the potential sortable overrides.\n
/** @type {?} */\n        var disableClear = sortable.disableClear != null ? sortable.disableClear : this.disableClear;\n
        /** @type {?} */\n        var sortDirectionCycle = getSortDirectionCycle(sortable.start || this.start, disableClear);\n
        // Get and return the next direction in the cycle\n        /** @type {?} */\n        var nextDirectionIndex =
sortDirectionCycle.indexOf(this.direction) + 1;\n        if (nextDirectionIndex >= sortDirectionCycle.length) {\n
 nextDirectionIndex = 0;\n        }\n        return sortDirectionCycle[nextDirectionIndex];\n    };\n    /**\n     * @return
{?}\n     */\n    MatSort.prototype.ngOnInit = /**\n     * @return {?}\n     */\n    function () {\n
this._markInitialized();\n    };\n    /**\n     * @return {?}\n     */\n    MatSort.prototype.ngOnChanges = /**\n     *
@return {?}\n     */\n    function () {\n        this._stateChanges.next();\n    };\n    /**\n     * @return {?}\n     */\n
MatSort.prototype.ngOnDestroy = /**\n     * @return {?}\n     */\n    function () {\n
this._stateChanges.complete();\n    };\n    MatSort.decorators = [\n        { type: Directive, args: [{\n
selector: '[matSort]',\n                exportAs: 'matSort',\n                inputs: ['disabled: matSortDisabled']\n
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},] },\n    };\n    MatSort.propDecorators = {\n        active: [{ type: Input, args: ['matSortActive',] }],\n        start: [{
type: Input, args: ['matSortStart',] }],\n        direction: [{ type: Input, args: ['matSortDirection',] }],\n
disableClear: [{ type: Input, args: ['matSortDisableClear',] }],\n        sortChange: [{ type: Output, args:
['matSortChange',] }]\n    };\n    return MatSort;\n}(_MatSortMixinBase));\n/**\n * Returns the sort direction cycle
to use given the provided parameters of order and clear.\n * @param {?} start\n * @param {?} disableClear\n *
@return {?}\n */\nfunction getSortDirectionCycle(start, disableClear) {\n    /** @type {?} */\n    var sortOrder =
['asc', 'desc'];\n    if (start == 'desc') {\n        sortOrder.reverse();\n    }\n    if (!disableClear) {\n
sortOrder.push('');\n    }\n    return sortOrder;\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?}
*/\nvar SORT_ANIMATION_TRANSITION = AnimationDurations.ENTERING + ' ' +\n
AnimationCurves.STANDARD_CURVE;\n/**\n * Animations used by MatSort.\n * \\@docs-private\n * @type
{?}\n */\nvar matSortAnimations = {\n    /**\n     * Animation that moves the sort indicator.\n     */\n    indicator:
trigger('indicator', [\n        state('active-asc, asc', style({ transform: 'translateY(0px)' })),\n        // 10px is the height of
the sort indicator, minus the width of the pointers\n        state('active-desc, desc', style({ transform:
'translateY(10px)' })),\n        transition('active-asc <=> active-desc',
animate(SORT_ANIMATION_TRANSITION))\n    ]),\n    /**\n     * Animation that rotates the left pointer of the
indicator based on the sorting direction.\n     */\n    leftPointer: trigger('leftPointer', [\n        state('active-asc, asc',
style({ transform: 'rotate(-45deg)' })),\n        state('active-desc, desc', style({ transform: 'rotate(45deg)' })),\n
transition('active-asc <=> active-desc', animate(SORT_ANIMATION_TRANSITION))\n    ]),\n    /**\n     *
Animation that rotates the right pointer of the indicator based on the sorting direction.\n     */\n    rightPointer:
trigger('rightPointer', [\n        state('active-asc, asc', style({ transform: 'rotate(45deg)' })),\n        state('active-desc,
desc', style({ transform: 'rotate(-45deg)' })),\n        transition('active-asc <=> active-desc',
animate(SORT_ANIMATION_TRANSITION))\n    ]),\n    /**\n     * Animation that controls the arrow opacity.\n
*/\n    arrowOpacity: trigger('arrowOpacity', [\n        state('desc-to-active, asc-to-active, active', style({ opacity: 1
})),\n        state('desc-to-hint, asc-to-hint, hint', style({ opacity: .54 })),\n        state('hint-to-desc, active-to-desc, desc,
hint-to-asc, active-to-asc, asc, void', style({ opacity: 0 })),\n        // Transition between all states except for
immediate transitions\n        transition('* => asc, * => desc, * => active, * => hint, * => void', animate('0ms')),\n
transition('* <=> *', animate(SORT_ANIMATION_TRANSITION)),\n    ]),\n    /**\n     * Animation for the
translation of the arrow as a whole. States are separated into two\n     * groups: ones with animations and others that
are immediate. Immediate states are asc, desc,\n     * peek, and active. The other states define a specific animation
(source-to-destination)\n     * and are determined as a function of their prev user-perceived state and what the next
state\n     * should be.\n     */\n    arrowPosition: trigger('arrowPosition', [\n        // Hidden Above => Hint Center\n
  transition('* => desc-to-hint, * => desc-to-active', animate(SORT_ANIMATION_TRANSITION, keyframes([\n
      style({ transform: 'translateY(-25%)' }),\n            style({ transform: 'translateY(0)' })\n        ])),\n        // Hint
Center => Hidden Below\n        transition('* => hint-to-desc, * => active-to-desc',
animate(SORT_ANIMATION_TRANSITION, keyframes([\n            style({ transform: 'translateY(0)' }),\n
style({ transform: 'translateY(25%)' })\n        ])),\n        // Hidden Below => Hint Center\n        transition('* => asc-
to-hint, * => asc-to-active', animate(SORT_ANIMATION_TRANSITION, keyframes([\n            style({ transform:
'translateY(25%)' }),\n            style({ transform: 'translateY(0)' })\n        ])),\n        // Hint Center => Hidden
Above\n        transition('* => hint-to-asc, * => active-to-asc', animate(SORT_ANIMATION_TRANSITION,
keyframes([\n            style({ transform: 'translateY(0)' }),\n            style({ transform: 'translateY(-25%)' })\n
])),\n        state('desc-to-hint, asc-to-hint, hint, desc-to-active, asc-to-active, active', style({ transform: 'translateY(0)'
})),\n        state('hint-to-desc, active-to-desc, desc', style({ transform: 'translateY(-25%)' })),\n        state('hint-to-asc,
active-to-asc, asc', style({ transform: 'translateY(25%)' })),\n    ]),\n    /**\n     * Necessary trigger that calls animate
on children animations.\n     */\n    allowChildren: trigger('allowChildren', [\n        transition('* <=> *', [\n
query('@*', animateChild(), { optional: true })\n        ])\n    ]),\n};\n\n/**\n * @fileoverview added by tsickle\n *
@suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n
*/\n/**\n * To modify the labels and text displayed, create a new instance of MatSortHeaderIntl and\n * include it in
```

a custom provider.\n */\nvar MatSortHeaderIntl = /** @class */ (function () {\n function MatSortHeaderIntl() {\n /**\n * Stream that emits whenever the labels here are changed. Use this to notify\n * components if the labels have changed after initialization.\n */\n this.changes = new Subject();\n /**\n * ARIA label for the sorting button.\n */\n this.sortButtonLabel = function (id) {\n return \"Change sorting for \" + id;\n };\n }\n MatSortHeaderIntl.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ MatSortHeaderIntl.ngInjectableDef = defineInjectable({ factory: function MatSortHeaderIntl_Factory() { return new MatSortHeaderIntl(); }, token: MatSortHeaderIntl, providedIn: \"root\" });\n return MatSortHeaderIntl;\n}());\n/**\n * \\@docs-private\n * @param {?} parentIntl\n * @return {?}\n */\nfunction MAT_SORT_HEADER_INTL_PROVIDER_FACTORY(parentIntl) {\n return parentIntl || new MatSortHeaderIntl();\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_SORT_HEADER_INTL_PROVIDER = {\n // If there is already an MatSortHeaderIntl available, use that. Otherwise, provide a new one.\n provide: MatSortHeaderIntl,\n deps: [[new Optional(), new SkipSelf(), MatSortHeaderIntl]],\n useFactory: MAT_SORT_HEADER_INTL_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to the sort header.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to the sort header.\n/**\n * \\@docs-private\n */\nMatSortHeaderBase = /** @class */ (function () {\n function MatSortHeaderBase() {\n }\n return MatSortHeaderBase;\n}());\n/** @type {?} */\nvar _MatSortHeaderMixinBase = mixinDisabled(MatSortHeaderBase);\n/**\n * Applies sorting behavior (click to change sort) and styles to an element, including an\n * arrow to display the current sort direction.\n *\n * Must be provided with an id and contained within a parent MatSort directive.\n *\n * If used on header cells in a CdkTable, it will automatically default its id from its containing\n * column definition.\n */\nvar MatSortHeader = /** @class */ (function (_super) {\n __extends(MatSortHeader, _super);\n function MatSortHeader(_intl, changeDetectorRef, _sort, _columnDef) {\n var _this = \n // Note that we use a string token for the `_columnDef`, because the value is provided both by\n // `material/table` and `cdk/table` and we can't have the CDK depending on Material,\n // and we want to avoid having the sort header depending on the CDK table because\n // of this single reference.\n _super.call(this) || this;\n _this._intl = _intl;\n _this._sort = _sort;\n _this._columnDef = _columnDef;\n /**\n * Flag set to true when the indicator should be displayed while the sort is not active. Used to\n * provide an affordance that the header is sortable by showing on focus and hover.\n */\n _this._showIndicatorHint = false;\n /**\n * The direction the arrow should be facing according to the current state.\n */\n _this._arrowDirection = '';\n /**\n * Whether the view state animation should show the transition between the `from` and `to` states.\n */\n _this._disableViewStateAnimation = false;\n /**\n * Sets the position of the arrow that displays when sorted.\n */\n _this.arrowPosition = 'after';\n if (!_sort) {\n throw getSortHeaderNotContainedWithinSortError();\n }\n _this._rerenderSubscription = merge(_sort.sortChange, _sort._stateChanges, _intl.changes)\n .subscribe(function () {\n if (_this._isSorted()) {\n _this._updateArrowDirection();\n }\n // If this header was recently active and now no longer sorted, animate away the arrow.\n if (!_this._isSorted() && _this._viewState && _this._viewState.toState === 'active') {\n _this._disableViewStateAnimation = false;\n _this._setAnimationTransitionState({ fromState: 'active', toState: _this._arrowDirection });\n }\n changeDetectorRef.markForCheck();\n });\n return _this;\n }\n Object.defineProperty(MatSortHeader.prototype, \"disableClear\", {\n /** Overrides the disable clear value of the containing MatSort for this MatSortable. */\n get: /**\n * Overrides the disable clear value of the containing MatSort for this MatSortable.\n * @return {?}\n */\n function () { return this._disableClear; },\n set: /**\n * @param {?} v\n * @return {?}\n */\n function (v) { this._disableClear = coerceBooleanProperty(v); },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatSortHeader.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n if (!this.id && this._columnDef) {\n this.id = this._columnDef.name;\n }\n // Initialize the direction

of the arrow and set the view state to be immediately that state.\n this._updateArrowDirection();\n this._setAnimationTransitionState({ toState: this._isSorted() ? 'active' : this._arrowDirection });\n this._sort.register(this);\n };\n /**\n * @return {?}\n */\n MatSortHeader.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._sort.deregister(this);\n this._rerenderSubscription.unsubscribe();\n };\n /**\n * Sets the \"hint\" state such that the arrow will be semi-transparently displayed as a hint to the\n * user showing what the active sort will become. If set to false, the arrow will fade away.\n */\n /**\n * Sets the \"hint\" state such that the arrow will be semi-transparently displayed as a hint to the\n * user showing what the active sort will become. If set to false, the arrow will fade away.\n * @param {?} visible\n * @return {?}\n */\n MatSortHeader.prototype._setIndicatorHintVisible = /**\n * Sets the \"hint\" state such that the arrow will be semi-transparently displayed as a hint to the\n * user showing what the active sort will become. If set to false, the arrow will fade away.\n * @param {?} visible\n * @return {?}\n */\n function (visible) {\n // No-op if the sort header is disabled - should not make the hint visible.\n if (this._isDisabled() && visible) {\n return;\n }\n this._showIndicatorHint = visible;\n if (!this._isSorted()) {\n this._updateArrowDirection();\n if (this._showIndicatorHint) {\n this._setAnimationTransitionState({ fromState: this._arrowDirection, toState: 'hint' });\n }\n else {\n this._setAnimationTransitionState({ fromState: 'hint', toState: this._arrowDirection });\n }\n }\n };\n /**\n * Sets the animation transition view state for the arrow's position and opacity. If the\n * `disableViewStateAnimation` flag is set to true, the `fromState` will be ignored so that\n * no animation appears.\n */\n /**\n * Sets the animation transition view state for the arrow's position and opacity. If the\n * `disableViewStateAnimation` flag is set to true, the `fromState` will be ignored so that\n * no animation appears.\n * @param {?} viewState\n * @return {?}\n */\n MatSortHeader.prototype._setAnimationTransitionState = /**\n * Sets the animation transition view state for the arrow's position and opacity. If the\n * `disableViewStateAnimation` flag is set to true, the `fromState` will be ignored so that\n * no animation appears.\n * @param {?} viewState\n * @return {?}\n */\n function (viewState) {\n this._viewState = viewState;\n // If the animation for arrow position state (opacity/translation) should be disabled,\n // remove the fromState so that it jumps right to the toState.\n if (this._disableViewStateAnimation) {\n this._viewState = { toState: viewState.toState };\n }\n };\n /** Triggers the sort on this sort header and removes the indicator hint. */\n /**\n * Triggers the sort on this sort header and removes the indicator hint.\n * @return {?}\n */\n MatSortHeader.prototype._handleClick = /**\n * Triggers the sort on this sort header and removes the indicator hint.\n * @return {?}\n */\n function () {\n if (this._isDisabled()) {\n return;\n }\n this._sort.sort(this);\n // Do not show the animation if the header was already shown in the right position.\n if (this._viewState.toState === 'hint' || this._viewState.toState === 'active') {\n this._disableViewStateAnimation = true;\n }\n // If the arrow is now sorted, animate the arrow into place. Otherwise, animate it away into\n // the direction it is facing.\n /** @type {?} */\n var viewState = this._isSorted() ?\n { fromState: this._arrowDirection, toState: 'active' } :\n { fromState: 'active', toState: this._arrowDirection };\n this._setAnimationTransitionState(viewState);\n this._showIndicatorHint = false;\n };\n /** Whether this MatSortHeader is currently sorted in either ascending or descending order. */\n /**\n * Whether this MatSortHeader is currently sorted in either ascending or descending order.\n * @return {?}\n */\n MatSortHeader.prototype._isSorted = /**\n * Whether this MatSortHeader is currently sorted in either ascending or descending order.\n * @return {?}\n */\n function () {\n return this._sort.active == this.id &&\n (this._sort.direction === 'asc' || this._sort.direction === 'desc');\n };\n /** Returns the animation state for the arrow direction (indicator and pointers). */\n /**\n * Returns the animation state for the arrow direction (indicator and pointers).\n * @return {?}\n */\n MatSortHeader.prototype._getArrowDirectionState = /**\n * Returns the animation state for the arrow direction (indicator and pointers).\n * @return {?}\n */\n function () {\n return \"\" + (this._isSorted() ? 'active-' : '') + this._arrowDirection;\n };\n /** Returns the arrow position state (opacity, translation). */\n /**\n * Returns the arrow position state (opacity, translation).\n * @return {?}\n */\n MatSortHeader.prototype._getArrowViewState = /**\n * Returns the arrow position state

(opacity, translation).\n * @return {?}\n */\n function () {\n /** @type {?} */\n var fromState = this._viewState.fromState;\n return (fromState ? fromState + \"-to-\" : '') + this._viewState.toState;\n };\n /**\n * Updates the direction the arrow should be pointing. If it is not sorted, the arrow should be\n * facing the start direction. Otherwise if it is sorted, the arrow should point in the currently\n * active sorted direction. The reason this is updated through a function is because the direction\n * should only be changed at specific times - when deactivated but the hint is displayed and when\n * the sort is active and the direction changes. Otherwise the arrow's direction should linger\n * in cases such as the sort becoming deactivated but we want to animate the arrow away while\n * preserving its direction, even though the next sort direction is actually different and should\n * only be changed once the arrow displays again (hint or activation).\n */\n /**\n * Updates the direction the arrow should be pointing. If it is not sorted, the arrow should be\n * facing the start direction. Otherwise if it is sorted, the arrow should point in the currently\n * active sorted direction. The reason this is updated through a function is because the direction\n * should only be changed at specific times - when deactivated but the hint is displayed and when\n * the sort is active and the direction changes. Otherwise the arrow's direction should linger\n * in cases such as the sort becoming deactivated but we want to animate the arrow away while\n * preserving its direction, even though the next sort direction is actually different and should\n * only be changed once the arrow displays again (hint or activation).\n * @return {?}\n */\n MatSortHeader.prototype._updateArrowDirection = /**\n * Updates the direction the arrow should be pointing. If it is not sorted, the arrow should be\n * facing the start direction. Otherwise if it is sorted, the arrow should point in the currently\n * active sorted direction. The reason this is updated through a function is because the direction\n * should only be changed at specific times - when deactivated but the hint is displayed and when\n * the sort is active and the direction changes. Otherwise the arrow's direction should linger\n * in cases such as the sort becoming deactivated but we want to animate the arrow away while\n * preserving its direction, even though the next sort direction is actually different and should\n * only be changed once the arrow displays again (hint or activation).\n * @return {?}\n */\n function () {\n this._arrowDirection = this._isSorted() ?\n this._sort.direction :\n (this.start || this._sort.start);\n };\n /**\n * @return {?}\n */\n MatSortHeader.prototype._isDisabled = /**\n * @return {?}\n */\n function () {\n return this._sort.disabled || this.disabled;\n };\n /**\n * Gets the aria-sort attribute that should be applied to this sort header. If this header\n * is not sorted, returns null so that the attribute is removed from the host element. Aria spec\n * says that the aria-sort property should only be present on one header at a time, so removing\n * ensures this is true.\n */\n /**\n * Gets the aria-sort attribute that should be applied to this sort header. If this header\n * is not sorted, returns null so that the attribute is removed from the host element. Aria spec\n * says that the aria-sort property should only be present on one header at a time, so removing\n * ensures this is true.\n * @return {?}\n */\n MatSortHeader.prototype._getAriaSortAttribute = /**\n * Gets the aria-sort attribute that should be applied to this sort header. If this header\n * is not sorted, returns null so that the attribute is removed from the host element. Aria spec\n * says that the aria-sort property should only be present on one header at a time, so removing\n * ensures this is true.\n * @return {?}\n */\n function () {\n if (!this._isSorted()) {\n return null;\n }\n return this._sort.direction == 'asc' ? 'ascending' : 'descending';\n };\n MatSortHeader.decorators = [\n { type: Component, args: [{selector: '[mat-sort-header]',\n exportAs: 'matSortHeader',\n template: \"<div class=\\\"mat-sort-header-container\\\" [class.mat-sort-header-sorted]=\\\"_isSorted()\\\" [class.mat-sort-header-position-before]=\\\"arrowPosition == 'before'\\\"><button class=\\\"mat-sort-header-button\\\" type=\\\"button\\\" [attr.disabled]=\\\"_isDisabled() || null\\\" [attr.aria-label]=\\\"_intl.sortButtonLabel(id)\\\" (focus)=\\\"_setIndicatorHintVisible(true)\\\" (blur)=\\\"_setIndicatorHintVisible(false)\\\"><ng-content></ng-content></button><div class=\\\"mat-sort-header-arrow\\\" [@arrowOpacity]=\\\"_getArrowViewState()\\\" [@arrowPosition]=\\\"_getArrowViewState()\\\" [@allowChildren]=\\\"_getArrowDirectionState()\\\" (@arrowPosition.start)=\\\"_disableViewStateAnimation = true\\\" (@arrowPosition.done)=\\\"_disableViewStateAnimation = false\\\"><div class=\\\"mat-sort-header-stem\\\"> <div class=\\\"mat-sort-header-indicator\\\" [@indicator]=\\\"_getArrowDirectionState()\\\"><div class=\\\"mat-sort-header-pointer-left\\\" [@leftPointer]=\\\"_getArrowDirectionState()\\\"> <div

class=\\\"mat-sort-header-pointer-right\\\" [@rightPointer]=\\\"_getArrowDirectionState()\\\"> <div class=\\\"mat-sort-header-pointer-middle\\\"> \",\n styles: [\".mat-sort-header-container{display:flex;cursor:pointer;align-items:center}.mat-sort-header-disabled .mat-sort-header-container{cursor:default}.mat-sort-header-position-before{flex-direction:row-reverse}.mat-sort-header-button{border:none;background:0 0;display:flex;align-items:center;padding:0;cursor:inherit;outline:0;font:inherit;color:currentColor}.mat-sort-header-arrow{height:12px;width:12px;min-width:12px;position:relative;display:flex;opacity:0}.mat-sort-header-arrow,[dir=rtl] .mat-sort-header-position-before .mat-sort-header-arrow{margin:0 0 0 6px}.mat-sort-header-position-before .mat-sort-header-arrow,[dir=rtl] .mat-sort-header-arrow{margin:0 6px 0 0}.mat-sort-header-stem{background:currentColor;height:10px;width:2px;margin:auto;display:flex;align-items:center}@media screen and (-ms-high-contrast:active){.mat-sort-header-stem{width:0;border-left:solid 2px}}.mat-sort-header-indicator{width:100%;height:2px;display:flex;align-items:center;position:absolute;top:0;left:0}.mat-sort-header-pointer-middle{margin:auto;height:2px;width:2px;background:currentColor;transform:rotate(45deg)}@media screen and (-ms-high-contrast:active){.mat-sort-header-pointer-middle{width:0;height:0;border-top:solid 2px;border-left:solid 2px}}.mat-sort-header-pointer-left,.mat-sort-header-pointer-right{background:currentColor;width:6px;height:2px;position:absolute;top:0}@media screen and (-ms-high-contrast:active){.mat-sort-header-pointer-left,.mat-sort-header-pointer-right{width:0;height:0;border-left:solid 6px;border-top:solid 2px}}.mat-sort-header-pointer-left{transform-origin:right;left:0}.mat-sort-header-pointer-right{transform-origin:left;right:0}\"],\n host: {\n '(click)': '_handleClick()',\n '(mouseenter)': '_setIndicatorHintVisible(true)',\n '(longpress)': '_setIndicatorHintVisible(true)',\n '(mouseleave)': '_setIndicatorHintVisible(false)',\n '[attr.aria-sort]': '_getAriaSortAttribute()',\n '[class.mat-sort-header-disabled]': '_isDisabled()',\n },\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n inputs: ['disabled'],\n animations: [\n matSortAnimations.indicator,\n matSortAnimations.leftPointer,\n matSortAnimations.rightPointer,\n matSortAnimations.arrowOpacity,\n matSortAnimations.arrowPosition,\n matSortAnimations.allowChildren,\n]\n },] },\n];\n /** @nocollapse */\n MatSortHeader.ctorParameters = function () { return [\n { type: MatSortHeaderIntl },\n { type: ChangeDetectorRef },\n { type: MatSort, decorators: [{ type: Optional }] },\n { type: undefined, decorators: [{ type: Inject, args: ['MAT_SORT_HEADER_COLUMN_DEF',] }, { type: Optional }] }\n]; };\n MatSortHeader.propDecorators = {\n id: [{ type: Input, args: ['mat-sort-header',] }],\n arrowPosition: [{ type: Input }],\n start: [{ type: Input }],\n disableClear: [{ type: Input }]\n };\n return MatSortHeader;\n}(_MatSortHeaderMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatSortModule = /** @class */ (function () {\n function MatSortModule() {\n }\n MatSortModule.decorators = [\n { type: NgModule, args: [{\n imports: [CommonModule],\n exports: [MatSort, MatSortHeader],\n declarations: [MatSort, MatSortHeader],\n providers: [MAT_SORT_HEADER_INTL_PROVIDER]\n },] },\n];\n return MatSortModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatSortModule, MatSortHeaderBase, _MatSortHeaderMixinBase, MatSortHeader, MAT_SORT_HEADER_INTL_PROVIDER_FACTORY, MatSortHeaderIntl, MAT_SORT_HEADER_INTL_PROVIDER, MatSortBase, _MatSortMixinBase, MatSort, matSortAnimations };\n//# sourceMappingURL=sort.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n

*\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { Directive, Injectable, Optional, SkipSelf, NgModule, ChangeDetectionStrategy, ChangeDetectorRef, Component, ElementRef, Input, ViewEncapsulation, ContentChild, ContentChildren, EventEmitter, forwardRef, Inject, Output, ViewChildren, TemplateRef, defineInjectable } from '@angular/core';\nimport { CdkStepLabel, CdkStepHeader, CdkStep, CdkStepper, STEPPER_GLOBAL_OPTIONS, CdkStepperNext, CdkStepperPrevious, CdkStepperModule } from '@angular/cdk/stepper';\nimport { Subject } from 'rxjs';\nimport { FocusMonitor } from '@angular/cdk/a11y';\nimport { animate, state, style, transition, trigger } from '@angular/animations';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { DOCUMENT, CommonModule } from '@angular/common';\nimport { ErrorStateMatcher, MatCommonModule, MatRippleModule } from '@angular/material/core';\nimport { takeUntil, distinctUntilChanged } from 'rxjs/operators';\nimport { PortalModule } from '@angular/cdk/portal';\nimport { MatButtonModule } from '@angular/material/button';\nimport { MatIconModule } from '@angular/material/icon';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatStepLabel = /** @class */ (function (_super) {\n __extends(MatStepLabel, _super);\n function MatStepLabel() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatStepLabel.decorators = [\n { type: Directive, args: [{\n selector: '[matStepLabel]',\n },] },\n];\n return MatStepLabel;\n}(CdkStepLabel));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Stepper data that is required for internationalization.\n */\nvar MatStepperIntl = /** @class */ (function () {\n function MatStepperIntl() {\n /**\n * Stream that emits whenever the labels here are changed. Use this to notify\n * components if the labels have changed after initialization.\n */\n this.changes = new Subject();\n /**\n * Label that is rendered below optional steps.\n */\n this.optionalLabel = 'Optional';\n }\n MatStepperIntl.decorators = [\n { type: Injectable, args: [{ providedIn: 'root' },] },\n];\n /** @nocollapse */ MatStepperIntl.ngInjectableDef = defineInjectable({ factory: function MatStepperIntl_Factory() { return new MatStepperIntl(); }, token: MatStepperIntl, providedIn: \"root\" });\n return MatStepperIntl;\n}());\n/**\n * \\@docs-private\n * @param {?} parentIntl\n * @return {?}\n */\nfunction MAT_STEPPER_INTL_PROVIDER_FACTORY(parentIntl) {\n return parentIntl || new MatStepperIntl();\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_STEPPER_INTL_PROVIDER = {\n provide: MatStepperIntl,\n deps: [[new Optional(), new SkipSelf(), MatStepperIntl]],\n useFactory: MAT_STEPPER_INTL_PROVIDER_FACTORY\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatStepHeader = /** @class */ (function (_super) {\n __extends(MatStepHeader, _super);\n function MatStepHeader(_intl, _focusMonitor, _elementRef, changeDetectorRef) {\n var _this = _super.call(this, _elementRef) || this;\n _this._intl = _intl;\n _this._focusMonitor = _focusMonitor;\n _focusMonitor.monitor(_elementRef, true);\n _this._intlSubscription = _intl.changes.subscribe(function () { return changeDetectorRef.markForCheck(); });\n return _this;\n }\n /**\n * @return {?}\n */\n MatStepHeader.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._intlSubscription.unsubscribe();\n this._focusMonitor.stopMonitoring(this._elementRef);\n };\n /** Returns string label of given step if it is a text label. */\n /**\n * Returns string label of given step if it is a text label.\n * @return {?}\n */\n MatStepHeader.prototype._stringLabel = /**\n * Returns string label of given step if it is a text label.\n * @return {?}\n */\n function () {\n return this.label instanceof MatStepLabel ? null : this.label;\n };\n /** Returns MatStepLabel if the label of given step is a template label. */\n /**\n * Returns MatStepLabel if the label of given step is a template label.\n * @return {?}\n */\n MatStepHeader.prototype._templateLabel = /**\n * Returns MatStepLabel if the label of given step is a template label.\n * @return {?}\n */\n function () {\n return this.label instanceof MatStepLabel ? this.label : null;\n };\n /** Returns the host HTML element. */\n /**\n * Returns the host HTML element.\n * @return {?}\n */\n MatStepHeader.prototype._getHostElement = /**\n * Returns the host HTML element.\n

```
 * @return {?}\n     */\n    function () {\n        return this._elementRef.nativeElement;\n    };\n    /** Template
context variables that are exposed to the `matStepperIcon` instances. */\n    /**\n     * Template context variables
that are exposed to the `matStepperIcon` instances.\n     * @return {?}\n     */\n
MatStepHeader.prototype._getIconContext = /**\n     * Template context variables that are exposed to the
`matStepperIcon` instances.\n     * @return {?}\n     */\n    function () {\n        return {\n            index: this.index,\n
        active: this.active,\n            optional: this.optional\n        };\n    };\n    MatStepHeader.decorators = [\n        {
type: Component, args: [{selector: 'mat-step-header',\n                    template: \"<div class=\\\"mat-step-header-
ripple\\\" mat-ripple [matRippleTrigger]=\\\"_getHostElement()\\\"></div><div class=\\\"mat-step-icon-state-
{{state}} mat-step-icon\\\" [class.mat-step-icon-selected]=\\\"selected\\\" [ngSwitch]=\\\"state\\\"><div
class=\\\"mat-step-icon-content\\\"><ng-container *ngSwitchCase=\\\"'number'\\\" [ngSwitch]=\\\"!!(iconOverrides
&& iconOverrides.number)\\\"><ng-container *ngSwitchCase=\\\"true\\\"
[ngTemplateOutlet]=\\\"iconOverrides.number\\\" [ngTemplateOutletContext]=\\\"_getIconContext()\\\"></ng-
container><span *ngSwitchDefault>{{index + 1}}</span></ng-container><ng-container
*ngSwitchCase=\\\"'edit'\\\" [ngSwitch]=\\\"!!(iconOverrides && iconOverrides.edit)\\\"><ng-container
*ngSwitchCase=\\\"true\\\" [ngTemplateOutlet]=\\\"iconOverrides.edit\\\"
[ngTemplateOutletContext]=\\\"_getIconContext()\\\"></ng-container><mat-icon *ngSwitchDefault>create</mat-
icon></ng-container><ng-container *ngSwitchCase=\\\"'done'\\\" [ngSwitch]=\\\"!!(iconOverrides &&
iconOverrides.done)\\\"><ng-container *ngSwitchCase=\\\"true\\\" [ngTemplateOutlet]=\\\"iconOverrides.done\\\"
[ngTemplateOutletContext]=\\\"_getIconContext()\\\"></ng-container><mat-icon *ngSwitchDefault>done</mat-
icon></ng-container><ng-container *ngSwitchCase=\\\"'error'\\\" [ngSwitch]=\\\"!!(iconOverrides &&
iconOverrides.error)\\\"><ng-container *ngSwitchCase=\\\"true\\\" [ngTemplateOutlet]=\\\"iconOverrides.error\\\"
[ngTemplateOutletContext]=\\\"_getIconContext()\\\"></ng-container><mat-icon *ngSwitchDefault>warning</mat-
icon></ng-container><ng-container *ngSwitchDefault [ngSwitch]=\\\"!!(iconOverrides &&
iconOverrides[state])\\\"><ng-container *ngSwitchCase=\\\"true\\\" [ngTemplateOutlet]=\\\"iconOverrides[state]\\\"
[ngTemplateOutletContext]=\\\"_getIconContext()\\\"></ng-container><mat-icon
*ngSwitchDefault>{{state}}</mat-icon></ng-container></div></div><div class=\\\"mat-step-label\\\" [class.mat-
step-label-active]=\\\"active\\\" [class.mat-step-label-selected]=\\\"selected\\\" [class.mat-step-label-error]=\\\"state
== 'error'\\\"><ng-container *ngIf=\\\"_templateLabel()\\\"
[ngTemplateOutlet]=\\\"_templateLabel()!.template\\\"></ng-container><div class=\\\"mat-step-text-label\\\"
*ngIf=\\\"_stringLabel()\\\">{{label}}</div><div class=\\\"mat-step-optional\\\" *ngIf=\\\"optional && state !=
'error'\\\">{{_intl.optionalLabel}}</div><div class=\\\"mat-step-sub-label-error\\\" *ngIf=\\\"state ==
'error'\\\">{{errorMessage}}</div></div>\",\n                    styles: [\".mat-step-
header{overflow:hidden;outline:0;cursor:pointer;position:relative;box-sizing:content-box;-webkit-tap-highlight-
color:transparent}.mat-step-optional,.mat-step-sub-label-error{font-size:12px}.mat-step-icon{border-
radius:50%;height:24px;width:24px;flex-shrink:0;position:relative}.mat-step-icon .mat-icon,.mat-step-icon-
content{position:absolute;top:50%;left:50%;transform:translate(-50%,-50%)}.mat-step-icon .mat-icon{font-
size:16px;height:16px;width:16px}.mat-step-icon-state-error .mat-icon{font-
size:24px;height:24px;width:24px}.mat-step-label{display:inline-block;white-space:nowrap;overflow:hidden;text-
overflow:ellipsis;min-width:50px;vertical-align:middle}.mat-step-text-label{text-
overflow:ellipsis;overflow:hidden}.mat-step-header .mat-step-header-
ripple{top:0;left:0;right:0;bottom:0;position:absolute;pointer-events:none}\"],\n                    host: {\n
'class': 'mat-step-header',\n                        'role': 'tab',\n                    },\n                    encapsulation:
ViewEncapsulation.None,\n                    changeDetection: ChangeDetectionStrategy.OnPush,\n                },] },\n
];\n    /** @nocollapse */\n    MatStepHeader.ctorParameters = function () { return [\n        { type: MatStepperIntl
},\n        { type: FocusMonitor },\n        { type: ElementRef },\n        { type: ChangeDetectorRef }\n    ]; };\n
MatStepHeader.propDecorators = {\n        state: [{ type: Input }],\n        label: [{ type: Input }],\n        errorMessage:
[{ type: Input }],\n        iconOverrides: [{ type: Input }],\n        index: [{ type: Input }],\n        selected: [{ type: Input
}],\n        active: [{ type: Input }],\n        optional: [{ type: Input }]\n    };\n    return
```

```
MatStepHeader;\n}(CdkStepHeader));\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
Animations used by the Material steppers.\n * \\@docs-private\n * @type {?}\n */\nvar matStepperAnimations =
{\n    /**\n     * Animation that transitions the step along the X axis in a horizontal stepper.\n     */\n
horizontalStepTransition: trigger('stepTransition', [\n        state('previous', style({ transform: 'translate3d(-100%, 0,
0)', visibility: 'hidden' })),\n        state('current', style({ transform: 'none', visibility: 'visible' })),\n        state('next',
style({ transform: 'translate3d(100%, 0, 0)', visibility: 'hidden' })),\n        transition('* => *', animate('500ms cubic-
bezier(0.35, 0, 0.25, 1)'))\n    ]),\n    /**\n     * Animation that transitions the step along the Y axis in a vertical
stepper.\n     */\n    verticalStepTransition: trigger('stepTransition', [\n        state('previous', style({ height: '0px',
visibility: 'hidden' })),\n        state('next', style({ height: '0px', visibility: 'hidden' })),\n        state('current', style({
height: '*', visibility: 'visible' })),\n        transition('* <=> current', animate('225ms cubic-bezier(0.4, 0.0, 0.2, 1)'))\n
])\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n *
Template to be used to override the icons inside the step header.\n */\nvar MatStepperIcon = /** @class */ (function
() {\n    function MatStepperIcon(templateRef) {\n        this.templateRef = templateRef;\n    }\n
MatStepperIcon.decorators = [\n        { type: Directive, args: [{\n                    selector: 'ng-
template[matStepperIcon]',\n                },] },\n    ];\n    /** @nocollapse */\n    MatStepperIcon.ctorParameters =
function () { return [\n        { type: TemplateRef }\n    ]; };\n    MatStepperIcon.propDecorators = {\n        name: [{
type: Input, args: ['matStepperIcon',] }]\n    };\n    return MatStepperIcon;\n}());\n\n/**\n * @fileoverview added by
tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by
tsc\n */\nvar MatStep = /** @class */ (function (_super) {\n    __extends(MatStep, _super);\n    /** @breaking-
change 8.0.0 remove the `?` after `stepperOptions` */\n    function MatStep(stepper, _errorStateMatcher,
stepperOptions) {\n        var _this = _super.call(this, stepper, stepperOptions) || this;\n        _this._errorStateMatcher
= _errorStateMatcher;\n        return _this;\n    }\n    /** Custom error state matcher that additionally checks for
validity of interacted form. */\n    /**\n     * Custom error state matcher that additionally checks for validity of
interacted form.\n     * @param {?} control\n     * @param {?} form\n     * @return {?}\n     */\n
MatStep.prototype.isErrorState = /**\n     * Custom error state matcher that additionally checks for validity of
interacted form.\n     * @param {?} control\n     * @param {?} form\n     * @return {?}\n     */\n    function (control,
form) {\n        /** @type {?} */\n        var originalErrorState = this._errorStateMatcher.isErrorState(control, form);\n
    // Custom error state checks for the validity of form that is not submitted or touched\n        // since user can
trigger a form change by calling for another step without directly\n        // interacting with the current form.\n
/** @type {?} */\n        var customErrorState = !!(control && control.invalid && this.interacted);\n        return
originalErrorState || customErrorState;\n    };\n    MatStep.decorators = [\n        { type: Component, args: [{selector:
'mat-step',\n                    template: \"<ng-template><ng-content></ng-content></ng-template>\",\n
providers: [{ provide: ErrorStateMatcher, useExisting: MatStep }],\n                    encapsulation:
ViewEncapsulation.None,\n                    exportAs: 'matStep',\n                    changeDetection:
ChangeDetectionStrategy.OnPush,\n                },] },\n    ];\n    /** @nocollapse */\n    MatStep.ctorParameters =
function () { return [\n        { type: MatStepper, decorators: [{ type: Inject, args: [forwardRef(function () { return
MatStepper; }),] }] },\n        { type: ErrorStateMatcher, decorators: [{ type: SkipSelf }] },\n        { type: undefined,
decorators: [{ type: Optional }, { type: Inject, args: [STEPPER_GLOBAL_OPTIONS,] }] }\n    ]; };\n
MatStep.propDecorators = {\n        stepLabel: [{ type: ContentChild, args: [MatStepLabel,] }]\n    };\n    return
MatStep;\n}(CdkStep));\nvar MatStepper = /** @class */ (function (_super) {\n    __extends(MatStepper, _super);\n
  function MatStepper() {\n        var _this = _super !== null && _super.apply(this, arguments) || this;\n        /**\n
 * Event emitted when the current step is done transitioning in.\n         */\n        _this.animationDone = new
EventEmitter();\n        /**\n         * Consumer-specified template-refs to be used to override the header icons.\n
*/\n        _this._iconOverrides = {};\n        /**\n         * Stream of animation `done` events when the body
expands/collapses.\n         */\n        _this._animationDone = new Subject();\n        return _this;\n    }\n    /**\n     *
@return {?}\n     */\n    MatStepper.prototype.ngAfterContentInit = /**\n     * @return {?}\n     */\n    function () {\n
```

var _this = this;\n this._icons.forEach(function (_a) {\n var name = _a.name, templateRef = _a.templateRef;\n return _this._iconOverrides[name] = templateRef;\n });\n // Mark the component for change detection whenever the content children query changes\n this._steps.changes.pipe(takeUntil(this._destroyed)).subscribe(function () { return _this._stateChanged(); });\n this._animationDone.pipe(\n // This needs a `distinctUntilChanged` in order to avoid emitting the same event twice due\n // to a bug in animations where the `.done` callback gets invoked twice on some browsers.\n // See https://github.com/angular/angular/issues/24084\n distinctUntilChanged(function (x, y) { return x.fromState === y.fromState && x.toState === y.toState; }), takeUntil(this._destroyed)).subscribe(function (event) {\n if (((/** @type {?} */ (event.toState))) === 'current') {\n _this.animationDone.emit();\n }\n });\n };\n MatStepper.decorators = [\n { type: Directive, args: [{\n selector: '[matStepper]'\n },] },\n];\n MatStepper.propDecorators = {\n _stepHeader: [{ type: ViewChildren, args: [MatStepHeader,] }],\n _steps: [{ type: ContentChildren, args: [MatStep,] }],\n _icons: [{ type: ContentChildren, args: [MatStepperIcon,] }],\n animationDone: [{ type: Output }]\n };\n return MatStepper;\n}(CdkStepper));\nvar MatHorizontalStepper = /** @class */ (function (_super) {\n __extends(MatHorizontalStepper, _super);\n function MatHorizontalStepper() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n /**\n * Whether the label should display in bottom or end position.\n */\n _this.labelPosition = 'end';\n return _this;\n }\n MatHorizontalStepper.decorators = [\n { type: Component, args: [{selector: 'mat-horizontal-stepper',\n exportAs: 'matHorizontalStepper',\n template: \"<div class=\\\"mat-horizontal-stepper-header-container\\\"><ng-container *ngFor=\\\"let step of _steps; let i = index; let isLast = last\\\"><mat-step-header class=\\\"mat-horizontal-stepper-header\\\" (click)=\\\"step.select()\\\" (keydown)=\\\"_onKeydown($event)\\\" [tabIndex]=\\\"_getFocusIndex() === i ? 0 : -1\\\" [id]=\\\"_getStepLabelId(i)\\\" [attr.aria-posinset]=\\\"i + 1\\\" [attr.aria-setsize]=\\\"_steps.length\\\" [attr.aria-controls]=\\\"_getStepContentId(i)\\\" [attr.aria-selected]=\\\"selectedIndex == i\\\" [attr.aria-label]=\\\"step.ariaLabel || null\\\" [attr.aria-labelledby]=\\\"(!step.ariaLabel && step.ariaLabelledby) ? step.ariaLabelledby : null\\\" [index]=\\\"i\\\" [state]=\\\"_getIndicatorType(i, step.state)\\\" [label]=\\\"step.stepLabel || step.label\\\" [selected]=\\\"selectedIndex === i\\\" [active]=\\\"step.completed || selectedIndex === i || !linear\\\" [optional]=\\\"step.optional\\\" [errorMessage]=\\\"step.errorMessage\\\" [iconOverrides]=\\\"_iconOverrides\\\"></mat-step-header><div *ngIf=\\\"!isLast\\\" class=\\\"mat-stepper-horizontal-line\\\"> </ng-container> <div class=\\\"mat-horizontal-content-container\\\"><div *ngFor=\\\"let step of _steps; let i = index\\\" class=\\\"mat-horizontal-stepper-content\\\" role=\\\"tabpanel\\\" [@stepTransition]=\\\"_getAnimationDirection(i)\\\" (@stepTransition.done)=\\\"_animationDone.next($event)\\\" [id]=\\\"_getStepContentId(i)\\\" [attr.aria-labelledby]=\\\"_getStepLabelId(i)\\\" [attr.aria-expanded]=\\\"selectedIndex === i\\\"><ng-container [ngTemplateOutlet]=\\\"step.content\\\"></ng-container> \",\n styles: [\".mat-stepper-horizontal,.mat-stepper-vertical{display:block}.mat-horizontal-stepper-header-container{white-space:nowrap;display:flex;align-items:center}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header-container{align-items:flex-start}.mat-stepper-horizontal-line{border-top-width:1px;border-top-style:solid;flex:auto;height:0;margin:0 -16px;min-width:32px}.mat-stepper-label-position-bottom .mat-stepper-horizontal-line{margin:0;min-width:0;position:relative;top:36px}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:first-child)::before,.mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:last-child)::after,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:first-child)::after,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:last-child)::before{border-top-width:1px;border-top-style:solid;content:";display:inline-block;height:0;position:absolute;top:36px;width:calc(50% - 20px)}.mat-horizontal-stepper-header{display:flex;height:72px;overflow:hidden;align-items:center;padding:0 24px}.mat-horizontal-stepper-header .mat-step-icon{margin-right:8px;flex:none}[dir=rtl] .mat-horizontal-stepper-header .mat-step-icon{margin-right:0;margin-left:8px}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header{box-sizing:border-box;flex-direction:column;height:auto;padding:24px}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:last-child)::after,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:first-

child)::after{right:0}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:first-child)::before,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:last-child)::before{left:0}[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:first-child::after,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:last-child::before{display:none}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header .mat-step-icon,.mat-stepper-label-position-bottom .mat-horizontal-stepper-header .mat-step-icon-not-touched{margin-right:0;margin-left:0}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header .mat-step-label{padding:16px 0 0 0;text-align:center;width:100%}.mat-vertical-stepper-header{display:flex;align-items:center;padding:24px;height:24px}.mat-vertical-stepper-header .mat-step-icon{margin-right:12px}[dir=rtl] .mat-vertical-stepper-header .mat-step-icon{margin-right:0;margin-left:12px}.mat-horizontal-stepper-content[aria-expanded=false]{height:0;overflow:hidden}.mat-horizontal-content-container{overflow:hidden;padding:0 24px 24px 24px}.mat-vertical-content-container{margin-left:36px;border:0;position:relative}[dir=rtl] .mat-vertical-content-container{margin-left:0;margin-right:36px}.mat-stepper-vertical-line::before{content:'';position:absolute;top:-16px;bottom:-16px;left:0;border-left-width:1px;border-left-style:solid}[dir=rtl] .mat-stepper-vertical-line::before{left:auto;right:0}.mat-vertical-stepper-content{overflow:hidden}.mat-vertical-content{padding:0 24px 24px 24px}.mat-step:last-child .mat-vertical-content-container{border:none}\"],\n inputs: ['selectedIndex'],\n host: {\n 'class': 'mat-stepper-horizontal',\n '[class.mat-stepper-label-position-end]': 'labelPosition == \"end\"',\n '[class.mat-stepper-label-position-bottom]': 'labelPosition == \"bottom\"',\n 'aria-orientation': 'horizontal',\n 'role': 'tablist',\n },\n animations: [matStepperAnimations.horizontalStepTransition],\n providers: [{ provide: MatStepper, useExisting: MatHorizontalStepper }],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n MatHorizontalStepper.propDecorators = {\n labelPosition: [{ type: Input }]\n };\n return MatHorizontalStepper;\n}(MatStepper));\nvar MatVerticalStepper = /** @class */ (function (_super) {\n __extends(MatVerticalStepper, _super);\n function MatVerticalStepper(dir, changeDetectorRef, \n // @breaking-change 8.0.0 `elementRef` and `_document` parameters to become required.\n elementRef, _document) {\n var _this = _super.call(this, dir, changeDetectorRef, elementRef, _document) || this;\n _this._orientation = 'vertical';\n return _this;\n }\n MatVerticalStepper.decorators = [\n { type: Component, args: [{selector: 'mat-vertical-stepper',\n exportAs: 'matVerticalStepper',\n template: \"<div class=\\\"mat-step\\\" *ngFor=\\\"let step of _steps; let i = index; let isLast = last\\\"><mat-step-header class=\\\"mat-vertical-stepper-header\\\" (click)=\\\"step.select()\\\" (keydown)=\\\"_onKeydown($event)\\\" [tabIndex]=\\\"_getFocusIndex() == i ? 0 : -1\\\" [id]=\\\"_getStepLabelId(i)\\\" [attr.aria-posinset]=\\\"i + 1\\\" [attr.aria-setsize]=\\\"_steps.length\\\" [attr.aria-controls]=\\\"_getStepContentId(i)\\\" [attr.aria-selected]=\\\"selectedIndex === i\\\" [attr.aria-label]=\\\"step.ariaLabel || null\\\" [attr.aria-labelledby]=\\\"(!step.ariaLabel && step.ariaLabelledby) ? step.ariaLabelledby : null\\\" [index]=\\\"i\\\" [state]=\\\"_getIndicatorType(i, step.state)\\\" [label]=\\\"step.stepLabel || step.label\\\" [selected]=\\\"selectedIndex === i\\\" [active]=\\\"step.completed || selectedIndex === i || !linear\\\" [optional]=\\\"step.optional\\\" [errorMessage]=\\\"step.errorMessage\\\" [iconOverrides]=\\\"_iconOverrides\\\"></mat-step-header><div class=\\\"mat-vertical-content-container\\\" [class.mat-stepper-vertical-line]=\\\"!isLast\\\"><div class=\\\"mat-vertical-stepper-content\\\" role=\\\"tabpanel\\\" [@stepTransition]=\\\"_getAnimationDirection(i)\\\" (@stepTransition.done)=\\\"_animationDone.next($event)\\\" [id]=\\\"_getStepContentId(i)\\\" [attr.aria-labelledby]=\\\"_getStepLabelId(i)\\\" [attr.aria-expanded]=\\\"selectedIndex === i\\\"><div class=\\\"mat-vertical-content\\\"><ng-container [ngTemplateOutlet]=\\\"step.content\\\"></ng-container> \",\n styles: [\".mat-stepper-horizontal,.mat-stepper-vertical{display:block}.mat-horizontal-stepper-header-container{white-space:nowrap;display:flex;align-items:center}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header-container{align-items:flex-start}.mat-stepper-horizontal-line{border-top-width:1px;border-top-style:solid;flex:auto;height:0;margin:0 -16px;min-width:32px}.mat-stepper-label-position-bottom .mat-stepper-

horizontal-line{margin:0;min-width:0;position:relative;top:36px}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:first-child)::before,.mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:last-child)::after,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:first-child)::after,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:last-child)::before{border-top-width:1px;border-top-style:solid;content:'';display:inline-block;height:0;position:absolute;top:36px;width:calc(50% - 20px)}.mat-horizontal-stepper-header{display:flex;height:72px;overflow:hidden;align-items:center;padding:0 24px}.mat-horizontal-stepper-header .mat-step-icon{margin-right:8px;flex:none}[dir=rtl] .mat-horizontal-stepper-header .mat-step-icon{margin-right:0;margin-left:8px}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header{box-sizing:border-box;flex-direction:column;height:auto;padding:24px}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:last-child)::after,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:first-child)::after{right:0}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:first-child)::before,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:not(:last-child)::before{left:0}[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:first-child::after,[dir=rtl] .mat-stepper-label-position-bottom .mat-horizontal-stepper-header:last-child::before{display:none}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header .mat-step-icon,.mat-stepper-label-position-bottom .mat-horizontal-stepper-header .mat-step-icon-not-touched{margin-right:0;margin-left:0}.mat-stepper-label-position-bottom .mat-horizontal-stepper-header .mat-step-label{padding:16px 0 0 0;text-align:center;width:100%}.mat-vertical-stepper-header{display:flex;align-items:center;padding:24px;height:24px}.mat-vertical-stepper-header .mat-step-icon{margin-right:12px}[dir=rtl] .mat-vertical-stepper-header .mat-step-icon{margin-right:0;margin-left:12px}.mat-horizontal-stepper-content[aria-expanded=false]{height:0;overflow:hidden}.mat-horizontal-content-container{overflow:hidden;padding:0 24px 24px 24px}.mat-vertical-content-container{margin-left:36px;border:0;position:relative}[dir=rtl] .mat-vertical-content-container{margin-left:0;margin-right:36px}.mat-stepper-vertical-line::before{content:'';position:absolute;top:-16px;bottom:-16px;left:0;border-left-width:1px;border-left-style:solid}[dir=rtl] .mat-stepper-vertical-line::before{left:auto;right:0}.mat-vertical-stepper-content{overflow:hidden}.mat-vertical-content{padding:0 24px 24px 24px}.mat-step:last-child .mat-vertical-content-container{border:none}\"],\n inputs: ['selectedIndex'],\n host: {\n 'class': 'mat-stepper-vertical',\n 'aria-orientation': 'vertical',\n 'role': 'tablist',\n },\n animations: [matStepperAnimations.verticalStepTransition],\n providers: [{ provide: MatStepper, useExisting: MatVerticalStepper }],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatVerticalStepper.ctorParameters = function () { return [\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: ChangeDetectorRef },\n { type: ElementRef },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n return MatVerticalStepper;\n}(MatStepper));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Button that moves to the next step in a stepper workflow.\n */\nvar MatStepperNext = /** @class */ (function (_super) {\n __extends(MatStepperNext, _super);\n function MatStepperNext() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatStepperNext.decorators = [\n { type: Directive, args: [{\n selector: 'button[matStepperNext]',\n host: {\n '(click)': '_stepper.next()',\n '[type]': 'type',\n },\n inputs: ['type'],\n providers: [{ provide: CdkStepper, useExisting: MatStepper }]\n },] },\n];\n return MatStepperNext;\n}(CdkStepperNext));\n/**\n * Button that moves to the previous step in a stepper workflow.\n */\nvar MatStepperPrevious = /** @class */ (function (_super) {\n __extends(MatStepperPrevious, _super);\n function MatStepperPrevious() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatStepperPrevious.decorators = [\n { type: Directive, args: [{\n selector: 'button[matStepperPrevious]',\n host: {\n '(click)': '_stepper.previous()',\n '[type]': 'type',\n },\n inputs: ['type'],\n

providers: [{ provide: CdkStepper, useExisting: MatStepper }]\n },] },\n];\n return MatStepperPrevious;\n}(CdkStepperPrevious));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatStepperModule = /** @class */ (function () {\n function MatStepperModule() {\n }\n MatStepperModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n MatCommonModule,\n CommonModule,\n PortalModule,\n MatButtonModule,\n CdkStepperModule,\n MatIconModule,\n MatRippleModule,\n],\n exports: [\n MatCommonModule,\n MatHorizontalStepper,\n MatVerticalStepper,\n MatStep,\n MatStepLabel,\n MatStepper,\n MatStepperNext,\n MatStepperPrevious,\n MatStepHeader,\n MatStepperIcon,\n],\n declarations: [\n MatHorizontalStepper,\n MatVerticalStepper,\n MatStep,\n MatStepLabel,\n MatStepper,\n MatStepperNext,\n MatStepperPrevious,\n MatStepHeader,\n MatStepperIcon,\n],\n providers: [MAT_STEPPER_INTL_PROVIDER, ErrorStateMatcher],\n },] },\n];\n return MatStepperModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatStepperModule, MatStepLabel, MatStep, MatStepper, MatHorizontalStepper, MatVerticalStepper, MatStepperNext, MatStepperPrevious, MatStepHeader, MAT_STEPPER_INTL_PROVIDER_FACTORY, MatStepperIntl, MAT_STEPPER_INTL_PROVIDER, matStepperAnimations, MatStepperIcon };\n//# sourceMappingURL=stepper.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { CDK_TABLE_TEMPLATE, CdkTable, CdkCell, CdkCellDef, CdkColumnDef, CdkFooterCell, CdkFooterCellDef, CdkHeaderCell, CdkHeaderCellDef, CDK_ROW_TEMPLATE, CdkFooterRow, CdkFooterRowDef, CdkHeaderRow, CdkHeaderRowDef, CdkRow, CdkRowDef, CdkTableModule, DataSource } from '@angular/cdk/table';\nimport { ChangeDetectionStrategy, Component, ViewEncapsulation, Directive, ElementRef, Input, NgModule } from '@angular/core';\nimport { CommonModule } from '@angular/common';\nimport { MatCommonModule } from '@angular/material/core';\nimport { _isNumberValue } from '@angular/cdk/coercion';\nimport { BehaviorSubject, combineLatest, merge, of, Subscription } from 'rxjs';\nimport { map } from 'rxjs/operators';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Wrapper for the CdkTable with Material design styles.\n * @template T\n */\nvar MatTable = /** @class */ (function (_super) {\n __extends(MatTable, _super);\n function MatTable() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n /**\n * Overrides the sticky CSS class set by the `CdkTable`.\n */\n _this.stickyCssClass = 'mat-table-sticky';\n return _this;\n }\n MatTable.decorators = [\n { type: Component, args: [{selector: 'mat-table, table[mat-table]',\n exportAs: 'matTable',\n template: CDK_TABLE_TEMPLATE,\n styles: [\"mat-table{display:block}mat-header-row{min-height:56px}mat-footer-row,mat-row{min-height:48px}mat-footer-row,mat-header-row,mat-row{display:flex;border-width:0;border-bottom-width:1px;border-style:solid;align-items:center;box-sizing:border-box}mat-footer-row::after,mat-header-row::after,mat-row::after{display:inline-block;min-height:inherit;content:''}mat-cell:first-of-type,mat-footer-cell:first-of-type,mat-header-cell:first-of-type{padding-left:24px}[dir=rtl] mat-cell:first-of-type,[dir=rtl] mat-footer-cell:first-of-type,[dir=rtl] mat-header-cell:first-of-type{padding-left:0;padding-right:24px}mat-cell:last-of-type,mat-footer-cell:last-of-type,mat-header-cell:last-of-type{padding-right:24px}[dir=rtl] mat-cell:last-of-type,[dir=rtl] mat-footer-cell:last-of-type,[dir=rtl] mat-header-cell:last-of-type{padding-right:0;padding-left:24px}mat-cell,mat-footer-cell,mat-header-

cell{flex:1;display:flex;align-items:center;overflow:hidden;word-wrap:break-word;min-height:inherit}table.mat-table{border-spacing:0}tr.mat-header-row{height:56px}tr.mat-footer-row,tr.mat-row{height:48px}th.mat-header-cell{text-align:left}[dir=rtl] th.mat-header-cell{text-align:right}td.mat-cell,td.mat-footer-cell,th.mat-header-cell{padding:0;border-bottom-width:1px;border-bottom-style:solid}td.mat-cell:first-of-type,td.mat-footer-cell:first-of-type,th.mat-header-cell:first-of-type{padding-left:24px}[dir=rtl] td.mat-cell:first-of-type,[dir=rtl] td.mat-footer-cell:first-of-type,[dir=rtl] th.mat-header-cell:first-of-type{padding-left:0;padding-right:24px}td.mat-cell:last-of-type,td.mat-footer-cell:last-of-type,th.mat-header-cell:last-of-type{padding-right:24px}[dir=rtl] td.mat-cell:last-of-type,[dir=rtl] td.mat-footer-cell:last-of-type,[dir=rtl] th.mat-header-cell:last-of-type{padding-right:0;padding-left:24px}\"],\n host: {\n 'class': 'mat-table',\n },\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n return MatTable;\n}(CdkTable));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Cell definition for the mat-table.\n * Captures the template of a column's data row cell as well as cell-specific properties.\n */\nvar MatCellDef = /** @class */ (function (_super) {\n __extends(MatCellDef, _super);\n function MatCellDef() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatCellDef.decorators = [\n { type: Directive, args: [{\n selector: '[matCellDef]',\n providers: [{ provide: CdkCellDef, useExisting: MatCellDef }]\n },] },\n];\n return MatCellDef;\n}(CdkCellDef));\n/**\n * Header cell definition for the mat-table.\n * Captures the template of a column's header cell and as well as cell-specific properties.\n */\nvar MatHeaderCellDef = /** @class */ (function (_super) {\n __extends(MatHeaderCellDef, _super);\n function MatHeaderCellDef() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatHeaderCellDef.decorators = [\n { type: Directive, args: [{\n selector: '[matHeaderCellDef]',\n providers: [{ provide: CdkHeaderCellDef, useExisting: MatHeaderCellDef }]\n },] },\n];\n return MatHeaderCellDef;\n}(CdkHeaderCellDef));\n/**\n * Footer cell definition for the mat-table.\n * Captures the template of a column's footer cell and as well as cell-specific properties.\n */\nvar MatFooterCellDef = /** @class */ (function (_super) {\n __extends(MatFooterCellDef, _super);\n function MatFooterCellDef() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatFooterCellDef.decorators = [\n { type: Directive, args: [{\n selector: '[matFooterCellDef]',\n providers: [{ provide: CdkFooterCellDef, useExisting: MatFooterCellDef }]\n },] },\n];\n return MatFooterCellDef;\n}(CdkFooterCellDef));\n/**\n * Column definition for the mat-table.\n * Defines a set of cells available for a table column.\n */\nvar MatColumnDef = /** @class */ (function (_super) {\n __extends(MatColumnDef, _super);\n function MatColumnDef() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatColumnDef.decorators = [\n { type: Directive, args: [{\n selector: '[matColumnDef]',\n providers: [\n { provide: CdkColumnDef, useExisting: MatColumnDef },\n { provide: 'MAT_SORT_HEADER_COLUMN_DEF', useExisting: MatColumnDef }\n],\n },] },\n];\n MatColumnDef.propDecorators = {\n name: [{ type: Input, args: ['matColumnDef',] }],\n sticky: [{ type: Input }],\n stickyEnd: [{ type: Input }]\n };\n return MatColumnDef;\n}(CdkColumnDef));\n/**\n * Header cell template container that adds the right classes and role.\n */\nvar MatHeaderCell = /** @class */ (function (_super) {\n __extends(MatHeaderCell, _super);\n function MatHeaderCell(columnDef, elementRef) {\n var _this = _super.call(this, columnDef, elementRef) || this;\n elementRef.nativeElement.classList.add(\"mat-column-\" + columnDef.cssClassFriendlyName);\n return _this;\n }\n MatHeaderCell.decorators = [\n { type: Directive, args: [{\n selector: 'mat-header-cell, th[mat-header-cell]',\n host: {\n 'class': 'mat-header-cell',\n 'role': 'columnheader',\n },\n },] },\n];\n /** @nocollapse */\n MatHeaderCell.ctorParameters = function () { return [\n { type: CdkColumnDef },\n { type: ElementRef }\n]; };\n return MatHeaderCell;\n}(CdkHeaderCell));\n/**\n * Footer cell template container that adds the right classes and role.\n */\nvar MatFooterCell = /** @class */ (function (_super) {\n __extends(MatFooterCell, _super);\n function MatFooterCell(columnDef, elementRef) {\n var _this = _super.call(this, columnDef,

elementRef) || this;\n elementRef.nativeElement.classList.add(\"mat-column-\" + columnDef.cssClassFriendlyName);\n return _this;\n }\n MatFooterCell.decorators = [\n { type: Directive, args: [{\n selector: 'mat-footer-cell, td[mat-footer-cell]',\n host: {\n 'class': 'mat-footer-cell',\n 'role': 'gridcell',\n },\n },] },\n];\n /** @nocollapse */\n MatFooterCell.ctorParameters = function () { return [\n { type: CdkColumnDef },\n { type: ElementRef }\n]; };\n return MatFooterCell;\n}(CdkFooterCell));\n/**\n * Cell template container that adds the right classes and role.\n */\nvar MatCell = /** @class */ (function (_super) {\n __extends(MatCell, _super);\n function MatCell(columnDef, elementRef) {\n var _this = _super.call(this, columnDef, elementRef) || this;\n elementRef.nativeElement.classList.add(\"mat-column-\" + columnDef.cssClassFriendlyName);\n return _this;\n }\n MatCell.decorators = [\n { type: Directive, args: [{\n selector: 'mat-cell, td[mat-cell]',\n host: {\n 'class': 'mat-cell',\n 'role': 'gridcell',\n },\n },] },\n];\n /** @nocollapse */\n MatCell.ctorParameters = function () { return [\n { type: CdkColumnDef },\n { type: ElementRef }\n]; };\n return MatCell;\n}(CdkCell));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Header row definition for the mat-table.\n * Captures the header row's template and other header properties such as the columns to display.\n */\nvar MatHeaderRowDef = /** @class */ (function (_super) {\n __extends(MatHeaderRowDef, _super);\n function MatHeaderRowDef() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatHeaderRowDef.decorators = [\n { type: Directive, args: [{\n selector: '[matHeaderRowDef]',\n providers: [{ provide: CdkHeaderRowDef, useExisting: MatHeaderRowDef }],\n inputs: ['columns: matHeaderRowDef', 'sticky: matHeaderRowDefSticky'],\n },] },\n];\n return MatHeaderRowDef;\n}(CdkHeaderRowDef));\n/**\n * Footer row definition for the mat-table.\n * Captures the footer row's template and other footer properties such as the columns to display.\n */\nvar MatFooterRowDef = /** @class */ (function (_super) {\n __extends(MatFooterRowDef, _super);\n function MatFooterRowDef() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatFooterRowDef.decorators = [\n { type: Directive, args: [{\n selector: '[matFooterRowDef]',\n providers: [{ provide: CdkFooterRowDef, useExisting: MatFooterRowDef }],\n inputs: ['columns: matFooterRowDef', 'sticky: matFooterRowDefSticky'],\n },] },\n];\n return MatFooterRowDef;\n}(CdkFooterRowDef));\n/**\n * Data row definition for the mat-table.\n * Captures the data row's template and other properties such as the columns to display and\n * a when predicate that describes when this row should be used.\n * @template T\n */\nvar MatRowDef = /** @class */ (function (_super) {\n __extends(MatRowDef, _super);\n function MatRowDef() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatRowDef.decorators = [\n { type: Directive, args: [{\n selector: '[matRowDef]',\n providers: [{ provide: CdkRowDef, useExisting: MatRowDef }],\n inputs: ['columns: matRowDefColumns', 'when: matRowDefWhen'],\n },] },\n];\n return MatRowDef;\n}(CdkRowDef));\n/**\n * Footer template container that contains the cell outlet. Adds the right class and role.\n */\nvar MatHeaderRow = /** @class */ (function (_super) {\n __extends(MatHeaderRow, _super);\n function MatHeaderRow() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatHeaderRow.decorators = [\n { type: Component, args: [{selector: 'mat-header-row, tr[mat-header-row]',\n template: CDK_ROW_TEMPLATE,\n host: {\n 'class': 'mat-header-row',\n 'role': 'row',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n exportAs: 'matHeaderRow',\n providers: [{ provide: CdkHeaderRow, useExisting: MatHeaderRow }],\n },] },\n];\n return MatHeaderRow;\n}(CdkHeaderRow));\n/**\n * Footer template container that contains the cell outlet. Adds the right class and role.\n */\nvar MatFooterRow = /** @class */ (function (_super) {\n __extends(MatFooterRow, _super);\n function MatFooterRow() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatFooterRow.decorators = [\n { type: Component, args: [{selector: 'mat-footer-row, tr[mat-footer-row]',\n template: CDK_ROW_TEMPLATE,\n host: {\n 'class': 'mat-footer-row',\n 'role': 'row',\n },\n changeDetection:

ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n exportAs: 'matFooterRow',\n providers: [{ provide: CdkFooterRow, useExisting: MatFooterRow }],\n },] },\n];\n return MatFooterRow;\n}(CdkFooterRow));\n/**\n * Data row template container that contains the cell outlet. Adds the right class and role.\n */\nvar MatRow = /** @class */ (function (_super) {\n __extends(MatRow, _super);\n function MatRow() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatRow.decorators = [\n { type: Component, args: [{selector: 'mat-row, tr[mat-row]',\n template: CDK_ROW_TEMPLATE,\n host: {\n 'class': 'mat-row',\n 'role': 'row',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n exportAs: 'matRow',\n providers: [{ provide: CdkRow, useExisting: MatRow }],\n },] },\n];\n return MatRow;\n}(CdkRow));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar EXPORTED_DECLARATIONS = [\n // Table\n MatTable,\n // Template defs\n MatHeaderCellDef,\n MatHeaderRowDef,\n MatColumnDef,\n MatCellDef,\n MatRowDef,\n MatFooterCellDef,\n MatFooterRowDef,\n // Cell directives\n MatHeaderCell,\n MatCell,\n MatFooterCell,\n // Row directions\n MatHeaderRow,\n MatRow,\n MatFooterRow,\n];\nvar MatTableModule = /** @class */ (function () {\n function MatTableModule() {\n }\n MatTableModule.decorators = [\n { type: NgModule, args: [{\n imports: [CdkTableModule, CommonModule, MatCommonModule],\n exports: EXPORTED_DECLARATIONS,\n declarations: EXPORTED_DECLARATIONS,\n },] },\n];\n return MatTableModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Corresponds to `Number.MAX_SAFE_INTEGER`. Moved out into a variable here due to\n * flaky browser support and the value not being defined in Closure's typings.\n * @type {?}\n */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n/**\n * Data source that accepts a client-side data array and includes native support of filtering,\n * sorting (using MatSort), and pagination (using MatPaginator).\n *\n * Allows for sort customization by overriding sortingDataAccessor, which defines how data\n * properties are accessed. Also allows for filter customization by overriding filterTermAccessor,\n * which defines how row data is converted to a string for filter matching.\n * @template T\n */\nvar /**\n * Data source that accepts a client-side data array and includes native support of filtering,\n * sorting (using MatSort), and pagination (using MatPaginator).\n *\n * Allows for sort customization by overriding sortingDataAccessor, which defines how data\n * properties are accessed. Also allows for filter customization by overriding filterTermAccessor,\n * which defines how row data is converted to a string for filter matching.\n * @template T\n */\nMatTableDataSource = /** @class */ (function (_super) {\n __extends(MatTableDataSource, _super);\n function MatTableDataSource(initialData) {\n if (initialData === void 0) { initialData = []; }\n var _this = _super.call(this) || this;\n /**\n * Stream emitting render data to the table (depends on ordered data changes).\n */\n _this._renderData = new BehaviorSubject([]);\n /**\n * Stream that emits when a new filter string is set on the data source.\n */\n _this._filter = new BehaviorSubject('');\n /**\n * Subscription to the changes that should trigger an update to the table's rendered rows, such\n * as filtering, sorting, pagination, or base data changes.\n */\n _this._renderChangesSubscription = Subscription.EMPTY;\n /**\n * Data accessor function that is used for accessing data properties for sorting through\n * the default sortData function.\n * This default function assumes that the sort header IDs (which defaults to the column name)\n * matches the data's properties (e.g. column Xyz represents data['Xyz']).\n * May be set to a custom function for different behavior.\n * @param data Data object that is being accessed.\n * @param sortHeaderId The name of the column that represents the data.\n */\n _this.sortingDataAccessor = function (data, sortHeaderId) {\n /** @type {?} */\n var value = ((/** @type {?} */ (data)))[sortHeaderId];\n if (_isNumberValue(value)) {\n /** @type {?} */\n var numberValue = Number(value);\n // Numbers beyond `MAX_SAFE_INTEGER` can't be compared reliably so we\n // leave them as strings. For more info: https://goo.gl/y5vbSg\n return numberValue < MAX_SAFE_INTEGER ? numberValue : value;\n

}\n return value;\n };\n /**\n * Gets a sorted copy of the data array based on the state of the MatSort. Called\n * after changes are made to the filtered data or when sort changes are emitted from MatSort.\n * By default, the function retrieves the active sort and its direction and compares data\n * by retrieving data using the sortingDataAccessor. May be overridden for a custom implementation\n * of data ordering.\n * @param data The array of data that should be sorted.\n * @param sort The connected MatSort that holds the current sort state.\n */\n _this.sortData = function (data, sort) {\n /** @type {?} */\n var active = sort.active;\n /** @type {?} */\n var direction = sort.direction;\n if (!active || direction == '') {\n return data;\n }\n return data.sort(function (a, b) {\n /** @type {?} */\n var valueA = _this.sortingDataAccessor(a, active);\n /** @type {?} */\n var valueB = _this.sortingDataAccessor(b, active);\n // If both valueA and valueB exist (truthy), then compare the two. Otherwise, check if\n // one value exists while the other doesn't. In this case, existing value should come first.\n // This avoids inconsistent results when comparing values to undefined/null.\n // If neither value exists, return 0 (equal).\n /** @type {?} */\n var comparatorResult = 0;\n if (valueA != null && valueB != null) {\n // Check if one value is greater than the other; if equal, comparatorResult should remain 0.\n if (valueA > valueB) {\n comparatorResult = 1;\n }\n else if (valueA < valueB) {\n comparatorResult = -1;\n }\n }\n else if (valueA != null) {\n comparatorResult = 1;\n }\n else if (valueB != null) {\n comparatorResult = -1;\n }\n return comparatorResult * (direction == 'asc' ? 1 : -1);\n });\n };\n /**\n * Checks if a data object matches the data source's filter string. By default, each data object\n * is converted to a string of its properties and returns true if the filter has\n * at least one occurrence in that string. By default, the filter string has its whitespace\n * trimmed and the match is case-insensitive. May be overridden for a custom implementation of\n * filter matching.\n * @param data Data object used to check against the filter.\n * @param filter Filter string that has been set on the data source.\n * @return Whether the filter matches against the data\n */\n _this.filterPredicate = function (data, filter) {\n // Transform the data into a lowercase string of all property values.\n /** @type {?} */\n var dataStr = Object.keys(data).reduce(function (currentTerm, key) {\n // Use an obscure Unicode character to delimit the words in the concatenated string.\n // This avoids matches where the values of two columns combined will match the user's query\n // (e.g. `Flute` and `Stop` will match `Test`). The character is intended to be something\n // that has a very low chance of being typed in by somebody in a text field. This one in\n // particular is \"White up-pointing triangle with dot\" from\n // https://en.wikipedia.org/wiki/List_of_Unicode_characters\n return currentTerm + ((/** @type {?} */ (data)))[key] + '';\n }, '').toLowerCase();\n // Transform the filter by converting it to lowercase and removing whitespace.\n /** @type {?} */\n var transformedFilter = filter.trim().toLowerCase();\n return dataStr.indexOf(transformedFilter) != -1;\n };\n _this._data = new BehaviorSubject(initialData);\n _this._updateChangeSubscription();\n return _this;\n }\n Object.defineProperty(MatTableDataSource.prototype, \"data\", {\n /** Array of data that should be rendered by the table, where each object represents one row. */\n get: /**\n * Array of data that should be rendered by the table, where each object represents one row.\n * @return {?}\n */\n function () { return this._data.value; },\n set: /**\n * @param {?} data\n * @return {?}\n */\n function (data) { this._data.next(data); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatTableDataSource.prototype, \"filter\", {\n /**\n * Filter term that should be used to filter out objects from the data array. To override how\n * data objects match to this filter string, provide a custom function for filterPredicate.\n */\n get: /**\n * Filter term that should be used to filter out objects from the data array. To override how\n * data objects match to this filter string, provide a custom function for filterPredicate.\n * @return {?}\n */\n function () { return this._filter.value; },\n set: /**\n * @param {?} filter\n * @return {?}\n */\n function (filter) { this._filter.next(filter); },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatTableDataSource.prototype, \"sort\", {\n /**\n * Instance of the MatSort directive used by the table to control its sorting. Sort changes\n

* emitted by the MatSort will trigger an update to the table's rendered data.\n */\n get: /**\n * Instance of the MatSort directive used by the table to control its sorting. Sort changes\n * emitted by the MatSort will trigger an update to the table's rendered data.\n * @return {?}\n */\n function () { return this._sort; },\n set: /**\n * @param {?} sort\n * @return {?}\n */\n function (sort) {\n this._sort = sort;\n this._updateChangeSubscription();\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatTableDataSource.prototype, \"paginator\", {\n /**\n * Instance of the MatPaginator component used by the table to control what page of the data is\n * displayed. Page changes emitted by the MatPaginator will trigger an update to the\n * table's rendered data.\n *\n * Note that the data source uses the paginator's properties to calculate which page of data\n * should be displayed. If the paginator receives its properties as template inputs,\n * e.g. `[pageLength]=100` or `[pageIndex]=1`, then be sure that the paginator's view has been\n * initialized before assigning it to this data source.\n */\n get: /**\n * Instance of the MatPaginator component used by the table to control what page of the data is\n * displayed. Page changes emitted by the MatPaginator will trigger an update to the\n * table's rendered data.\n *\n * Note that the data source uses the paginator's properties to calculate which page of data\n * should be displayed. If the paginator receives its properties as template inputs,\n * e.g. `[pageLength]=100` or `[pageIndex]=1`, then be sure that the paginator's view has been\n * initialized before assigning it to this data source.\n * @return {?}\n */\n function () { return this._paginator; },\n set: /**\n * @param {?} paginator\n * @return {?}\n */\n function (paginator) {\n this._paginator = paginator;\n this._updateChangeSubscription();\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Subscribe to changes that should trigger an update to the table's rendered rows. When the\n * changes occur, process the current state of the filter, sort, and pagination along with\n * the provided base data and send it to the table for rendering.\n */\n /**\n * Subscribe to changes that should trigger an update to the table's rendered rows. When the\n * changes occur, process the current state of the filter, sort, and pagination along with\n * the provided base data and send it to the table for rendering.\n * @return {?}\n */\n MatTableDataSource.prototype._updateChangeSubscription = /**\n * Subscribe to changes that should trigger an update to the table's rendered rows. When the\n * changes occur, process the current state of the filter, sort, and pagination along with\n * the provided base data and send it to the table for rendering.\n * @return {?}\n */\n function () {\n var _this = this;\n // Sorting and/or pagination should be watched if MatSort and/or MatPaginator are provided.\n // The events should emit whenever the component emits a change or initializes, or if no\n // component is provided, a stream with just a null event should be provided.\n // The `sortChange` and `pageChange` acts as a signal to the combineLatests below so that the\n // pipeline can progress to the next step. Note that the value from these streams are not used,\n // they purely act as a signal to progress in the pipeline.\n /** @type {?} */\n var sortChange = this._sort ?\n merge(this._sort.sortChange, this._sort.initialized) :\n of(null);\n /** @type {?} */\n var pageChange = this._paginator ?\n merge(this._paginator.page, this._paginator.initialized) :\n of(null);\n /** @type {?} */\n var dataStream = this._data;\n // Watch for base data or filter changes to provide a filtered set of data.\n /** @type {?} */\n var filteredData = combineLatest(dataStream, this._filter)\n .pipe(map(function (_a) {\n var data = _a[0];\n return _this._filterData(data);\n }));\n // Watch for filtered data or sort changes to provide an ordered set of data.\n /** @type {?} */\n var orderedData = combineLatest(filteredData, sortChange)\n .pipe(map(function (_a) {\n var data = _a[0];\n return _this._orderData(data);\n }));\n // Watch for ordered data or page changes to provide a paged set of data.\n /** @type {?} */\n var paginatedData = combineLatest(orderedData, pageChange)\n .pipe(map(function (_a) {\n var data = _a[0];\n return _this._pageData(data);\n }));\n // Watched for paged data changes and send the result to the table to render.\n this._renderChangesSubscription.unsubscribe();\n this._renderChangesSubscription = paginatedData.subscribe(function (data) { return _this._renderData.next(data); });\n };\n /**\n * Returns a filtered data array where each filter object contains the filter string within\n * the result of the filterTermAccessor function. If no filter is set, returns the data array\n * as provided.\n */\n /**\n * Returns a filtered data array

where each filter object contains the filter string within\n * the result of the filterTermAccessor function. If no filter is set, returns the data array\n * as provided.\n * @param {?} data\n * @return {?}\n */\n MatTableDataSource.prototype._filterData = /**\n * Returns a filtered data array where each filter object contains the filter string within\n * the result of the filterTermAccessor function. If no filter is set, returns the data array\n * as provided.\n * @param {?} data\n * @return {?}\n */\n function (data) {\n var _this = this;\n // If there is a filter string, filter out data that does not contain it.\n // Each data object is converted to a string using the function defined by filterTermAccessor.\n // May be overridden for customization.\n this.filteredData =\n !this.filter ? data : data.filter(function (obj) { return _this.filterPredicate(obj, _this.filter); });\n if (this.paginator) {\n this._updatePaginator(this.filteredData.length);\n }\n return this.filteredData;\n };\n /**\n * Returns a sorted copy of the data if MatSort has a sort applied, otherwise just returns the\n * data array as provided. Uses the default data accessor for data lookup, unless a\n * sortDataAccessor function is defined.\n */\n /**\n * Returns a sorted copy of the data if MatSort has a sort applied, otherwise just returns the\n * data array as provided. Uses the default data accessor for data lookup, unless a\n * sortDataAccessor function is defined.\n * @param {?} data\n * @return {?}\n */\n MatTableDataSource.prototype._orderData = /**\n * Returns a sorted copy of the data if MatSort has a sort applied, otherwise just returns the\n * data array as provided. Uses the default data accessor for data lookup, unless a\n * sortDataAccessor function is defined.\n * @param {?} data\n * @return {?}\n */\n function (data) {\n // If there is no active sort or direction, return the data without trying to sort.\n if (!this.sort) {\n return data;\n }\n return this.sortData(data.slice(), this.sort);\n };\n /**\n * Returns a paged splice of the provided data array according to the provided MatPaginator's page\n * index and length. If there is no paginator provided, returns the data array as provided.\n */\n /**\n * Returns a paged splice of the provided data array according to the provided MatPaginator's page\n * index and length. If there is no paginator provided, returns the data array as provided.\n * @param {?} data\n * @return {?}\n */\n MatTableDataSource.prototype._pageData = /**\n * Returns a paged splice of the provided data array according to the provided MatPaginator's page\n * index and length. If there is no paginator provided, returns the data array as provided.\n * @param {?} data\n * @return {?}\n */\n function (data) {\n if (!this.paginator) {\n return data;\n }\n /** @type {?} */\n var startIndex = this.paginator.pageIndex * this.paginator.pageSize;\n return data.slice().splice(startIndex, this.paginator.pageSize);\n };\n /**\n * Updates the paginator to reflect the length of the filtered data, and makes sure that the page\n * index does not exceed the paginator's last page. Values are changed in a resolved promise to\n * guard against making property changes within a round of change detection.\n */\n /**\n * Updates the paginator to reflect the length of the filtered data, and makes sure that the page\n * index does not exceed the paginator's last page. Values are changed in a resolved promise to\n * guard against making property changes within a round of change detection.\n * @param {?} filteredDataLength\n * @return {?}\n */\n MatTableDataSource.prototype._updatePaginator = /**\n * Updates the paginator to reflect the length of the filtered data, and makes sure that the page\n * index does not exceed the paginator's last page. Values are changed in a resolved promise to\n * guard against making property changes within a round of change detection.\n * @param {?} filteredDataLength\n * @return {?}\n */\n function (filteredDataLength) {\n var _this = this;\n Promise.resolve().then(function () {\n if (!_this.paginator) {\n return;\n }\n _this.paginator.length = filteredDataLength;\n // If the page index is set beyond the page, reduce it to the last page.\n if (_this.paginator.pageIndex > 0) {\n /** @type {?} */\n var lastPageIndex = Math.ceil(_this.paginator.length / _this.paginator.pageSize) - 1 || 0;\n _this.paginator.pageIndex = Math.min(_this.paginator.pageIndex, lastPageIndex);\n }\n });\n };\n /**\n * Used by the MatTable. Called when it connects to the data source.\n * @docs-private\n */\n /**\n * Used by the MatTable. Called when it connects to the data source.\n * \\@docs-private\n * @return {?}\n */\n MatTableDataSource.prototype.connect = /**\n * Used by the MatTable. Called when it connects to the data source.\n * \\@docs-private\n * @return {?}\n */\n function () { return this._renderData; };\n /**\n * Used by the MatTable. Called when it is destroyed. No-op.\n * @docs-private\n */\n /**\n * Used by the MatTable. Called when it is destroyed. No-op.\n * \\@docs-private\n * @return

{?}\n */\n MatTableDataSource.prototype.disconnect = /**\n * Used by the MatTable. Called when it is destroyed. No-op.\n * \\@docs-private\n * @return {?}\n */\n function () { };\n return MatTableDataSource;\n}(DataSource));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatTableModule, MatCellDef, MatHeaderCellDef, MatFooterCellDef, MatColumnDef, MatHeaderCell, MatFooterCell, MatCell, MatTable, MatHeaderRowDef, MatFooterRowDef, MatRowDef, MatHeaderRow, MatFooterRow, MatRow, MatTableDataSource };\n//# sourceMappingURL=table.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Directive, ElementRef, Inject, InjectionToken, NgZone, TemplateRef, ChangeDetectionStrategy, Component, ContentChild, Input, ViewChild, ViewContainerRef, ViewEncapsulation, ChangeDetectorRef, Output, EventEmitter, Optional, ComponentFactoryResolver, forwardRef, ContentChildren, Attribute, NgModule } from '@angular/core';\nimport { __extends } from 'tslib';\nimport { CdkPortal, TemplatePortal, CdkPortalOutlet, PortalHostDirective, PortalModule } from '@angular/cdk/portal';\nimport { mixinDisabled, mixinDisableRipple, mixinColor, MAT_RIPPLE_GLOBAL_OPTIONS, mixinTabIndex, RippleRenderer, MatCommonModule, MatRippleModule } from '@angular/material/core';\nimport { Subject, Subscription, merge, of } from 'rxjs';\nimport { animate, state, style, transition, trigger } from '@angular/animations';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { startWith, distinctUntilChanged, takeUntil } from 'rxjs/operators';\nimport { coerceNumberProperty, coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { END, ENTER, HOME, SPACE } from '@angular/cdk/keycodes';\nimport { ViewportRuler } from '@angular/cdk/scrolling';\nimport { FocusKeyManager, FocusMonitor, A11yModule } from '@angular/cdk/a11y';\nimport { Platform } from '@angular/cdk/platform';\nimport { ObserversModule } from '@angular/cdk/observers';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Injection token for the MatInkBar's Positioner.\n * @type {?}\n */\nvar _MAT_INK_BAR_POSITIONER = new InjectionToken('MatInkBarPositioner', {\n providedIn: 'root',\n factory: _MAT_INK_BAR_POSITIONER_FACTORY\n});\n/**\n * The default positioner function for the MatInkBar.\n * \\@docs-private\n * @return {?}\n */\nfunction _MAT_INK_BAR_POSITIONER_FACTORY() {\n /** @type {?} */\n var method = function (element) { return ({\n   left: element ? (element.offsetLeft || 0) + 'px' : '0',\n   width: element ? (element.offsetWidth || 0) + 'px' : '0',\n }); };\n return method;\n}\n/**\n * The ink-bar is used to display and animate the line underneath the current active tab label.\n * \\@docs-private\n */\nvar MatInkBar = /** @class */ (function () {\n function MatInkBar(_elementRef, _ngZone, _inkBarPositioner) {\n this._elementRef = _elementRef;\n   this._ngZone = _ngZone;\n   this._inkBarPositioner = _inkBarPositioner;\n }\n /**\n * Calculates the styles from the provided element in order to align the ink-bar to that element.\n * Shows the ink bar if previously set as hidden.\n * @param element\n */\n /**\n * Calculates the styles from the provided element in order to align the ink-bar to that element.\n * Shows the ink bar if previously set as hidden.\n * @param {?} element\n * @return {?}\n */\n MatInkBar.prototype.alignToElement = /**\n * Calculates the styles from the provided element in order to align the ink-bar to that element.\n * Shows the ink bar if previously set as hidden.\n * @param {?} element\n * @return {?}\n */\n function (element) {\n   var _this = this;\n   this.show();\n   if (typeof requestAnimationFrame !== 'undefined') {\n   this._ngZone.runOutsideAngular(function () {\n requestAnimationFrame(function () { return _this._setStyles(element); });\n   });\n   }\n   else {\n this._setStyles(element);\n   }\n };\n /** Shows the ink bar. */\n /**\n * Shows the ink bar.\n * @return {?}\n */\n MatInkBar.prototype.show = /**\n * Shows the ink bar.\n * @return {?}\n */\n function () {\n   this._elementRef.nativeElement.style.visibility = 'visible';\n };\n /** Hides the ink bar. */\n /**\n * Hides the ink bar.\n * @return {?}\n */\n MatInkBar.prototype.hide = /**\n * Hides the ink bar.\n *

@return {?}\n */\n function () {\n this._elementRef.nativeElement.style.visibility = 'hidden';\n };\n /**\n * Sets the proper styles to the ink bar element.\n * @param element\n */\n /**\n * Sets the proper styles to the ink bar element.\n * @private\n * @param {?} element\n * @return {?}\n */\n MatInkBar.prototype._setStyles = /**\n * Sets the proper styles to the ink bar element.\n * @private\n * @param {?} element\n * @return {?}\n */\n function (element) {\n /** @type {?} */\n var positions = this._inkBarPositioner(element);\n /** @type {?} */\n var inkBar = this._elementRef.nativeElement;\n inkBar.style.left = positions.left;\n inkBar.style.width = positions.width;\n };\n MatInkBar.decorators = [\n { type: Directive, args: [{\n selector: 'mat-ink-bar',\n host: {\n 'class': 'mat-ink-bar',\n },\n },] },\n];\n /** @nocollapse */\n MatInkBar.ctorParameters = function () { return [\n { type: ElementRef },\n { type: NgZone },\n { type: undefined, decorators: [{ type: Inject, args: [_MAT_INK_BAR_POSITIONER,] }] }\n]; };\n return MatInkBar;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Decorates the `ng-template` tags and reads out the template from it.\n */\nvar MatTabContent = /** @class */ (function () {\n function MatTabContent(template) {\n this.template = template;\n }\n MatTabContent.decorators = [\n { type: Directive, args: [{ selector: '[matTabContent]' },] },\n];\n /** @nocollapse */\n MatTabContent.ctorParameters = function () { return [\n { type: TemplateRef }\n]; };\n return MatTabContent;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Used to flag tab labels for use with the portal directive\n */\nvar MatTabLabel = /** @class */ (function (_super) {\n __extends(MatTabLabel, _super);\n function MatTabLabel() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatTabLabel.decorators = [\n { type: Directive, args: [{\n selector: '[mat-tab-label], [matTabLabel]',\n },] },\n];\n return MatTabLabel;\n}(CdkPortal));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatTab.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatTab.\n/**\n * \\@docs-private\n */\nMatTabBase = /** @class */ (function () {\n function MatTabBase() {\n }\n return MatTabBase;\n}());\n/** @type {?} */\nvar _MatTabMixinBase = mixinDisabled(MatTabBase);\nvar MatTab = /** @class */ (function (_super) {\n __extends(MatTab, _super);\n function MatTab(_viewContainerRef) {\n var _this = _super.call(this) || this;\n _this._viewContainerRef = _viewContainerRef;\n /**\n * Plain text label for the tab, used when there is no template label.\n */\n _this.textLabel = '';\n /**\n * Portal that will be the hosted content of the tab\n */\n _this._contentPortal = null;\n /**\n * Emits whenever the internal state of the tab changes.\n */\n _this._stateChanges = new Subject();\n /**\n * The relatively indexed position where 0 represents the center, negative is left, and positive\n * represents the right.\n */\n _this.position = null;\n /**\n * The initial relatively index origin of the tab if it was created and selected after there\n * was already a selected tab. Provides context of what position the tab should originate from.\n */\n _this.origin = null;\n /**\n * Whether the tab is currently active.\n */\n _this.isActive = false;\n return _this;\n }\n Object.defineProperty(MatTab.prototype, \"content\", {\n /** @docs-private */\n get: /**\n * \\@docs-private\n * @return {?}\n */\n function () {\n return this._contentPortal;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @param {?} changes\n * @return {?}\n */\n MatTab.prototype.ngOnChanges = /**\n * @param {?} changes\n * @return {?}\n */\n function (changes) {\n if (changes.hasOwnProperty('textLabel') || changes.hasOwnProperty('disabled')) {\n this._stateChanges.next();\n }\n };\n /**\n * @return {?}\n */\n MatTab.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._stateChanges.complete();\n };\n /**\n * @return {?}\n */\n MatTab.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n this._contentPortal = new TemplatePortal(this._explicitContent || this._implicitContent, this._viewContainerRef);\n };\n MatTab.decorators = [\n { type: Component, args: [{selector: 'mat-tab',\n template: \"<ng-template><ng-content></ng-content></ng-template>\",\n inputs: ['disabled'],\n

```
changeDetection: ChangeDetectionStrategy.OnPush,\n                    encapsulation: ViewEncapsulation.None,\n
        exportAs: 'matTab',\n                },] },\n    ];\n    /** @nocollapse */\n    MatTab.ctorParameters = function () {
return [\n        { type: ViewContainerRef }\n    ]; };\n    MatTab.propDecorators = {\n        templateLabel: [{ type:
ContentChild, args: [MatTabLabel,] }],\n        _explicitContent: [{ type: ContentChild, args: [MatTabContent, {
read: TemplateRef },] }],\n        _implicitContent: [{ type: ViewChild, args: [TemplateRef,] }],\n        textLabel: [{
type: Input, args: ['label',] }],\n        ariaLabel: [{ type: Input, args: ['aria-label',] }],\n        ariaLabelledby: [{ type:
Input, args: ['aria-labelledby',] }]\n    };\n    return MatTab;\n}(_MatTabMixinBase));\n\n/**\n * @fileoverview
added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode}
checked by tsc\n */\n/**\n * Animations used by the Material tabs.\n * \\@docs-private\n * @type {?}\n */\nvar
matTabsAnimations = {\n    /**\n     * Animation translates a tab along the X axis.\n     */\n    translateTab:
trigger('translateTab', [\n        // Note: transitions to `none` instead of 0, because some browsers might blur the
content.\n        state('center, void, left-origin-center, right-origin-center', style({ transform: 'none' })),\n        // If the
tab is either on the left or right, we additionally add a `min-height` of 1px\n        // in order to ensure that the element
has a height before its state changes. This is\n        // necessary because Chrome does seem to skip the transition in
RTL mode if the element does\n        // not have a static height and is not rendered. See related issue: #9465\n
state('left', style({ transform: 'translate3d(-100%, 0, 0)', minHeight: '1px' })),\n        state('right', style({ transform:
'translate3d(100%, 0, 0)', minHeight: '1px' })),\n        transition('* => left, * => right, left => center, right => center',
animate('{{animationDuration}} cubic-bezier(0.35, 0, 0.25, 1)')),\n        transition('void => left-origin-center', [\n
    style({ transform: 'translate3d(-100%, 0, 0)' }),\n            animate('{{animationDuration}} cubic-bezier(0.35, 0,
0.25, 1)')\n        ]),\n        transition('void => right-origin-center', [\n            style({ transform: 'translate3d(100%, 0,
0)' }),\n            animate('{{animationDuration}} cubic-bezier(0.35, 0, 0.25, 1)')\n        ])\n    ])\n};\n\n/**\n *
@fileoverview added by tsickle\n * @suppress
{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The
portal host directive for the contents of the tab.\n * \\@docs-private\n */\nvar MatTabBodyPortal = /** @class */
(function (_super) {\n    __extends(MatTabBodyPortal, _super);\n    function
MatTabBodyPortal(componentFactoryResolver, viewContainerRef, _host) {\n        var _this = _super.call(this,
componentFactoryResolver, viewContainerRef) || this;\n        _this._host = _host;\n        /**\n         * Subscription to
events for when the tab body begins centering.\n         */\n        _this._centeringSub = Subscription.EMPTY;\n
/**\n         * Subscription to events for when the tab body finishes leaving from center position.\n         */\n
_this._leavingSub = Subscription.EMPTY;\n        return _this;\n    }\n    /** Set initial visibility or set up
subscription for changing visibility. */\n    /**\n     * Set initial visibility or set up subscription for changing
visibility.\n     * @return {?}\n     */\n    MatTabBodyPortal.prototype.ngOnInit = /**\n     * Set initial visibility or
set up subscription for changing visibility.\n     * @return {?}\n     */\n    function () {\n        var _this = this;\n
_super.prototype.ngOnInit.call(this);\n        this._centeringSub = this._host._beforeCentering\n
.pipe(startWith(this._host._isCenterPosition(this._host._position)))\n            .subscribe(function (isCentering) {\n
    if (isCentering && !_this.hasAttached()) {\n                _this.attach(_this._host._content);\n            }\n        });\n
 this._leavingSub = this._host._afterLeavingCenter.subscribe(function () {\n            _this.detach();\n        });\n    };\n
 /** Clean up centering subscription. */\n    /**\n     * Clean up centering subscription.\n     * @return {?}\n     */\n
MatTabBodyPortal.prototype.ngOnDestroy = /**\n     * Clean up centering subscription.\n     * @return {?}\n
*/\n    function () {\n        _super.prototype.ngOnDestroy.call(this);\n        this._centeringSub.unsubscribe();\n
this._leavingSub.unsubscribe();\n    };\n    MatTabBodyPortal.decorators = [\n        { type: Directive, args: [{\n
        selector: '[matTabBodyHost]'\n                },] },\n    ];\n    /** @nocollapse */\n
MatTabBodyPortal.ctorParameters = function () { return [\n        { type: ComponentFactoryResolver },\n        { type:
ViewContainerRef },\n        { type: MatTabBody, decorators: [{ type: Inject, args: [forwardRef(function () { return
MatTabBody; })],] }] }\n    ]; };\n    return MatTabBodyPortal;\n}(CdkPortalOutlet));\n/**\n * Wrapper for the
contents of a tab.\n * \\@docs-private\n */\nvar MatTabBody = /** @class */ (function () {\n    function
MatTabBody(_elementRef, _dir, \n    /**\n     * @breaking-change 8.0.0 changeDetectorRef to be made required.\n
 */\n    changeDetectorRef) {\n        var _this = this;\n        this._elementRef = _elementRef;\n        this._dir = _dir;\n
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/**\n * Subscription to the directionality change observable.\n */\n this._dirChangeSubscription = Subscription.EMPTY;\n /**\n * Emits when an animation on the tab is complete.\n */\n this._translateTabComplete = new Subject();\n /**\n * Event emitted when the tab begins to animate towards the center as the active tab.\n */\n this._onCentering = new EventEmitter();\n /**\n * Event emitted before the centering of the tab begins.\n */\n this._beforeCentering = new EventEmitter();\n /**\n * Event emitted before the centering of the tab begins.\n */\n this._afterLeavingCenter = new EventEmitter();\n /**\n * Event emitted when the tab completes its animation towards the center.\n */\n this._onCentered = new EventEmitter(true);\n // Note that the default value will always be overwritten by `MatTabBody`, but we need one\n // anyway to prevent the animations module from throwing an error if the body is used on its own.\n /**\n * Duration for the tab's animation.\n */\n this.animationDuration = '500ms';\n if (this._dir && changeDetectorRef) {\n this._dirChangeSubscription = this._dir.change.subscribe(function (dir) {\n _this._computePositionAnimationState(dir);\n changeDetectorRef.markForCheck();\n });\n }\n // Ensure that we get unique animation events, because the `.done` callback can get\n // invoked twice in some browsers. See https://github.com/angular/angular/issues/24084.\n this._translateTabComplete.pipe(distinctUntilChanged(function (x, y) {\n return x.fromState === y.fromState && x.toState === y.toState;\n })).subscribe(function (event) {\n // If the transition to the center is complete, emit an event.\n if (_this._isCenterPosition(event.toState) && _this._isCenterPosition(_this._position)) {\n _this._onCentered.emit();\n }\n if (_this._isCenterPosition(event.fromState) && !_this._isCenterPosition(_this._position)) {\n _this._afterLeavingCenter.emit();\n }\n });\n }\n Object.defineProperty(MatTabBody.prototype, \"position\", {\n /** The shifted index position of the tab body, where zero represents the active center tab. */\n set: /**\n * The shifted index position of the tab body, where zero represents the active center tab.\n * @param {?} position\n * @return {?}\n */\n function (position) {\n this._positionIndex = position;\n this._computePositionAnimationState();\n },\n enumerable: true,\n configurable: true\n });\n /**\n * After initialized, check if the content is centered and has an origin. If so, set the\n * special position states that transition the tab from the left or right before centering.\n */\n /**\n * After initialized, check if the content is centered and has an origin. If so, set the\n * special position states that transition the tab from the left or right before centering.\n * @return {?}\n */\n MatTabBody.prototype.ngOnInit = /**\n * After initialized, check if the content is centered and has an origin. If so, set the\n * special position states that transition the tab from the left or right before centering.\n * @return {?}\n */\n function () {\n if (this._position == 'center' && this.origin != null) {\n this._position = this._computePositionFromOrigin();\n }\n };\n /**\n * @return {?}\n */\n MatTabBody.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._dirChangeSubscription.unsubscribe();\n this._translateTabComplete.complete();\n };\n /**\n * @param {?} event\n * @return {?}\n */\n MatTabBody.prototype._onTranslateTabStarted = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n /** @type {?} */\n var isCentering = this._isCenterPosition(event.toState);\n this._beforeCentering.emit(isCentering);\n if (isCentering) {\n this._onCentering.emit(this._elementRef.nativeElement.clientHeight);\n }\n };\n /** The text direction of the containing app. */\n /**\n * The text direction of the containing app.\n * @return {?}\n */\n MatTabBody.prototype._getLayoutDirection = /**\n * The text direction of the containing app.\n * @return {?}\n */\n function () {\n return this._dir && this._dir.value === 'rtl' ? 'rtl' : 'ltr';\n };\n /** Whether the provided position state is considered center, regardless of origin. */\n /**\n * Whether the provided position state is considered center, regardless of origin.\n * @param {?} position\n * @return {?}\n */\n MatTabBody.prototype._isCenterPosition = /**\n * Whether the provided position state is considered center, regardless of origin.\n * @param {?} position\n * @return {?}\n */\n function (position) {\n return position == 'center' ||\n position == 'left-origin-center' ||\n position == 'right-origin-center';\n };\n /** Computes the position state that will be used for the tab-body animation trigger. */\n /**\n * Computes the

position state that will be used for the tab-body animation trigger.\n * @private\n * @param {?=} dir\n * @return {?}\n */\n MatTabBody.prototype._computePositionAnimationState = /**\n * Computes the position state that will be used for the tab-body animation trigger.\n * @private\n * @param {?=} dir\n * @return {?}\n */\n function (dir) {\n if (dir === void 0) { dir = this._getLayoutDirection(); }\n if (this._positionIndex < 0) {\n this._position = dir == 'ltr' ? 'left' : 'right';\n }\n else if (this._positionIndex > 0) {\n this._position = dir == 'ltr' ? 'right' : 'left';\n }\n else {\n this._position = 'center';\n }\n };\n /**\n * Computes the position state based on the specified origin position. This is used if the\n * tab is becoming visible immediately after creation.\n */\n /**\n * Computes the position state based on the specified origin position. This is used if the\n * tab is becoming visible immediately after creation.\n * @private\n * @return {?}\n */\n MatTabBody.prototype._computePositionFromOrigin = /**\n * Computes the position state based on the specified origin position. This is used if the\n * tab is becoming visible immediately after creation.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var dir = this._getLayoutDirection();\n if ((dir == 'ltr' && this.origin <= 0) || (dir == 'rtl' && this.origin > 0)) {\n return 'left-origin-center';\n }\n return 'right-origin-center';\n };\n MatTabBody.decorators = [\n { type: Component, args: [{selector: 'mat-tab-body',\n template: \"<div class=\\\"mat-tab-body-content\\\" #content [@translateTab]=\\\"{ value: _position, params: {animationDuration: animationDuration} }\\\" (@translateTab.start)=\\\"_onTranslateTabStarted($event)\\\" (@translateTab.done)=\\\"_translateTabComplete.next($event)\\\"><ng-template matTabBodyHost></ng-template> \",\n styles: [\".mat-tab-body-content{height:100%;overflow:auto}.mat-tab-group-dynamic-height .mat-tab-body-content{overflow:hidden}\"],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n animations: [matTabsAnimations.translateTab],\n host: {\n 'class': 'mat-tab-body',\n },\n },] },\n];\n /** @nocollapse */\n MatTabBody.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: ChangeDetectorRef }\n]; };\n MatTabBody.propDecorators = {\n _onCentering: [{ type: Output }],\n _beforeCentering: [{ type: Output }],\n _afterLeavingCenter: [{ type: Output }],\n _onCentered: [{ type: Output }],\n _portalHost: [{ type: ViewChild, args: [PortalHostDirective,] }],\n _content: [{ type: Input, args: ['content',] }],\n origin: [{ type: Input }],\n animationDuration: [{ type: Input }],\n position: [{ type: Input }]\n };\n return MatTabBody;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatTabLabelWrapper.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatTabLabelWrapper.\n/**\n * \\@docs-private\n */\nMatTabLabelWrapperBase = /** @class */ (function () {\n function MatTabLabelWrapperBase() {\n }\n return MatTabLabelWrapperBase;\n}());\n/** @type {?} */\nvar _MatTabLabelWrapperMixinBase = mixinDisabled(MatTabLabelWrapperBase);\n/**\n * Used in the `mat-tab-group` view to display tab labels.\n * \\@docs-private\n */\nvar MatTabLabelWrapper = /** @class */ (function (_super) {\n __extends(MatTabLabelWrapper, _super);\n function MatTabLabelWrapper(elementRef) {\n var _this = _super.call(this) || this;\n _this.elementRef = elementRef;\n return _this;\n }\n /** Sets focus on the wrapper element */\n /**\n * Sets focus on the wrapper element\n * @return {?}\n */\n MatTabLabelWrapper.prototype.focus = /**\n * Sets focus on the wrapper element\n * @return {?}\n */\n function () {\n this.elementRef.nativeElement.focus();\n };\n /**\n * @return {?}\n */\n MatTabLabelWrapper.prototype.getOffsetLeft = /**\n * @return {?}\n */\n function () {\n return this.elementRef.nativeElement.offsetLeft;\n };\n /**\n * @return {?}\n */\n MatTabLabelWrapper.prototype.getOffsetWidth = /**\n * @return {?}\n */\n function () {\n return this.elementRef.nativeElement.offsetWidth;\n };\n MatTabLabelWrapper.decorators = [\n { type: Directive, args: [{\n selector: '[matTabLabelWrapper]',\n inputs: ['disabled'],\n host: {\n '[class.mat-tab-disabled]': 'disabled',\n '[attr.aria-disabled]': '!!disabled',\n }\n },] },\n];\n /** @nocollapse */\n MatTabLabelWrapper.ctorParameters = function () { return [\n {

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type: ElementRef }\n    ]; };\n    return MatTabLabelWrapper;\n}(_MatTabLabelWrapperMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * The distance in pixels that will be overshot when scrolling a tab label into view. This helps\n * provide a small affordance to the label next to it.\n * @type {?}\n */\nvar EXAGGERATED_OVERSCROLL = 60;\n// Boilerplate for applying mixins to MatTabHeader.\n/**\n * \\@docs-private\n */\nvar  \n// Boilerplate for applying mixins to MatTabHeader.\n/**\n * \\@docs-private\n */\nMatTabHeaderBase = /** @class */ (function () {\n    function MatTabHeaderBase() {\n    }\n    return MatTabHeaderBase;\n}());\n/** @type {?} */\nvar _MatTabHeaderMixinBase = mixinDisableRipple(MatTabHeaderBase);\n/**\n * The header of the tab group which displays a list of all the tabs in the tab group. Includes\n * an ink bar that follows the currently selected tab. When the tabs list's width exceeds the\n * width of the header container, then arrows will be displayed to allow the user to scroll\n * left and right across the header.\n * \\@docs-private\n */\nvar MatTabHeader = /** @class */ (function (_super) {\n    __extends(MatTabHeader, _super);\n    function MatTabHeader(_elementRef, _changeDetectorRef, _viewportRuler, _dir, _ngZone) {\n        var _this = _super.call(this) || this;\n        _this._elementRef = _elementRef;\n        _this._changeDetectorRef = _changeDetectorRef;\n        _this._viewportRuler = _viewportRuler;\n        _this._dir = _dir;\n        _this._ngZone = _ngZone;\n        /**\n         * The distance in pixels that the tab labels should be translated to the left.\n         */\n        _this._scrollDistance = 0;\n        /**\n         * Whether the header should scroll to the selected index after the view has been checked.\n         */\n        _this._selectedIndexChanged = false;\n        /**\n         * Emits when the component is destroyed.\n         */\n        _this._destroyed = new Subject();\n        /**\n         * Whether the controls for pagination should be displayed\n         */\n        _this._showPaginationControls = false;\n        /**\n         * Whether the tab list can be scrolled more towards the end of the tab label list.\n         */\n        _this._disableScrollAfter = true;\n        /**\n         * Whether the tab list can be scrolled more towards the beginning of the tab label list.\n         */\n        _this._disableScrollBefore = true;\n        _this._selectedIndex = 0;\n        /**\n         * Event emitted when the option is selected.\n         */\n        _this.selectFocusedIndex = new EventEmitter();\n        /**\n         * Event emitted when a label is focused.\n         */\n        _this.indexFocused = new EventEmitter();\n        return _this;\n    }\n    Object.defineProperty(MatTabHeader.prototype, \"selectedIndex\", {\n        /** The index of the active tab. */\n        get: /**\n         * The index of the active tab.\n         * @return {?}\n         */\n        function () { return this._selectedIndex; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function (value) {\n            value = coerceNumberProperty(value);\n            this._selectedIndexChanged = this._selectedIndex != value;\n            this._selectedIndex = value;\n            if (this._keyManager) {\n                this._keyManager.updateActiveItemIndex(value);\n            }\n        },\n        enumerable: true,\n        configurable: true\n    });\n    /**\n     * @return {?}\n     */\n    MatTabHeader.prototype.ngAfterContentChecked = /**\n     * @return {?}\n     */\n    function () {\n        // If the number of tab labels have changed, check if scrolling should be enabled\n        if (this._tabLabelCount != this._labelWrappers.length) {\n            this.updatePagination();\n            this._tabLabelCount = this._labelWrappers.length;\n            this._changeDetectorRef.markForCheck();\n        }\n        // If the selected index has changed, scroll to the label and check if the scrolling controls\n        // should be disabled.\n        if (this._selectedIndexChanged) {\n            this._scrollToLabel(this._selectedIndex);\n            this._checkScrollingControls();\n            this._alignInkBarToSelectedTab();\n            this._selectedIndexChanged = false;\n            this._changeDetectorRef.markForCheck();\n        }\n        // If the scroll distance has been changed (tab selected, focused, scroll controls activated),\n        // then translate the header to reflect this.\n        if (this._scrollDistanceChanged) {\n            this._updateTabScrollPosition();\n            this._scrollDistanceChanged = false;\n            this._changeDetectorRef.markForCheck();\n        }\n    };\n    /**\n     * @param {?} event\n     * @return {?}\n     */\n    MatTabHeader.prototype._handleKeydown = /**\n     * @param {?} event\n     * @return {?}\n     */\n    function (event) {\n        switch (event.keyCode) {\n            case HOME:\n                this._keyManager.setFirstItemActive();\n                event.preventDefault();\n                break;\n            case END:\n                this._keyManager.setLastItemActive();\n                event.preventDefault();\n                break;\n            case ENTER:\n            case SPACE:\n                this.selectFocusedIndex.emit(this.focusIndex);\n
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event.preventDefault();\n break;\n default:\n this._keyManager.onKeydown(event);\n }\n };\n /**\n * Aligns the ink bar to the selected tab on load.\n */\n /**\n * Aligns the ink bar to the selected tab on load.\n * @return {?}\n */\n MatTabHeader.prototype.ngAfterContentInit = /**\n * Aligns the ink bar to the selected tab on load.\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var dirChange = this._dir ? this._dir.change : of(null);\n /** @type {?} */\n var resize = this._viewportRuler.change(150);\n /** @type {?} */\n var realign = function () {\n _this.updatePagination();\n _this._alignInkBarToSelectedTab();\n };\n this._keyManager = new FocusKeyManager(this._labelWrappers)\n .withHorizontalOrientation(this._getLayoutDirection())\n .withWrap();\n this._keyManager.updateActiveItem(0);\n // Defer the first call in order to allow for slower browsers to lay out the elements.\n // This helps in cases where the user lands directly on a page with paginated tabs.\n typeof requestAnimationFrame !== 'undefined' ? requestAnimationFrame(realign) : realign();\n // On dir change or window resize, realign the ink bar and update the orientation of\n // the key manager if the direction has changed.\n merge(dirChange, resize).pipe(takeUntil(this._destroyed)).subscribe(function () {\n realign();\n _this._keyManager.withHorizontalOrientation(_this._getLayoutDirection());\n });\n // If there is a change in the focus key manager we need to emit the `indexFocused`\n // event in order to provide a public event that notifies about focus changes. Also we realign\n // the tabs container by scrolling the new focused tab into the visible section.\n this._keyManager.change.pipe(takeUntil(this._destroyed)).subscribe(function (newFocusIndex) {\n _this.indexFocused.emit(newFocusIndex);\n _this._setTabFocus(newFocusIndex);\n });\n };\n /**\n * @return {?}\n */\n MatTabHeader.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._destroyed.next();\n this._destroyed.complete();\n };\n /**\n * Callback for when the MutationObserver detects that the content has changed.\n */\n /**\n * Callback for when the MutationObserver detects that the content has changed.\n * @return {?}\n */\n MatTabHeader.prototype._onContentChanges = /**\n * Callback for when the MutationObserver detects that the content has changed.\n * @return {?}\n */\n function () {\n var _this = this;\n /** @type {?} */\n var textContent = this._elementRef.nativeElement.textContent;\n // We need to diff the text content of the header, because the MutationObserver callback\n // will fire even if the text content didn't change which is inefficient and is prone\n // to infinite loops if a poorly constructed expression is passed in (see #14249).\n if (textContent !== this._currentTextContent) {\n this._currentTextContent = textContent;\n /** @type {?} */\n var zoneCallback = function () {\n _this.updatePagination();\n _this._alignInkBarToSelectedTab();\n _this._changeDetectorRef.markForCheck();\n };\n // The content observer runs outside the `NgZone` by default, which\n // means that we need to bring the callback back in ourselves.\n // @breaking-change 8.0.0 Remove null check for `_ngZone` once it's a required parameter.\n this._ngZone ? this._ngZone.run(zoneCallback) : zoneCallback();\n }\n };\n /**\n * Updates the view whether pagination should be enabled or not.\n *\n * WARNING: Calling this method can be very costly in terms of performance. It should be called\n * as infrequently as possible from outside of the Tabs component as it causes a reflow of the\n * page.\n */\n /**\n * Updates the view whether pagination should be enabled or not.\n *\n * WARNING: Calling this method can be very costly in terms of performance. It should be called\n * as infrequently as possible from outside of the Tabs component as it causes a reflow of the\n * page.\n * @return {?}\n */\n MatTabHeader.prototype.updatePagination = /**\n * Updates the view whether pagination should be enabled or not.\n *\n * WARNING: Calling this method can be very costly in terms of performance. It should be called\n * as infrequently as possible from outside of the Tabs component as it causes a reflow of the\n * page.\n * @return {?}\n */\n function () {\n this._checkPaginationEnabled();\n this._checkScrollingControls();\n this._updateTabScrollPosition();\n };\n Object.defineProperty(MatTabHeader.prototype, \"focusIndex\", {\n /** Tracks which element has focus; used for keyboard navigation */\n get: /**\n * Tracks which element has focus; used for keyboard navigation\n * @return {?}\n */\n function () {\n return this._keyManager ? (/** @type {?} */ (this._keyManager.activeItemIndex)) : 0;\n },\n /** When the focus index is set, we must manually send

focus to the correct label */\n set: /**\n * When the focus index is set, we must manually send focus to the correct label\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (!this._isValidIndex(value) || this.focusIndex === value || !this._keyManager) {\n return;\n }\n this._keyManager.setActiveItem(value);\n },\n enumerable: true,\n configurable: true\n });\n /**\n * Determines if an index is valid. If the tabs are not ready yet, we assume that the user is\n * providing a valid index and return true.\n */\n /**\n * Determines if an index is valid. If the tabs are not ready yet, we assume that the user is\n * providing a valid index and return true.\n * @param {?} index\n * @return {?}\n */\n MatTabHeader.prototype._isValidIndex = /**\n * Determines if an index is valid. If the tabs are not ready yet, we assume that the user is\n * providing a valid index and return true.\n * @param {?} index\n * @return {?}\n */\n function (index) {\n if (!this._labelWrappers) {\n return true;\n }\n /** @type {?} */\n var tab = this._labelWrappers ? this._labelWrappers.toArray()[index] : null;\n return !!tab && !tab.disabled;\n };\n /**\n * Sets focus on the HTML element for the label wrapper and scrolls it into the view if\n * scrolling is enabled.\n */\n /**\n * Sets focus on the HTML element for the label wrapper and scrolls it into the view if\n * scrolling is enabled.\n * @param {?} tabIndex\n * @return {?}\n */\n MatTabHeader.prototype._setTabFocus = /**\n * Sets focus on the HTML element for the label wrapper and scrolls it into the view if\n * scrolling is enabled.\n * @param {?} tabIndex\n * @return {?}\n */\n function (tabIndex) {\n if (this._showPaginationControls) {\n this._scrollToLabel(tabIndex);\n }\n if (this._labelWrappers && this._labelWrappers.length) {\n this._labelWrappers.toArray()[tabIndex].focus();\n // Do not let the browser manage scrolling to focus the element, this will be handled\n // by using translation. In LTR, the scroll left should be 0. In RTL, the scroll width\n // should be the full width minus the offset width.\n /** @type {?} */\n var containerEl = this._tabListContainer.nativeElement;\n /** @type {?} */\n var dir = this._getLayoutDirection();\n if (dir == 'ltr') {\n containerEl.scrollLeft = 0;\n }\n else {\n containerEl.scrollLeft = containerEl.scrollWidth - containerEl.offsetWidth;\n }\n }\n };\n /** The layout direction of the containing app. */\n /**\n * The layout direction of the containing app.\n * @return {?}\n */\n MatTabHeader.prototype._getLayoutDirection = /**\n * The layout direction of the containing app.\n * @return {?}\n */\n function () {\n return this._dir && this._dir.value === 'rtl' ? 'rtl' : 'ltr';\n };\n /** Performs the CSS transformation on the tab list that will cause the list to scroll. */\n /**\n * Performs the CSS transformation on the tab list that will cause the list to scroll.\n * @return {?}\n */\n MatTabHeader.prototype._updateTabScrollPosition = /**\n * Performs the CSS transformation on the tab list that will cause the list to scroll.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var scrollDistance = this.scrollDistance;\n /** @type {?} */\n var translateX = this._getLayoutDirection() === 'ltr' ? -scrollDistance : scrollDistance;\n // Don't use `translate3d` here because we don't want to create a new layer. A new layer\n // seems to cause flickering and overflow in Internet Explorer. For example, the ink bar\n // and ripples will exceed the boundaries of the visible tab bar.\n // See: https://github.com/angular/material2/issues/10276\n // We round the `transform` here, because transforms with sub-pixel precision cause some\n // browsers to blur the content of the element.\n this._tabList.nativeElement.style.transform = \"translateX(\" + Math.round(translateX) + \"px)\";\n // Setting the `transform` on IE will change the scroll offset of the parent, causing the\n // position to be thrown off in some cases. We have to reset it ourselves to ensure that\n // it doesn't get thrown off.\n this._tabListContainer.nativeElement.scrollLeft = 0;\n };\n Object.defineProperty(MatTabHeader.prototype, \"scrollDistance\", {\n /** Sets the distance in pixels that the tab header should be transformed in the X-axis. */\n get: /**\n * Sets the distance in pixels that the tab header should be transformed in the X-axis.\n * @return {?}\n */\n function () { return this._scrollDistance; },\n set: /**\n * @param {?} v\n * @return {?}\n */\n function (v) {\n this._scrollDistance = Math.max(0, Math.min(this._getMaxScrollDistance(), v));\n // Mark that the scroll distance has changed so that after the view is checked, the CSS\n // transformation can move the header.\n this._scrollDistanceChanged = true;\n this._checkScrollingControls();\n },\n enumerable: true,\n configurable: true\n });\n

/**\n * Moves the tab list in the 'before' or 'after' direction (towards the beginning of the list or\n * the end of the list, respectively). The distance to scroll is computed to be a third of the\n * length of the tab list view window.\n *\n * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n * should be called sparingly.\n */\n /**\n * Moves the tab list in the 'before' or 'after' direction (towards the beginning of the list or\n * the end of the list, respectively). The distance to scroll is computed to be a third of the\n * length of the tab list view window.\n *\n * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n * should be called sparingly.\n * @param {?} scrollDir\n * @return {?}\n */\n MatTabHeader.prototype._scrollHeader = /**\n * Moves the tab list in the 'before' or 'after' direction (towards the beginning of the list or\n * the end of the list, respectively). The distance to scroll is computed to be a third of the\n * length of the tab list view window.\n *\n * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n * should be called sparingly.\n * @param {?} scrollDir\n * @return {?}\n */\n function (scrollDir) {\n /** @type {?} */\n var viewLength = this._tabListContainer.nativeElement.offsetWidth;\n // Move the scroll distance one-third the length of the tab list's viewport.\n this.scrollDistance += (scrollDir == 'before' ? -1 : 1) * viewLength / 3;\n };\n /**\n * Moves the tab list such that the desired tab label (marked by index) is moved into view.\n *\n * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n * should be called sparingly.\n */\n /**\n * Moves the tab list such that the desired tab label (marked by index) is moved into view.\n *\n * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n * should be called sparingly.\n * @param {?} labelIndex\n * @return {?}\n */\n MatTabHeader.prototype._scrollToLabel = /**\n * Moves the tab list such that the desired tab label (marked by index) is moved into view.\n *\n * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n * should be called sparingly.\n * @param {?} labelIndex\n * @return {?}\n */\n function (labelIndex) {\n /** @type {?} */\n var selectedLabel = this._labelWrappers ? this._labelWrappers.toArray()[labelIndex] : null;\n if (!selectedLabel) {\n return;\n }\n // The view length is the visible width of the tab labels.\n /** @type {?} */\n var viewLength = this._tabListContainer.nativeElement.offsetWidth;\n /** @type {?} */\n var labelBeforePos;\n /** @type {?} */\n var labelAfterPos;\n if (this._getLayoutDirection() == 'ltr') {\n labelBeforePos = selectedLabel.getOffsetLeft();\n labelAfterPos = labelBeforePos + selectedLabel.getOffsetWidth();\n }\n else {\n labelAfterPos = this._tabList.nativeElement.offsetWidth - selectedLabel.getOffsetLeft();\n labelBeforePos = labelAfterPos - selectedLabel.getOffsetWidth();\n }\n /** @type {?} */\n var beforeVisiblePos = this.scrollDistance;\n /** @type {?} */\n var afterVisiblePos = this.scrollDistance + viewLength;\n if (labelBeforePos < beforeVisiblePos) {\n // Scroll header to move label to the before direction\n this.scrollDistance -= beforeVisiblePos - labelBeforePos + EXAGGERATED_OVERSCROLL;\n }\n else if (labelAfterPos > afterVisiblePos) {\n // Scroll header to move label to the after direction\n this.scrollDistance += labelAfterPos - afterVisiblePos + EXAGGERATED_OVERSCROLL;\n }\n };\n /**\n * Evaluate whether the pagination controls should be displayed. If the scroll width of the\n * tab list is wider than the size of the header container, then the pagination controls should\n * be shown.\n *\n * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n * should be called sparingly.\n */\n /**\n * Evaluate whether the pagination controls should be displayed. If the scroll width of the\n * tab list is wider than the size of the header container, then the pagination controls should\n * be shown.\n *\n * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n * should be called sparingly.\n * @return {?}\n */\n MatTabHeader.prototype._checkPaginationEnabled = /**\n * Evaluate whether the pagination controls should be displayed. If the scroll width of the\n * tab list is wider than the size of the header container, then the pagination controls should\n * be shown.\n *\n * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n * should be called sparingly.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var isEnabled = this._tabList.nativeElement.scrollWidth > this._elementRef.nativeElement.offsetWidth;\n if (!isEnabled) {\n this.scrollDistance = 0;\n }\n if (isEnabled !== this._showPaginationControls) {\n this._changeDetectorRef.markForCheck();\n }\n

this._showPaginationControls = isEnabled;\n   };\n   /**\n   * Evaluate whether the before and after controls should be enabled or disabled.\n   * If the header is at the beginning of the list (scroll distance is equal to 0) then disable the\n   * before button. If the header is at the end of the list (scroll distance is equal to the\n   * maximum distance we can scroll), then disable the after button.\n   *\n   * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n   * should be called sparingly.\n   */\n   /**\n   * Evaluate whether the before and after controls should be enabled or disabled.\n   * If the header is at the beginning of the list (scroll distance is equal to 0) then disable the\n   * before button. If the header is at the end of the list (scroll distance is equal to the\n   * maximum distance we can scroll), then disable the after button.\n   *\n   * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n   * should be called sparingly.\n   * @return {?}\n   */\n   MatTabHeader.prototype._checkScrollingControls = /**\n   * Evaluate whether the before and after controls should be enabled or disabled.\n   * If the header is at the beginning of the list (scroll distance is equal to 0) then disable the\n   * before button. If the header is at the end of the list (scroll distance is equal to the\n   * maximum distance we can scroll), then disable the after button.\n   *\n   * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n   * should be called sparingly.\n   * @return {?}\n   */\n   function () {\n   // Check if the pagination arrows should be activated.\n this._disableScrollBefore = this.scrollDistance == 0;\n   this._disableScrollAfter = this.scrollDistance == this._getMaxScrollDistance();\n   this._changeDetectorRef.markForCheck();\n   };\n   /**\n   * Determines what is the maximum length in pixels that can be set for the scroll distance. This\n   * is equal to the difference in width between the tab list container and tab header container.\n   *\n   * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n   * should be called sparingly.\n   */\n   /**\n   * Determines what is the maximum length in pixels that can be set for the scroll distance. This\n   * is equal to the difference in width between the tab list container and tab header container.\n   *\n   * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n   * should be called sparingly.\n   * @return {?}\n   */\n   MatTabHeader.prototype._getMaxScrollDistance = /**\n   * Determines what is the maximum length in pixels that can be set for the scroll distance. This\n   * is equal to the difference in width between the tab list container and tab header container.\n   *\n   * This is an expensive call that forces a layout reflow to compute box and scroll metrics and\n   * should be called sparingly.\n   * @return {?}\n   */\n   function () {\n   /** @type {?} */\n   var lengthOfTabList = this._tabList.nativeElement.scrollWidth;\n   /** @type {?} */\n   var viewLength = this._tabListContainer.nativeElement.offsetWidth;\n   return (lengthOfTabList - viewLength) || 0;\n   };\n   /** Tells the ink-bar to align itself to the current label wrapper */\n   /**\n   * Tells the ink-bar to align itself to the current label wrapper\n   * @return {?}\n   */\n MatTabHeader.prototype._alignInkBarToSelectedTab = /**\n   * Tells the ink-bar to align itself to the current label wrapper\n   * @return {?}\n   */\n   function () {\n   /** @type {?} */\n   var selectedLabelWrapper = this._labelWrappers && this._labelWrappers.length ?\n this._labelWrappers.toArray()[this.selectedIndex].elementRef.nativeElement :\n   null;\n this._inkBar.alignToElement((/** @type {?} */ (selectedLabelWrapper)));\n   };\n   MatTabHeader.decorators = [\n   { type: Component, args: [{selector: 'mat-tab-header',\n   template: \"<div class=\\\"mat-tab-header-pagination mat-tab-header-pagination-before mat-elevation-z4\\\" aria-hidden=\\\"true\\\" mat-ripple [matRippleDisabled]=\\\"_disableScrollBefore || disableRipple\\\" [class.mat-tab-header-pagination-disabled]=\\\"_disableScrollBefore\\\" (click)=\\\"_scrollHeader('before')\\\"><div class=\\\"mat-tab-header-pagination-chevron\\\"> <div class=\\\"mat-tab-label-container\\\" #tabListContainer (keydown)=\\\"_handleKeydown($event)\\\"><div class=\\\"mat-tab-list\\\" #tabList role=\\\"tablist\\\" (cdkObserveContent)=\\\"_onContentChanges()\\\"><div class=\\\"mat-tab-labels\\\"><ng-content></ng-content> <mat-ink-bar></mat-ink-bar> <div class=\\\"mat-tab-header-pagination mat-tab-header-pagination-after mat-elevation-z4\\\" aria-hidden=\\\"true\\\" mat-ripple [matRippleDisabled]=\\\"_disableScrollAfter || disableRipple\\\" [class.mat-tab-header-pagination-disabled]=\\\"_disableScrollAfter\\\" (click)=\\\"_scrollHeader('after')\\\"><div class=\\\"mat-tab-header-pagination-chevron\\\"> \",\n
        styles: [\".mat-tab-header{display:flex;overflow:hidden;position:relative;flex-shrink:0}.mat-tab-

label{height:48px;padding:0 24px;cursor:pointer;box-sizing:border-box;opacity:.6;min-width:160px;text-align:center;display:inline-flex;justify-content:center;align-items:center;white-space:nowrap;position:relative}.mat-tab-label:focus{outline:0}.mat-tab-label:focus:not(.mat-tab-disabled){opacity:1}@media screen and (-ms-high-contrast:active){.mat-tab-label:focus{outline:dotted 2px}}.mat-tab-label.mat-tab-disabled{cursor:default}@media screen and (-ms-high-contrast:active){.mat-tab-label.mat-tab-disabled{opacity:.5}}.mat-tab-label .mat-tab-label-content{display:inline-flex;justify-content:center;align-items:center;white-space:nowrap}@media screen and (-ms-high-contrast:active){.mat-tab-label{opacity:1}}@media (max-width:599px){.mat-tab-label{min-width:72px}}.mat-ink-bar{position:absolute;bottom:0;height:2px;transition:.5s cubic-bezier(.35,0,.25,1)}.mat-tab-group-inverted-header .mat-ink-bar{bottom:auto;top:0}@media screen and (-ms-high-contrast:active){.mat-ink-bar{outline:solid 2px;height:0}}.mat-tab-header-pagination{position:relative;display:none;justify-content:center;align-items:center;min-width:32px;cursor:pointer;z-index:2}.mat-tab-header-pagination-controls-enabled .mat-tab-header-pagination{display:flex}.mat-tab-header-pagination-before,.mat-tab-header-rtl .mat-tab-header-pagination-after{padding-left:4px}.mat-tab-header-pagination-before .mat-tab-header-pagination-chevron,.mat-tab-header-rtl .mat-tab-header-pagination-after .mat-tab-header-pagination-chevron{transform:rotate(-135deg)}.mat-tab-header-pagination-after,.mat-tab-header-rtl .mat-tab-header-pagination-before{padding-right:4px}.mat-tab-header-pagination-after .mat-tab-header-pagination-chevron,.mat-tab-header-rtl .mat-tab-header-pagination-before .mat-tab-header-pagination-chevron{transform:rotate(45deg)}.mat-tab-header-pagination-chevron{border-style:solid;border-width:2px 2px 0 0;content:'';height:8px;width:8px}.mat-tab-header-pagination-disabled{box-shadow:none;cursor:default}.mat-tab-label-container{display:flex;flex-grow:1;overflow:hidden;z-index:1}.mat-tab-list{flex-grow:1;position:relative;transition:transform .5s cubic-bezier(.35,0,.25,1)}.mat-tab-labels{display:flex}[mat-align-tabs=center] .mat-tab-labels{justify-content:center}[mat-align-tabs=end] .mat-tab-labels{justify-content:flex-end}\''],\n inputs: ['disableRipple'],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n host: {\n 'class': 'mat-tab-header',\n '[class.mat-tab-header-pagination-controls-enabled]': '_showPaginationControls',\n '[class.mat-tab-header-rtl]': \''_getLayoutDirection() == 'rtl'\'',\n },\n },] },\n];\n /** @nocollapse */\n MatTabHeader.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: ViewportRuler },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: NgZone }\n]; };\n MatTabHeader.propDecorators = {\n _labelWrappers: [{ type: ContentChildren, args: [MatTabLabelWrapper,] }],\n _inkBar: [{ type: ViewChild, args: [MatInkBar,] }],\n _tabListContainer: [{ type: ViewChild, args: ['tabListContainer',] }],\n _tabList: [{ type: ViewChild, args: ['tabList',] }],\n selectedIndex: [{ type: Input }],\n selectFocusedIndex: [{ type: Output }],\n indexFocused: [{ type: Output }]\n };\n return MatTabHeader;\n}(_MatTabHeaderMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Used to generate unique ID's for each tab component\n * @type {?}\n */\nvar nextId = 0;\n/**\n * A simple change event emitted on focus or selection changes.\n */\nvar /**\n * A simple change event emitted on focus or selection changes.\n */\nMatTabChangeEvent = /** @class */ (function () {\n function MatTabChangeEvent() {\n }\n return MatTabChangeEvent;\n}());\n/**\n * Injection token that can be used to provide the default options the tabs module.\n * @type {?}\n */\nvar MAT_TABS_CONFIG = new InjectionToken('MAT_TABS_CONFIG');\n// Boilerplate for applying mixins to MatTabGroup.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatTabGroup.\n/**\n * \\@docs-private\n */\nMatTabGroupBase = /** @class */ (function () {\n function MatTabGroupBase(_elementRef) {\n this._elementRef = _elementRef;\n }\n return MatTabGroupBase;\n}());\n/** @type {?} */\nvar _MatTabGroupMixinBase = mixinColor(mixinDisableRipple(MatTabGroupBase), 'primary');\n/**\n * Material design tab-group component. Supports basic tab pairs (label + content) and includes\n * animated ink-bar, keyboard navigation, and screen reader.\n * See: https://material.io/design/components/tabs.html\n */\nvar MatTabGroup = /** @class */ (function (_super) {\n __extends(MatTabGroup, _super);\n function MatTabGroup(elementRef, _changeDetectorRef, defaultConfig) {\n var _this = _super.call(this, elementRef) || this;\n _this._changeDetectorRef =

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_changeDetectorRef;\n        /**\n         * The tab index that should be selected after the content has been checked.\n
     */\n        _this._indexToSelect = 0;\n        /**\n         * Snapshot of the height of the tab body wrapper before
another tab is activated.\n         */\n        _this._tabBodyWrapperHeight = 0;\n        /**\n         * Subscription to tabs
being added/removed.\n         */\n        _this._tabsSubscription = Subscription.EMPTY;\n        /**\n         *
Subscription to changes in the tab labels.\n         */\n        _this._tabLabelSubscription = Subscription.EMPTY;\n
_this._dynamicHeight = false;\n        _this._selectedIndex = null;\n        /**\n         * Position of the tab header.\n
*/\n        _this.headerPosition = 'above';\n        /**\n         * Output to enable support for two-way binding on
`[(selectedIndex)]`\n         */\n        _this.selectedIndexChange = new EventEmitter();\n        /**\n         * Event
emitted when focus has changed within a tab group.\n         */\n        _this.focusChange = new EventEmitter();\n
/**\n         * Event emitted when the body animation has completed\n         */\n        _this.animationDone = new
EventEmitter();\n        /**\n         * Event emitted when the tab selection has changed.\n         */\n
_this.selectedTabChange = new EventEmitter(true);\n        _this._groupId = nextId++;\n
_this.animationDuration = defaultConfig && defaultConfig.animationDuration ?\n
defaultConfig.animationDuration : '500ms';\n        return _this;\n    }\n
Object.defineProperty(MatTabGroup.prototype, \"dynamicHeight\", {\n        /** Whether the tab group should grow
to the size of the active tab. */\n        get: /**\n         * Whether the tab group should grow to the size of the active
tab.\n         * @return {?}\n         */\n        function () { return this._dynamicHeight; },\n        set: /**\n         *
@param {?} value\n         * @return {?}\n         */\n        function (value) { this._dynamicHeight =
coerceBooleanProperty(value); },\n        enumerable: true,\n        configurable: true\n    });\n
Object.defineProperty(MatTabGroup.prototype, \"selectedIndex\", {\n        /** The index of the active tab. */\n
get: /**\n         * The index of the active tab.\n         * @return {?}\n         */\n        function () { return
this._selectedIndex; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) {\n            this._indexToSelect = coerceNumberProperty(value, null);\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatTabGroup.prototype, \"backgroundColor\", {\n        /**
Background color of the tab group. */\n        get: /**\n         * Background color of the tab group.\n         * @return
{?}\n         */\n        function () { return this._backgroundColor; },\n        set: /**\n         * @param {?} value\n         *
@return {?}\n         */\n        function (value) {\n            /** @type {?} */\n            var nativeElement =
this._elementRef.nativeElement;\n            nativeElement.classList.remove(\"mat-background-\" +
this.backgroundColor);\n            if (value) {\n                nativeElement.classList.add(\"mat-background-\" + value);\n
            }\n            this._backgroundColor = value;\n        },\n        enumerable: true,\n        configurable: true\n    });\n
 /**\n     * After the content is checked, this component knows what tabs have been defined\n     * and what the
selected index should be. This is where we can know exactly what position\n     * each tab should be in according to
the new selected index, and additionally we know how\n     * a new selected tab should transition in (from the left or
right).\n     */\n    /**\n     * After the content is checked, this component knows what tabs have been defined\n     *
and what the selected index should be. This is where we can know exactly what position\n     * each tab should be in
according to the new selected index, and additionally we know how\n     * a new selected tab should transition in
(from the left or right).\n     * @return {?}\n     */\n    MatTabGroup.prototype.ngAfterContentChecked = /**\n     *
After the content is checked, this component knows what tabs have been defined\n     * and what the selected index
should be. This is where we can know exactly what position\n     * each tab should be in according to the new
selected index, and additionally we know how\n     * a new selected tab should transition in (from the left or right).\n
   * @return {?}\n     */\n    function () {\n        var _this = this;\n        // Don't clamp the `indexToSelect`
immediately in the setter because it can happen that\n        // the amount of tabs changes before the actual change
detection runs.\n        /** @type {?} */\n        var indexToSelect = this._indexToSelect =
this._clampTabIndex(this._indexToSelect);\n        // If there is a change in selected index, emit a change event.
Should not trigger if\n        // the selected index has not yet been initialized.\n        if (this._selectedIndex !=
indexToSelect) {\n            /** @type {?} */\n            var isFirstRun_1 = this._selectedIndex == null;\n            if
(!isFirstRun_1) {\n                this.selectedTabChange.emit(this._createChangeEvent(indexToSelect));\n            }\n
     // Changing these values after change detection has run\n            // since the checked content may contain
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references to them.\n Promise.resolve().then(function () {\n _this._tabs.forEach(function (tab, index) { return tab.isActive = index === indexToSelect; });\n if (!isFirstRun_1) {\n _this.selectedIndexChange.emit(indexToSelect);\n }\n });\n }\n // Setup the position for each tab and optionally setup an origin on the next selected tab.\n this._tabs.forEach(function (tab, index) {\n tab.position = index - indexToSelect;\n // If there is already a selected tab, then set up an origin for the next selected tab\n // if it doesn't have one already.\n if (_this._selectedIndex != null && tab.position == 0 && !tab.origin) {\n tab.origin = indexToSelect - _this._selectedIndex;\n }\n });\n if (this._selectedIndex !== indexToSelect) {\n this._selectedIndex = indexToSelect;\n this._changeDetectorRef.markForCheck();\n }\n };\n /**\n * @return {?}\n */\n MatTabGroup.prototype.ngAfterContentInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n this._subscribeToTabLabels();\n // Subscribe to changes in the amount of tabs, in order to be\n // able to re-render the content as new tabs are added or removed.\n this._tabsSubscription = this._tabs.changes.subscribe(function () {\n /** @type {?} */\n var indexToSelect = _this._clampTabIndex(_this._indexToSelect);\n // Maintain the previously-selected tab if a new tab is added or removed and there is no\n // explicit change that selects a different tab.\n if (indexToSelect === _this._selectedIndex) {\n /** @type {?} */\n var tabs = _this._tabs.toArray();\n for (var i = 0; i < tabs.length; i++) {\n if (tabs[i].isActive) {\n // Assign both to the `_indexToSelect` and `_selectedIndex` so we don't fire a changed\n // event, otherwise the consumer may end up in an infinite loop in some edge cases like\n // adding a tab within the `selectedIndexChange` event.\n _this._indexToSelect = _this._selectedIndex = i;\n break;\n }\n }\n }\n _this._subscribeToTabLabels();\n _this._changeDetectorRef.markForCheck();\n });\n };\n /**\n * @return {?}\n */\n MatTabGroup.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._tabsSubscription.unsubscribe();\n this._tabLabelSubscription.unsubscribe();\n };\n /** Re-aligns the ink bar to the selected tab element. */\n /**\n * Re-aligns the ink bar to the selected tab element.\n * @return {?}\n */\n MatTabGroup.prototype.realignInkBar = /**\n * Re-aligns the ink bar to the selected tab element.\n * @return {?}\n */\n function () {\n if (this._tabHeader) {\n this._tabHeader._alignInkBarToSelectedTab();\n }\n };\n /**\n * @param {?} index\n * @return {?}\n */\n MatTabGroup.prototype._focusChanged = /**\n * @param {?} index\n * @return {?}\n */\n function (index) {\n this.focusChange.emit(this._createChangeEvent(index));\n };\n /**\n * @private\n * @param {?} index\n * @return {?}\n */\n MatTabGroup.prototype._createChangeEvent = /**\n * @private\n * @param {?} index\n * @return {?}\n */\n function (index) {\n /** @type {?} */\n var event = new MatTabChangeEvent;\n event.index = index;\n if (this._tabs && this._tabs.length) {\n event.tab = this._tabs.toArray()[index];\n }\n return event;\n };\n /**\n * Subscribes to changes in the tab labels. This is needed, because the @Input for the label is\n * on the MatTab component, whereas the data binding is inside the MatTabGroup. In order for the\n * binding to be updated, we need to subscribe to changes in it and trigger change detection\n * manually.\n */\n /**\n * Subscribes to changes in the tab labels. This is needed, because the \\@Input for the label is\n * on the MatTab component, whereas the data binding is inside the MatTabGroup. In order for the\n * binding to be updated, we need to subscribe to changes in it and trigger change detection\n * manually.\n * @private\n * @return {?}\n */\n MatTabGroup.prototype._subscribeToTabLabels = /**\n * Subscribes to changes in the tab labels. This is needed, because the \\@Input for the label is\n * on the MatTab component, whereas the data binding is inside the MatTabGroup. In order for the\n * binding to be updated, we need to subscribe to changes in it and trigger change detection\n * manually.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._tabLabelSubscription) {\n this._tabLabelSubscription.unsubscribe();\n }\n this._tabLabelSubscription = merge.apply(void 0, this._tabs.map(function (tab) { return tab._stateChanges; })).subscribe(function () { return _this._changeDetectorRef.markForCheck(); });\n };\n /** Clamps the given index to the bounds of 0 and the tabs length. */\n /**\n * Clamps the given index to the bounds of 0 and the tabs

length.\n * @private\n * @param {?} index\n * @return {?}\n */\n MatTabGroup.prototype._clampTabIndex = /**\n * Clamps the given index to the bounds of 0 and the tabs length.\n * @private\n * @param {?} index\n * @return {?}\n */\n function (index) {\n // Note the `|| 0`, which ensures that values like NaN can't get through\n // and which would otherwise throw the component into an infinite loop\n // (since Math.max(NaN, 0) === NaN).\n return Math.min(this._tabs.length - 1, Math.max(index || 0, 0));\n };\n /** Returns a unique id for each tab label element */\n /**\n * Returns a unique id for each tab label element\n * @param {?} i\n * @return {?}\n */\n MatTabGroup.prototype._getTabLabelId = /**\n * Returns a unique id for each tab label element\n * @param {?} i\n * @return {?}\n */\n function (i) {\n return \"mat-tab-label-\" + this._groupId + \"-\" + i;\n };\n /** Returns a unique id for each tab content element */\n /**\n * Returns a unique id for each tab content element\n * @param {?} i\n * @return {?}\n */\n MatTabGroup.prototype._getTabContentId = /**\n * Returns a unique id for each tab content element\n * @param {?} i\n * @return {?}\n */\n function (i) {\n return \"mat-tab-content-\" + this._groupId + \"-\" + i;\n };\n /**\n * Sets the height of the body wrapper to the height of the activating tab if dynamic\n * height property is true.\n */\n /**\n * Sets the height of the body wrapper to the height of the activating tab if dynamic\n * height property is true.\n * @param {?} tabHeight\n * @return {?}\n */\n MatTabGroup.prototype._setTabBodyWrapperHeight = /**\n * Sets the height of the body wrapper to the height of the activating tab if dynamic\n * height property is true.\n * @param {?} tabHeight\n * @return {?}\n */\n function (tabHeight) {\n if (!this._dynamicHeight || !this._tabBodyWrapperHeight) {\n return;\n }\n /** @type {?} */\n var wrapper = this._tabBodyWrapper.nativeElement;\n wrapper.style.height = this._tabBodyWrapperHeight + 'px';\n // This conditional forces the browser to paint the height so that\n // the animation to the new height can have an origin.\n if (this._tabBodyWrapper.nativeElement.offsetHeight) {\n wrapper.style.height = tabHeight + 'px';\n }\n };\n /** Removes the height of the tab body wrapper. */\n /**\n * Removes the height of the tab body wrapper.\n * @return {?}\n */\n MatTabGroup.prototype._removeTabBodyWrapperHeight = /**\n * Removes the height of the tab body wrapper.\n * @return {?}\n */\n function () {\n /** @type {?} */\n var wrapper = this._tabBodyWrapper.nativeElement;\n this._tabBodyWrapperHeight = wrapper.clientHeight;\n wrapper.style.height = '';\n this.animationDone.emit();\n };\n /** Handle click events, setting new selected index if appropriate. */\n /**\n * Handle click events, setting new selected index if appropriate.\n * @param {?} tab\n * @param {?} tabHeader\n * @param {?} index\n * @return {?}\n */\n MatTabGroup.prototype._handleClick = /**\n * Handle click events, setting new selected index if appropriate.\n * @param {?} tab\n * @param {?} tabHeader\n * @param {?} index\n * @return {?}\n */\n function (tab, tabHeader, index) {\n if (!tab.disabled) {\n this.selectedIndex = tabHeader.focusIndex = index;\n }\n };\n /** Retrieves the tabindex for the tab. */\n /**\n * Retrieves the tabindex for the tab.\n * @param {?} tab\n * @param {?} idx\n * @return {?}\n */\n MatTabGroup.prototype._getTabIndex = /**\n * Retrieves the tabindex for the tab.\n * @param {?} tab\n * @param {?} idx\n * @return {?}\n */\n function (tab, idx) {\n if (tab.disabled) {\n return null;\n }\n return this.selectedIndex === idx ? 0 : -1;\n };\n MatTabGroup.decorators = [\n { type: Component, args: [{selector: 'mat-tab-group',\n exportAs: 'matTabGroup',\n template: \"<mat-tab-header #tabHeader [selectedIndex]=\\\"selectedIndex\\\" [disableRipple]=\\\"disableRipple\\\" (indexFocused)=\\\"_focusChanged($event)\\\" (selectFocusedIndex)=\\\"selectedIndex = $event\\\"><div class=\\\"mat-tab-label\\\" role=\\\"tab\\\" matTabLabelWrapper mat-ripple cdkMonitorElementFocus *ngFor=\\\"let tab of _tabs; let i = index\\\" [id]=\\\"_getTabLabelId(i)\\\" [attr.tabIndex]=\\\"_getTabIndex(tab, i)\\\" [attr.aria-posinset]=\\\"i + 1\\\" [attr.aria-setsize]=\\\"_tabs.length\\\" [attr.aria-controls]=\\\"_getTabContentId(i)\\\" [attr.aria-selected]=\\\"selectedIndex == i\\\" [attr.aria-label]=\\\"tab.ariaLabel || null\\\" [attr.aria-labelledby]=\\\"(!tab.ariaLabel && tab.ariaLabelledby) ? tab.ariaLabelledby : null\\\" [class.mat-tab-label-active]=\\\"selectedIndex == i\\\" [disabled]=\\\"tab.disabled\\\" [matRippleDisabled]=\\\"tab.disabled || disableRipple\\\" (click)=\\\"_handleClick(tab, tabHeader, i)\\\"><div class=\\\"mat-tab-label-content\\\"><ng-template [ngIf]=\\\"tab.templateLabel\\\"><ng-template [cdkPortalOutlet]=\\\"tab.templateLabel\\\"></ng-

template></ng-template><ng-template [ngIf]=\\\"!tab.templateLabel\\\">{{tab.textLabel}}</ng-template> </mat-tab-header><div class=\\\"mat-tab-body-wrapper\\\" #tabBodyWrapper><mat-tab-body role=\\\"tabpanel\\\" *ngFor=\\\"let tab of _tabs; let i = index\\\" [id]=\\\"_getTabContentId(i)\\\" [attr.aria-labelledby]=\\\"_getTabLabelId(i)\\\" [class.mat-tab-body-active]=\\\"selectedIndex == i\\\" [content]=\\\"tab.content\\\" [position]=\\\"tab.position\\\" [origin]=\\\"tab.origin\\\" [animationDuration]=\\\"animationDuration\\\" (_onCentered)=\\\"_removeTabBodyWrapperHeight()\\\" (_onCentering)=\\\"_setTabBodyWrapperHeight($event)\\\"></mat-tab-body> \",\n styles: [\".mat-tab-group{display:flex;flex-direction:column}.mat-tab-group.mat-tab-group-inverted-header{flex-direction:column-reverse}.mat-tab-label{height:48px;padding:0 24px;cursor:pointer;box-sizing:border-box;opacity:.6;min-width:160px;text-align:center;display:inline-flex;justify-content:center;align-items:center;white-space:nowrap;position:relative}.mat-tab-label:focus{outline:0}.mat-tab-label:focus:not(.mat-tab-disabled){opacity:1}@media screen and (-ms-high-contrast:active){.mat-tab-label:focus{outline:dotted 2px}}.mat-tab-label.mat-tab-disabled{cursor:default}@media screen and (-ms-high-contrast:active){.mat-tab-label.mat-tab-disabled{opacity:.5}}.mat-tab-label .mat-tab-label-content{display:inline-flex;justify-content:center;align-items:center;white-space:nowrap}@media screen and (-ms-high-contrast:active){.mat-tab-label{opacity:1}}@media (max-width:599px){.mat-tab-label{padding:0 12px}}@media (max-width:959px){.mat-tab-label{padding:0 12px}}.mat-tab-group[mat-stretch-tabs]>.mat-tab-header .mat-tab-label{flex-basis:0;flex-grow:1}.mat-tab-body-wrapper{position:relative;overflow:hidden;display:flex;transition:height .5s cubic-bezier(.35,0,.25,1)}.mat-tab-body{top:0;left:0;right:0;bottom:0;position:absolute;display:block;overflow:hidden;flex-basis:100%}.mat-tab-body.mat-tab-body-active{position:relative;overflow-x:hidden;overflow-y:auto;z-index:1;flex-grow:1}.mat-tab-group.mat-tab-group-dynamic-height .mat-tab-body.mat-tab-body-active{overflow-y:hidden}\"],\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n inputs: ['color', 'disableRipple'],\n host: {\n 'class': 'mat-tab-group',\n '[class.mat-tab-group-dynamic-height]': 'dynamicHeight',\n '[class.mat-tab-group-inverted-header]': 'headerPosition === \"below\"',\n },\n },] },\n];\n /** @nocollapse */\n MatTabGroup.ctorParameters = function () { return [\n { type: ElementRef },\n { type: ChangeDetectorRef },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_TABS_CONFIG,] }, { type: Optional }] }\n]; };\n MatTabGroup.propDecorators = {\n _tabs: [{ type: ContentChildren, args: [MatTab,] }],\n _tabBodyWrapper: [{ type: ViewChild, args: ['tabBodyWrapper',] }],\n _tabHeader: [{ type: ViewChild, args: ['tabHeader',] }],\n dynamicHeight: [{ type: Input }],\n selectedIndex: [{ type: Input }],\n headerPosition: [{ type: Input }],\n animationDuration: [{ type: Input }],\n backgroundColor: [{ type: Input }],\n selectedIndexChange: [{ type: Output }],\n focusChange: [{ type: Output }],\n animationDone: [{ type: Output }],\n selectedTabChange: [{ type: Output }]\n };\n return MatTabGroup;\n}(_MatTabGroupMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatTabNav.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatTabNav.\n/**\n * \\@docs-private\n */\nMatTabNavBase = /** @class */ (function () {\n function MatTabNavBase(_elementRef) {\n this._elementRef = _elementRef;\n }\n return MatTabNavBase;\n}());\n/** @type {?} */\nvar _MatTabNavMixinBase = mixinDisableRipple(mixinColor(MatTabNavBase, 'primary'));\n/**\n * Navigation component matching the styles of the tab group header.\n * Provides anchored navigation with animated ink bar.\n */\nvar MatTabNav = /** @class */ (function (_super) {\n __extends(MatTabNav, _super);\n function MatTabNav(elementRef, _dir, _ngZone, _changeDetectorRef, _viewportRuler) {\n var _this = _super.call(this, elementRef) || this;\n _this._dir = _dir;\n _this._ngZone = _ngZone;\n _this._changeDetectorRef = _changeDetectorRef;\n _this._viewportRuler = _viewportRuler;\n /**\n * Subject that emits when the component has been destroyed.\n */\n _this._onDestroy = new Subject();\n return _this;\n }\n Object.defineProperty(MatTabNav.prototype, \"backgroundColor\", {\n /** Background color of the tab nav.

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*/\n    get: /**\n     * Background color of the tab nav.\n     * @return {?}\n     */\n    function () { return
this._backgroundColor; },\n    set: /**\n     * @param {?} value\n     * @return {?}\n     */\n    function
(value) {\n        /** @type {?} */\n        var nativeElement = this._elementRef.nativeElement;\n
nativeElement.classList.remove(\"mat-background-\" + this.backgroundColor);\n        if (value) {\n
nativeElement.classList.add(\"mat-background-\" + value);\n        }\n        this._backgroundColor = value;\n
},\n    enumerable: true,\n    configurable: true\n    });\n  /**\n   * Notifies the component that the active link
has been changed.\n   * @breaking-change 8.0.0 `element` parameter to be removed.\n   */\n  /**\n   * Notifies
the component that the active link has been changed.\n   * \\@breaking-change 8.0.0 `element` parameter to be
removed.\n   * @param {?} element\n   * @return {?}\n   */\n  MatTabNav.prototype.updateActiveLink =
/**\n   * Notifies the component that the active link has been changed.\n   * \\@breaking-change 8.0.0 `element`
parameter to be removed.\n   * @param {?} element\n   * @return {?}\n   */\n  function (element) {\n    //
Note: keeping the `element` for backwards-compat, but isn't being used for anything.\n    // @breaking-change
8.0.0\n    this._activeLinkChanged = !!element;\n    this._changeDetectorRef.markForCheck();\n  };\n  /**\n
 * @return {?}\n   */\n  MatTabNav.prototype.ngAfterContentInit = /**\n   * @return {?}\n   */\n  function ()
{\n    var _this = this;\n    this._ngZone.runOutsideAngular(function () {\n        /** @type {?} */\n        var
dirChange = _this._dir ? _this._dir.change : of(null);\n        return merge(dirChange,
_this._viewportRuler.change(10))\n            .pipe(takeUntil(_this._onDestroy))\n            .subscribe(function () {
return _this._alignInkBar(); });\n    });\n  };\n  /** Checks if the active link has been changed and, if so, will
update the ink bar. */\n  /**\n   * Checks if the active link has been changed and, if so, will update the ink bar.\n
* @return {?}\n   */\n  MatTabNav.prototype.ngAfterContentChecked = /**\n   * Checks if the active link has
been changed and, if so, will update the ink bar.\n   * @return {?}\n   */\n  function () {\n    if
(this._activeLinkChanged) {\n        /** @type {?} */\n        var activeTab = this._tabLinks.find(function (tab) {
return tab.active; });\n        this._activeLinkElement = activeTab ? activeTab._elementRef : null;\n
this._alignInkBar();\n        this._activeLinkChanged = false;\n    }\n  };\n  /**\n   * @return {?}\n   */\n
MatTabNav.prototype.ngOnDestroy = /**\n   * @return {?}\n   */\n  function () {\n
this._onDestroy.next();\n    this._onDestroy.complete();\n  };\n  /** Aligns the ink bar to the active link. */\n
/**\n   * Aligns the ink bar to the active link.\n   * @return {?}\n   */\n  MatTabNav.prototype._alignInkBar =
/**\n   * Aligns the ink bar to the active link.\n   * @return {?}\n   */\n  function () {\n    if
(this._activeLinkElement) {\n        this._inkBar.show();\n
this._inkBar.alignToElement(this._activeLinkElement.nativeElement);\n    }\n    else {\n
this._inkBar.hide();\n    }\n  };\n  MatTabNav.decorators = [\n    { type: Component, args: [{selector: '[mat-
tab-nav-bar]',\n            exportAs: 'matTabNavBar, matTabNav',\n            inputs: ['color', 'disableRipple'],\n
            template: \"<div class=\\\"mat-tab-links\\\" (cdkObserveContent)=\\\"_alignInkBar()\\\"><ng-
content></ng-content><mat-ink-bar></mat-ink-bar></div>\",\n            styles: [\".mat-tab-nav-
bar{overflow:hidden;position:relative;flex-shrink:0}.mat-tab-links{position:relative;display:flex}[mat-align-
tabs=center] .mat-tab-links{justify-content:center}[mat-align-tabs=end] .mat-tab-links{justify-content:flex-
end}.mat-tab-link{height:48px;padding:0 24px;cursor:pointer;box-sizing:border-box;opacity:.6;min-
width:160px;text-align:center;display:inline-flex;justify-content:center;align-items:center;white-
space:nowrap;vertical-align:top;text-decoration:none;position:relative;overflow:hidden;-webkit-tap-highlight-
color:transparent}.mat-tab-link:focus{outline:0}.mat-tab-link:focus:not(.mat-tab-disabled){opacity:1}@media
screen and (-ms-high-contrast:active){.mat-tab-link:focus{outline:dotted 2px}}.mat-tab-link.mat-tab-
disabled{cursor:default}@media screen and (-ms-high-contrast:active){.mat-tab-link.mat-tab-
disabled{opacity:.5}}.mat-tab-link .mat-tab-label-content{display:inline-flex;justify-content:center;align-
items:center;white-space:nowrap}@media screen and (-ms-high-contrast:active){.mat-tab-link{opacity:1}}[mat-
stretch-tabs] .mat-tab-link{flex-basis:0;flex-grow:1}.mat-tab-link.mat-tab-disabled{pointer-events:none}@media
(max-width:599px){.mat-tab-link{min-width:72px}}.mat-ink-
bar{position:absolute;bottom:0;height:2px;transition:.5s cubic-bezier(.35,0,.25,1)}.mat-tab-group-inverted-header
.mat-ink-bar{bottom:auto;top:0}@media screen and (-ms-high-contrast:active){.mat-ink-bar{outline:solid
```

2px;height:0}}\"],\n host: { 'class': 'mat-tab-nav-bar' },\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n },] },\n];\n /** @nocollapse */\n MatTabNav.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: NgZone },\n { type: ChangeDetectorRef },\n { type: ViewportRuler }\n]; };\n MatTabNav.propDecorators = {\n _inkBar: [{ type: ViewChild, args: [MatInkBar,] }],\n _tabLinks: [{ type: ContentChildren, args: [forwardRef(function () { return MatTabLink; }), { descendants: true },] }],\n backgroundColor: [{ type: Input }]\n };\n return MatTabNav;\n}(_MatTabNavMixinBase));\n// Boilerplate for applying mixins to MatTabLink.\nvar \n// Boilerplate for applying mixins to MatTabLink.\nMatTabLinkBase = /** @class */ (function () {\n function MatTabLinkBase() {\n }\n return MatTabLinkBase;\n}());\n/** @type {?} */\nvar _MatTabLinkMixinBase = mixinTabIndex(mixinDisableRipple(mixinDisabled(MatTabLinkBase)));\n/**\n * Link inside of a `mat-tab-nav-bar`.\n */\nvar MatTabLink = /** @class */ (function (_super) {\n __extends(MatTabLink, _super);\n function MatTabLink(_tabNavBar, _elementRef, ngZone, platform, globalOptions, tabIndex, _focusMonitor) {\n var _this = _super.call(this) || this;\n _this._tabNavBar = _tabNavBar;\n _this._elementRef = _elementRef;\n _this._focusMonitor = _focusMonitor;\n /**\n * Whether the tab link is active or not.\n */\n _this._isActive = false;\n /**\n * Whether the ripples are globally disabled through the RippleGlobalOptions\n */\n _this._ripplesGloballyDisabled = false;\n /**\n * Ripple configuration for ripples that are launched on pointer down.\n * \\@docs-private\n */\n _this.rippleConfig = {};\n _this._tabLinkRipple = new RippleRenderer(_this, ngZone, _elementRef, platform);\n _this._tabLinkRipple.setupTriggerEvents(_elementRef.nativeElement);\n _this.tabIndex = parseInt(tabIndex) || 0;\n if (globalOptions) {\n // TODO(paul): Do not copy each option manually. Allow dynamic global option changes: #9729\n _this._ripplesGloballyDisabled = !!globalOptions.disabled;\n _this.rippleConfig = {\n terminateOnPointerUp: globalOptions.terminateOnPointerUp,\n animation: globalOptions.animation,\n };\n }\n if (_focusMonitor) {\n _focusMonitor.monitor(_elementRef);\n }\n return _this;\n }\n Object.defineProperty(MatTabLink.prototype, \"active\", {\n /** Whether the link is active. */\n get: /**\n * Whether the link is active.\n * @return {?}\n */\n function () { return this._isActive; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n if (value !== this._isActive) {\n this._isActive = value;\n this._tabNavBar.updateActiveLink(this._elementRef);\n }\n },\n enumerable: true,\n configurable: true\n });\n Object.defineProperty(MatTabLink.prototype, \"rippleDisabled\", {\n /**\n * Whether ripples are disabled on interaction\n * @docs-private\n */\n get: /**\n * Whether ripples are disabled on interaction\n * \\@docs-private\n * @return {?}\n */\n function () {\n return this.disabled || this.disableRipple || this._tabNavBar.disableRipple ||\n this._ripplesGloballyDisabled;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n MatTabLink.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n this._tabLinkRipple._removeTriggerEvents();\n if (this._focusMonitor) {\n this._focusMonitor.stopMonitoring(this._elementRef);\n }\n };\n MatTabLink.decorators = [\n { type: Directive, args: [{\n selector: '[mat-tab-link], [matTabLink]',\n exportAs: 'matTabLink',\n inputs: ['disabled', 'disableRipple', 'tabIndex'],\n host: {\n 'class': 'mat-tab-link',\n '[attr.aria-current]': 'active',\n '[attr.aria-disabled]': 'disabled.toString()',\n '[attr.tabIndex]': 'tabIndex',\n '[class.mat-tab-disabled]': 'disabled',\n '[class.mat-tab-label-active]': 'active',\n }\n },] },\n];\n /** @nocollapse */\n MatTabLink.ctorParameters = function () { return [\n { type: MatTabNav },\n { type: ElementRef },\n { type: NgZone },\n { type: Platform },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_RIPPLE_GLOBAL_OPTIONS,] }] },\n { type: String, decorators: [{ type: Attribute, args: ['tabindex',] }] },\n { type: FocusMonitor }\n]; };\n MatTabLink.propDecorators = {\n active: [{ type: Input }]\n };\n return MatTabLink;\n}(_MatTabLinkMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress

{checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatTabsModule = /** @class */ (function () {\n function MatTabsModule() {\n }\n MatTabsModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n CommonModule,\n MatCommonModule,\n PortalModule,\n MatRippleModule,\n ObserversModule,\n A11yModule,\n],\n // Don't export all components because some are only to be used internally.\n exports: [\n MatCommonModule,\n MatTabGroup,\n MatTabLabel,\n MatTab,\n MatTabNav,\n MatTabLink,\n MatTabContent,\n],\n declarations: [\n MatTabGroup,\n MatTabLabel,\n MatTab,\n MatInkBar,\n MatTabLabelWrapper,\n MatTabNav,\n MatTabLink,\n MatTabBody,\n MatTabBodyPortal,\n MatTabHeader,\n MatTabContent,\n],\n },] },\n];\n return MatTabsModule;\n}));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatInkBar, _MAT_INK_BAR_POSITIONER, MatTabBody, MatTabBodyPortal, MatTabHeader, MatTabLabelWrapper, MatTab, MatTabLabel, MatTabNav, MatTabLink, MatTabContent, MatTabsModule, MatTabChangeEvent, MAT_TABS_CONFIG, MatTabGroupBase, _MatTabGroupMixinBase, MatTabGroup, matTabsAnimations, _MAT_INK_BAR_POSITIONER_FACTORY as a23, MatTabBase as f23, _MatTabMixinBase as g23, MatTabHeaderBase as b23, _MatTabHeaderMixinBase as c23, MatTabLabelWrapperBase as d23, _MatTabLabelWrapperMixinBase as e23, MatTabLinkBase as j23, MatTabNavBase as h23, _MatTabLinkMixinBase as k23, _MatTabNavMixinBase as i23 };\n//# sourceMappingURL=tabs.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { __extends } from 'tslib';\nimport { Platform } from '@angular/cdk/platform';\nimport { DOCUMENT } from '@angular/common';\nimport { ChangeDetectionStrategy, Component, ContentChildren, Directive, ElementRef, Inject, isDevMode, ViewEncapsulation, NgModule } from '@angular/core';\nimport { mixinColor, MatCommonModule } from '@angular/material/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n// Boilerplate for applying mixins to MatToolbar.\n/**\n * \\@docs-private\n */\nvar \n// Boilerplate for applying mixins to MatToolbar.\n/**\n * \\@docs-private\n */\nMatToolbarBase = /** @class */ (function () {\n function MatToolbarBase(_elementRef) {\n this._elementRef = _elementRef;\n }\n return MatToolbarBase;\n}());\n/** @type {?} */\nvar _MatToolbarMixinBase = mixinColor(MatToolbarBase);\nvar MatToolbarRow = /** @class */ (function () {\n function MatToolbarRow() {\n }\n MatToolbarRow.decorators = [\n { type: Directive, args: [{\n selector: 'mat-toolbar-row',\n exportAs: 'matToolbarRow',\n host: { 'class': 'mat-toolbar-row' },\n },] },\n];\n return MatToolbarRow;\n}());\nvar MatToolbar = /** @class */ (function (_super) {\n __extends(MatToolbar, _super);\n function MatToolbar(elementRef, _platform, document) {\n var _this = _super.call(this, elementRef) || this;\n _this._platform = _platform;\n // TODO: make the document a required param when doing breaking changes.\n _this._document = document;\n return _this;\n }\n /**\n * @return {?}\n */\n MatToolbar.prototype.ngAfterViewInit = /**\n * @return {?}\n */\n function () {\n var _this = this;\n if (!isDevMode() || !this._platform.isBrowser) {\n return;\n }\n this._checkToolbarMixedModes();\n this._toolbarRows.changes.subscribe(function () { return _this._checkToolbarMixedModes(); });\n };\n /**\n * Throws an exception when developers are attempting to combine the different toolbar row modes.\n */\n /**\n * Throws an exception when developers are attempting to combine the different toolbar row modes.\n *

@private\n * @return {?}\n */\n MatToolbar.prototype._checkToolbarMixedModes = /**\n * Throws an exception when developers are attempting to combine the different toolbar row modes.\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (!this._toolbarRows.length) {\n return;\n }\n // Check if there are any other DOM nodes that can display content but aren't inside of\n // a <mat-toolbar-row> element.\n /** @type {?} */\n var isCombinedUsage = Array.from(this._elementRef.nativeElement.childNodes)\n .filter(function (node) { return !(node.classList && node.classList.contains('mat-toolbar-row')); })\n .filter(function (node) { return node.nodeType !== (_this._document ? _this._document.COMMENT_NODE : 8); })\n .some(function (node) { return !!(node.textContent && node.textContent.trim()); });\n if (isCombinedUsage) {\n throwToolbarMixedModesError();\n }\n };\n MatToolbar.decorators = [\n { type: Component, args: [{selector: 'mat-toolbar',\n exportAs: 'matToolbar',\n template: \"<ng-content></ng-content><ng-content select=\\\"mat-toolbar-row\\\"></ng-content>\",\n styles: [\"@media screen and (-ms-high-contrast:active){.mat-toolbar{outline:solid 1px}}.mat-toolbar-row,.mat-toolbar-single-row{display:flex;box-sizing:border-box;padding:0 16px;width:100%;flex-direction:row;align-items:center;white-space:nowrap}.mat-toolbar-multiple-rows{display:flex;box-sizing:border-box;flex-direction:column;width:100%}.mat-toolbar-multiple-rows{min-height:64px}.mat-toolbar-row,.mat-toolbar-single-row{height:64px}@media (max-width:599px){.mat-toolbar-multiple-rows{min-height:56px}.mat-toolbar-row,.mat-toolbar-single-row{height:56px}}\"],\n inputs: ['color'],\n host: {\n 'class': 'mat-toolbar',\n '[class.mat-toolbar-multiple-rows]': '_toolbarRows.length > 0',\n '[class.mat-toolbar-single-row]': '_toolbarRows.length === 0',\n },\n changeDetection: ChangeDetectionStrategy.OnPush,\n encapsulation: ViewEncapsulation.None,\n },] },\n];\n /** @nocollapse */\n MatToolbar.ctorParameters = function () { return [\n { type: ElementRef },\n { type: Platform },\n { type: undefined, decorators: [{ type: Inject, args: [DOCUMENT,] }] }\n]; };\n MatToolbar.propDecorators = {\n _toolbarRows: [{ type: ContentChildren, args: [MatToolbarRow,] }]\n };\n return MatToolbar;\n}(_MatToolbarMixinBase));\n/**\n * Throws an exception when attempting to combine the different toolbar row modes.\n * \\@docs-private\n * @return {?}\n */\nfunction throwToolbarMixedModesError() {\n throw Error('MatToolbar: Attempting to combine different toolbar modes. ' +\n 'Either specify multiple `<mat-toolbar-row>` elements explicitly or just place content ' +\n 'inside of a `<mat-toolbar>` for a single row.');\n}\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatToolbarModule = /** @class */ (function () {\n function MatToolbarModule() {\n }\n MatToolbarModule.decorators = [\n { type: NgModule, args: [{\n imports: [MatCommonModule],\n exports: [MatToolbar, MatToolbarRow, MatCommonModule],\n declarations: [MatToolbar, MatToolbarRow],\n },] },\n];\n return MatToolbarModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatToolbarModule, throwToolbarMixedModesError, MatToolbarBase, _MatToolbarMixinBase, MatToolbarRow, MatToolbar };\n//# sourceMappingURL=toolbar.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { animate, keyframes, state, style, transition, trigger } from '@angular/animations';\nimport { __assign } from 'tslib';\nimport { AriaDescriber, FocusMonitor, A11yModule } from '@angular/cdk/a11y';\nimport { Directionality } from '@angular/cdk/bidi';\nimport { coerceBooleanProperty } from '@angular/cdk/coercion';\nimport { ESCAPE } from '@angular/cdk/keycodes';\nimport { BreakpointObserver, Breakpoints } from '@angular/cdk/layout';\nimport { HAMMER_LOADER, HAMMER_GESTURE_CONFIG } from '@angular/platform-browser';\nimport { Overlay, OverlayModule } from '@angular/cdk/overlay';\nimport { ScrollDispatcher } from '@angular/cdk/scrolling';\nimport { Platform } from '@angular/cdk/platform';\nimport { ComponentPortal } from '@angular/cdk/portal';\nimport { take, takeUntil } from 'rxjs/operators';\nimport {

ChangeDetectionStrategy, ChangeDetectorRef, Component, Directive, ElementRef, Inject, InjectionToken, Input, NgZone, Optional, ViewContainerRef, ViewEncapsulation, NgModule } from '@angular/core';\nimport { Subject } from 'rxjs';\nimport { CommonModule } from '@angular/common';\nimport { GestureConfig, MatCommonModule } from '@angular/material/core';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Animations used by MatTooltip.\n * \\@docs-private\n * @type {?}\n */\nvar matTooltipAnimations = {\n /**\n * Animation that transitions a tooltip in and out.\n */\n tooltipState: trigger('state', [\n   state('initial, void, hidden', style({ opacity: 0, transform: 'scale(0)' })),\n   state('visible', style({ transform: 'scale(1)' })),\n transition('* => visible', animate('200ms cubic-bezier(0, 0, 0.2, 1)', keyframes([\n   style({ opacity: 0, transform: 'scale(0)', offset: 0 }),\n   style({ opacity: 0.5, transform: 'scale(0.99)', offset: 0.5 }),\n   style({ opacity: 1, transform: 'scale(1)', offset: 1 })\n   ]))),\n   transition('* => hidden', animate('100ms cubic-bezier(0, 0, 0.2, 1)', style({ opacity: 0 }))),\n])\n};\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Time in ms to throttle repositioning after scroll events.\n * @type {?}\n */\nvar SCROLL_THROTTLE_MS = 20;\n/**\n * CSS class that will be attached to the overlay panel.\n * @type {?}\n */\nvar TOOLTIP_PANEL_CLASS = 'mat-tooltip-panel';\n/**\n * Creates an error to be thrown if the user supplied an invalid tooltip position.\n * \\@docs-private\n * @param {?} position\n * @return {?}\n */\nfunction getMatTooltipInvalidPositionError(position) {\n return Error(\"Tooltip position \\\"\" + position + \"\\\" is invalid.\");\n}\n/**\n * Injection token that determines the scroll handling while a tooltip is visible.\n * @type {?}\n */\nvar MAT_TOOLTIP_SCROLL_STRATEGY = new InjectionToken('mat-tooltip-scroll-strategy');\n/**\n * \\@docs-private\n * @param {?} overlay\n * @return {?}\n */\nfunction MAT_TOOLTIP_SCROLL_STRATEGY_FACTORY(overlay) {\n return function () { return overlay.scrollStrategies.reposition({ scrollThrottle: SCROLL_THROTTLE_MS }); };\n}\n/**\n * \\@docs-private\n * @type {?}\n */\nvar MAT_TOOLTIP_SCROLL_STRATEGY_FACTORY_PROVIDER = {\n provide: MAT_TOOLTIP_SCROLL_STRATEGY,\n deps: [Overlay],\n useFactory: MAT_TOOLTIP_SCROLL_STRATEGY_FACTORY,\n};\n/**\n * Injection token to be used to override the default options for `matTooltip`.\n * @type {?}\n */\nvar MAT_TOOLTIP_DEFAULT_OPTIONS = new InjectionToken('mat-tooltip-default-options', {\n providedIn: 'root',\n factory: MAT_TOOLTIP_DEFAULT_OPTIONS_FACTORY\n});\n/**\n * \\@docs-private\n * @return {?}\n */\nfunction MAT_TOOLTIP_DEFAULT_OPTIONS_FACTORY() {\n return {\n   showDelay: 0,\n   hideDelay: 0,\n touchendHideDelay: 1500,\n };\n}\n/**\n * Directive that attaches a material design tooltip to the host element. Animates the showing and\n * hiding of a tooltip provided position (defaults to below the element).\n *\n * https://material.io/design/components/tooltips.html\n */\nvar MatTooltip = /** @class */ (function () {\n function MatTooltip(_overlay, _elementRef, _scrollDispatcher, _viewContainerRef, _ngZone, platform, _ariaDescriber, _focusMonitor, scrollStrategy, _dir, _defaultOptions, hammerLoader) {\n   var _this = this;\n   this._overlay = _overlay;\n   this._elementRef = _elementRef;\n   this._scrollDispatcher = _scrollDispatcher;\n   this._viewContainerRef = _viewContainerRef;\n   this._ngZone = _ngZone;\n   this._ariaDescriber = _ariaDescriber;\n   this._focusMonitor = _focusMonitor;\n   this._dir = _dir;\n   this._defaultOptions = _defaultOptions;\n   this._position = 'below';\n   this._disabled = false;\n   /**\n   * The default delay in ms before showing the tooltip after show is called\n   */\n   this.showDelay = this._defaultOptions.showDelay;\n   /**\n   * The default delay in ms before hiding the tooltip after hide is called\n   */\n   this.hideDelay = this._defaultOptions.hideDelay;\n   this._message = '';\n   this._manualListeners = new Map();\n   /**\n   * Emits when the component is destroyed.\n   */\n   this._destroyed = new Subject();\n   this._scrollStrategy = scrollStrategy;\n   /** @type {?} */\n   var element = _elementRef.nativeElement;\n   /** @type {?} */\n   var elementStyle = (/** @type {?} */ (element.style));\n   /** @type {?} */\n   var hasGestures = typeof window === 'undefined' || ((/** @type {?} */ (window))).Hammer || hammerLoader;\n   // The mouse events shouldn't be bound on mobile devices, because they can prevent the\n   // first tap from firing its click event or can cause the tooltip to open for clicks.\n   if (!platform.IOS && !platform.ANDROID) {\n   this._manualListeners\n   .set('mouseenter', function ()

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{ return _this.show(); })\n                .set('mouseleave', function () { return _this.hide(); });\n        }\n        else if
(!hasGestures) {\n            // If Hammerjs isn't loaded, fall back to showing on `touchstart`, otherwise\n            //
there's no way for the user to trigger the tooltip on a touch device.\n            this._manualListeners.set('touchstart',
function () { return _this.show(); });\n        }\n        this._manualListeners.forEach(function (listener, event) { return
element.addEventListener(event, listener); });\n        if (element.nodeName === 'INPUT' || element.nodeName ===
'TEXTAREA') {\n            // When we bind a gesture event on an element (in this case `longpress`), HammerJS\n
    // will add some inline styles by default, including `user-select: none`. This is\n            // problematic on iOS and
in Safari, because it will prevent users from typing in inputs.\n            // Since `user-select: none` is not needed for
the `longpress` event and can cause unexpected\n            // behavior for text fields, we always clear the `user-select`
to avoid such issues.\n            elementStyle.webkitUserSelect = elementStyle.userSelect =
elementStyle.msUserSelect = '';\n        }\n        // Hammer applies `-webkit-user-drag: none` on all elements by
default,\n        // which breaks the native drag&drop. If the consumer explicitly made\n        // the element draggable,
clear the `-webkit-user-drag`.\n        if (element.draggable && elementStyle.webkitUserDrag === 'none') {\n
elementStyle.webkitUserDrag = '';\n        }\n
_focusMonitor.monitor(_elementRef).pipe(takeUntil(this._destroyed)).subscribe(function (origin) {\n            // Note
that the focus monitor runs outside the Angular zone.\n            if (!origin) {\n                _ngZone.run(function () {
return _this.hide(0); });\n            }\n            else if (origin === 'keyboard') {\n                _ngZone.run(function () {
return _this.show(); });\n            }\n        });\n    }\n    Object.defineProperty(MatTooltip.prototype, \"position\", {\n
    /** Allows the user to define the position of the tooltip relative to the parent element */\n        get: /**\n         *
Allows the user to define the position of the tooltip relative to the parent element\n         * @return {?}\n         */\n
  function () { return this._position; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n
 function (value) {\n            if (value !== this._position) {\n                this._position = value;\n                if
(this._overlayRef) {\n                    this._updatePosition();\n                    if (this._tooltipInstance) {\n
(/** @type {?} */ (this._tooltipInstance)).show(0);\n                    }\n
this._overlayRef.updatePosition();\n                }\n            }\n        },\n        enumerable: true,\n        configurable:
true\n    });\n    Object.defineProperty(MatTooltip.prototype, \"disabled\", {\n        /** Disables the display of the
tooltip. */\n        get: /**\n         * Disables the display of the tooltip.\n         * @return {?}\n         */\n        function ()
{ return this._disabled; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) {\n            this._disabled = coerceBooleanProperty(value);\n            // If tooltip is disabled, hide
immediately.\n            if (this._disabled) {\n                this.hide(0);\n            }\n        },\n        enumerable: true,\n
configurable: true\n    });\n    Object.defineProperty(MatTooltip.prototype, \"message\", {\n        /** The message to
be displayed in the tooltip */\n        get: /**\n         * The message to be displayed in the tooltip\n         * @return
{?}\n         */\n        function () { return this._message; },\n        set: /**\n         * @param {?} value\n         * @return
{?}\n         */\n        function (value) {\n
this._ariaDescriber.removeDescription(this._elementRef.nativeElement, this._message);\n            // If the message is
not a string (e.g. number), convert it to a string and trim it.\n            this._message = value != null ? (\"\" +
value).trim() : '';\n            if (!this._message && this._isTooltipVisible()) {\n                this.hide(0);\n            }\n
 else {\n                this._updateTooltipMessage();\n
this._ariaDescriber.describe(this._elementRef.nativeElement, this.message);\n            }\n        },\n        enumerable:
true,\n        configurable: true\n    });\n    Object.defineProperty(MatTooltip.prototype, \"tooltipClass\", {\n        /**
Classes to be passed to the tooltip. Supports the same syntax as `ngClass`. */\n        get: /**\n         * Classes to be
passed to the tooltip. Supports the same syntax as `ngClass`.\n         * @return {?}\n         */\n        function () {
return this._tooltipClass; },\n        set: /**\n         * @param {?} value\n         * @return {?}\n         */\n        function
(value) {\n            this._tooltipClass = value;\n            if (this._tooltipInstance) {\n
this._setTooltipClass(this._tooltipClass);\n            }\n        },\n        enumerable: true,\n        configurable: true\n
});\n    /**\n     * Dispose the tooltip when destroyed.\n     */\n    /**\n     * Dispose the tooltip when destroyed.\n
* @return {?}\n     */\n    MatTooltip.prototype.ngOnDestroy = /**\n     * Dispose the tooltip when destroyed.\n     *
@return {?}\n     */\n    function () {\n        var _this = this;\n        if (this._overlayRef) {\n
```

this._overlayRef.dispose();\n this._tooltipInstance = null;\n }\n // Clean up the event listeners set in the constructor\n this._manualListeners.forEach(function (listener, event) {\n _this._elementRef.nativeElement.removeEventListener(event, listener);\n });\n this._manualListeners.clear();\n this._destroyed.next();\n this._destroyed.complete();\n this._ariaDescriber.removeDescription(this._elementRef.nativeElement, this.message);\n this._focusMonitor.stopMonitoring(this._elementRef);\n };\n /** Shows the tooltip after the delay in ms, defaults to tooltip-delay-show or 0ms if no input */\n /**\n * Shows the tooltip after the delay in ms, defaults to tooltip-delay-show or 0ms if no input\n * @param {?=} delay\n * @return {?}\n */\n MatTooltip.prototype.show = /**\n * Shows the tooltip after the delay in ms, defaults to tooltip-delay-show or 0ms if no input\n * @param {?=} delay\n * @return {?}\n */\n function (delay) {\n var _this = this;\n if (delay === void 0) { delay = this.showDelay; }\n if (this.disabled || !this.message || (this._isTooltipVisible() &&\n !(/** @type {?} */ (this._tooltipInstance))._showTimeoutId && !(/** @type {?} */ (this._tooltipInstance))._hideTimeoutId)) {\n return;\n }\n /** @type {?} */\n var overlayRef = this._createOverlay();\n this._detach();\n this._portal = this._portal || new ComponentPortal(TooltipComponent, this._viewContainerRef);\n this._tooltipInstance = overlayRef.attach(this._portal).instance;\n this._tooltipInstance.afterHidden()\n .pipe(takeUntil(this._destroyed))\n .subscribe(function () { return _this._detach(); });\n this._setTooltipClass(this._tooltipClass);\n this._updateTooltipMessage();\n (/** @type {?} */ (this._tooltipInstance)).show(delay);\n };\n /** Hides the tooltip after the delay in ms, defaults to tooltip-delay-hide or 0ms if no input */\n /**\n * Hides the tooltip after the delay in ms, defaults to tooltip-delay-hide or 0ms if no input\n * @param {?=} delay\n * @return {?}\n */\n MatTooltip.prototype.hide = /**\n * Hides the tooltip after the delay in ms, defaults to tooltip-delay-hide or 0ms if no input\n * @param {?=} delay\n * @return {?}\n */\n function (delay) {\n if (delay === void 0) { delay = this.hideDelay; }\n if (this._tooltipInstance) {\n this._tooltipInstance.hide(delay);\n }\n };\n /** Shows/hides the tooltip */\n /**\n * Shows/hides the tooltip\n * @return {?}\n */\n MatTooltip.prototype.toggle = /**\n * Shows/hides the tooltip\n * @return {?}\n */\n function () {\n this._isTooltipVisible() ? this.hide() : this.show();\n };\n /** Returns true if the tooltip is currently visible to the user */\n /**\n * Returns true if the tooltip is currently visible to the user\n * @return {?}\n */\n MatTooltip.prototype._isTooltipVisible = /**\n * Returns true if the tooltip is currently visible to the user\n * @return {?}\n */\n function () {\n return !!this._tooltipInstance && this._tooltipInstance.isVisible();\n };\n /** Handles the keydown events on the host element. */\n /**\n * Handles the keydown events on the host element.\n * @param {?} e\n * @return {?}\n */\n MatTooltip.prototype._handleKeydown = /**\n * Handles the keydown events on the host element.\n * @param {?} e\n * @return {?}\n */\n function (e) {\n if (this._isTooltipVisible() && e.keyCode === ESCAPE) {\n e.stopPropagation();\n this.hide(0);\n }\n };\n /** Handles the touchend events on the host element. */\n /**\n * Handles the touchend events on the host element.\n * @return {?}\n */\n MatTooltip.prototype._handleTouchend = /**\n * Handles the touchend events on the host element.\n * @return {?}\n */\n function () {\n this.hide(this._defaultOptions.touchendHideDelay);\n };\n /** Create the overlay config and position strategy */\n /**\n * Create the overlay config and position strategy\n * @private\n * @return {?}\n */\n MatTooltip.prototype._createOverlay = /**\n * Create the overlay config and position strategy\n * @private\n * @return {?}\n */\n function () {\n var _this = this;\n if (this._overlayRef) {\n return this._overlayRef;\n }\n // Create connected position strategy that listens for scroll events to reposition.\n /** @type {?} */\n var strategy = this._overlay.position()\n .flexibleConnectedTo(this._elementRef)\n .withTransformOriginOn('.mat-tooltip')\n .withFlexibleDimensions(false)\n .withViewportMargin(8);\n /** @type {?} */\n var scrollableAncestors = this._scrollDispatcher\n .getAncestorScrollContainers(this._elementRef);\n strategy.withScrollableContainers(scrollableAncestors);\n strategy.positionChanges.pipe(takeUntil(this._destroyed)).subscribe(function (change) {\n if (_this._tooltipInstance) {\n if (change.scrollableViewProperties.isOverlayClipped && _this._tooltipInstance.isVisible()) {\n // After position changes occur and the overlay is clipped by\n

// a parent scrollable then close the tooltip.\n _this._ngZone.run(function () { return _this.hide(0); });\n }\n }\n });\n this._overlayRef = this._overlay.create({\n direction: this._dir,\n positionStrategy: strategy,\n panelClass: TOOLTIP_PANEL_CLASS,\n scrollStrategy: this._scrollStrategy()\n });\n this._updatePosition();\n this._overlayRef.detachments()\n .pipe(takeUntil(this._destroyed))\n .subscribe(function () { return _this._detach(); });\n return this._overlayRef;\n };\n /** Detaches the currently-attached tooltip. */\n /**\n * Detaches the currently-attached tooltip.\n * @private\n * @return {?}\n */\n MatTooltip.prototype._detach = /**\n * Detaches the currently-attached tooltip.\n * @private\n * @return {?}\n */\n function () {\n if (this._overlayRef && this._overlayRef.hasAttached()) {\n this._overlayRef.detach();\n }\n this._tooltipInstance = null;\n };\n /** Updates the position of the current tooltip. */\n /**\n * Updates the position of the current tooltip.\n * @private\n * @return {?}\n */\n MatTooltip.prototype._updatePosition = /**\n * Updates the position of the current tooltip.\n * @private\n * @return {?}\n */\n function () {\n /** @type {?} */\n var position = (/** @type {?} */ ((/** @type {?} */ (this._overlayRef)).getConfig().positionStrategy));\n /** @type {?} */\n var origin = this._getOrigin();\n /** @type {?} */\n var overlay = this._getOverlayPosition();\n position.withPositions([\n __assign({}, origin.main, overlay.main),\n __assign({}, origin.fallback, overlay.fallback)\n]);\n };\n /**\n * Returns the origin position and a fallback position based on the user's position preference.\n * The fallback position is the inverse of the origin (e.g. `'below' -> 'above'`).\n */\n /**\n * Returns the origin position and a fallback position based on the user's position preference.\n * The fallback position is the inverse of the origin (e.g. `'below' -> 'above'`).\n * @return {?}\n */\n MatTooltip.prototype._getOrigin = /**\n * Returns the origin position and a fallback position based on the user's position preference.\n * The fallback position is the inverse of the origin (e.g. `'below' -> 'above'`).\n * @return {?}\n */\n function () {\n /** @type {?} */\n var isLtr = !this._dir || this._dir.value == 'ltr';\n /** @type {?} */\n var position = this.position;\n /** @type {?} */\n var originPosition;\n if (position == 'above' || position == 'below') {\n originPosition = { originX: 'center', originY: position == 'above' ? 'top' : 'bottom' };\n }\n else if (position == 'before' ||\n (position == 'left' && isLtr) ||\n (position == 'right' && !isLtr)) {\n originPosition = { originX: 'start', originY: 'center' };\n }\n else if (position == 'after' ||\n (position == 'right' && isLtr) ||\n (position == 'left' && !isLtr)) {\n originPosition = { originX: 'end', originY: 'center' };\n }\n else {\n throw getMatTooltipInvalidPositionError(position);\n }\n var _a = this._invertPosition(originPosition.originX, originPosition.originY), x = _a.x, y = _a.y;\n return {\n main: originPosition,\n fallback: { originX: x, originY: y }\n };\n };\n /** Returns the overlay position and a fallback position based on the user's preference */\n /**\n * Returns the overlay position and a fallback position based on the user's preference\n * @return {?}\n */\n MatTooltip.prototype._getOverlayPosition = /**\n * Returns the overlay position and a fallback position based on the user's preference\n * @return {?}\n */\n function () {\n /** @type {?} */\n var isLtr = !this._dir || this._dir.value == 'ltr';\n /** @type {?} */\n var position = this.position;\n /** @type {?} */\n var overlayPosition;\n if (position == 'above') {\n overlayPosition = { overlayX: 'center', overlayY: 'bottom' };\n }\n else if (position == 'below') {\n overlayPosition = { overlayX: 'center', overlayY: 'top' };\n }\n else if (position == 'before' ||\n (position == 'left' && isLtr) ||\n (position == 'right' && !isLtr)) {\n overlayPosition = { overlayX: 'end', overlayY: 'center' };\n }\n else if (position == 'after' ||\n (position == 'right' && isLtr) ||\n (position == 'left' && !isLtr)) {\n overlayPosition = { overlayX: 'start', overlayY: 'center' };\n }\n else {\n throw getMatTooltipInvalidPositionError(position);\n }\n var _a = this._invertPosition(overlayPosition.overlayX, overlayPosition.overlayY), x = _a.x, y = _a.y;\n return {\n main: overlayPosition,\n fallback: { overlayX: x, overlayY: y }\n };\n };\n /** Updates the tooltip message and repositions the overlay according to the new message length */\n /**\n * Updates the tooltip message and repositions the overlay according to the new message length\n * @private\n * @return {?}\n */\n MatTooltip.prototype._updateTooltipMessage = /**\n * Updates the tooltip message and repositions the overlay according to the new message length\n * @private\n * @return {?}\n */\n function () {\n var

_this = this;\n // Must wait for the message to be painted to the tooltip so that the overlay can properly\n // calculate the correct positioning based on the size of the text.\n if (this._tooltipInstance) {\n this._tooltipInstance.message = this.message;\n this._tooltipInstance._markForCheck();\n this._ngZone.onMicrotaskEmpty.asObservable().pipe(take(1), takeUntil(this._destroyed)).subscribe(function () {\n if (_this._tooltipInstance) {\n (/** @type {?} */ (_this._overlayRef)).updatePosition();\n }\n });\n }\n };\n /** Updates the tooltip class */\n /**\n * Updates the tooltip class\n * @private\n * @param {?} tooltipClass\n * @return {?}\n */\n MatTooltip.prototype._setTooltipClass = /**\n * Updates the tooltip class\n * @private\n * @param {?} tooltipClass\n * @return {?}\n */\n function (tooltipClass) {\n if (this._tooltipInstance) {\n this._tooltipInstance.tooltipClass = tooltipClass;\n this._tooltipInstance._markForCheck();\n }\n };\n /** Inverts an overlay position. */\n /**\n * Inverts an overlay position.\n * @private\n * @param {?} x\n * @param {?} y\n * @return {?}\n */\n MatTooltip.prototype._invertPosition = /**\n * Inverts an overlay position.\n * @private\n * @param {?} x\n * @param {?} y\n * @return {?}\n */\n function (x, y) {\n if (this.position === 'above' || this.position === 'below') {\n if (y === 'top') {\n y = 'bottom';\n }\n else if (y === 'bottom') {\n y = 'top';\n }\n }\n else {\n if (x === 'end') {\n x = 'start';\n }\n else if (x === 'start') {\n x = 'end';\n }\n }\n return { x: x, y: y };\n };\n MatTooltip.decorators = [\n { type: Directive, args: [{\n selector: '[matTooltip]',\n exportAs: 'matTooltip',\n host: {\n '(longpress)': 'show()',\n '(keydown)': '_handleKeydown($event)',\n '(touchend)': '_handleTouchend()',\n },\n },] },\n];\n /** @nocollapse */\n MatTooltip.ctorParameters = function () { return [\n { type: Overlay },\n { type: ElementRef },\n { type: ScrollDispatcher },\n { type: ViewContainerRef },\n { type: NgZone },\n { type: Platform },\n { type: AriaDescriber },\n { type: FocusMonitor },\n { type: undefined, decorators: [{ type: Inject, args: [MAT_TOOLTIP_SCROLL_STRATEGY,] }] },\n { type: Directionality, decorators: [{ type: Optional }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [MAT_TOOLTIP_DEFAULT_OPTIONS,] }] },\n { type: undefined, decorators: [{ type: Optional }, { type: Inject, args: [HAMMER_LOADER,] }] }\n]; };\n MatTooltip.propDecorators = {\n position: [{ type: Input, args: ['matTooltipPosition',] }],\n disabled: [{ type: Input, args: ['matTooltipDisabled',] }],\n showDelay: [{ type: Input, args: ['matTooltipShowDelay',] }],\n hideDelay: [{ type: Input, args: ['matTooltipHideDelay',] }],\n message: [{ type: Input, args: ['matTooltip',] }],\n tooltipClass: [{ type: Input, args: ['matTooltipClass',] }]\n };\n return MatTooltip;\n}());\n/**\n * Internal component that wraps the tooltip's content.\n * \\@docs-private\n */\nvar TooltipComponent = /** @class */ (function () {\n function TooltipComponent(_changeDetectorRef, _breakpointObserver) {\n this._changeDetectorRef = _changeDetectorRef;\n this._breakpointObserver = _breakpointObserver;\n /**\n * Property watched by the animation framework to show or hide the tooltip\n */\n this._visibility = 'initial';\n /**\n * Whether interactions on the page should close the tooltip\n */\n this._closeOnInteraction = false;\n /**\n * Subject for notifying that the tooltip has been hidden from the view\n */\n this._onHide = new Subject();\n /**\n * Stream that emits whether the user has a handset-sized display.\n */\n this._isHandset = this._breakpointObserver.observe(Breakpoints.Handset);\n }\n /**\n * Shows the tooltip with an animation originating from the provided origin\n * @param delay Amount of milliseconds to the delay showing the tooltip.\n */\n /**\n * Shows the tooltip with an animation originating from the provided origin\n * @param {?} delay Amount of milliseconds to the delay showing the tooltip.\n * @return {?}\n */\n TooltipComponent.prototype.show = /**\n * Shows the tooltip with an animation originating from the provided origin\n * @param {?} delay Amount of milliseconds to the delay showing the tooltip.\n * @return {?}\n */\n function (delay) {\n var _this = this;\n // Cancel the delayed hide if it is scheduled\n if (this._hideTimeoutId) {\n clearTimeout(this._hideTimeoutId);\n this._hideTimeoutId = null;\n }\n // Body interactions should cancel the tooltip if there is a delay in showing.\n this._closeOnInteraction = true;\n this._showTimeoutId = setTimeout(function () {\n _this._visibility = 'visible';\n _this._showTimeoutId = null;\n // Mark for check so if any parent component has set the\n //

ChangeDetectionStrategy to OnPush it will be checked anyways\n _this._markForCheck();\n }, delay);\n };\n /**\n * Begins the animation to hide the tooltip after the provided delay in ms.\n * @param delay Amount of milliseconds to delay showing the tooltip.\n */\n /**\n * Begins the animation to hide the tooltip after the provided delay in ms.\n * @param {?} delay Amount of milliseconds to delay showing the tooltip.\n * @return {?}\n */\n TooltipComponent.prototype.hide = /**\n * Begins the animation to hide the tooltip after the provided delay in ms.\n * @param {?} delay Amount of milliseconds to delay showing the tooltip.\n * @return {?}\n */\n function (delay) {\n var _this = this;\n // Cancel the delayed show if it is scheduled\n if (this._showTimeoutId) {\n clearTimeout(this._showTimeoutId);\n this._showTimeoutId = null;\n }\n this._hideTimeoutId = setTimeout(function () {\n _this._visibility = 'hidden';\n _this._hideTimeoutId = null;\n // Mark for check so if any parent component has set the\n // ChangeDetectionStrategy to OnPush it will be checked anyways\n _this._markForCheck();\n }, delay);\n };\n /** Returns an observable that notifies when the tooltip has been hidden from view. */\n /**\n * Returns an observable that notifies when the tooltip has been hidden from view.\n * @return {?}\n */\n TooltipComponent.prototype.afterHidden = /**\n * Returns an observable that notifies when the tooltip has been hidden from view.\n * @return {?}\n */\n function () {\n return this._onHide.asObservable();\n };\n /** Whether the tooltip is being displayed. */\n /**\n * Whether the tooltip is being displayed.\n * @return {?}\n */\n TooltipComponent.prototype.isVisible = /**\n * Whether the tooltip is being displayed.\n * @return {?}\n */\n function () {\n return this._visibility === 'visible';\n };\n /**\n * @return {?}\n */\n TooltipComponent.prototype._animationStart = /**\n * @return {?}\n */\n function () {\n this._closeOnInteraction = false;\n };\n /**\n * @param {?} event\n * @return {?}\n */\n TooltipComponent.prototype._animationDone = /**\n * @param {?} event\n * @return {?}\n */\n function (event) {\n /** @type {?} */\n var toState = (/** @type {?} */ (event.toState));\n if (toState === 'hidden' && !this.isVisible()) {\n this._onHide.next();\n }\n if (toState === 'visible' || toState === 'hidden') {\n this._closeOnInteraction = true;\n }\n };\n /**\n * Interactions on the HTML body should close the tooltip immediately as defined in the\n * material design spec.\n * https://material.io/design/components/tooltips.html#behavior\n */\n /**\n * Interactions on the HTML body should close the tooltip immediately as defined in the\n * material design spec.\n * https://material.io/design/components/tooltips.html#behavior\n * @return {?}\n */\n TooltipComponent.prototype._handleBodyInteraction = /**\n * Interactions on the HTML body should close the tooltip immediately as defined in the\n * material design spec.\n * https://material.io/design/components/tooltips.html#behavior\n * @return {?}\n */\n function () {\n if (this._closeOnInteraction) {\n this.hide(0);\n }\n };\n /**\n * Marks that the tooltip needs to be checked in the next change detection run.\n * Mainly used for rendering the initial text before positioning a tooltip, which\n * can be problematic in components with OnPush change detection.\n */\n /**\n * Marks that the tooltip needs to be checked in the next change detection run.\n * Mainly used for rendering the initial text before positioning a tooltip, which\n * can be problematic in components with OnPush change detection.\n * @return {?}\n */\n TooltipComponent.prototype._markForCheck = /**\n * Marks that the tooltip needs to be checked in the next change detection run.\n * Mainly used for rendering the initial text before positioning a tooltip, which\n * can be problematic in components with OnPush change detection.\n * @return {?}\n */\n function () {\n this._changeDetectorRef.markForCheck();\n };\n TooltipComponent.decorators = [\n { type: Component, args: [{selector: 'mat-tooltip-component',\n template: \"<div class=\\\"mat-tooltip\\\" [ngClass]=\\\"tooltipClass\\\" [class.mat-tooltip-handset]=\\\"(_isHandset | async)?.matches\\\" [@state]=\\\"_visibility\\\" (@state.start)=\\\"_animationStart()\\\" (@state.done)=\\\"_animationDone($event)\\\">{{message}} \",\n styles: [\".mat-tooltip-panel{pointer-events:none!important}.mat-tooltip{color:#fff;border-radius:4px;margin:14px;max-width:250px;padding-left:8px;padding-right:8px;overflow:hidden;text-overflow:ellipsis}@media screen and (-ms-high-contrast:active){.mat-tooltip{outline:solid 1px}}.mat-tooltip-handset{margin:24px;padding-left:16px;padding-right:16px}\"],\n encapsulation: ViewEncapsulation.None,\n changeDetection:

ChangeDetectionStrategy.OnPush,\n animations: [matTooltipAnimations.tooltipState],\n host: {\n // Forces the element to have a layout in IE and Edge. This fixes issues where the element\n // won't be rendered if the animations are disabled or there is no web animations polyfill.\n '[style.zoom]': '_visibility === \"visible\" ? 1 : null',\n '(body:click)': 'this._handleBodyInteraction()',\n 'aria-hidden': 'true',\n }\n },] },\n];\n /** @nocollapse */\n TooltipComponent.ctorParameters = function () { return [\n { type: ChangeDetectorRef },\n { type: BreakpointObserver }\n]; };\n return TooltipComponent;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\nvar MatTooltipModule = /** @class */ (function () {\n function MatTooltipModule() {\n }\n MatTooltipModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n A11yModule,\n CommonModule,\n OverlayModule,\n MatCommonModule,\n],\n exports: [MatTooltip, TooltipComponent, MatCommonModule],\n declarations: [MatTooltip, TooltipComponent],\n entryComponents: [TooltipComponent],\n providers: [\n MAT_TOOLTIP_SCROLL_STRATEGY_FACTORY_PROVIDER,\n { provide: HAMMER_GESTURE_CONFIG, useClass: GestureConfig },\n]\n },] },\n];\n return MatTooltipModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { MatTooltipModule, getMatTooltipInvalidPositionError, MAT_TOOLTIP_SCROLL_STRATEGY_FACTORY, MAT_TOOLTIP_DEFAULT_OPTIONS_FACTORY, SCROLL_THROTTLE_MS, TOOLTIP_PANEL_CLASS, MAT_TOOLTIP_SCROLL_STRATEGY, MAT_TOOLTIP_SCROLL_STRATEGY_FACTORY_PROVIDER, MAT_TOOLTIP_DEFAULT_OPTIONS, MatTooltip, TooltipComponent, matTooltipAnimations };\n//# sourceMappingURL=tooltip.es5.js.map\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport { Directive, ViewContainerRef, Attribute, ContentChildren, ElementRef, Input, IterableDiffers, ChangeDetectionStrategy, Component, ViewChild, ViewEncapsulation, NgModule } from '@angular/core';\nimport { __extends } from 'tslib';\nimport { CdkNestedTreeNode, CdkTree, CdkTreeNode, CdkTreeNodeDef, CdkTreeNodePadding, CdkTreeNodeToggle, CdkTreeModule } from '@angular/cdk/tree';\nimport { mixinDisabled, mixinTabIndex, MatCommonModule } from '@angular/material/core';\nimport { CommonModule } from '@angular/common';\nimport { DataSource } from '@angular/cdk/collections';\nimport { BehaviorSubject, merge } from 'rxjs';\nimport { map, take } from 'rxjs/operators';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Outlet for nested CdkNode. Put `[matTreeNodeOutlet]` on a tag to place children dataNodes\n * inside the outlet.\n */\nvar MatTreeNodeOutlet = /** @class */ (function () {\n function MatTreeNodeOutlet(viewContainer) {\n this.viewContainer = viewContainer;\n }\n MatTreeNodeOutlet.decorators = [\n { type: Directive, args: [{\n selector: '[matTreeNodeOutlet]'\n },] },\n];\n /** @nocollapse */\n MatTreeNodeOutlet.ctorParameters = function () { return [\n { type: ViewContainerRef }\n]; };\n return MatTreeNodeOutlet;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar _MatTreeNodeMixinBase = mixinTabIndex(mixinDisabled(CdkTreeNode));\n/** @type {?} */\nvar _MatNestedTreeNodeMixinBase = mixinTabIndex(mixinDisabled(CdkNestedTreeNode));\n/**\n * Wrapper for the CdkTree node with Material design styles.\n * @template T\n */\nvar MatTreeNode = /** @class */ (function (_super) {\n __extends(MatTreeNode, _super);\n function MatTreeNode(_elementRef, _tree, tabIndex) {\n var _this = _super.call(this, _elementRef, _tree) || this;\n _this._elementRef = _elementRef;\n _this._tree = _tree;\n _this.role = 'treeitem';\n _this.tabIndex = Number(tabIndex) || 0;\n return _this;\n }\n

MatTreeNode.decorators = [\n { type: Directive, args: [{\n selector: 'mat-tree-node',\n exportAs: 'matTreeNode',\n inputs: ['disabled', 'tabIndex'],\n host: {\n '[attr.aria-expanded]': 'isExpanded',\n '[attr.aria-level]': 'role === \"treeitem\" ? level : null',\n '[attr.role]': 'role',\n 'class': 'mat-tree-node'\n },\n providers: [{ provide: CdkTreeNode, useExisting: MatTreeNode }]\n },] },\n];\n /** @nocollapse */\n MatTreeNode.ctorParameters = function () { return [\n { type: ElementRef },\n { type: CdkTree },\n { type: String, decorators: [{ type: Attribute, args: ['tabindex',] }] }\n]; };\n MatTreeNode.propDecorators = {\n role: [{ type: Input }]\n };\n return MatTreeNode;\n}(_MatTreeNodeMixinBase));\n/**\n * Wrapper for the CdkTree node definition with Material design styles.\n * @template T\n */\nvar MatTreeNodeDef = /** @class */ (function (_super) {\n __extends(MatTreeNodeDef, _super);\n function MatTreeNodeDef() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatTreeNodeDef.decorators = [\n { type: Directive, args: [{\n selector: '[matTreeNodeDef]',\n inputs: [\n 'when: matTreeNodeDefWhen'\n],\n providers: [{ provide: CdkTreeNodeDef, useExisting: MatTreeNodeDef }]\n },] },\n];\n MatTreeNodeDef.propDecorators = {\n data: [{ type: Input, args: ['matTreeNode',] }]\n };\n return MatTreeNodeDef;\n}(CdkTreeNodeDef));\n/**\n * Wrapper for the CdkTree nested node with Material design styles.\n * @template T\n */\nvar MatNestedTreeNode = /** @class */ (function (_super) {\n __extends(MatNestedTreeNode, _super);\n function MatNestedTreeNode(_elementRef, _tree, _differs, tabIndex) {\n var _this = _super.call(this, _elementRef, _tree, _differs) || this;\n _this._elementRef = _elementRef;\n _this._tree = _tree;\n _this._differs = _differs;\n _this.tabIndex = Number(tabIndex) || 0;\n return _this;\n }\n // This is a workaround for https://github.com/angular/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\n // TODO(tinayuangao): Remove when the angular issue #23091 is fixed\n // This is a workaround for https://github.com/angular/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\n // TODO(tinayuangao): Remove when the angular issue #23091 is fixed\n /**\n * @return {?}\n */\n MatNestedTreeNode.prototype.ngAfterContentInit = \n // This is a workaround for https://github.com/angular/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\n // TODO(tinayuangao): Remove when the angular issue #23091 is fixed\n /**\n * @return {?}\n */\n function () {\n _super.prototype.ngAfterContentInit.call(this);\n };\n /**\n * @return {?}\n */\n MatNestedTreeNode.prototype.ngOnDestroy = /**\n * @return {?}\n */\n function () {\n _super.prototype.ngOnDestroy.call(this);\n };\n MatNestedTreeNode.decorators = [\n { type: Directive, args: [{\n selector: 'mat-nested-tree-node',\n exportAs: 'matNestedTreeNode',\n host: {\n '[attr.aria-expanded]': 'isExpanded',\n '[attr.role]': 'role',\n 'class': 'mat-nested-tree-node',\n },\n inputs: ['disabled', 'tabIndex'],\n providers: [\n { provide: CdkNestedTreeNode, useExisting: MatNestedTreeNode },\n { provide: CdkTreeNode, useExisting: MatNestedTreeNode }\n]\n },] },\n];\n /** @nocollapse */\n MatNestedTreeNode.ctorParameters = function () { return [\n { type: ElementRef },\n { type: CdkTree },\n { type: IterableDiffers },\n { type: String, decorators: [{ type: Attribute, args: ['tabindex',] }] }\n]; };\n MatNestedTreeNode.propDecorators = {\n node: [{ type: Input, args: ['matNestedTreeNode',] }],\n nodeOutlet: [{ type: ContentChildren, args: [MatTreeNodeOutlet,] }]\n };\n return MatNestedTreeNode;\n}(_MatNestedTreeNodeMixinBase));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Wrapper for the CdkTree padding with Material design styles.\n * @template T\n */\nvar MatTreeNodePadding = /** @class */ (function (_super) {\n __extends(MatTreeNodePadding, _super);\n function MatTreeNodePadding() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n MatTreeNodePadding.decorators = [\n { type: Directive, args: [{\n selector: '[matTreeNodePadding]',\n providers: [{ provide: CdkTreeNodePadding, useExisting: MatTreeNodePadding }]\n },] },\n];\n MatTreeNodePadding.propDecorators = {\n level: [{ type: Input, args: ['matTreeNodePadding',] }],\n indent: [{ type: Input, args: ['matTreeNodePaddingIndent',] }]\n

};\n   return MatTreeNodePadding;\n}(CdkTreeNodePadding));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Wrapper for the CdkTable with Material design styles.\n * @template T\n */\nvar MatTree = /** @class */ (function (_super) {\n   __extends(MatTree, _super);\n   function MatTree() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   MatTree.decorators = [\n   { type: Component, args: [{selector: 'mat-tree',\n   exportAs: 'matTree',\n   template: \"<ng-container matTreeNodeOutlet></ng-container>\",\n   host: {\n   'class': 'mat-tree',\n   'role': 'tree',\n   },\n   styles: [\".mat-tree{display:block}.mat-tree-node{display:flex;align-items:center;min-height:48px;flex:1;overflow:hidden;word-wrap:break-word}.mat-nested-tree-ndoe{border-bottom-width:0}\"],\n   encapsulation: ViewEncapsulation.None,\n   changeDetection: ChangeDetectionStrategy.OnPush,\n   providers: [{ provide: CdkTree, useExisting: MatTree }]\n   },] },\n   ];\n   MatTree.propDecorators = {\n   _nodeOutlet: [{ type: ViewChild, args: [MatTreeNodeOutlet,] }]\n   };\n   return MatTree;\n}(CdkTree));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Wrapper for the CdkTree's toggle with Material design styles.\n * @template T\n */\nvar MatTreeNodeToggle = /** @class */ (function (_super) {\n   __extends(MatTreeNodeToggle, _super);\n   function MatTreeNodeToggle() {\n   var _this = _super !== null && _super.apply(this, arguments) || this;\n   _this.recursive = false;\n   return _this;\n   }\n   MatTreeNodeToggle.decorators = [\n   { type: Directive, args: [{\n   selector: '[matTreeNodeToggle]',\n   host: {\n   '(click)': '_toggle($event)',\n   },\n   providers: [{ provide: CdkTreeNodeToggle, useExisting: MatTreeNodeToggle }]\n   },] },\n   ];\n   MatTreeNodeToggle.propDecorators = {\n   recursive: [{ type: Input, args: ['matTreeNodeToggleRecursive',] }]\n   };\n   return MatTreeNodeToggle;\n}(CdkTreeNodeToggle));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/** @type {?} */\nvar MAT_TREE_DIRECTIVES = [\n   MatNestedTreeNode,\n   MatTreeNodeDef,\n   MatTreeNodePadding,\n   MatTreeNodeToggle,\n   MatTree,\n   MatTreeNode,\n   MatTreeNodeOutlet\n];\nvar MatTreeModule = /** @class */ (function () {\n   function MatTreeModule() {\n   }\n   MatTreeModule.decorators = [\n   { type: NgModule, args: [{\n   imports: [CdkTreeModule, CommonModule, MatCommonModule],\n   exports: MAT_TREE_DIRECTIVES,\n   declarations: MAT_TREE_DIRECTIVES,\n   },] },\n   ];\n   return MatTreeModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Tree flattener to convert a normal type of node to node with children & level information.\n * Transform nested nodes of type `T` to flattened nodes of type `F`.\n *\n * For example, the input data of type `T` is nested, and contains its children data:\n *   SomeNode: {\n *   key: 'Fruits',\n *   children: [\n *   NodeOne: {\n *   key: 'Apple',\n *   },\n *   NodeTwo: {\n *   key: 'Pear',\n *   }\n *   ]\n *   }\n * After flattener flatten the tree, the structure will become\n * SomeNode: {\n *   key: 'Fruits',\n *   expandable: true,\n *   level: 1\n * },\n * NodeOne: {\n *   key: 'Apple',\n *   expandable: false,\n *   level: 2\n * },\n * NodeTwo: {\n *   key: 'Pear',\n *   expandable: false,\n *   level: 2\n * }\n * and the output flattened type is `F` with additional information.\n * @template T, F\n */\nvar /**\n * Tree flattener to convert a normal type of node to node with children & level information.\n * Transform nested nodes of type `T` to flattened nodes of type `F`.\n *\n * For example, the input data of type `T` is nested, and contains its children data:\n *   SomeNode: {\n *   key: 'Fruits',\n *   children: [\n *   NodeOne: {\n *   key: 'Apple',\n *   },\n *   NodeTwo: {\n *   key: 'Pear',\n *   }\n *   ]\n *   }\n * After flattener flatten the tree, the structure will become\n * SomeNode: {\n *   key: 'Fruits',\n *   expandable: true,\n *   level: 1\n * },\n * NodeOne: {\n *   key: 'Apple',\n *   expandable: false,\n *   level: 2\n * },\n * NodeTwo: {\n *   key: 'Pear',\n *   expandable: false,\n *   level: 2\n * }\n * and the output flattened type is `F` with additional information.\n * @template T, F\n */\nMatTreeFlattener = /** @class */ (function () {\n   function MatTreeFlattener(transformFunction, getLevel, isExpandable, getChildren) {\n   this.transformFunction = transformFunction;\n   this.getLevel = getLevel;\n   this.isExpandable = isExpandable;\n   this.getChildren

```
= getChildren;\n    }\n    /**\n     * @param {?} node\n     * @param {?} level\n     * @param {?} resultNodes\n     *
@param {?} parentMap\n     * @return {?}\n     */\n    MatTreeFlattener.prototype._flattenNode = /**\n     *
@param {?} node\n     * @param {?} level\n     * @param {?} resultNodes\n     * @param {?} parentMap\n     *
@return {?}\n     */\n    function (node, level, resultNodes, parentMap) {\n        var _this = this;\n        /** @type {?}
*/\n        var flatNode = this.transformFunction(node, level);\n        resultNodes.push(flatNode);\n        if
(this.isExpandable(flatNode)) {\n            /** @type {?} */\n            var childrenNodes = this.getChildren(node);\n
    if (childrenNodes) {\n                if (Array.isArray(childrenNodes)) {\n
this._flattenChildren(childrenNodes, level, resultNodes, parentMap);\n                }\n                else {\n
childrenNodes.pipe(take(1)).subscribe(function (children) {\n                    _this._flattenChildren(children, level,
resultNodes, parentMap);\n                });\n                }\n            }\n        }\n        return resultNodes;\n    };\n    /**\n
   * @param {?} children\n     * @param {?} level\n     * @param {?} resultNodes\n     * @param {?} parentMap\n
 * @return {?}\n     */\n    MatTreeFlattener.prototype._flattenChildren = /**\n     * @param {?} children\n     *
@param {?} level\n     * @param {?} resultNodes\n     * @param {?} parentMap\n     * @return {?}\n     */\n
function (children, level, resultNodes, parentMap) {\n        var _this = this;\n        children.forEach(function (child,
index) {\n            /** @type {?} */\n            var childParentMap = parentMap.slice();\n
childParentMap.push(index != children.length - 1);\n            _this._flattenNode(child, level + 1, resultNodes,
childParentMap);\n        });\n    };\n    /**\n     * Flatten a list of node type T to flattened version of node F.\n     *
Please note that type T may be nested, and the length of `structuredData` may be different\n     * from that of
returned list `F[]`.\n     */\n    /**\n     * Flatten a list of node type T to flattened version of node F.\n     * Please note
that type T may be nested, and the length of `structuredData` may be different\n     * from that of returned list
`F[]`.\n     * @param {?} structuredData\n     * @return {?}\n     */\n    MatTreeFlattener.prototype.flattenNodes =
/**\n     * Flatten a list of node type T to flattened version of node F.\n     * Please note that type T may be nested,
and the length of `structuredData` may be different\n     * from that of returned list `F[]`.\n     * @param {?}
structuredData\n     * @return {?}\n     */\n    function (structuredData) {\n        var _this = this;\n        /** @type {?}
*/\n        var resultNodes = [];\n        structuredData.forEach(function (node) { return _this._flattenNode(node, 0,
resultNodes, []); });\n        return resultNodes;\n    };\n    /**\n     * Expand flattened node with current expansion
status.\n     * The returned list may have different length.\n     */\n    /**\n     * Expand flattened node with current
expansion status.\n     * The returned list may have different length.\n     * @param {?} nodes\n     * @param {?}
treeControl\n     * @return {?}\n     */\n    MatTreeFlattener.prototype.expandFlattenedNodes = /**\n     * Expand
flattened node with current expansion status.\n     * The returned list may have different length.\n     * @param {?}
nodes\n     * @param {?} treeControl\n     * @return {?}\n     */\n    function (nodes, treeControl) {\n        var _this =
this;\n        /** @type {?} */\n        var results = [];\n        /** @type {?} */\n        var currentExpand = [];\n
currentExpand[0] = true;\n        nodes.forEach(function (node) {\n            /** @type {?} */\n            var expand =
true;\n            for (var i = 0; i <= _this.getLevel(node); i++) {\n                expand = expand && currentExpand[i];\n
    }\n            if (expand) {\n                results.push(node);\n            }\n            if (_this.isExpandable(node)) {\n
    currentExpand[_this.getLevel(node) + 1] = treeControl.isExpanded(node);\n            }\n        });\n        return
results;\n    };\n    return MatTreeFlattener;\n}());\n/**\n * Data source for flat tree.\n * The data source need to
handle expansion/collapsion of the tree node and change the data feed\n * to `MatTree`.\n * The nested tree nodes of
type `T` are flattened through `MatTreeFlattener`, and converted\n * to type `F` for `MatTree` to consume.\n *
@template T, F\n */\nvar  /**\n * Data source for flat tree.\n * The data source need to handle expansion/collapsion
of the tree node and change the data feed\n * to `MatTree`.\n * The nested tree nodes of type `T` are flattened
through `MatTreeFlattener`, and converted\n * to type `F` for `MatTree` to consume.\n * @template T, F\n
*/\nMatTreeFlatDataSource = /** @class */ (function (_super) {\n    __extends(MatTreeFlatDataSource, _super);\n
 function MatTreeFlatDataSource(treeControl, treeFlattener, initialData) {\n        if (initialData === void 0) {
initialData = []; }\n        var _this = _super.call(this) || this;\n        _this.treeControl = treeControl;\n
_this.treeFlattener = treeFlattener;\n        _this._flattenedData = new BehaviorSubject([]);\n
_this._expandedData = new BehaviorSubject([]);\n        _this._data = new BehaviorSubject(initialData);\n        return
_this;\n    }\n    Object.defineProperty(MatTreeFlatDataSource.prototype, \"data\", {\n        get: /**\n         * @return
```

{?}\n */\n function () { return this._data.value; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._data.next(value);\n this._flattenedData.next(this.treeFlattener.flattenNodes(this.data));\n this.treeControl.dataNodes = this._flattenedData.value;\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @param {?} collectionViewer\n * @return {?}\n */\n MatTreeFlatDataSource.prototype.connect = /**\n * @param {?} collectionViewer\n * @return {?}\n */\n function (collectionViewer) {\n var _this = this;\n /** @type {?} */\n var changes = [\n collectionViewer.viewChange,\n this.treeControl.expansionModel.onChange,\n this._flattenedData\n];\n return merge.apply(void 0, changes).pipe(map(function () {\n _this._expandedData.next(_this.treeFlattener.expandFlattenedNodes(_this._flattenedData.value, _this.treeControl));\n return _this._expandedData.value;\n }));\n };\n /**\n * @return {?}\n */\n MatTreeFlatDataSource.prototype.disconnect = /**\n * @return {?}\n */\n function () {\n // no op\n };\n return MatTreeFlatDataSource;\n}(DataSource));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n/**\n * Data source for nested tree.\n *\n * The data source for nested tree doesn't have to consider node flattener, or the way to expand\n * or collapse. The expansion/collapsion will be handled by TreeControl and each non-leaf node.\n * @template T\n */\nvar /**\n * Data source for nested tree.\n *\n * The data source for nested tree doesn't have to consider node flattener, or the way to expand\n * or collapse. The expansion/collapsion will be handled by TreeControl and each non-leaf node.\n * @template T\n */\nMatTreeNestedDataSource = /** @class */ (function (_super) {\n __extends(MatTreeNestedDataSource, _super);\n function MatTreeNestedDataSource() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this._data = new BehaviorSubject([]);\n return _this;\n }\n Object.defineProperty(MatTreeNestedDataSource.prototype, \"data\", {\n /**\n * Data for the nested tree\n */\n get: /**\n * Data for the nested tree\n * @return {?}\n */\n function () { return this._data.value; },\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) { this._data.next(value); },\n enumerable: true,\n configurable: true\n });\n /**\n * @param {?} collectionViewer\n * @return {?}\n */\n MatTreeNestedDataSource.prototype.connect = /**\n * @param {?} collectionViewer\n * @return {?}\n */\n function (collectionViewer) {\n var _this = this;\n return merge.apply(void 0, [collectionViewer.viewChange, this._data]).pipe(map(function () {\n return _this.data;\n }));\n };\n /**\n * @return {?}\n */\n MatTreeNestedDataSource.prototype.disconnect = /**\n * @return {?}\n */\n function () {\n // no op\n };\n return MatTreeNestedDataSource;\n}(DataSource));\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes,extraRequire,missingReturn,unusedPrivateMembers,uselessCode} checked by tsc\n */\n\nexport { _MatTreeNodeMixinBase, _MatNestedTreeNodeMixinBase, MatTreeNode, MatTreeNodeDef, MatNestedTreeNode, MatTreeNodePadding, MatTree, MatTreeModule, MatTreeNodeToggle, MatTreeNodeOutlet, MatTreeFlattener, MatTreeFlatDataSource, MatTreeNestedDataSource };\n//# sourceMappingURL=tree.es5.js.map\n","/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\nimport { Identifiers, getUrlScheme, syntaxError, StaticSymbolCache, JitCompiler, ProviderMeta, I18NHtmlParser, ViewCompiler, CompileMetadataResolver, UrlResolver, TemplateParser, NgModuleCompiler, JitSummaryResolver, SummaryResolver, StyleCompiler, PipeResolver, ElementSchemaRegistry, DomElementSchemaRegistry, ResourceLoader, NgModuleResolver, HtmlParser, CompileReflector, CompilerConfig, DirectiveNormalizer, DirectiveResolver, Lexer, Parser } from '@angular/compiler';\nimport { ANALYZE_FOR_ENTRY_COMPONENTS, ChangeDetectionStrategy, ChangeDetectorRef, ComponentFactory, ComponentFactoryResolver, ComponentRef, ElementRef, Injector, LOCALE_ID, NgModuleFactory, NgModuleRef, QueryList, Renderer, Renderer2, SecurityContext, TRANSLATIONS_FORMAT, TemplateRef, ViewContainerRef, ViewEncapsulation, CodegenComponentFactoryResolver, EMPTY_ARRAY, EMPTY_MAP, ReflectionCapabilities, and, ccf, cmf, crt,

did, eld, inlineInterpolate, interpolate, mod, mpd, ncd, nov, pad, pid, pod, ppd, prd, qud, registerModuleFactory, stringify, ted, unv, vid, Compiler, Inject, InjectionToken, Optional, PACKAGE_ROOT_URL, TRANSLATIONS, isDevMode, Console, MissingTranslationStrategy, COMPILER_OPTIONS, CompilerFactory, createPlatformFactory, platformCore, Injectable, PLATFORM_ID, global, Version } from '@angular/core';\nimport { __extends, __spread, __decorate } from 'tslib';\nimport { PLATFORM_BROWSER_ID } from '@angular/common';\nimport { INTERNAL_BROWSER_PLATFORM_PROVIDERS } from '@angular/platform-browser';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar MODULE_SUFFIX = '';\nvar builtinExternalReferences = createBuiltinExternalReferencesMap();\nvar JitReflector = /** @class */ (function () {\n   function JitReflector() {\n   this.reflectionCapabilities = new ReflectionCapabilities();\n   }\n   JitReflector.prototype.componentModuleUrl = function (type, cmpMetadata) {\n   var moduleId = cmpMetadata.moduleId;\n   if (typeof moduleId === 'string') {\n   var scheme = getUrlScheme(moduleId);\n   return scheme ? moduleId : \"package:\" + moduleId + MODULE_SUFFIX;\n }\n   else if (moduleId !== null && moduleId !== void 0) {\n   throw syntaxError(\"moduleId should be a string in \\\"\" + stringify(type) + \"\\\". See https://goo.gl/wIDDiL for more information.\\n\" +\n   \"If you're using Webpack you should inline the template and the styles, see https://goo.gl/X2J8zc.\");\n   }\n   return \"./\" + stringify(type);\n   };\n   JitReflector.prototype.parameters = function (typeOrFunc) {\n   return this.reflectionCapabilities.parameters(typeOrFunc);\n   };\n   JitReflector.prototype.tryAnnotations = function (typeOrFunc) { return this.annotations(typeOrFunc); };\n   JitReflector.prototype.annotations = function (typeOrFunc) {\n   return this.reflectionCapabilities.annotations(typeOrFunc);\n   };\n   JitReflector.prototype.shallowAnnotations = function (typeOrFunc) {\n   throw new Error('Not supported in JIT mode');\n   };\n   JitReflector.prototype.propMetadata = function (typeOrFunc) {\n   return this.reflectionCapabilities.propMetadata(typeOrFunc);\n   };\n   JitReflector.prototype.hasLifecycleHook = function (type, lcProperty) {\n   return this.reflectionCapabilities.hasLifecycleHook(type, lcProperty);\n   };\n   JitReflector.prototype.guards = function (type) { return this.reflectionCapabilities.guards(type); };\n   JitReflector.prototype.resolveExternalReference = function (ref) {\n   return builtinExternalReferences.get(ref) || ref.runtime;\n   };\n   return JitReflector;\n}());\nfunction createBuiltinExternalReferencesMap() {\n   var map = new Map();\n   map.set(Identifiers.ANALYZE_FOR_ENTRY_COMPONENTS, ANALYZE_FOR_ENTRY_COMPONENTS);\n   map.set(Identifiers.ElementRef, ElementRef);\n   map.set(Identifiers.NgModuleRef, NgModuleRef);\n   map.set(Identifiers.ViewContainerRef, ViewContainerRef);\n   map.set(Identifiers.ChangeDetectorRef, ChangeDetectorRef);\n   map.set(Identifiers.Renderer2, Renderer2);\n   map.set(Identifiers.QueryList, QueryList);\n   map.set(Identifiers.TemplateRef, TemplateRef);\n   map.set(Identifiers.CodegenComponentFactoryResolver, CodegenComponentFactoryResolver);\n   map.set(Identifiers.ComponentFactoryResolver, ComponentFactoryResolver);\n   map.set(Identifiers.ComponentFactory, ComponentFactory);\n   map.set(Identifiers.ComponentRef, ComponentRef);\n   map.set(Identifiers.NgModuleFactory, NgModuleFactory);\n   map.set(Identifiers.createModuleFactory, cmf);\n   map.set(Identifiers.moduleDef, mod);\n   map.set(Identifiers.moduleProviderDef, mpd);\n   map.set(Identifiers.RegisterModuleFactoryFn, registerModuleFactory);\n   map.set(Identifiers.Injector, Injector);\n   map.set(Identifiers.ViewEncapsulation, ViewEncapsulation);\n   map.set(Identifiers.ChangeDetectionStrategy, ChangeDetectionStrategy);\n   map.set(Identifiers.SecurityContext, SecurityContext);\n   map.set(Identifiers.LOCALE_ID, LOCALE_ID);\n   map.set(Identifiers.TRANSLATIONS_FORMAT, TRANSLATIONS_FORMAT);\n   map.set(Identifiers.inlineInterpolate, inlineInterpolate);\n   map.set(Identifiers.interpolate, interpolate);\n   map.set(Identifiers.EMPTY_ARRAY, EMPTY_ARRAY);\n   map.set(Identifiers.EMPTY_MAP, EMPTY_MAP);\n   map.set(Identifiers.Renderer, Renderer);\n   map.set(Identifiers.viewDef, vid);\n   map.set(Identifiers.elementDef, eld);\n   map.set(Identifiers.anchorDef, and);\n   map.set(Identifiers.textDef, ted);\n   map.set(Identifiers.directiveDef, did);\n   map.set(Identifiers.providerDef, prd);\n   map.set(Identifiers.queryDef, qud);\n   map.set(Identifiers.pureArrayDef, pad);\n   map.set(Identifiers.pureObjectDef, pod);\n

map.set(Identifiers.purePipeDef, ppd);\n map.set(Identifiers.pipeDef, pid);\n map.set(Identifiers.nodeValue, nov);\n map.set(Identifiers.ngContentDef, ncd);\n map.set(Identifiers.unwrapValue, unv);\n map.set(Identifiers.createRendererType2, crt);\n map.set(Identifiers.createComponentFactory, ccf);\n return map;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ERROR_COLLECTOR_TOKEN = new InjectionToken('ErrorCollector');\n/**\n * A default provider for {@link PACKAGE_ROOT_URL} that maps to '/'.\n */\nvar DEFAULT_PACKAGE_URL_PROVIDER = {\n provide: PACKAGE_ROOT_URL,\n useValue: '/'\n};\nvar _NO_RESOURCE_LOADER = {\n get: function (url) {\n throw new Error(\"No ResourceLoader implementation has been provided. Can't read the url \\\"\" + url + \"\\\"\");\n }\n};\nvar baseHtmlParser = new InjectionToken('HtmlParser');\nvar CompilerImpl = /** @class */ (function () {\n function CompilerImpl(injector, _metadataResolver, templateParser, styleCompiler, viewCompiler, ngModuleCompiler, summaryResolver, compileReflector, compilerConfig, console) {\n this._metadataResolver = _metadataResolver;\n this._delegate = new JitCompiler(_metadataResolver, templateParser, styleCompiler, viewCompiler, ngModuleCompiler, summaryResolver, compileReflector, compilerConfig, console, this.getExtraNgModuleProviders.bind(this));\n this.injector = injector;\n }\n CompilerImpl.prototype.getExtraNgModuleProviders = function () {\n return [this._metadataResolver.getProviderMetadata(new ProviderMeta(Compiler, { useValue: this }))];\n };\n CompilerImpl.prototype.compileModuleSync = function (moduleType) {\n return this._delegate.compileModuleSync(moduleType);\n };\n CompilerImpl.prototype.compileModuleAsync = function (moduleType) {\n return this._delegate.compileModuleAsync(moduleType);\n };\n CompilerImpl.prototype.compileModuleAndAllComponentsSync = function (moduleType) {\n var result = this._delegate.compileModuleAndAllComponentsSync(moduleType);\n return {\n ngModuleFactory: result.ngModuleFactory,\n componentFactories: result.componentFactories,\n };\n };\n CompilerImpl.prototype.compileModuleAndAllComponentsAsync = function (moduleType) {\n return this._delegate.compileModuleAndAllComponentsAsync(moduleType)\n .then(function (result) { return ({\n ngModuleFactory: result.ngModuleFactory,\n componentFactories: result.componentFactories,\n }); });\n };\n CompilerImpl.prototype.loadAotSummaries = function (summaries) { this._delegate.loadAotSummaries(summaries); };\n CompilerImpl.prototype.hasAotSummary = function (ref) { return this._delegate.hasAotSummary(ref); };\n CompilerImpl.prototype.getComponentFactory = function (component) {\n return this._delegate.getComponentFactory(component);\n };\n CompilerImpl.prototype.clearCache = function () { this._delegate.clearCache(); };\n CompilerImpl.prototype.clearCacheFor = function (type) { this._delegate.clearCacheFor(type); };\n CompilerImpl.prototype.getModuleId = function (moduleType) {\n var meta = this._metadataResolver.getNgModuleMetadata(moduleType);\n return meta && meta.id || undefined;\n };\n return CompilerImpl;\n}());\n/**\n * A set of providers that provide `JitCompiler` and its dependencies to use for\n * template compilation.\n */\nvar COMPILER_PROVIDERS = [\n { provide: CompileReflector, useValue: new JitReflector() },\n { provide: ResourceLoader, useValue: _NO_RESOURCE_LOADER },\n { provide: JitSummaryResolver, deps: [] },\n { provide: SummaryResolver, useExisting: JitSummaryResolver },\n { provide: Console, deps: [] },\n { provide: Lexer, deps: [] },\n { provide: Parser, deps: [Lexer] },\n {\n provide: baseHtmlParser,\n useClass: HtmlParser,\n deps: [],\n },\n {\n provide: I18NHtmlParser,\n useFactory: function (parser, translations, format, config, console) {\n translations = translations || '';\n var missingTranslation = translations ? config.missingTranslation : MissingTranslationStrategy.Ignore;\n return new I18NHtmlParser(parser, translations, format, missingTranslation, console);\n },\n deps: [\n baseHtmlParser,\n [new Optional(), new Inject(TRANSLATIONS)],\n [new Optional(), new Inject(TRANSLATIONS_FORMAT)],\n [CompilerConfig],\n [Console],\n]\n },\n {\n provide: HtmlParser,\n useExisting: I18NHtmlParser,\n },\n {\n provide: TemplateParser, deps: [CompilerConfig, CompileReflector,\n Parser, ElementSchemaRegistry,\n I18NHtmlParser, Console]\n },\n { provide: DirectiveNormalizer, deps: [ResourceLoader, UrlResolver, HtmlParser,

CompilerConfig] },\n   { provide: CompileMetadataResolver, deps: [CompilerConfig, HtmlParser, NgModuleResolver,\n   DirectiveResolver, PipeResolver,\n   SummaryResolver,\n ElementSchemaRegistry,\n   DirectiveNormalizer, Console,\n   [Optional, StaticSymbolCache],\n CompileReflector,\n   [Optional, ERROR_COLLECTOR_TOKEN]] },\n DEFAULT_PACKAGE_URL_PROVIDER,\n   { provide: StyleCompiler, deps: [UrlResolver] },\n   { provide: ViewCompiler, deps: [CompileReflector] },\n   { provide: NgModuleCompiler, deps: [CompileReflector] },\n   { provide: CompilerConfig, useValue: new CompilerConfig() },\n   { provide: Compiler, useClass: CompilerImpl, deps: [Injector, CompileMetadataResolver,\n   TemplateParser, StyleCompiler,\n   ViewCompiler, NgModuleCompiler,\n   SummaryResolver, CompileReflector, CompilerConfig,\n   Console] },\n   { provide: DomElementSchemaRegistry, deps: [] },\n   { provide: ElementSchemaRegistry, useExisting: DomElementSchemaRegistry },\n   { provide: UrlResolver, deps: [PACKAGE_ROOT_URL] },\n   { provide: DirectiveResolver, deps: [CompileReflector] },\n   { provide: PipeResolver, deps: [CompileReflector] },\n   { provide: NgModuleResolver, deps: [CompileReflector] },\n];\n/**\n * @publicApi\n */\nvar JitCompilerFactory = /** @class */ (function () {\n   /* @internal */\n   function JitCompilerFactory(defaultOptions) {\n   var compilerOptions = {\n   useJit: true,\n   defaultEncapsulation: ViewEncapsulation.Emulated,\n missingTranslation: MissingTranslationStrategy.Warning,\n   };\n   this._defaultOptions = __spread([compilerOptions], defaultOptions);\n   }\n   JitCompilerFactory.prototype.createCompiler = function (options) {\n   if (options === void 0) { options = []; }\n   var opts = _mergeOptions(this._defaultOptions.concat(options));\n   var injector = Injector.create([\n COMPILER_PROVIDERS, {\n   provide: CompilerConfig,\n   useFactory: function () {\n return new CompilerConfig({\n   // let explicit values from the compiler options overwrite options\n   // from the app providers\n   useJit: opts.useJit,\n   jitDevMode: isDevMode(),\n   // let explicit values from the compiler options overwrite options\n   // from the app providers\n   defaultEncapsulation: opts.defaultEncapsulation,\n missingTranslation: opts.missingTranslation,\n   preserveWhitespaces: opts.preserveWhitespaces,\n   });\n   },\n   deps: []\n   },\n   opts.providers\n   ]);\n   return injector.get(Compiler);\n   };\n   return JitCompilerFactory;\n}());\nfunction _mergeOptions(optionsArr) {\n return {\n   useJit: _lastDefined(optionsArr.map(function (options) { return options.useJit; })),\n defaultEncapsulation: _lastDefined(optionsArr.map(function (options) { return options.defaultEncapsulation; })),\n   providers: _mergeArrays(optionsArr.map(function (options) { return options.providers; })),\n missingTranslation: _lastDefined(optionsArr.map(function (options) { return options.missingTranslation; })),\n preserveWhitespaces: _lastDefined(optionsArr.map(function (options) { return options.preserveWhitespaces; })),\n };\n}\nfunction _lastDefined(args) {\n   for (var i = args.length - 1; i >= 0; i--) {\n   if (args[i] !== undefined) {\n   return args[i];\n   }\n   }\n   return undefined;\n}\nfunction _mergeArrays(parts) {\n   var result = [];\n parts.forEach(function (part) { return part && result.push.apply(result, __spread(part)); });\n   return result;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A platform that included corePlatform and the compiler.\n *\n * @publicApi\n */\nvar platformCoreDynamic = createPlatformFactory(platformCore, 'coreDynamic', [\n   { provide: COMPILER_OPTIONS, useValue: {}, multi: true },\n   { provide: CompilerFactory, useClass: JitCompilerFactory, deps: [COMPILER_OPTIONS] },\n]);\n\nvar ResourceLoaderImpl = /** @class */ (function (_super) {\n   __extends(ResourceLoaderImpl, _super);\n   function ResourceLoaderImpl() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n ResourceLoaderImpl.prototype.get = function (url) {\n   var resolve;\n   var reject;\n   var promise = new Promise(function (res, rej) {\n   resolve = res;\n   reject = rej;\n   });\n   var xhr = new XMLHttpRequest();\n   xhr.open('GET', url, true);\n   xhr.responseType = 'text';\n   xhr.onload = function () {\n   // responseText is the old-school way of retrieving response (supported by IE8 & 9)\n   // response/responseType properties were introduced in ResourceLoader Level2 spec (supported\n   // by IE10)\n   var response = xhr.response || xhr.responseText;\n   // normalize IE9 bug

(http://bugs.jquery.com/ticket/1450)\n var status = xhr.status === 1223 ? 204 : xhr.status;\n // fix status code when it is 0 (0 status is undocumented).\n // Occurs when accessing file resources or on Android 4.1 stock browser\n // while retrieving files from application cache.\n if (status === 0) {\n status = response ? 200 : 0;\n }\n if (200 <= status && status <= 300) {\n resolve(response);\n }\n else {\n reject(\"Failed to load \" + url);\n }\n };\n xhr.onerror = function () { reject(\"Failed to load \" + url); };\n xhr.send();\n return promise;\n };\n ResourceLoaderImpl = __decorate([\n Injectable()\n], ResourceLoaderImpl);\n return ResourceLoaderImpl;\n}(ResourceLoader));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @publicApi\n */\nvar INTERNAL_BROWSER_DYNAMIC_PLATFORM_PROVIDERS = [\n INTERNAL_BROWSER_PLATFORM_PROVIDERS,\n {\n provide: COMPILER_OPTIONS,\n useValue: { providers: [{ provide: ResourceLoader, useClass: ResourceLoaderImpl, deps: [] }] },\n multi: true\n },\n { provide: PLATFORM_ID, useValue: PLATFORM_BROWSER_ID },\n];\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An implementation of ResourceLoader that uses a template cache to avoid doing an actual\n * ResourceLoader.\n *\n * The template cache needs to be built and loaded into window.$templateCache\n * via a separate mechanism.\n *\n * @publicApi\n */\nvar CachedResourceLoader = /** @class */ (function (_super) {\n __extends(CachedResourceLoader, _super);\n function CachedResourceLoader() {\n var _this = _super.call(this) || this;\n _this._cache = global.$templateCache;\n if (_this._cache == null) {\n throw new Error('CachedResourceLoader: Template cache was not found in $templateCache.');\n }\n return _this;\n }\n CachedResourceLoader.prototype.get = function (url) {\n if (this._cache.hasOwnProperty(url)) {\n return Promise.resolve(this._cache[url]);\n }\n else {\n return Promise.reject('CachedResourceLoader: Did not find cached template for ' + url);\n }\n };\n return CachedResourceLoader;\n}(ResourceLoader));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @publicApi\n */\nvar VERSION = new Version('7.0.4');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @publicApi\n */\nvar RESOURCE_CACHE_PROVIDER = [{ provide: ResourceLoader, useClass: CachedResourceLoader, deps: [] }];\n/**\n * @publicApi\n */\nvar platformBrowserDynamic = createPlatformFactory(platformCoreDynamic, 'browserDynamic', INTERNAL_BROWSER_DYNAMIC_PLATFORM_PROVIDERS);\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// This file only reexports content of the `src` folder. Keep it that way.\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Generated bundle index. Do not edit.\n */\n\nexport { CachedResourceLoader as angular_packages_platform_browser_dynamic_platform_browser_dynamic_a, RESOURCE_CACHE_PROVIDER, platformBrowserDynamic, VERSION, JitCompilerFactory, CompilerImpl as CompilerImpl, platformCoreDynamic as platformCoreDynamic, INTERNAL_BROWSER_DYNAMIC_PLATFORM_PROVIDERS as INTERNAL_BROWSER_DYNAMIC_PLATFORM_PROVIDERS, ResourceLoaderImpl as ResourceLoaderImpl };\n//# sourceMappingURL=platform-browser-dynamic.js.map\n","/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\nimport { __extends, __decorate, __param, __metadata, __spread, __read } from 'tslib';\nimport { AnimationBuilder, AnimationFactory, sequence } from

'@angular/animations';\nimport { Inject, Injectable, RendererFactory2, ViewEncapsulation, NgZone, InjectionToken, NgModule } from '@angular/core';\nimport { DOCUMENT, DomRendererFactory2, BrowserModule } from '@angular/platform-browser';\nimport { AnimationEngine, AnimationDriver, AnimationStyleNormalizer, CssKeyframesDriver, NoopAnimationDriver, WebAnimationsDriver, WebAnimationsStyleNormalizer, supportsWebAnimations } from '@angular/animations/browser';\nimport { DOCUMENT as DOCUMENT$1 } from '@angular/common';\n\nvar BrowserAnimationBuilder = /** @class */ (function (_super) {\n __extends(BrowserAnimationBuilder, _super);\n function BrowserAnimationBuilder(rootRenderer, doc) {\n   var _this = _super.call(this) || this;\n _this._nextAnimationId = 0;\n   var typeData = {\n   id: '0',\n   encapsulation: ViewEncapsulation.None,\n   styles: [],\n   data: { animation: [] }\n   };\n   _this._renderer = rootRenderer.createRenderer(doc.body, typeData);\n   return _this;\n }\n BrowserAnimationBuilder.prototype.build = function (animation) {\n   var id = this._nextAnimationId.toString();\n   this._nextAnimationId++;\n   var entry = Array.isArray(animation) ? sequence(animation) : animation;\n   issueAnimationCommand(this._renderer, null, id, 'register', [entry]);\n return new BrowserAnimationFactory(id, this._renderer);\n };\n BrowserAnimationBuilder = __decorate([\n Injectable(),\n   __param(1, Inject(DOCUMENT)),\n   __metadata(\"design:paramtypes\", [RendererFactory2, Object])\n], BrowserAnimationBuilder);\n return BrowserAnimationBuilder;\n}(AnimationBuilder));\nvar BrowserAnimationFactory = /** @class */ (function (_super) {\n __extends(BrowserAnimationFactory, _super);\n function BrowserAnimationFactory(_id, _renderer) {\n   var _this = _super.call(this) || this;\n _this._id = _id;\n   _this._renderer = _renderer;\n   return _this;\n }\n BrowserAnimationFactory.prototype.create = function (element, options) {\n   return new RendererAnimationPlayer(this._id, element, options || {}, this._renderer);\n };\n return BrowserAnimationFactory;\n}(AnimationFactory));\nvar RendererAnimationPlayer = /** @class */ (function () {\n function RendererAnimationPlayer(id, element, options, _renderer) {\n   this.id = id;\n   this.element = element;\n   this._renderer = _renderer;\n   this.parentPlayer = null;\n   this._started = false;\n this.totalTime = 0;\n   this._command('create', options);\n }\n RendererAnimationPlayer.prototype._listen = function (eventName, callback) {\n   return this._renderer.listen(this.element, \"@@\" + this.id + \":\" + eventName, callback);\n };\n RendererAnimationPlayer.prototype._command = function (command) {\n   var args = [];\n   for (var _i = 1; _i < arguments.length; _i++) {\n   args[_i - 1] = arguments[_i];\n   }\n return issueAnimationCommand(this._renderer, this.element, this.id, command, args);\n };\n RendererAnimationPlayer.prototype.onDone = function (fn) { this._listen('done', fn); };\n RendererAnimationPlayer.prototype.onStart = function (fn) { this._listen('start', fn); };\n RendererAnimationPlayer.prototype.onDestroy = function (fn) { this._listen('destroy', fn); };\n RendererAnimationPlayer.prototype.init = function () { this._command('init'); };\n RendererAnimationPlayer.prototype.hasStarted = function () { return this._started; };\n RendererAnimationPlayer.prototype.play = function () {\n   this._command('play');\n   this._started = true;\n };\n RendererAnimationPlayer.prototype.pause = function () { this._command('pause'); };\n RendererAnimationPlayer.prototype.restart = function () { this._command('restart'); };\n RendererAnimationPlayer.prototype.finish = function () { this._command('finish'); };\n RendererAnimationPlayer.prototype.destroy = function () { this._command('destroy'); };\n RendererAnimationPlayer.prototype.reset = function () { this._command('reset'); };\n RendererAnimationPlayer.prototype.setPosition = function (p) { this._command('setPosition', p); };\n RendererAnimationPlayer.prototype.getPosition = function () { return 0; };\n return RendererAnimationPlayer;\n}());\nfunction issueAnimationCommand(renderer, element, id, command, args) {\n return renderer.setProperty(element, \"@@\" + id + \":\" + command, args);\n}\n\nvar ANIMATION_PREFIX = '@';\nvar DISABLE_ANIMATIONS_FLAG = '@.disabled';\nvar AnimationRendererFactory = /** @class */ (function () {\n function AnimationRendererFactory(delegate, engine, _zone) {\n   this.delegate = delegate;\n this.engine = engine;\n   this._zone = _zone;\n   this._currentId = 0;\n   this._microtaskId = 1;\n

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this._animationCallbacksBuffer = [];\n        this._rendererCache = new Map();\n        this._cdRecurDepth = 0;\n
this.promise = Promise.resolve(0);\n        engine.onRemovalComplete = function (element, delegate) {\n            //
Note: if an component element has a leave animation, and the component\n            // a host leave animation, the
view engine will call `removeChild` for the parent\n            // component renderer as well as for the child component
renderer.\n            // Therefore, we need to check if we already removed the element.\n            if (delegate &&
delegate.parentNode(element)) {\n                delegate.removeChild(element.parentNode, element);\n            }\n
};\n    }\n    AnimationRendererFactory.prototype.createRenderer = function (hostElement, type) {\n        var _this =
this;\n        var EMPTY_NAMESPACE_ID = '';\n        // cache the delegates to find out which cached delegate can\n
        // be used by which cached renderer\n        var delegate = this.delegate.createRenderer(hostElement, type);\n
if (!hostElement || !type || !type.data || !type.data['animation']) {\n            var renderer =
this._rendererCache.get(delegate);\n            if (!renderer) {\n                renderer = new
BaseAnimationRenderer(EMPTY_NAMESPACE_ID, delegate, this.engine);\n                // only cache this result
when the base renderer is used\n                this._rendererCache.set(delegate, renderer);\n            }\n            return
renderer;\n        }\n        var componentId = type.id;\n        var namespaceId = type.id + '-' + this._currentId;\n
this._currentId++;\n        this.engine.register(namespaceId, hostElement);\n        var animationTriggers =
type.data['animation'];\n        animationTriggers.forEach(function (trigger) { return
_this.engine.registerTrigger(componentId, namespaceId, hostElement, trigger.name, trigger); });\n        return new
AnimationRenderer(this, namespaceId, delegate, this.engine);\n    };\n    AnimationRendererFactory.prototype.begin
= function () {\n        this._cdRecurDepth++;\n        if (this.delegate.begin) {\n            this.delegate.begin();\n        }\n
  };\n    AnimationRendererFactory.prototype._scheduleCountTask = function () {\n        var _this = this;\n        //
always use promise to schedule microtask instead of use Zone\n        this.promise.then(function () {
_this._microtaskId++; });\n    };\n    /** @internal */\n
AnimationRendererFactory.prototype.scheduleListenerCallback = function (count, fn, data) {\n        var _this =
this;\n        if (count >= 0 && count < this._microtaskId) {\n            this._zone.run(function () { return fn(data); });\n
            return;\n        }\n        if (this._animationCallbacksBuffer.length == 0) {\n
Promise.resolve(null).then(function () {\n                _this._zone.run(function () {\n
_this._animationCallbacksBuffer.forEach(function (tuple) {\n                    var _a = __read(tuple, 2), fn = _a[0],
data = _a[1];\n                    fn(data);\n                });\n                _this._animationCallbacksBuffer = [];\n
   });\n            });\n        }\n        this._animationCallbacksBuffer.push([fn, data]);\n    };\n
AnimationRendererFactory.prototype.end = function () {\n        var _this = this;\n        this._cdRecurDepth--;\n
// this is to prevent animations from running twice when an inner\n        // component does CD when a parent
component insted has inserted it\n        if (this._cdRecurDepth == 0) {\n
this._zone.runOutsideAngular(function () {\n                _this._scheduleCountTask();\n
_this.engine.flush(_this._microtaskId);\n            });\n        }\n        if (this.delegate.end) {\n
this.delegate.end();\n        }\n    };\n    AnimationRendererFactory.prototype.whenRenderingDone = function () {
return this.engine.whenRenderingDone(); };\n    AnimationRendererFactory = __decorate([\n        Injectable(),\n
__metadata(\"design:paramtypes\", [RendererFactory2, AnimationEngine, NgZone])\n    ],
AnimationRendererFactory);\n    return AnimationRendererFactory;\n}());\nvar BaseAnimationRenderer = /**
@class */ (function () {\n    function BaseAnimationRenderer(namespaceId, delegate, engine) {\n
this.namespaceId = namespaceId;\n        this.delegate = delegate;\n        this.engine = engine;\n        this.destroyNode
= this.delegate.destroyNode ? function (n) { return delegate.destroyNode(n); } : null;\n    }\n
Object.defineProperty(BaseAnimationRenderer.prototype, \"data\", {\n        get: function () { return
this.delegate.data; },\n        enumerable: true,\n        configurable: true\n    });\n
BaseAnimationRenderer.prototype.destroy = function () {\n        this.engine.destroy(this.namespaceId,
this.delegate);\n        this.delegate.destroy();\n    };\n    BaseAnimationRenderer.prototype.createElement = function
(name, namespace) {\n        return this.delegate.createElement(name, namespace);\n    };\n
BaseAnimationRenderer.prototype.createComment = function (value) { return this.delegate.createComment(value);
};\n    BaseAnimationRenderer.prototype.createText = function (value) { return this.delegate.createText(value); };\n
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BaseAnimationRenderer.prototype.appendChild = function (parent, newChild) {\n
this.delegate.appendChild(parent, newChild);\n        this.engine.onInsert(this.namespaceId, newChild, parent,
false);\n    };\n    BaseAnimationRenderer.prototype.insertBefore = function (parent, newChild, refChild) {\n
this.delegate.insertBefore(parent, newChild, refChild);\n        this.engine.onInsert(this.namespaceId, newChild,
parent, true);\n    };\n    BaseAnimationRenderer.prototype.removeChild = function (parent, oldChild) {\n
this.engine.onRemove(this.namespaceId, oldChild, this.delegate);\n    };\n
BaseAnimationRenderer.prototype.selectRootElement = function (selectorOrNode, preserveContent) {\n        return
this.delegate.selectRootElement(selectorOrNode, preserveContent);\n    };\n
BaseAnimationRenderer.prototype.parentNode = function (node) { return this.delegate.parentNode(node); };\n
BaseAnimationRenderer.prototype.nextSibling = function (node) { return this.delegate.nextSibling(node); };\n
BaseAnimationRenderer.prototype.setAttribute = function (el, name, value, namespace) {\n
this.delegate.setAttribute(el, name, value, namespace);\n    };\n
BaseAnimationRenderer.prototype.removeAttribute = function (el, name, namespace) {\n
this.delegate.removeAttribute(el, name, namespace);\n    };\n    BaseAnimationRenderer.prototype.addClass =
function (el, name) { this.delegate.addClass(el, name); };\n    BaseAnimationRenderer.prototype.removeClass =
function (el, name) { this.delegate.removeClass(el, name); };\n    BaseAnimationRenderer.prototype.setStyle =
function (el, style, value, flags) {\n        this.delegate.setStyle(el, style, value, flags);\n    };\n
BaseAnimationRenderer.prototype.removeStyle = function (el, style, flags) {\n        this.delegate.removeStyle(el,
style, flags);\n    };\n    BaseAnimationRenderer.prototype.setProperty = function (el, name, value) {\n        if
(name.charAt(0) == ANIMATION_PREFIX && name == DISABLE_ANIMATIONS_FLAG) {\n
this.disableAnimations(el, !!value);\n        }\n        else {\n            this.delegate.setProperty(el, name, value);\n
}\n    };\n    BaseAnimationRenderer.prototype.setValue = function (node, value) { this.delegate.setValue(node,
value); };\n    BaseAnimationRenderer.prototype.listen = function (target, eventName, callback) {\n        return
this.delegate.listen(target, eventName, callback);\n    };\n    BaseAnimationRenderer.prototype.disableAnimations =
function (element, value) {\n        this.engine.disableAnimations(element, value);\n    };\n    return
BaseAnimationRenderer;\n}());\nvar AnimationRenderer = /** @class */ (function (_super) {\n
__extends(AnimationRenderer, _super);\n    function AnimationRenderer(factory, namespaceId, delegate, engine)
{\n        var _this = _super.call(this, namespaceId, delegate, engine) || this;\n        _this.factory = factory;\n
_this.namespaceId = namespaceId;\n        return _this;\n    }\n    AnimationRenderer.prototype.setProperty =
function (el, name, value) {\n        if (name.charAt(0) == ANIMATION_PREFIX) {\n            if (name.charAt(1) ==
'.' && name == DISABLE_ANIMATIONS_FLAG) {\n                value = value === undefined ? true : !!value;\n
        this.disableAnimations(el, value);\n            }\n            else {\n                this.engine.process(this.namespaceId,
el, name.substr(1), value);\n            }\n        }\n        else {\n            this.delegate.setProperty(el, name, value);\n
}\n    };\n    AnimationRenderer.prototype.listen = function (target, eventName, callback) {\n        var _this = this;\n
    var _a;\n        if (eventName.charAt(0) == ANIMATION_PREFIX) {\n            var element =
resolveElementFromTarget(target);\n            var name_1 = eventName.substr(1);\n            var phase = '';\n            //
@listener.phase is for trigger animation callbacks\n            // @@listener is for animation builder callbacks\n
if (name_1.charAt(0) != ANIMATION_PREFIX) {\n                _a = __read(parseTriggerCallbackName(name_1),
2), name_1 = _a[0], phase = _a[1];\n            }\n            return this.engine.listen(this.namespaceId, element, name_1,
phase, function (event) {\n                var countId = event['_data'] || -1;\n
_this.factory.scheduleListenerCallback(countId, callback, event);\n            });\n        }\n        return
this.delegate.listen(target, eventName, callback);\n    };\n    return
AnimationRenderer;\n}(BaseAnimationRenderer));\nfunction resolveElementFromTarget(target) {\n    switch
(target) {\n        case 'body':\n            return document.body;\n        case 'document':\n            return document;\n
case 'window':\n            return window;\n        default:\n            return target;\n    }\n}\nfunction
parseTriggerCallbackName(triggerName) {\n    var dotIndex = triggerName.indexOf('.');\n    var trigger =
triggerName.substring(0, dotIndex);\n    var phase = triggerName.substr(dotIndex + 1);\n    return [trigger,
phase];\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is
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governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar InjectableAnimationEngine = /** @class */ (function (_super) {\n __extends(InjectableAnimationEngine, _super);\n function InjectableAnimationEngine(doc, driver, normalizer) {\n return _super.call(this, doc.body, driver, normalizer) || this;\n }\n InjectableAnimationEngine = __decorate([\n Injectable(),\n __param(0, Inject(DOCUMENT$1)),\n __metadata(\"design:paramtypes\", [Object, AnimationDriver, AnimationStyleNormalizer])\n], InjectableAnimationEngine);\n return InjectableAnimationEngine;\n}(AnimationEngine));\nfunction instantiateSupportedAnimationDriver() {\n return supportsWebAnimations() ? new WebAnimationsDriver() : new CssKeyframesDriver();\n}\nfunction instantiateDefaultStyleNormalizer() {\n return new WebAnimationsStyleNormalizer();\n}\nfunction instantiateRendererFactory(renderer, engine, zone) {\n return new AnimationRendererFactory(renderer, engine, zone);\n}\n/**\n * @publicApi\n */\nvar ANIMATION_MODULE_TYPE = new InjectionToken('AnimationModuleType');\nvar SHARED_ANIMATION_PROVIDERS = [\n { provide: AnimationBuilder, useClass: BrowserAnimationBuilder },\n { provide: AnimationStyleNormalizer, useFactory: instantiateDefaultStyleNormalizer },\n { provide: AnimationEngine, useClass: InjectableAnimationEngine }, {\n provide: RendererFactory2,\n useFactory: instantiateRendererFactory,\n deps: [DomRendererFactory2, AnimationEngine, NgZone]\n }\n];\n/**\n * Separate providers from the actual module so that we can do a local modification in Google3 to\n * include them in the BrowserModule.\n */\nvar BROWSER_ANIMATIONS_PROVIDERS = __spread([\n { provide: AnimationDriver, useFactory: instantiateSupportedAnimationDriver },\n { provide: ANIMATION_MODULE_TYPE, useValue: 'BrowserAnimations' }\n], SHARED_ANIMATION_PROVIDERS);\n/**\n * Separate providers from the actual module so that we can do a local modification in Google3 to\n * include them in the BrowserTestingModule.\n */\nvar BROWSER_NOOP_ANIMATIONS_PROVIDERS = __spread([\n { provide: AnimationDriver, useClass: NoopAnimationDriver },\n { provide: ANIMATION_MODULE_TYPE, useValue: 'NoopAnimations' }\n], SHARED_ANIMATION_PROVIDERS);\n\n/**\n * Exports `BrowserModule` with additional [dependency-injection providers](guide/glossary#provider)\n * for use with animations. See [Animations](guide/animations).\n * @publicApi\n */\nvar BrowserAnimationsModule = /** @class */ (function () {\n function BrowserAnimationsModule() {\n }\n BrowserAnimationsModule = __decorate([\n NgModule({\n exports: [BrowserModule],\n providers: BROWSER_ANIMATIONS_PROVIDERS,\n })\n], BrowserAnimationsModule);\n return BrowserAnimationsModule;\n}());\n/**\n * A null player that must be imported to allow disabling of animations.\n * @publicApi\n */\nvar NoopAnimationsModule = /** @class */ (function () {\n function NoopAnimationsModule() {\n }\n NoopAnimationsModule = __decorate([\n NgModule({\n exports: [BrowserModule],\n providers: BROWSER_NOOP_ANIMATIONS_PROVIDERS,\n })\n], NoopAnimationsModule);\n return NoopAnimationsModule;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Generated bundle index. Do not edit.\n */\n\nexport { BaseAnimationRenderer as angular_packages_platform_browser_animations_animations_g, BROWSER_ANIMATIONS_PROVIDERS as angular_packages_platform_browser_animations_animations_e, BROWSER_NOOP_ANIMATIONS_PROVIDERS as angular_packages_platform_browser_animations_animations_f, InjectableAnimationEngine as angular_packages_platform_browser_animations_animations_a, instantiateDefaultStyleNormalizer as angular_packages_platform_browser_animations_animations_c, instantiateRendererFactory as

angular_packages_platform_browser_animations_animations_d, instantiateSupportedAnimationDriver as angular_packages_platform_browser_animations_animations_b, BrowserAnimationsModule, NoopAnimationsModule, ANIMATION_MODULE_TYPE, BrowserAnimationBuilder as BrowserAnimationBuilder, BrowserAnimationFactory as BrowserAnimationFactory, AnimationRenderer as AnimationRenderer, AnimationRendererFactory as AnimationRendererFactory };\n//# sourceMappingURL=animations.js.map\n","/**\n * @license Angular v7.0.4\n * (c) 2010-2018 Google, Inc. https://angular.io/\n * License: MIT\n */\n\nimport { __decorate, __param, __metadata, __assign, __extends, __spread } from 'tslib';\nimport { parseCookieValue, DOCUMENT, PlatformLocation, isPlatformServer, CommonModule, PLATFORM_BROWSER_ID } from '@angular/common';\nimport { global, Inject, Injectable, APP_INITIALIZER, ApplicationInitStatus, InjectionToken, Injector, setTestabilityGetter, Version, ApplicationRef, inject, defineInjectable, NgZone, getDebugNode, NgProbeToken, Optional, NgModule, APP_ID, PLATFORM_ID, PLATFORM_INITIALIZER, Sanitizer, createPlatformFactory, platformCore, ErrorHandler, APP_ROOT, Console, RendererFactory2, Testability, ApplicationModule, SkipSelf, SecurityContext, _sanitizeHtml, _sanitizeStyle, _sanitizeUrl, ViewEncapsulation, RendererStyleFlags2 } from '@angular/core';\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar _DOM = null;\nfunction getDOM() {\n return _DOM;\n}\nfunction setRootDomAdapter(adapter) {\n if (!_DOM) {\n   _DOM = adapter;\n }\n}\n/* tslint:disable:requireParameterType */\n/**\n * Provides DOM operations in an environment-agnostic way.\n *\n * @security Tread carefully! Interacting with the DOM directly is dangerous and\n * can introduce XSS risks.\n */\nvar DomAdapter = /** @class */ (function () {\n function DomAdapter() {\n   this.resourceLoaderType = null;\n }\n Object.defineProperty(DomAdapter.prototype, \"attrToPropMap\", {\n   /**\n   * Maps attribute names to their corresponding property names for cases\n   * where attribute name doesn't match property name.\n   */\n   get: function () { return this._attrToPropMap; },\n   set: function (value) { this._attrToPropMap = value; },\n   enumerable: true,\n   configurable: true\n });\n return DomAdapter;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Provides DOM operations in any browser environment.\n *\n * @security Tread carefully! Interacting with the DOM directly is dangerous and\n * can introduce XSS risks.\n */\nvar GenericBrowserDomAdapter = /** @class */ (function (_super) {\n __extends(GenericBrowserDomAdapter, _super);\n function GenericBrowserDomAdapter() {\n   var _this = _super.call(this) || this;\n   _this._animationPrefix = null;\n   _this._transitionEnd = null;\n   try {\n   var element_1 = _this.createElement('div', document);\n   if (_this.getStyle(element_1, 'animationName') != null) {\n   _this._animationPrefix = '';\n   }\n   else {\n   var domPrefixes = ['Webkit', 'Moz', 'O', 'ms'];\n   for (var i = 0; i < domPrefixes.length; i++) {\n   if (_this.getStyle(element_1, domPrefixes[i] + 'AnimationName') != null) {\n   _this._animationPrefix = '-' + domPrefixes[i].toLowerCase() + '-';\n   break;\n   }\n   }\n   }\n   var transEndEventNames_1 = {\n   WebkitTransition: 'webkitTransitionEnd',\n   MozTransition: 'transitionend',\n   OTransition: 'oTransitionEnd otransitionend',\n   transition: 'transitionend'\n   };\n   Object.keys(transEndEventNames_1).forEach(function (key) {\n   if (_this.getStyle(element_1, key) != null) {\n   _this._transitionEnd = transEndEventNames_1[key];\n   }\n   });\n   }\n   catch (e) {\n   _this._animationPrefix = null;\n   _this._transitionEnd = null;\n   }\n   return _this;\n }\n GenericBrowserDomAdapter.prototype.getDistributedNodes = function (el) { return el.getDistributedNodes(); };\n GenericBrowserDomAdapter.prototype.resolveAndSetHref = function (el, baseUrl, href) {\n   el.href = href == null ? baseUrl : baseUrl + '/../' + href;\n };\n GenericBrowserDomAdapter.prototype.supportsDOMEvents = function () { return true; };\n GenericBrowserDomAdapter.prototype.supportsNativeShadowDOM = function () {\n   return typeof document.body.createShadowRoot === 'function';\n };\n GenericBrowserDomAdapter.prototype.getAnimationPrefix = function () { return this._animationPrefix ? this._animationPrefix : ''; };\n GenericBrowserDomAdapter.prototype.getTransitionEnd = function () { return

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this._transitionEnd ? this._transitionEnd : ''; };\n    GenericBrowserDomAdapter.prototype.supportsAnimation =
function () {\n        return this._animationPrefix != null && this._transitionEnd != null;\n    };\n    return
GenericBrowserDomAdapter;\n}(DomAdapter));\n\n/**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nvar _attrToPropMap = {\n    'class': 'className',\n    'innerHtml':
'innerHTML',\n    'readonly': 'readOnly',\n    'tabindex': 'tabIndex',\n};\nvar DOM_KEY_LOCATION_NUMPAD =
3;\n// Map to convert some key or keyIdentifier values to what will be returned by getEventKey\nvar _keyMap = {\n
  // The following values are here for cross-browser compatibility and to match the W3C standard\n    // cf
http://www.w3.org/TR/DOM-Level-3-Events-key/\n    '\\b': 'Backspace',\n    '\\t': 'Tab',\n    '\\x7F': 'Delete',\n
'\\x1B': 'Escape',\n    'Del': 'Delete',\n    'Esc': 'Escape',\n    'Left': 'ArrowLeft',\n    'Right': 'ArrowRight',\n    'Up':
'ArrowUp',\n    'Down': 'ArrowDown',\n    'Menu': 'ContextMenu',\n    'Scroll': 'ScrollLock',\n    'Win': 'OS'\n};\n//
There is a bug in Chrome for numeric keypad keys:\n//
https://code.google.com/p/chromium/issues/detail?id=155654\n// 1, 2, 3 ... are reported as A, B, C ...\nvar
_chromeNumKeyPadMap = {\n    'A': '1',\n    'B': '2',\n    'C': '3',\n    'D': '4',\n    'E': '5',\n    'F': '6',\n    'G': '7',\n    'H':
'8',\n    'I': '9',\n    'J': '*',\n    'K': '+',\n    'M': '-',\n    'N': '.',\n    'O': '/',\n    '\\x60': '0',\n    '\\x90': 'NumLock'\n};\nvar
nodeContains;\nif (global['Node']) {\n    nodeContains = global['Node'].prototype.contains || function (node) {\n
return !!(this.compareDocumentPosition(node) & 16);\n    };\n}\n/**\n * A `DomAdapter` powered by full browser
DOM APIs.\n *\n * @security Tread carefully! Interacting with the DOM directly is dangerous and\n * can
introduce XSS risks.\n */\n/* tslint:disable:requireParameterType no-console */\nvar BrowserDomAdapter = /**
@class */ (function (_super) {\n    __extends(BrowserDomAdapter, _super);\n    function BrowserDomAdapter()
{\n        return _super !== null && _super.apply(this, arguments) || this;\n    }\n
BrowserDomAdapter.prototype.parse = function (templateHtml) { throw new Error('parse not implemented'); };\n
BrowserDomAdapter.makeCurrent = function () { setRootDomAdapter(new BrowserDomAdapter()); };\n
BrowserDomAdapter.prototype.hasProperty = function (element, name) { return name in element; };\n
BrowserDomAdapter.prototype.setProperty = function (el, name, value) { el[name] = value; };\n
BrowserDomAdapter.prototype.getProperty = function (el, name) { return el[name]; };\n
BrowserDomAdapter.prototype.invoke = function (el, methodName, args) {\n        var _a;\n        (_a =
el)[methodName].apply(_a, __spread(args));\n    };\n    // TODO(tbosch): move this into a separate environment
class once we have it\n    BrowserDomAdapter.prototype.logError = function (error) {\n        if (window.console)
{\n            if (console.error) {\n                console.error(error);\n            }\n            else {\n
console.log(error);\n            }\n        }\n    };\n    BrowserDomAdapter.prototype.log = function (error) {\n        if
(window.console) {\n            window.console.log && window.console.log(error);\n        }\n    };\n
BrowserDomAdapter.prototype.logGroup = function (error) {\n        if (window.console) {\n
window.console.group && window.console.group(error);\n        }\n    };\n
BrowserDomAdapter.prototype.logGroupEnd = function () {\n        if (window.console) {\n
window.console.groupEnd && window.console.groupEnd();\n        }\n    };\n
Object.defineProperty(BrowserDomAdapter.prototype, \"attrToPropMap\", {\n        get: function () { return
_attrToPropMap; },\n        enumerable: true,\n        configurable: true\n    });\n
BrowserDomAdapter.prototype.contains = function (nodeA, nodeB) { return nodeContains.call(nodeA, nodeB); };\n
  BrowserDomAdapter.prototype.querySelector = function (el, selector) { return el.querySelector(selector); };\n
BrowserDomAdapter.prototype.querySelectorAll = function (el, selector) { return el.querySelectorAll(selector); };\n
  BrowserDomAdapter.prototype.on = function (el, evt, listener) { el.addEventListener(evt, listener, false); };\n
BrowserDomAdapter.prototype.onAndCancel = function (el, evt, listener) {\n        el.addEventListener(evt, listener,
false);\n        // Needed to follow Dart's subscription semantic, until fix of\n        //
https://code.google.com/p/dart/issues/detail?id=17406\n        return function () { el.removeEventListener(evt,
listener, false); };\n    };\n    BrowserDomAdapter.prototype.dispatchEvent = function (el, evt) {
el.dispatchEvent(evt); };\n    BrowserDomAdapter.prototype.createMouseEvent = function (eventType) {\n        var
evt = this.getDefaultDocument().createEvent('MouseEvent');\n        evt.initEvent(eventType, true, true);\n        return
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evt;\n    };\n    BrowserDomAdapter.prototype.createEvent = function (eventType) {\n        var evt =
this.getDefaultDocument().createEvent('Event');\n        evt.initEvent(eventType, true, true);\n        return evt;\n    };\n
  BrowserDomAdapter.prototype.preventDefault = function (evt) {\n        evt.preventDefault();\n
evt.returnValue = false;\n    };\n    BrowserDomAdapter.prototype.isPrevented = function (evt) {\n        return
evt.defaultPrevented || evt.returnValue != null && !evt.returnValue;\n    };\n
BrowserDomAdapter.prototype.getInnerHTML = function (el) { return el.innerHTML; };\n
BrowserDomAdapter.prototype.getTemplateContent = function (el) {\n        return 'content' in el &&
this.isTemplateElement(el) ? el.content : null;\n    };\n    BrowserDomAdapter.prototype.getOuterHTML = function
(el) { return el.outerHTML; };\n    BrowserDomAdapter.prototype.nodeName = function (node) { return
node.nodeName; };\n    BrowserDomAdapter.prototype.nodeValue = function (node) { return node.nodeValue; };\n
 BrowserDomAdapter.prototype.type = function (node) { return node.type; };\n
BrowserDomAdapter.prototype.content = function (node) {\n        if (this.hasProperty(node, 'content')) {\n
return node.content;\n        }\n        else {\n            return node;\n        }\n    };\n
BrowserDomAdapter.prototype.firstChild = function (el) { return el.firstChild; };\n
BrowserDomAdapter.prototype.nextSibling = function (el) { return el.nextSibling; };\n
BrowserDomAdapter.prototype.parentElement = function (el) { return el.parentNode; };\n
BrowserDomAdapter.prototype.childNodes = function (el) { return el.childNodes; };\n
BrowserDomAdapter.prototype.childNodesAsList = function (el) {\n        var childNodes = el.childNodes;\n        var
res = new Array(childNodes.length);\n        for (var i = 0; i < childNodes.length; i++) {\n            res[i] =
childNodes[i];\n        }\n        return res;\n    };\n    BrowserDomAdapter.prototype.clearNodes = function (el) {\n
while (el.firstChild) {\n            el.removeChild(el.firstChild);\n        }\n    };\n
BrowserDomAdapter.prototype.appendChild = function (el, node) { el.appendChild(node); };\n
BrowserDomAdapter.prototype.removeChild = function (el, node) { el.removeChild(node); };\n
BrowserDomAdapter.prototype.replaceChild = function (el, newChild, oldChild) { el.replaceChild(newChild,
oldChild); };\n    BrowserDomAdapter.prototype.remove = function (node) {\n        if (node.parentNode) {\n
node.parentNode.removeChild(node);\n        }\n        return node;\n    };\n
BrowserDomAdapter.prototype.insertBefore = function (parent, ref, node) { parent.insertBefore(node, ref); };\n
BrowserDomAdapter.prototype.insertAllBefore = function (parent, ref, nodes) {\n        nodes.forEach(function (n) {
return parent.insertBefore(n, ref); });\n    };\n    BrowserDomAdapter.prototype.insertAfter = function (parent, ref,
node) { parent.insertBefore(node, ref.nextSibling); };\n    BrowserDomAdapter.prototype.setInnerHTML = function
(el, value) { el.innerHTML = value; };\n    BrowserDomAdapter.prototype.getText = function (el) { return
el.textContent; };\n    BrowserDomAdapter.prototype.setText = function (el, value) { el.textContent = value; };\n
BrowserDomAdapter.prototype.getValue = function (el) { return el.value; };\n
BrowserDomAdapter.prototype.setValue = function (el, value) { el.value = value; };\n
BrowserDomAdapter.prototype.getChecked = function (el) { return el.checked; };\n
BrowserDomAdapter.prototype.setChecked = function (el, value) { el.checked = value; };\n
BrowserDomAdapter.prototype.createComment = function (text) { return
this.getDefaultDocument().createComment(text); };\n    BrowserDomAdapter.prototype.createTemplate = function
(html) {\n        var t = this.getDefaultDocument().createElement('template');\n        t.innerHTML = html;\n
return t;\n    };\n    BrowserDomAdapter.prototype.createElement = function (tagName, doc) {\n        doc = doc ||
this.getDefaultDocument();\n        return doc.createElement(tagName);\n    };\n
BrowserDomAdapter.prototype.createElementNS = function (ns, tagName, doc) {\n        doc = doc ||
this.getDefaultDocument();\n        return doc.createElementNS(ns, tagName);\n    };\n
BrowserDomAdapter.prototype.createTextNode = function (text, doc) {\n        doc = doc ||
this.getDefaultDocument();\n        return doc.createTextNode(text);\n    };\n
BrowserDomAdapter.prototype.createScriptTag = function (attrName, attrValue, doc) {\n        doc = doc ||
this.getDefaultDocument();\n        var el = doc.createElement('SCRIPT');\n        el.setAttribute(attrName,
attrValue);\n        return el;\n    };\n    BrowserDomAdapter.prototype.createStyleElement = function (css, doc) {\n
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  doc = doc || this.getDefaultDocument();\n        var style = doc.createElement('style');\n        this.appendChild(style,
this.createTextNode(css, doc));\n        return style;\n    };\n    BrowserDomAdapter.prototype.createShadowRoot =
function (el) { return el.createShadowRoot(); };\n    BrowserDomAdapter.prototype.getShadowRoot = function (el)
{ return el.shadowRoot; };\n    BrowserDomAdapter.prototype.getHost = function (el) { return el.host; };\n
BrowserDomAdapter.prototype.clone = function (node) { return node.cloneNode(true); };\n
BrowserDomAdapter.prototype.getElementsByClassName = function (element, name) {\n        return
element.getElementsByClassName(name);\n    };\n    BrowserDomAdapter.prototype.getElementsByTagName =
function (element, name) {\n        return element.getElementsByTagName(name);\n    };\n
BrowserDomAdapter.prototype.classList = function (element) { return Array.prototype.slice.call(element.classList,
0); };\n    BrowserDomAdapter.prototype.addClass = function (element, className) {
element.classList.add(className); };\n    BrowserDomAdapter.prototype.removeClass = function (element,
className) { element.classList.remove(className); };\n    BrowserDomAdapter.prototype.hasClass = function
(element, className) {\n        return element.classList.contains(className);\n    };\n
BrowserDomAdapter.prototype.setStyle = function (element, styleName, styleValue) {\n
element.style[styleName] = styleValue;\n    };\n    BrowserDomAdapter.prototype.removeStyle = function (element,
stylename) {\n        // IE requires '' instead of null\n        // see https://github.com/angular/angular/issues/7916\n
element.style[stylename] = '';\n    };\n    BrowserDomAdapter.prototype.getStyle = function (element, stylename) {
return element.style[stylename]; };\n    BrowserDomAdapter.prototype.hasStyle = function (element, styleName,
styleValue) {\n        var value = this.getStyle(element, styleName) || '';\n        return styleValue ? value == styleValue
: value.length > 0;\n    };\n    BrowserDomAdapter.prototype.tagName = function (element) { return
element.tagName; };\n    BrowserDomAdapter.prototype.attributeMap = function (element) {\n        var res = new
Map();\n        var elAttrs = element.attributes;\n        for (var i = 0; i < elAttrs.length; i++) {\n            var attrib =
elAttrs.item(i);\n            res.set(attrib.name, attrib.value);\n        }\n        return res;\n    };\n
BrowserDomAdapter.prototype.hasAttribute = function (element, attribute) {\n        return
element.hasAttribute(attribute);\n    };\n    BrowserDomAdapter.prototype.hasAttributeNS = function (element, ns,
attribute) {\n        return element.hasAttributeNS(ns, attribute);\n    };\n
BrowserDomAdapter.prototype.getAttribute = function (element, attribute) {\n        return
element.getAttribute(attribute);\n    };\n    BrowserDomAdapter.prototype.getAttributeNS = function (element, ns,
name) {\n        return element.getAttributeNS(ns, name);\n    };\n    BrowserDomAdapter.prototype.setAttribute =
function (element, name, value) { element.setAttribute(name, value); };\n
BrowserDomAdapter.prototype.setAttributeNS = function (element, ns, name, value) {\n
element.setAttributeNS(ns, name, value);\n    };\n    BrowserDomAdapter.prototype.removeAttribute = function
(element, attribute) { element.removeAttribute(attribute); };\n    BrowserDomAdapter.prototype.removeAttributeNS
= function (element, ns, name) {\n        element.removeAttributeNS(ns, name);\n    };\n
BrowserDomAdapter.prototype.templateAwareRoot = function (el) { return this.isTemplateElement(el) ?
this.content(el) : el; };\n    BrowserDomAdapter.prototype.createHtmlDocument = function () {\n        return
document.implementation.createHTMLDocument('fakeTitle');\n    };\n
BrowserDomAdapter.prototype.getDefaultDocument = function () { return document; };\n
BrowserDomAdapter.prototype.getBoundingClientRect = function (el) {\n        try {\n            return
el.getBoundingClientRect();\n        }\n        catch (e) {\n            return { top: 0, bottom: 0, left: 0, right: 0, width: 0,
height: 0 };\n        }\n    };\n    BrowserDomAdapter.prototype.getTitle = function (doc) { return doc.title; };\n
BrowserDomAdapter.prototype.setTitle = function (doc, newTitle) { doc.title = newTitle || ''; };\n
BrowserDomAdapter.prototype.elementMatches = function (n, selector) {\n        if (this.isElementNode(n)) {\n
 return n.matches && n.matches(selector) ||\n                n.msMatchesSelector && n.msMatchesSelector(selector) ||\n
            n.webkitMatchesSelector && n.webkitMatchesSelector(selector);\n        }\n        return false;\n    };\n
BrowserDomAdapter.prototype.isTemplateElement = function (el) {\n        return this.isElementNode(el) &&
el.nodeName === 'TEMPLATE';\n    };\n    BrowserDomAdapter.prototype.isTextNode = function (node) { return
node.nodeType === Node.TEXT_NODE; };\n    BrowserDomAdapter.prototype.isCommentNode = function (node)
```

{ return node.nodeType === Node.COMMENT_NODE; };\n BrowserDomAdapter.prototype.isElementNode = function (node) { return node.nodeType === Node.ELEMENT_NODE; };\n BrowserDomAdapter.prototype.hasShadowRoot = function (node) {\n return node.shadowRoot != null && node instanceof HTMLElement;\n };\n BrowserDomAdapter.prototype.isShadowRoot = function (node) { return node instanceof DocumentFragment; };\n BrowserDomAdapter.prototype.importIntoDoc = function (node) { return document.importNode(this.templateAwareRoot(node), true); };\n BrowserDomAdapter.prototype.adoptNode = function (node) { return document.adoptNode(node); };\n BrowserDomAdapter.prototype.getHref = function (el) { return el.getAttribute('href'); };\n BrowserDomAdapter.prototype.getEventKey = function (event) {\n var key = event.key;\n if (key == null) {\n key = event.keyIdentifier;\n // keyIdentifier is defined in the old draft of DOM Level 3 Events implemented by Chrome and\n // Safari cf\n // http://www.w3.org/TR/2007/WD-DOM-Level-3-Events-20071221/events.html#Events-KeyboardEvents-Interfaces\n if (key == null) {\n return 'Unidentified';\n }\n if (key.startsWith('U+')) {\n key = String.fromCharCode(parseInt(key.substring(2), 16));\n if (event.location === DOM_KEY_LOCATION_NUMPAD && _chromeNumKeyPadMap.hasOwnProperty(key)) {\n // There is a bug in Chrome for numeric keypad keys:\n // https://code.google.com/p/chromium/issues/detail?id=155654\n // 1, 2, 3 ... are reported as A, B, C ...\n key = _chromeNumKeyPadMap[key];\n }\n }\n }\n return _keyMap[key] || key;\n };\n BrowserDomAdapter.prototype.getGlobalEventTarget = function (doc, target) {\n if (target === 'window') {\n return window;\n }\n if (target === 'document') {\n return doc;\n }\n if (target === 'body') {\n return doc.body;\n }\n return null;\n };\n BrowserDomAdapter.prototype.getHistory = function () { return window.history; };\n BrowserDomAdapter.prototype.getLocation = function () { return window.location; };\n BrowserDomAdapter.prototype.getBaseHref = function (doc) {\n var href = getBaseElementHref();\n return href == null ? null : relativePath(href);\n };\n BrowserDomAdapter.prototype.resetBaseElement = function () { baseElement = null; };\n BrowserDomAdapter.prototype.getUserAgent = function () { return window.navigator.userAgent; };\n BrowserDomAdapter.prototype.setData = function (element, name, value) {\n this.setAttribute(element, 'data-' + name, value);\n };\n BrowserDomAdapter.prototype.getData = function (element, name) {\n return this.getAttribute(element, 'data-' + name);\n };\n BrowserDomAdapter.prototype.getComputedStyle = function (element) { return getComputedStyle(element); };\n // TODO(tbosch): move this into a separate environment class once we have it\n BrowserDomAdapter.prototype.supportsWebAnimation = function () {\n return typeof Element.prototype['animate'] === 'function';\n };\n BrowserDomAdapter.prototype.performanceNow = function () {\n // performance.now() is not available in all browsers, see\n // http://caniuse.com/#search=performance.now\n return window.performance && window.performance.now ? window.performance.now() :\n new Date().getTime();\n };\n BrowserDomAdapter.prototype.supportsCookies = function () { return true; };\n BrowserDomAdapter.prototype.getCookie = function (name) { return parseCookieValue(document.cookie, name); };\n BrowserDomAdapter.prototype.setCookie = function (name, value) {\n // document.cookie is magical, assigning into it assigns/overrides one cookie value, but does\n // not clear other cookies.\n document.cookie = encodeURIComponent(name) + '=' + encodeURIComponent(value);\n };\n return BrowserDomAdapter;\n}(GenericBrowserDomAdapter));\nvar baseElement = null;\nfunction getBaseElementHref() {\n if (!baseElement) {\n baseElement = document.querySelector('base');\n if (!baseElement) {\n return null;\n }\n }\n return baseElement.getAttribute('href');\n}\n// based on urlUtils.js in AngularJS 1\nvar urlParsingNode;\nfunction relativePath(url) {\n if (!urlParsingNode) {\n urlParsingNode = document.createElement('a');\n }\n urlParsingNode.setAttribute('href', url);\n return (urlParsingNode.pathname.charAt(0) === '/') ? urlParsingNode.pathname :\n '/' + urlParsingNode.pathname;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of

this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * A DI Token representing the main rendering context. In a browser this is the DOM Document.\n *\n * Note: Document might not be available in the Application Context when Application and Rendering\n * Contexts are not the same (e.g. when running the application into a Web Worker).\n *\n * @deprecated import from `@angular/common` instead.\n * @publicApi\n */\nvar DOCUMENT$1 = DOCUMENT;\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction supportsState() {\n return !!window.history.pushState;\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * `PlatformLocation` encapsulates all of the direct calls to platform APIs.\n * This class should not be used directly by an application developer. Instead, use\n * {@link Location}.\n */\nvar BrowserPlatformLocation = /** @class */ (function (_super) {\n __extends(BrowserPlatformLocation, _super);\n function BrowserPlatformLocation(_doc) {\n   var _this = _super.call(this) || this;\n   _this._doc = _doc;\n   _this._init();\n   return _this;\n }\n // This is moved to its own method so that `MockPlatformLocationStrategy` can overwrite it\n /** @internal */\n BrowserPlatformLocation.prototype._init = function () {\n   this.location = getDOM().getLocation();\n this._history = getDOM().getHistory();\n };\n BrowserPlatformLocation.prototype.getBaseHrefFromDOM = function () { return getDOM().getBaseHref(this._doc); };\n BrowserPlatformLocation.prototype.onPopState = function (fn) {\n   getDOM().getGlobalEventTarget(this._doc, 'window').addEventListener('popstate', fn, false);\n };\n BrowserPlatformLocation.prototype.onHashChange = function (fn) {\n getDOM().getGlobalEventTarget(this._doc, 'window').addEventListener('hashchange', fn, false);\n };\n Object.defineProperty(BrowserPlatformLocation.prototype, \"pathname\", {\n   get: function () { return this.location.pathname; },\n   set: function (newPath) { this.location.pathname = newPath; },\n   enumerable: true,\n   configurable: true\n });\n Object.defineProperty(BrowserPlatformLocation.prototype, \"search\", {\n   get: function () { return this.location.search; },\n   enumerable: true,\n   configurable: true\n });\n Object.defineProperty(BrowserPlatformLocation.prototype, \"hash\", {\n   get: function () { return this.location.hash; },\n   enumerable: true,\n   configurable: true\n });\n BrowserPlatformLocation.prototype.pushState = function (state, title, url) {\n   if (supportsState()) {\n this._history.pushState(state, title, url);\n   }\n   else {\n   this.location.hash = url;\n   }\n };\n BrowserPlatformLocation.prototype.replaceState = function (state, title, url) {\n   if (supportsState()) {\n this._history.replaceState(state, title, url);\n   }\n   else {\n   this.location.hash = url;\n   }\n };\n BrowserPlatformLocation.prototype.forward = function () { this._history.forward(); };\n BrowserPlatformLocation.prototype.back = function () { this._history.back(); };\n BrowserPlatformLocation = __decorate([\n   Injectable(),\n   __param(0, Inject(DOCUMENT$1)),\n __metadata(\"design:paramtypes\", [Object])\n], BrowserPlatformLocation);\n return BrowserPlatformLocation;\n}(PlatformLocation));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * An id that identifies a particular application being bootstrapped, that should\n * match across the client/server boundary.\n */\nvar TRANSITION_ID = new InjectionToken('TRANSITION_ID');\nfunction appInitializerFactory(transitionId, document, injector) {\n return function () {\n   // Wait for all application initializers to be completed before removing the styles set by\n   // the server.\n   injector.get(ApplicationInitStatus).donePromise.then(function () {\n   var dom = getDOM();\n   var styles = Array.prototype.slice.apply(dom.querySelectorAll(document, \"style[ng-transition]\"));\n   styles.filter(function (el) { return dom.getAttribute(el, 'ng-transition') === transitionId; })\n   .forEach(function (el) { return dom.remove(el); });\n   });\n };\n}\nvar SERVER_TRANSITION_PROVIDERS = [\n {\n   provide: APP_INITIALIZER,\n   useFactory: appInitializerFactory,\n   deps: [TRANSITION_ID, DOCUMENT$1, Injector],\n   multi: true\n },\n];\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is

governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar BrowserGetTestability = /** @class */ (function () {\n function BrowserGetTestability() {\n }\n BrowserGetTestability.init = function () { setTestabilityGetter(new BrowserGetTestability()); };\n BrowserGetTestability.prototype.addToWindow = function (registry) {\n global['getAngularTestability'] = function (elem, findInAncestors) {\n if (findInAncestors === void 0) { findInAncestors = true; }\n var testability = registry.findTestabilityInTree(elem, findInAncestors);\n if (testability == null) {\n throw new Error('Could not find testability for element.');\n }\n return testability;\n };\n global['getAllAngularTestabilities'] = function () { return registry.getAllTestabilities(); };\n global['getAllAngularRootElements'] = function () { return registry.getAllRootElements(); };\n var whenAllStable = function (callback /** TODO #9100 */) {\n var testabilities = global['getAllAngularTestabilities']();\n var count = testabilities.length;\n var didWork = false;\n var decrement = function (didWork_ /** TODO #9100 */) {\n didWork = didWork || didWork_;\n count--;\n if (count == 0) {\n callback(didWork);\n }\n };\n testabilities.forEach(function (testability /** TODO #9100 */) {\n testability.whenStable(decrement);\n });\n };\n if (!global['frameworkStabilizers']) {\n global['frameworkStabilizers'] = [];\n }\n global['frameworkStabilizers'].push(whenAllStable);\n };\n BrowserGetTestability.prototype.findTestabilityInTree = function (registry, elem, findInAncestors) {\n if (elem == null) {\n return null;\n }\n var t = registry.getTestability(elem);\n if (t != null) {\n return t;\n }\n else if (!findInAncestors) {\n return null;\n }\n if (getDOM().isShadowRoot(elem)) {\n return this.findTestabilityInTree(registry, getDOM().getHost(elem), true);\n }\n return this.findTestabilityInTree(registry, getDOM().parentElement(elem), true);\n };\n return BrowserGetTestability;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Exports the value under a given `name` in the global property `ng`. For example `ng.probe` if\n * `name` is `'probe'`.\n * @param name Name under which it will be exported. Keep in mind this will be a property of the\n * global `ng` object.\n * @param value The value to export.\n */\nfunction exportNgVar(name, value) {\n if (typeof COMPILED === 'undefined' || !COMPILED) {\n // Note: we can't export `ng` when using closure enhanced optimization as:\n // - closure declares globals itself for minified names, which sometimes clobber our `ng` global\n // - we can't declare a closure extern as the namespace `ng` is already used within Google\n // for typings for angularJS (via `goog.provide('ng....')`).\n var ng = global['ng'] = global['ng'] || {};\n ng[name] = value;\n }\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar CORE_TOKENS = {\n 'ApplicationRef': ApplicationRef,\n 'NgZone': NgZone,\n};\nvar INSPECT_GLOBAL_NAME = 'probe';\nvar CORE_TOKENS_GLOBAL_NAME = 'coreTokens';\n/**\n * Returns a {@link DebugElement} for the given native DOM element, or\n * null if the given native element does not have an Angular view associated\n * with it.\n */\nfunction inspectNativeElement(element) {\n return getDebugNode(element);\n}\nfunction _createNgProbe(coreTokens) {\n exportNgVar(INSPECT_GLOBAL_NAME, inspectNativeElement);\n exportNgVar(CORE_TOKENS_GLOBAL_NAME, __assign({}, CORE_TOKENS, _ngProbeTokensToMap(coreTokens || [])));\n return function () { return inspectNativeElement; };\n}\nfunction _ngProbeTokensToMap(tokens) {\n return tokens.reduce(function (prev, t) { return (prev[t.name] = t.token, prev); }, {});\n}\n/**\n * Providers which support debugging Angular applications (e.g. via `ng.probe`).\n */\nvar ELEMENT_PROBE_PROVIDERS = [\n {\n provide: APP_INITIALIZER,\n useFactory: _createNgProbe,\n deps: [\n [NgProbeToken, new Optional()],\n],\n multi: true,\n },\n];\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * The injection token for the event-manager plug-in service.\n *\n * @publicApi\n */\nvar EVENT_MANAGER_PLUGINS = new InjectionToken('EventManagerPlugins');\n/**\n * An injectable service

that provides event management for Angular\n * through a browser plug-in.\n *\n * @publicApi\n */\nvar EventManager = /** @class */ (function () {\n /**\n * Initializes an instance of the event-manager service.\n */\n function EventManager(plugins, _zone) {\n var _this = this;\n this._zone = _zone;\n this._eventNameToPlugin = new Map();\n plugins.forEach(function (p) { return p.manager = _this; });\n this._plugins = plugins.slice().reverse();\n }\n /**\n * Registers a handler for a specific element and event.\n *\n * @param element The HTML element to receive event notifications.\n * @param eventName The name of the event to listen for.\n * @param handler A function to call when the notification occurs. Receives the\n * event object as an argument.\n * @returns A callback function that can be used to remove the handler.\n */\n EventManager.prototype.addEventListener = function (element, eventName, handler) {\n var plugin = this._findPluginFor(eventName);\n return plugin.addEventListener(element, eventName, handler);\n };\n /**\n * Registers a global handler for an event in a target view.\n *\n * @param target A target for global event notifications. One of \"window\", \"document\", or \"body\".\n * @param eventName The name of the event to listen for.\n * @param handler A function to call when the notification occurs. Receives the\n * event object as an argument.\n * @returns A callback function that can be used to remove the handler.\n */\n EventManager.prototype.addGlobalEventListener = function (target, eventName, handler) {\n var plugin = this._findPluginFor(eventName);\n return plugin.addGlobalEventListener(target, eventName, handler);\n };\n /**\n * Retrieves the compilation zone in which event listeners are registered.\n */\n EventManager.prototype.getZone = function () { return this._zone; };\n /** @internal */\n EventManager.prototype._findPluginFor = function (eventName) {\n var plugin = this._eventNameToPlugin.get(eventName);\n if (plugin) {\n return plugin;\n }\n var plugins = this._plugins;\n for (var i = 0; i < plugins.length; i++) {\n var plugin_1 = plugins[i];\n if (plugin_1.supports(eventName)) {\n this._eventNameToPlugin.set(eventName, plugin_1);\n return plugin_1;\n }\n }\n throw new Error(\"No event manager plugin found for event \" + eventName);\n };\n EventManager = __decorate([\n Injectable(),\n __param(0, Inject(EVENT_MANAGER_PLUGINS)),\n __metadata(\"design:paramtypes\", [Array, NgZone])\n], EventManager);\n return EventManager;\n}());\nvar EventManagerPlugin = /** @class */ (function () {\n function EventManagerPlugin(_doc) {\n this._doc = _doc;\n }\n EventManagerPlugin.prototype.addGlobalEventListener = function (element, eventName, handler) {\n var target = getDOM().getGlobalEventTarget(this._doc, element);\n if (!target) {\n throw new Error(\"Unsupported event target \" + target + \" for event \" + eventName);\n }\n return this.addEventListener(target, eventName, handler);\n };\n return EventManagerPlugin;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar SharedStylesHost = /** @class */ (function () {\n function SharedStylesHost() {\n /** @internal */\n this._stylesSet = new Set();\n }\n SharedStylesHost.prototype.addStyles = function (styles) {\n var _this = this;\n var additions = new Set();\n styles.forEach(function (style) {\n if (!_this._stylesSet.has(style)) {\n _this._stylesSet.add(style);\n additions.add(style);\n }\n });\n this.onStylesAdded(additions);\n };\n SharedStylesHost.prototype.onStylesAdded = function (additions) { };\n SharedStylesHost.prototype.getAllStyles = function () { return Array.from(this._stylesSet); };\n SharedStylesHost = __decorate([\n Injectable()\n], SharedStylesHost);\n return SharedStylesHost;\n}());\nvar DomSharedStylesHost = /** @class */ (function (_super) {\n __extends(DomSharedStylesHost, _super);\n function DomSharedStylesHost(_doc) {\n var _this = _super.call(this) || this;\n _this._doc = _doc;\n _this._hostNodes = new Set();\n _this._styleNodes = new Set();\n _this._hostNodes.add(_doc.head);\n return _this;\n }\n DomSharedStylesHost.prototype._addStylesToHost = function (styles, host) {\n var _this = this;\n styles.forEach(function (style) {\n var styleEl = _this._doc.createElement('style');\n styleEl.textContent = style;\n _this._styleNodes.add(host.appendChild(styleEl));\n });\n };\n DomSharedStylesHost.prototype.addHost = function (hostNode) {\n this._addStylesToHost(this._stylesSet, hostNode);\n this._hostNodes.add(hostNode);\n };\n DomSharedStylesHost.prototype.removeHost =

function (hostNode) { this._hostNodes.delete(hostNode); };\n DomSharedStylesHost.prototype.onStylesAdded = function (additions) {\n var _this = this;\n this._hostNodes.forEach(function (hostNode) { return _this._addStylesToHost(additions, hostNode); });\n };\n DomSharedStylesHost.prototype.ngOnDestroy = function () { this._styleNodes.forEach(function (styleNode) { return getDOM().remove(styleNode); }); };\n DomSharedStylesHost = __decorate([\n Injectable(),\n __param(0, Inject(DOCUMENT$1)),\n __metadata(\"design:paramtypes\", [Object])\n], DomSharedStylesHost);\n return DomSharedStylesHost;\n}(SharedStylesHost));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar NAMESPACE_URIS = {\n 'svg': 'http://www.w3.org/2000/svg',\n 'xhtml': 'http://www.w3.org/1999/xhtml',\n 'xlink': 'http://www.w3.org/1999/xlink',\n 'xml': 'http://www.w3.org/XML/1998/namespace',\n 'xmlns': 'http://www.w3.org/2000/xmlns/',\n};\nvar COMPONENT_REGEX = /%COMP%/g;\nvar COMPONENT_VARIABLE = '%COMP%';\nvar HOST_ATTR = \"_nghost-\" + COMPONENT_VARIABLE;\nvar CONTENT_ATTR = \"_ngcontent-\" + COMPONENT_VARIABLE;\nfunction shimContentAttribute(componentShortId) {\n return CONTENT_ATTR.replace(COMPONENT_REGEX, componentShortId);\n}\nfunction shimHostAttribute(componentShortId) {\n return HOST_ATTR.replace(COMPONENT_REGEX, componentShortId);\n}\nfunction flattenStyles(compId, styles, target) {\n for (var i = 0; i < styles.length; i++) {\n var style = styles[i];\n if (Array.isArray(style)) {\n flattenStyles(compId, style, target);\n }\n else {\n style = style.replace(COMPONENT_REGEX, compId);\n target.push(style);\n }\n }\n return target;\n}\nfunction decoratePreventDefault(eventHandler) {\n return function (event) {\n var allowDefaultBehavior = eventHandler(event);\n if (allowDefaultBehavior === false) {\n // TODO(tbosch): move preventDefault into event plugins...\n event.preventDefault();\n event.returnValue = false;\n }\n };\n}\nvar DomRendererFactory2 = /** @class */ (function () {\n function DomRendererFactory2(eventManager, sharedStylesHost) {\n this.eventManager = eventManager;\n this.sharedStylesHost = sharedStylesHost;\n this.rendererByCompId = new Map();\n this.defaultRenderer = new DefaultDomRenderer2(eventManager);\n }\n DomRendererFactory2.prototype.createRenderer = function (element, type) {\n if (!element || !type) {\n return this.defaultRenderer;\n }\n switch (type.encapsulation) {\n case ViewEncapsulation.Emulated: {\n var renderer = this.rendererByCompId.get(type.id);\n if (!renderer) {\n renderer =\n new EmulatedEncapsulationDomRenderer2(this.eventManager, this.sharedStylesHost, type);\n this.rendererByCompId.set(type.id, renderer);\n }\n renderer.applyToHost(element);\n return renderer;\n }\n case ViewEncapsulation.Native:\n case ViewEncapsulation.ShadowDom:\n return new ShadowDomRenderer(this.eventManager, this.sharedStylesHost, element, type);\n default: {\n if (!this.rendererByCompId.has(type.id)) {\n var styles = flattenStyles(type.id, type.styles, []);\n this.sharedStylesHost.addStyles(styles);\n this.rendererByCompId.set(type.id, this.defaultRenderer);\n }\n return this.defaultRenderer;\n }\n }\n };\n DomRendererFactory2.prototype.begin = function () { };\n DomRendererFactory2.prototype.end = function () { };\n DomRendererFactory2 = __decorate([\n Injectable(),\n __metadata(\"design:paramtypes\", [EventManager, DomSharedStylesHost])\n], DomRendererFactory2);\n return DomRendererFactory2;\n}());\nvar DefaultDomRenderer2 = /** @class */ (function () {\n function DefaultDomRenderer2(eventManager) {\n this.eventManager = eventManager;\n this.data = Object.create(null);\n }\n DefaultDomRenderer2.prototype.destroy = function () { };\n DefaultDomRenderer2.prototype.createElement = function (name, namespace) {\n if (namespace) {\n return document.createElementNS(NAMESPACE_URIS[namespace], name);\n }\n return document.createElement(name);\n };\n DefaultDomRenderer2.prototype.createComment = function (value) { return document.createComment(value); };\n DefaultDomRenderer2.prototype.createText = function (value) { return document.createTextNode(value); };\n DefaultDomRenderer2.prototype.appendChild = function (parent,

newChild) { parent.appendChild(newChild); };\n DefaultDomRenderer2.prototype.insertBefore = function (parent, newChild, refChild) {\n if (parent) {\n parent.insertBefore(newChild, refChild);\n }\n };\n DefaultDomRenderer2.prototype.removeChild = function (parent, oldChild) {\n if (parent) {\n parent.removeChild(oldChild);\n }\n };\n DefaultDomRenderer2.prototype.selectRootElement = function (selectorOrNode, preserveContent) {\n var el = typeof selectorOrNode === 'string' ? document.querySelector(selectorOrNode) :\n selectorOrNode;\n if (!el) {\n throw new Error(\"The selector \\\"\" + selectorOrNode + \"\\\" did not match any elements\");\n }\n if (!preserveContent) {\n el.textContent = '';\n }\n return el;\n };\n DefaultDomRenderer2.prototype.parentNode = function (node) { return node.parentNode; };\n DefaultDomRenderer2.prototype.nextSibling = function (node) { return node.nextSibling; };\n DefaultDomRenderer2.prototype.setAttribute = function (el, name, value, namespace) {\n if (namespace) {\n name = namespace + \":\" + name;\n var namespaceUri = NAMESPACE_URIS[namespace];\n if (namespaceUri) {\n el.setAttributeNS(namespaceUri, name, value);\n }\n else {\n el.setAttribute(name, value);\n }\n }\n else {\n el.setAttribute(name, value);\n }\n };\n DefaultDomRenderer2.prototype.removeAttribute = function (el, name, namespace) {\n if (namespace) {\n var namespaceUri = NAMESPACE_URIS[namespace];\n if (namespaceUri) {\n el.removeAttributeNS(namespaceUri, name);\n }\n else {\n el.removeAttribute(namespace + \":\" + name);\n }\n }\n else {\n el.removeAttribute(name);\n }\n };\n DefaultDomRenderer2.prototype.addClass = function (el, name) { el.classList.add(name); };\n DefaultDomRenderer2.prototype.removeClass = function (el, name) { el.classList.remove(name); };\n DefaultDomRenderer2.prototype.setStyle = function (el, style, value, flags) {\n if (flags & RendererStyleFlags2.DashCase) {\n el.style.setProperty(style, value, !!(flags & RendererStyleFlags2.Important) ? 'important' : '');\n }\n else {\n el.style[style] = value;\n }\n };\n DefaultDomRenderer2.prototype.removeStyle = function (el, style, flags) {\n if (flags & RendererStyleFlags2.DashCase) {\n el.style.removeProperty(style);\n }\n else {\n // IE requires '' instead of null\n // see https://github.com/angular/angular/issues/7916\n el.style[style] = '';\n }\n };\n DefaultDomRenderer2.prototype.setProperty = function (el, name, value) {\n checkNoSyntheticProp(name, 'property');\n el[name] = value;\n };\n DefaultDomRenderer2.prototype.setValue = function (node, value) { node.nodeValue = value; };\n DefaultDomRenderer2.prototype.listen = function (target, event, callback) {\n checkNoSyntheticProp(event, 'listener');\n if (typeof target === 'string') {\n return this.eventManager.addGlobalEventListener(target, event, decoratePreventDefault(callback));\n }\n return this.eventManager.addEventListener(target, event, decoratePreventDefault(callback));\n };\n return DefaultDomRenderer2;\n}());\nvar AT_CHARCODE = '@'.charCodeAt(0);\nfunction checkNoSyntheticProp(name, nameKind) {\n if (name.charCodeAt(0) === AT_CHARCODE) {\n throw new Error(\"Found the synthetic \" + nameKind + \" \" + name + \". Please include either \\\"BrowserAnimationsModule\\\" or \\\"NoopAnimationsModule\\\" in your application.\");\n }\n}\nvar EmulatedEncapsulationDomRenderer2 = /** @class */ (function (_super) {\n __extends(EmulatedEncapsulationDomRenderer2, _super);\n function EmulatedEncapsulationDomRenderer2(eventManager, sharedStylesHost, component) {\n var _this = _super.call(this, eventManager) || this;\n _this.component = component;\n var styles = flattenStyles(component.id, component.styles, []);\n sharedStylesHost.addStyles(styles);\n _this.contentAttr = shimContentAttribute(component.id);\n _this.hostAttr = shimHostAttribute(component.id);\n return _this;\n }\n EmulatedEncapsulationDomRenderer2.prototype.applyToHost = function (element) { _super.prototype.setAttribute.call(this, element, this.hostAttr, ''); };\n EmulatedEncapsulationDomRenderer2.prototype.createElement = function (parent, name) {\n var el = _super.prototype.createElement.call(this, parent, name);\n _super.prototype.setAttribute.call(this, el, this.contentAttr, '');\n return el;\n };\n return EmulatedEncapsulationDomRenderer2;\n}(DefaultDomRenderer2));\nvar ShadowDomRenderer = /** @class */ (function (_super) {\n __extends(ShadowDomRenderer, _super);\n function

ShadowDomRenderer(eventManager, sharedStylesHost, hostEl, component) {\n var _this = _super.call(this, eventManager) || this;\n _this.sharedStylesHost = sharedStylesHost;\n _this.hostEl = hostEl;\n _this.component = component;\n if (component.encapsulation === ViewEncapsulation.ShadowDom) {\n _this.shadowRoot = hostEl.attachShadow({ mode: 'open' });\n }\n else {\n _this.shadowRoot = hostEl.createShadowRoot();\n }\n _this.sharedStylesHost.addHost(_this.shadowRoot);\n var styles = flattenStyles(component.id, component.styles, []);\n for (var i = 0; i < styles.length; i++) {\n var styleEl = document.createElement('style');\n styleEl.textContent = styles[i];\n _this.shadowRoot.appendChild(styleEl);\n }\n return _this;\n }\n ShadowDomRenderer.prototype.nodeOrShadowRoot = function (node) { return node === this.hostEl ? this.shadowRoot : node; };\n ShadowDomRenderer.prototype.destroy = function () { this.sharedStylesHost.removeHost(this.shadowRoot); };\n ShadowDomRenderer.prototype.appendChild = function (parent, newChild) {\n return _super.prototype.appendChild.call(this, this.nodeOrShadowRoot(parent), newChild);\n };\n ShadowDomRenderer.prototype.insertBefore = function (parent, newChild, refChild) {\n return _super.prototype.insertBefore.call(this, this.nodeOrShadowRoot(parent), newChild, refChild);\n };\n ShadowDomRenderer.prototype.removeChild = function (parent, oldChild) {\n return _super.prototype.removeChild.call(this, this.nodeOrShadowRoot(parent), oldChild);\n };\n ShadowDomRenderer.prototype.parentNode = function (node) {\n return this.nodeOrShadowRoot(_super.prototype.parentNode.call(this, this.nodeOrShadowRoot(node)));\n };\n return ShadowDomRenderer;\n}(DefaultDomRenderer2));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar 0 = function (v) {\n return '__zone_symbol__' + v;\n};\n/**\n * Detect if Zone is present. If it is then use simple zone aware 'addEventListener'\n * since Angular can do much more\n * efficient bookkeeping than Zone can, because we have additional information. This speeds up\n * addEventListener by 3x.\n */\nvar __symbol__ = (typeof Zone !== 'undefined') && Zone['__symbol__'] || 0;\nvar ADD_EVENT_LISTENER = __symbol__('addEventListener');\nvar REMOVE_EVENT_LISTENER = __symbol__('removeEventListener');\nvar symbolNames = {};\nvar FALSE = 'FALSE';\nvar ANGULAR = 'ANGULAR';\nvar NATIVE_ADD_LISTENER = 'addEventListener';\nvar NATIVE_REMOVE_LISTENER = 'removeEventListener';\n// use the same symbol string which is used in zone.js\nvar stopSymbol = '__zone_symbol__propagationStopped';\nvar stopMethodSymbol = '__zone_symbol__stopImmediatePropagation';\nvar blackListedEvents = (typeof Zone !== 'undefined') && Zone[__symbol__('BLACK_LISTED_EVENTS')];\nvar blackListedMap;\nif (blackListedEvents) {\n blackListedMap = {};\n blackListedEvents.forEach(function (eventName) { blackListedMap[eventName] = eventName; });\n}\nvar isBlackListedEvent = function (eventName) {\n if (!blackListedMap) {\n return false;\n }\n return blackListedMap.hasOwnProperty(eventName);\n};\n// a global listener to handle all dom event,\n// so we do not need to create a closure every time\nvar globalListener = function (event) {\n var symbolName = symbolNames[event.type];\n if (!symbolName) {\n return;\n }\n var taskDatas = this[symbolName];\n if (!taskDatas) {\n return;\n }\n var args = [event];\n if (taskDatas.length === 1) {\n // if taskDatas only have one element, just invoke it\n var taskData = taskDatas[0];\n if (taskData.zone !== Zone.current) {\n // only use Zone.run when Zone.current not equals to stored zone\n return taskData.zone.run(taskData.handler, this, args);\n }\n else {\n return taskData.handler.apply(this, args);\n }\n }\n else {\n // copy tasks as a snapshot to avoid event handlers remove\n // itself or others\n var copiedTasks = taskDatas.slice();\n for (var i = 0; i < copiedTasks.length; i++) {\n // if other listener call event.stopImmediatePropagation\n // just break\n if (event[stopSymbol] === true) {\n break;\n }\n var taskData = copiedTasks[i];\n if (taskData.zone !== Zone.current) {\n // only use Zone.run when Zone.current not equals to stored zone\n taskData.zone.run(taskData.handler, this, args);\n }\n else {\n taskData.handler.apply(this, args);\n }\n }\n }\n}\nvar DomEventsPlugin = /** @class */ (function (_super) {\n __extends(DomEventsPlugin, _super);\n function DomEventsPlugin(doc, ngZone, platformId) {\n

var _this = _super.call(this, doc) || this;\n _this.ngZone = ngZone;\n if (!platformId || !isPlatformServer(platformId)) {\n _this.patchEvent();\n }\n return _this;\n }\n DomEventsPlugin.prototype.patchEvent = function () {\n if (typeof Event === 'undefined' || !Event || !Event.prototype) {\n return;\n }\n if (Event.prototype[stopMethodSymbol]) {\n // already patched by zone.js\n return;\n }\n var delegate = Event.prototype[stopMethodSymbol] =\n Event.prototype.stopImmediatePropagation;\n Event.prototype.stopImmediatePropagation = function () {\n if (this) {\n this[stopSymbol] = true;\n }\n // should call native delegate in case\n // in some environment part of the application\n // will not use the patched Event\n delegate && delegate.apply(this, arguments);\n };\n };\n // This plugin should come last in the list of plugins, because it accepts all\n // events.\n DomEventsPlugin.prototype.supports = function (eventName) { return true; };\n DomEventsPlugin.prototype.addEventListener = function (element, eventName, handler) {\n var _this = this;\n var zoneJsLoaded = element[ADD_EVENT_LISTENER];\n var callback = handler;\n // if zonejs is loaded and current zone is not ngZone\n // we keep Zone.current on target for later restoration.\n if (zoneJsLoaded && (!NgZone.isInAngularZone() || isBlackListedEvent(eventName))) {\n var symbolName = symbolNames[eventName];\n if (!symbolName) {\n symbolName = symbolNames[eventName] = __symbol__(ANGULAR + eventName + FALSE);\n }\n var taskDatas = element[symbolName];\n var globalListenerRegistered = taskDatas && taskDatas.length > 0;\n if (!taskDatas) {\n taskDatas = element[symbolName] = [];\n }\n var zone = isBlackListedEvent(eventName) ? Zone.root : Zone.current;\n if (taskDatas.length === 0) {\n taskDatas.push({ zone: zone, handler: callback });\n }\n else {\n var callbackRegistered = false;\n for (var i = 0; i < taskDatas.length; i++) {\n if (taskDatas[i].handler === callback) {\n callbackRegistered = true;\n break;\n }\n }\n if (!callbackRegistered) {\n taskDatas.push({ zone: zone, handler: callback });\n }\n }\n if (!globalListenerRegistered) {\n element[ADD_EVENT_LISTENER](eventName, globalListener, false);\n }\n }\n else {\n element[NATIVE_ADD_LISTENER](eventName, callback, false);\n }\n return function () { return _this.removeEventListener(element, eventName, callback); };\n };\n DomEventsPlugin.prototype.removeEventListener = function (target, eventName, callback) {\n var underlyingRemove = target[REMOVE_EVENT_LISTENER];\n // zone.js not loaded, use native removeEventListener\n if (!underlyingRemove) {\n return target[NATIVE_REMOVE_LISTENER].apply(target, [eventName, callback, false]);\n }\n var symbolName = symbolNames[eventName];\n var taskDatas = symbolName && target[symbolName];\n if (!taskDatas) {\n // addEventListener not using patched version\n // just call native removeEventListener\n return target[NATIVE_REMOVE_LISTENER].apply(target, [eventName, callback, false]);\n }\n // fix issue 20532, should be able to remove\n // listener which was added inside of ngZone\n var found = false;\n for (var i = 0; i < taskDatas.length; i++) {\n // remove listener from taskDatas if the callback equals\n if (taskDatas[i].handler === callback) {\n found = true;\n taskDatas.splice(i, 1);\n break;\n }\n }\n if (found) {\n if (taskDatas.length === 0) {\n // all listeners are removed, we can remove the globalListener from target\n underlyingRemove.apply(target, [eventName, globalListener, false]);\n }\n }\n else {\n // not found in taskDatas, the callback may be added inside of ngZone\n // use native remove listener to remove the callback\n target[NATIVE_REMOVE_LISTENER].apply(target, [eventName, callback, false]);\n }\n };\n DomEventsPlugin = __decorate([\n Injectable(),\n __param(0, Inject(DOCUMENT$1)),\n __param(2, Optional()), __param(2, Inject(PLATFORM_ID)),\n __metadata(\"design:paramtypes\", [Object, NgZone, Object])\n], DomEventsPlugin);\n return DomEventsPlugin;\n}(EventManagerPlugin));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Supported HammerJS recognizer event names.\n */\nvar EVENT_NAMES = {\n // pan\n 'pan': true,\n 'panstart': true,\n 'panmove': true,\n 'panend': true,\n 'pancancel': true,\n 'panleft': true,\n 'panright': true,\n 'panup': true,\n

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'pandown': true,\n    // pinch\n    'pinch': true,\n    'pinchstart': true,\n    'pinchmove': true,\n    'pinchend': true,\n
'pinchcancel': true,\n    'pinchin': true,\n    'pinchout': true,\n    // press\n    'press': true,\n    'pressup': true,\n    //
rotate\n    'rotate': true,\n    'rotatestart': true,\n    'rotatemove': true,\n    'rotateend': true,\n    'rotatecancel': true,\n    //
swipe\n    'swipe': true,\n    'swipeleft': true,\n    'swiperight': true,\n    'swipeup': true,\n    'swipedown': true,\n    //
tap\n    'tap': true,\n};\n/**\n * DI token for providing [HammerJS](http://hammerjs.github.io/) support to Angular.\n
* @see `HammerGestureConfig`\n *\n * @publicApi\n */\nvar HAMMER_GESTURE_CONFIG = new
InjectionToken('HammerGestureConfig');\n/**\n * Injection token used to provide a {@link HammerLoader} to
Angular.\n *\n * @publicApi\n */\nvar HAMMER_LOADER = new InjectionToken('HammerLoader');\n/**\n * An
injectable [HammerJS Manager](http://hammerjs.github.io/api/#hammer.manager)\n * for gesture recognition.
Configures specific event recognition.\n * @publicApi\n */\nvar HammerGestureConfig = /** @class */ (function ()
{\n    function HammerGestureConfig() {\n        /**\n         * A set of supported event names for gestures to be used
in Angular.\n         * Angular supports all built-in recognizers, as listed in\n         * [HammerJS
documentation](http://hammerjs.github.io/).\n         */\n        this.events = [];\n        /**\n         * Maps gesture event
names to a set of configuration options\n         * that specify overrides to the default values for specific properties.\n
    *\n         * The key is a supported event name to be configured,\n         * and the options object contains a set of
properties, with override values\n         * to be applied to the named recognizer event.\n         * For example, to
disable recognition of the rotate event, specify\n         *  `{\"rotate\": {\"enable\": false}}`.\n         *\n         * Properties
that are not present take the HammerJS default values.\n         * For information about which properties are supported
for which events,\n         * and their allowed and default values, see\n         * [HammerJS
documentation](http://hammerjs.github.io/).\n         *\n         */\n        this.overrides = {};\n    }\n    /**\n     * Creates a
[HammerJS Manager](http://hammerjs.github.io/api/#hammer.manager)\n     * and attaches it to a given HTML
element.\n     * @param element The element that will recognize gestures.\n     * @returns A HammerJS event-
manager object.\n     */\n    HammerGestureConfig.prototype.buildHammer = function (element) {\n        var mc =
new Hammer(element, this.options);\n        mc.get('pinch').set({ enable: true });\n        mc.get('rotate').set({ enable:
true });\n        for (var eventName in this.overrides) {\n            mc.get(eventName).set(this.overrides[eventName]);\n
    }\n        return mc;\n    };\n    HammerGestureConfig = __decorate([\n        Injectable()\n    ],
HammerGestureConfig);\n    return HammerGestureConfig;\n}());\nvar HammerGesturesPlugin = /** @class */
(function (_super) {\n    __extends(HammerGesturesPlugin, _super);\n    function HammerGesturesPlugin(doc,
_config, console, loader) {\n        var _this = _super.call(this, doc) || this;\n        _this._config = _config;\n
_this.console = console;\n        _this.loader = loader;\n        return _this;\n    }\n
HammerGesturesPlugin.prototype.supports = function (eventName) {\n        if
(!EVENT_NAMES.hasOwnProperty(eventName.toLowerCase()) && !this.isCustomEvent(eventName)) {\n
return false;\n        }\n        if (!window.Hammer && !this.loader) {\n            this.console.warn(\"The \\\"\" +
eventName + \"\\\" event cannot be bound because Hammer.JS is not \" +\n                \"loaded and no custom loader
has been specified.\");\n            return false;\n        }\n        return true;\n    };\n
HammerGesturesPlugin.prototype.addEventListener = function (element, eventName, handler) {\n        var _this =
this;\n        var zone = this.manager.getZone();\n        eventName = eventName.toLowerCase();\n        // If Hammer
is not present but a loader is specified, we defer adding the event listener\n        // until Hammer is loaded.\n        if
(!window.Hammer && this.loader) {\n            // This `addEventListener` method returns a function to remove the
added listener.\n            // Until Hammer is loaded, the returned function needs to *cancel* the registration rather\n
        // than remove anything.\n            var cancelRegistration_1 = false;\n            var deregister_1 = function () {
cancelRegistration_1 = true; };\n            this.loader()\n                .then(function () {\n                // If Hammer isn't
actually loaded when the custom loader resolves, give up.\n                if (!window.Hammer) {\n
_this.console.warn(\"The custom HAMMER_LOADER completed, but Hammer.JS is not present.\");\n
deregister_1 = function () { };\n                    return;\n                }\n                if (!cancelRegistration_1) {\n
// Now that Hammer is loaded and the listener is being loaded for real,\n                    // the deregistration function
changes from canceling registration to removal.\n                    deregister_1 = _this.addEventListener(element,
eventName, handler);\n                }\n            })\n                .catch(function () {\n                _this.console.warn(\"The
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\\\"\" + eventName + \"\\\" event cannot be bound because the custom \" +\n                \"Hammer.JS loader
failed.\");\n            deregister_1 = function () { };\n        });\n        // Return a function that *executes*
`deregister` (and not `deregister` itself) so that we\n        // can change the behavior of `deregister` once the
listener is added. Using a closure in\n        // this way allows us to avoid any additional data structures to track
listener removal.\n        return function () { deregister_1(); };\n    }\n    return
zone.runOutsideAngular(function () {\n        // Creating the manager bind events, must be done outside of
angular\n        var mc = _this._config.buildHammer(element);\n        var callback = function (eventObj) {\n
    zone.runGuarded(function () { handler(eventObj); });\n        };\n        mc.on(eventName, callback);\n
return function () {\n            mc.off(eventName, callback);\n            // destroy mc to prevent memory leak\n
    if (typeof mc.destroy === 'function') {\n                mc.destroy();\n            }\n        };\n    });\n    };\n
HammerGesturesPlugin.prototype.isCustomEvent = function (eventName) { return
this._config.events.indexOf(eventName) > -1; };\n    HammerGesturesPlugin = __decorate([\n    Injectable(),\n
 __param(0, Inject(DOCUMENT$1)),\n    __param(1, Inject(HAMMER_GESTURE_CONFIG)),\n
__param(3, Optional()), __param(3, Inject(HAMMER_LOADER)),\n    __metadata(\"design:paramtypes\",
[Object, HammerGestureConfig, Console, Object])\n    ], HammerGesturesPlugin);\n    return
HammerGesturesPlugin;\n}(EventManagerPlugin));\n\n/**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n/**\n * Defines supported modifiers for key events.\n */\nvar
MODIFIER_KEYS = ['alt', 'control', 'meta', 'shift'];\nvar 0$1 = function (event) { return event.altKey; }, 1$1 =
function (event) { return event.ctrlKey; }, 2$1 = function (event) { return event.metaKey; }, 3 = function (event) {
return event.shiftKey; };\n/**\n * Retrieves modifiers from key-event objects.\n */\nvar
MODIFIER_KEY_GETTERS = {\n    'alt': 0$1,\n    'control': 1$1,\n    'meta': 2$1,\n    'shift': 3\n};\n/**\n *
@publicApi\n * A browser plug-in that provides support for handling of key events in Angular.\n */\nvar
KeyEventsPlugin = /** @class */ (function (_super) {\n    __extends(KeyEventsPlugin, _super);\n    /**\n     *
Initializes an instance of the browser plug-in.\n     * @param doc The document in which key events will be
detected.\n     */\n    function KeyEventsPlugin(doc) {\n        return _super.call(this, doc) || this;\n    }\n
KeyEventsPlugin_1 = KeyEventsPlugin;\n    /**\n     * Reports whether a named key event is supported.\n     *
@param eventName The event name to query.\n     * @return True if the named key event is supported.\n     */\n
KeyEventsPlugin.prototype.supports = function (eventName) { return
KeyEventsPlugin_1.parseEventName(eventName) != null; };\n    /**\n     * Registers a handler for a specific
element and key event.\n     * @param element The HTML element to receive event notifications.\n     * @param
eventName The name of the key event to listen for.\n     * @param handler A function to call when the notification
occurs. Receives the\n     * event object as an argument.\n     * @returns The key event that was registered.\n     */\n
KeyEventsPlugin.prototype.addEventListener = function (element, eventName, handler) {\n        var parsedEvent =
KeyEventsPlugin_1.parseEventName(eventName);\n        var outsideHandler =
KeyEventsPlugin_1.eventCallback(parsedEvent['fullKey'], handler, this.manager.getZone());\n        return
this.manager.getZone().runOutsideAngular(function () {\n            return getDOM().onAndCancel(element,
parsedEvent['domEventName'], outsideHandler);\n        });\n    };\n    KeyEventsPlugin.parseEventName = function
(eventName) {\n        var parts = eventName.toLowerCase().split('.');\n        var domEventName = parts.shift();\n
if ((parts.length === 0) || !(domEventName === 'keydown' || domEventName === 'keyup')) {\n            return null;\n
    }\n        var key = KeyEventsPlugin_1._normalizeKey(parts.pop());\n        var fullKey = '';\n
MODIFIER_KEYS.forEach(function (modifierName) {\n            var index = parts.indexOf(modifierName);\n
if (index > -1) {\n                parts.splice(index, 1);\n                fullKey += modifierName + '.';\n            }\n        });\n
  fullKey += key;\n        if (parts.length != 0 || key.length === 0) {\n            // returning null instead of throwing to
let another plugin process the event\n            return null;\n        }\n        var result = {};\n
result['domEventName'] = domEventName;\n        result['fullKey'] = fullKey;\n        return result;\n    };\n
KeyEventsPlugin.getEventFullKey = function (event) {\n        var fullKey = '';\n        var key =
getDOM().getEventKey(event);\n        key = key.toLowerCase();\n        if (key === ' ') {\n            key = 'space'; // for
```

readability\n }\n else if (key === '.') {\n key = 'dot'; // because '.' is used as a separator in event names\n }\n MODIFIER_KEYS.forEach(function (modifierName) {\n if (modifierName != key) {\n var modifierGetter = MODIFIER_KEY_GETTERS[modifierName];\n if (modifierGetter(event)) {\n fullKey += modifierName + '.';\n }\n }\n });\n fullKey += key;\n return fullKey;\n };\n /**\n * Configures a handler callback for a key event.\n * @param fullKey The event name that combines all simultaneous keystrokes.\n * @param handler The function that responds to the key event.\n * @param zone The zone in which the event occurred.\n * @returns A callback function.\n */\n KeyEventsPlugin.eventCallback = function (fullKey, handler, zone) {\n return function (event /** TODO #9100 */) {\n if (KeyEventsPlugin_1.getEventFullKey(event) === fullKey) {\n zone.runGuarded(function () { return handler(event); });\n }\n };\n };\n /** @internal */\n KeyEventsPlugin._normalizeKey = function (keyName) {\n // TODO: switch to a Map if the mapping grows too much\n switch (keyName) {\n case 'esc':\n return 'escape';\n default:\n return keyName;\n }\n };\n var KeyEventsPlugin_1;\n KeyEventsPlugin = KeyEventsPlugin_1 = __decorate([\n Injectable(),\n __param(0, Inject(DOCUMENT$1)),\n __metadata(\"design:paramtypes\", [Object])\n], KeyEventsPlugin);\n return KeyEventsPlugin;\n}(EventManagerPlugin));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * DomSanitizer helps preventing Cross Site Scripting Security bugs (XSS) by sanitizing\n * values to be safe to use in the different DOM contexts.\n *\n * For example, when binding a URL in an `<a [href]=\"someValue\">` hyperlink, `someValue` will be\n * sanitized so that an attacker cannot inject e.g. a `javascript:` URL that would execute code on\n * the website.\n *\n * In specific situations, it might be necessary to disable sanitization, for example if the\n * application genuinely needs to produce a `javascript:` style link with a dynamic value in it.\n * Users can bypass security by constructing a value with one of the `bypassSecurityTrust...`\n * methods, and then binding to that value from the template.\n *\n * These situations should be very rare, and extraordinary care must be taken to avoid creating a\n * Cross Site Scripting (XSS) security bug!\n *\n * When using `bypassSecurityTrust...`, make sure to call the method as early as possible and as\n * close as possible to the source of the value, to make it easy to verify no security bug is\n * created by its use.\n *\n * It is not required (and not recommended) to bypass security if the value is safe, e.g. a URL that\n * does not start with a suspicious protocol, or an HTML snippet that does not contain dangerous\n * code. The sanitizer leaves safe values intact.\n *\n * @security Calling any of the `bypassSecurityTrust...` APIs disables Angular's built-in\n * sanitization for the value passed in. Carefully check and audit all values and code paths going\n * into this call. Make sure any user data is appropriately escaped for this security context.\n * For more detail, see the [Security Guide](http://g.co/ng/security).\n *\n * @publicApi\n */\nvar DomSanitizer = /** @class */ (function () {\n function DomSanitizer() {\n }\n return DomSanitizer;\n}());\nvar DomSanitizerImpl = /** @class */ (function (_super) {\n __extends(DomSanitizerImpl, _super);\n function DomSanitizerImpl(_doc) {\n var _this = _super.call(this) || this;\n _this._doc = _doc;\n return _this;\n }\n DomSanitizerImpl.prototype.sanitize = function (ctx, value) {\n if (value == null)\n return null;\n switch (ctx) {\n case SecurityContext.NONE:\n return value;\n case SecurityContext.HTML:\n if (value instanceof SafeHtmlImpl)\n return value.changingThisBreaksApplicationSecurity;\n this.checkNotSafeValue(value, 'HTML');\n return _sanitizeHtml(this._doc, String(value));\n case SecurityContext.STYLE:\n if (value instanceof SafeStyleImpl)\n return value.changingThisBreaksApplicationSecurity;\n this.checkNotSafeValue(value, 'Style');\n return _sanitizeStyle(value);\n case SecurityContext.SCRIPT:\n if (value instanceof SafeScriptImpl)\n return value.changingThisBreaksApplicationSecurity;\n this.checkNotSafeValue(value, 'Script');\n throw new Error('unsafe value used in a script context');\n case SecurityContext.URL:\n if (value instanceof SafeResourceUrlImpl || value instanceof SafeUrlImpl) {\n // Allow resource URLs in URL contexts, they are strictly more trusted.\n return value.changingThisBreaksApplicationSecurity;\n }\n this.checkNotSafeValue(value, 'URL');\n return _sanitizeUrl(String(value));\n case SecurityContext.RESOURCE_URL:\n if (value instanceof SafeResourceUrlImpl) {\n

return value.changingThisBreaksApplicationSecurity;\n }\n this.checkNotSafeValue(value, 'ResourceURL');\n throw new Error('unsafe value used in a resource URL context (see http://g.co/ng/security#xss)');\n default:\n throw new Error(\"Unexpected SecurityContext \" + ctx + \" (see http://g.co/ng/security#xss)\");\n }\n };\n DomSanitizerImpl.prototype.checkNotSafeValue = function (value, expectedType) {\n if (value instanceof SafeValueImpl) {\n throw new Error(\"Required a safe \" + expectedType + \", got a \" + value.getTypeName() + \" \" +\n \"(see http://g.co/ng/security#xss)\");\n }\n };\n DomSanitizerImpl.prototype.bypassSecurityTrustHtml = function (value) { return new SafeHtmlImpl(value); };\n DomSanitizerImpl.prototype.bypassSecurityTrustStyle = function (value) { return new SafeStyleImpl(value); };\n DomSanitizerImpl.prototype.bypassSecurityTrustScript = function (value) { return new SafeScriptImpl(value); };\n DomSanitizerImpl.prototype.bypassSecurityTrustUrl = function (value) { return new SafeUrlImpl(value); };\n DomSanitizerImpl.prototype.bypassSecurityTrustResourceUrl = function (value) {\n return new SafeResourceUrlImpl(value);\n };\n DomSanitizerImpl = __decorate([\n Injectable(),\n __param(0, Inject(DOCUMENT$1)),\n __metadata(\"design:paramtypes\", [Object])\n], DomSanitizerImpl);\n return DomSanitizerImpl;\n}(DomSanitizer));\nvar SafeValueImpl = /** @class */ (function () {\n function SafeValueImpl(changingThisBreaksApplicationSecurity) {\n this.changingThisBreaksApplicationSecurity = changingThisBreaksApplicationSecurity;\n // empty\n }\n SafeValueImpl.prototype.toString = function () {\n return \"SafeValue must use [property]=binding: \" + this.changingThisBreaksApplicationSecurity +\n \" (see http://g.co/ng/security#xss)\";\n };\n return SafeValueImpl;\n}());\nvar SafeHtmlImpl = /** @class */ (function (_super) {\n __extends(SafeHtmlImpl, _super);\n function SafeHtmlImpl() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n SafeHtmlImpl.prototype.getTypeName = function () { return 'HTML'; };\n return SafeHtmlImpl;\n}(SafeValueImpl));\nvar SafeStyleImpl = /** @class */ (function (_super) {\n __extends(SafeStyleImpl, _super);\n function SafeStyleImpl() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n SafeStyleImpl.prototype.getTypeName = function () { return 'Style'; };\n return SafeStyleImpl;\n}(SafeValueImpl));\nvar SafeScriptImpl = /** @class */ (function (_super) {\n __extends(SafeScriptImpl, _super);\n function SafeScriptImpl() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n SafeScriptImpl.prototype.getTypeName = function () { return 'Script'; };\n return SafeScriptImpl;\n}(SafeValueImpl));\nvar SafeUrlImpl = /** @class */ (function (_super) {\n __extends(SafeUrlImpl, _super);\n function SafeUrlImpl() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n SafeUrlImpl.prototype.getTypeName = function () { return 'URL'; };\n return SafeUrlImpl;\n}(SafeValueImpl));\nvar SafeResourceUrlImpl = /** @class */ (function (_super) {\n __extends(SafeResourceUrlImpl, _super);\n function SafeResourceUrlImpl() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n SafeResourceUrlImpl.prototype.getTypeName = function () { return 'ResourceURL'; };\n return SafeResourceUrlImpl;\n}(SafeValueImpl));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar INTERNAL_BROWSER_PLATFORM_PROVIDERS = [\n { provide: PLATFORM_ID, useValue: PLATFORM_BROWSER_ID },\n { provide: PLATFORM_INITIALIZER, useValue: initDomAdapter, multi: true },\n { provide: PlatformLocation, useClass: BrowserPlatformLocation, deps: [DOCUMENT$1] },\n { provide: DOCUMENT$1, useFactory: _document, deps: [] },\n];\n/**\n * @security Replacing built-in sanitization providers exposes the application to XSS risks.\n * Attacker-controlled data introduced by an unsanitized provider could expose your\n * application to XSS risks. For more detail, see the [Security Guide](http://g.co/ng/security).\n * @publicApi\n */\nvar BROWSER_SANITIZATION_PROVIDERS = [\n { provide: Sanitizer, useExisting: DomSanitizer },\n { provide: DomSanitizer, useClass: DomSanitizerImpl, deps: [DOCUMENT$1] },\n];\n/**\n * @publicApi\n */\nvar platformBrowser = createPlatformFactory(platformCore, 'browser', INTERNAL_BROWSER_PLATFORM_PROVIDERS);\nfunction initDomAdapter() {\n BrowserDomAdapter.makeCurrent();\n BrowserGetTestability.init();\n}\nfunction errorHandler() {\n return new ErrorHandler();\n}\nfunction _document() {\n return document;\n}\nvar BROWSER_MODULE_PROVIDERS =

[\n BROWSER_SANITIZATION_PROVIDERS,\n { provide: APP_ROOT, useValue: true },\n { provide: ErrorHandler, useFactory: errorHandler, deps: [] },\n {\n provide: EVENT_MANAGER_PLUGINS,\n useClass: DomEventsPlugin,\n multi: true,\n deps: [DOCUMENT$1, NgZone, PLATFORM_ID]\n },\n { provide: EVENT_MANAGER_PLUGINS, useClass: KeyEventsPlugin, multi: true, deps: [DOCUMENT$1] },\n {\n provide: EVENT_MANAGER_PLUGINS,\n useClass: HammerGesturesPlugin,\n multi: true,\n deps: [DOCUMENT$1, HAMMER_GESTURE_CONFIG, Console, [new Optional(), HAMMER_LOADER]]\n },\n { provide: HAMMER_GESTURE_CONFIG, useClass: HammerGestureConfig, deps: [] },\n {\n provide: DomRendererFactory2,\n useClass: DomRendererFactory2,\n deps: [EventManager, DomSharedStylesHost]\n },\n { provide: RendererFactory2, useExisting: DomRendererFactory2 },\n { provide: SharedStylesHost, useExisting: DomSharedStylesHost },\n { provide: DomSharedStylesHost, useClass: DomSharedStylesHost, deps: [DOCUMENT$1] },\n { provide: Testability, useClass: Testability, deps: [NgZone] },\n { provide: EventManager, useClass: EventManager, deps: [EVENT_MANAGER_PLUGINS, NgZone] },\n ELEMENT_PROBE_PROVIDERS,\n];\n/**\n * Exports required infrastructure for all Angular apps.\n * Included by defaults in all Angular apps created with the CLI\n * `new` command.\n * Re-exports `CommonModule` and `ApplicationModule`, making their\n * exports and providers available to all apps.\n *\n * @publicApi\n */\nvar BrowserModule = /** @class */ (function () {\n function BrowserModule(parentModule) {\n if (parentModule) {\n throw new Error(\"BrowserModule has already been loaded. If you need access to common directives such as NgIf and NgFor from a lazy loaded module, import CommonModule instead.\");\n }\n }\n BrowserModule_1 = BrowserModule;\n /**\n * Configures a browser-based app to transition from a server-rendered app, if\n * one is present on the page.\n *\n * @param params An object containing an identifier for the app to transition.\n * The ID must match between the client and server versions of the app.\n * @returns The reconfigured `BrowserModule` to import into the app's root `AppModule`.\n */\n BrowserModule.withServerTransition = function (params) {\n return {\n ngModule: BrowserModule_1,\n providers: [\n { provide: APP_ID, useValue: params.appId },\n { provide: TRANSITION_ID, useExisting: APP_ID },\n SERVER_TRANSITION_PROVIDERS,\n],\n };\n };\n var BrowserModule_1;\n BrowserModule = BrowserModule_1 = __decorate([\n NgModule({ providers: BROWSER_MODULE_PROVIDERS, exports: [CommonModule, ApplicationModule] }),\n __param(0, Optional()), __param(0, SkipSelf()), __param(0, Inject(BrowserModule_1)),\n __metadata(\"design:paramtypes\", [Object])\n], BrowserModule);\n return BrowserModule;\n}());\n\n/**\n * Factory to create Meta service.\n */\nfunction createMeta() {\n return new Meta(inject(DOCUMENT$1));\n}\n/**\n * A service that can be used to get and add meta tags.\n *\n * @publicApi\n */\nvar Meta = /** @class */ (function () {\n function Meta(_doc) {\n this._doc = _doc;\n this._dom = getDOM();\n }\n Meta.prototype.addTag = function (tag, forceCreation) {\n if (forceCreation === void 0) { forceCreation = false; }\n if (!tag)\n return null;\n return this._getOrCreateElement(tag, forceCreation);\n };\n Meta.prototype.addTags = function (tags, forceCreation) {\n var _this = this;\n if (forceCreation === void 0) { forceCreation = false; }\n if (!tags)\n return [];\n return tags.reduce(function (result, tag) {\n if (tag) {\n result.push(_this._getOrCreateElement(tag, forceCreation));\n }\n return result;\n }, []);\n };\n Meta.prototype.getTag = function (attrSelector) {\n if (!attrSelector)\n return null;\n return this._dom.querySelector(this._doc, \"meta[\" + attrSelector + \"]\") || null;\n };\n Meta.prototype.getTags = function (attrSelector) {\n if (!attrSelector)\n return [];\n var list /*NodeList*/ = this._dom.querySelectorAll(this._doc, \"meta[\" + attrSelector + \"]\");\n return list ? [].slice.call(list) : [];\n };\n Meta.prototype.updateTag = function (tag, selector) {\n if (!tag)\n return null;\n selector = selector || this._parseSelector(tag);\n var meta = this.getTag(selector);\n if (meta) {\n return this._setMetaElementAttributes(tag, meta);\n }\n return this._getOrCreateElement(tag, true);\n };\n Meta.prototype.removeTag = function (attrSelector) { this.removeTagElement(this.getTag(attrSelector)); };\n Meta.prototype.removeTagElement = function (meta) {\n if (meta) {\n this._dom.remove(meta);\n }\n };\n Meta.prototype._getOrCreateElement = function (meta, forceCreation) {\n if (forceCreation ===

void 0) { forceCreation = false; }\n if (!forceCreation) {\n var selector = this._parseSelector(meta);\n var elem = this.getTag(selector);\n // It's allowed to have multiple elements with the same name so it's not enough to\n // just check that element with the same name already present on the page. We also need to\n // check if element has tag attributes\n if (elem && this._containsAttributes(meta, elem))\n return elem;\n }\n var element = this._dom.createElement('meta');\n this._setMetaElementAttributes(meta, element);\n var head = this._dom.getElementsByTagName(this._doc, 'head')[0];\n this._dom.appendChild(head, element);\n return element;\n };\n Meta.prototype._setMetaElementAttributes = function (tag, el) {\n var _this = this;\n Object.keys(tag).forEach(function (prop) { return _this._dom.setAttribute(el, prop, tag[prop]); });\n return el;\n };\n Meta.prototype._parseSelector = function (tag) {\n var attr = tag.name ? 'name' : 'property';\n return attr + \"=\\\"\" + tag[attr] + \"\\\"\";\n };\n Meta.prototype._containsAttributes = function (tag, elem) {\n var _this = this;\n return Object.keys(tag).every(function (key) { return _this._dom.getAttribute(elem, key) === tag[key]; });\n };\n Meta.ngInjectableDef = defineInjectable({ factory: createMeta, token: Meta, providedIn: \"root\" });\n Meta = __decorate([\n Injectable({ providedIn: 'root', useFactory: createMeta, deps: [] }),\n __param(0, Inject(DOCUMENT$1)),\n __metadata(\"design:paramtypes\", [Object])\n], Meta);\n return Meta;\n}());\n\n/**\n * Factory to create Title service.\n */\nfunction createTitle() {\n return new Title(inject(DOCUMENT$1));\n}\n/**\n * A service that can be used to get and set the title of a current HTML document.\n *\n * Since an Angular application can't be bootstrapped on the entire HTML document (`<html>` tag)\n * it is not possible to bind to the `text` property of the `HTMLTitleElement` elements\n * (representing the `<title>` tag). Instead, this service can be used to set and get the current\n * title value.\n *\n * @publicApi\n */\nvar Title = /** @class */ (function () {\n function Title(_doc) {\n this._doc = _doc;\n }\n /**\n * Get the title of the current HTML document.\n */\n Title.prototype.getTitle = function () { return getDOM().getTitle(this._doc); };\n /**\n * Set the title of the current HTML document.\n * @param newTitle\n */\n Title.prototype.setTitle = function (newTitle) { getDOM().setTitle(this._doc, newTitle); };\n Title.ngInjectableDef = defineInjectable({ factory: createTitle, token: Title, providedIn: \"root\" });\n Title = __decorate([\n Injectable({ providedIn: 'root', useFactory: createTitle, deps: [] }),\n __param(0, Inject(DOCUMENT$1)),\n __metadata(\"design:paramtypes\", [Object])\n], Title);\n return Title;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar win = typeof window !== 'undefined' && window || {};\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar ChangeDetectionPerfRecord = /** @class */ (function () {\n function ChangeDetectionPerfRecord(msPerTick, numTicks) {\n this.msPerTick = msPerTick;\n this.numTicks = numTicks;\n }\n return ChangeDetectionPerfRecord;\n}());\n/**\n * Entry point for all Angular profiling-related debug tools. This object\n * corresponds to the `ng.profiler` in the dev console.\n */\nvar AngularProfiler = /** @class */ (function () {\n function AngularProfiler(ref) {\n this.appRef = ref.injector.get(ApplicationRef);\n }\n // tslint:disable:no-console\n /**\n * Exercises change detection in a loop and then prints the average amount of\n * time in milliseconds how long a single round of change detection takes for\n * the current state of the UI. It runs a minimum of 5 rounds for a minimum\n * of 500 milliseconds.\n *\n * Optionally, a user may pass a `config` parameter containing a map of\n * options. Supported options are:\n *\n * `record` (boolean) - causes the profiler to record a CPU profile while\n * it exercises the change detector. Example:\n *\n * ```\n * ng.profiler.timeChangeDetection({record: true})\n * ```\n */\n AngularProfiler.prototype.timeChangeDetection = function (config) {\n var record = config && config['record'];\n var profileName = 'Change Detection';\n // Profiler is not available in Android browsers, nor in IE 9 without dev tools opened\n var isProfilerAvailable = win.console.profile != null;\n if (record && isProfilerAvailable) {\n win.console.profile(profileName);\n }\n var start = getDOM().performanceNow();\n var numTicks = 0;\n while (numTicks < 5 || (getDOM().performanceNow() - start) < 500) {\n this.appRef.tick();\n numTicks++;\n }\n var

end = getDOM().performanceNow();\n if (record && isProfilerAvailable) {\n win.console.profileEnd(profileName);\n }\n var msPerTick = (end - start) / numTicks;\n win.console.log(\"ran \" + numTicks + \" change detection cycles\");\n win.console.log(msPerTick.toFixed(2) + \" ms per check\");\n return new ChangeDetectionPerfRecord(msPerTick, numTicks);\n };\n return AngularProfiler;\n}());\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nvar PROFILER_GLOBAL_NAME = 'profiler';\n/**\n * Enabled Angular debug tools that are accessible via your browser's\n * developer console.\n *\n * Usage:\n *\n * 1. Open developer console (e.g. in Chrome Ctrl + Shift + j)\n * 1. Type `ng.` (usually the console will show auto-complete suggestion)\n * 1. Try the change detection profiler `ng.profiler.timeChangeDetection()`\n * then hit Enter.\n *\n * @publicApi\n */\nfunction enableDebugTools(ref) {\n exportNgVar(PROFILER_GLOBAL_NAME, new AngularProfiler(ref));\n return ref;\n}\n/**\n * Disables Angular tools.\n *\n * @publicApi\n */\nfunction disableDebugTools() {\n exportNgVar(PROFILER_GLOBAL_NAME, null);\n}\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nfunction escapeHtml(text) {\n var escapedText = {\n '&': '&a;',\n '\"': '&q;',\n '\\'': '&s;',\n '<': '&l;',\n '>': '&g;',\n };\n return text.replace(/[&\"'<>]/g, function (s) { return escapedText[s]; });\n}\nfunction unescapeHtml(text) {\n var unescapedText = {\n '&a;': '&',\n '&q;': '\"',\n '&s;': '\\'',\n '&l;': '<',\n '&g;': '>',\n };\n return text.replace(/&[^;]+;/g, function (s) { return unescapedText[s]; });\n}\n/**\n * Create a `StateKey<T>` that can be used to store value of type T with `TransferState`.\n *\n * Example:\n *\n * ```\n * const COUNTER_KEY = makeStateKey<number>('counter');\n * let value = 10;\n *\n * transferState.set(COUNTER_KEY, value);\n * ```\n *\n * @publicApi\n */\nfunction makeStateKey(key) {\n return key;\n}\n/**\n * A key value store that is transferred from the application on the server side to the application\n * on the client side.\n *\n * `TransferState` will be available as an injectable token. To use it import\n * `ServerTransferStateModule` on the server and `BrowserTransferStateModule` on the client.\n *\n * The values in the store are serialized/deserialized using JSON.stringify/JSON.parse. So only\n * boolean, number, string, null and non-class objects will be serialized and deserialzied in a\n * non-lossy manner.\n *\n * @publicApi\n */\nvar TransferState = /** @class */ (function () {\n function TransferState() {\n this.store = {};\n this.onSerializeCallbacks = {};\n }\n TransferState_1 = TransferState;\n /** @internal */\n TransferState.init = function (initState) {\n var transferState = new TransferState_1();\n transferState.store = initState;\n return transferState;\n };\n /**\n * Get the value corresponding to a key. Return `defaultValue` if key is not found.\n */\n TransferState.prototype.get = function (key, defaultValue) {\n return this.store[key] !== undefined ? this.store[key] : defaultValue;\n };\n /**\n * Set the value corresponding to a key.\n */\n TransferState.prototype.set = function (key, value) { this.store[key] = value; };\n /**\n * Remove a key from the store.\n */\n TransferState.prototype.remove = function (key) { delete this.store[key]; };\n /**\n * Test whether a key exists in the store.\n */\n TransferState.prototype.hasKey = function (key) { return this.store.hasOwnProperty(key); };\n /**\n * Register a callback to provide the value for a key when `toJson` is called.\n */\n TransferState.prototype.onSerialize = function (key, callback) {\n this.onSerializeCallbacks[key] = callback;\n };\n /**\n * Serialize the current state of the store to JSON.\n */\n TransferState.prototype.toJson = function () {\n // Call the onSerialize callbacks and put those values into the store.\n for (var key in this.onSerializeCallbacks) {\n if (this.onSerializeCallbacks.hasOwnProperty(key)) {\n try {\n this.store[key] = this.onSerializeCallbacks[key]();\n }\n catch (e) {\n console.warn('Exception in onSerialize callback: ', e);\n }\n }\n }\n return JSON.stringify(this.store);\n };\n var TransferState_1;\n TransferState = TransferState_1 = __decorate([\n Injectable()\n], TransferState);\n return TransferState;\n}());\nfunction initTransferState(doc, appId) {\n // Locate the script tag with the JSON data transferred from the server.\n // The id of the script tag is set to the Angular appId + 'state'.\n var script = doc.getElementById(appId + '-state');\n var initialState = {};\n if (script && script.textContent) {\n try {\n initialState = JSON.parse(unescapeHtml(script.textContent));\n }\n catch (e) {\n

console.warn('Exception while restoring TransferState for app ' + appId, e);\n }\n }\n return TransferState.init(initialState);\n}\n/**\n * NgModule to install on the client side while using the `TransferState` to transfer state from\n * server to client.\n *\n * @publicApi\n */\nvar BrowserTransferStateModule = /** @class */ (function () {\n function BrowserTransferStateModule() {\n }\n BrowserTransferStateModule = __decorate([\n NgModule({\n providers: [{ provide: TransferState, useFactory: initTransferState, deps: [DOCUMENT$1, APP_ID] }],\n })\n], BrowserTransferStateModule);\n return BrowserTransferStateModule;\n}));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * Predicates for use with {@link DebugElement}'s query functions.\n *\n * @publicApi\n */\nvar By = /** @class */ (function () {\n function By() {\n }\n /**\n * Match all elements.\n *\n * @usageNotes\n * ### Example\n *\n * {@example platform-browser/dom/debug/ts/by/by.ts region='by_all'}\n */\n By.all = function () { return function (debugElement) { return true; }; };\n /**\n * Match elements by the given CSS selector.\n *\n * @usageNotes\n * ### Example\n *\n * {@example platform-browser/dom/debug/ts/by/by.ts region='by_css'}\n */\n By.css = function (selector) {\n return function (debugElement) {\n return debugElement.nativeElement != null ?\n getDOM().elementMatches(debugElement.nativeElement, selector) :\n false;\n };\n };\n /**\n * Match elements that have the given directive present.\n *\n * @usageNotes\n * ### Example\n *\n * {@example platform-browser/dom/debug/ts/by/by.ts region='by_directive'}\n */\n By.directive = function (type) {\n return function (debugElement) { return debugElement.providerTokens.indexOf(type) !== -1; };\n };\n return By;\n}));\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n/**\n * @publicApi\n */\nvar VERSION = new Version('7.0.4');\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// This file only reexports content of the `src` folder. Keep it that way.\n\n/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Generated bundle index. Do not edit.\n */\n\nexport { BROWSER_MODULE_PROVIDERS as angular_packages_platform_browser_platform_browser_c, _document as angular_packages_platform_browser_platform_browser_b, errorHandler as angular_packages_platform_browser_platform_browser_a, GenericBrowserDomAdapter as angular_packages_platform_browser_platform_browser_k, createMeta as angular_packages_platform_browser_platform_browser_d, SERVER_TRANSITION_PROVIDERS as angular_packages_platform_browser_platform_browser_i, appInitializerFactory as angular_packages_platform_browser_platform_browser_h, createTitle as angular_packages_platform_browser_platform_browser_e, initTransferState as angular_packages_platform_browser_platform_browser_f, _createNgProbe as angular_packages_platform_browser_platform_browser_j, EventManagerPlugin as angular_packages_platform_browser_platform_browser_g, BrowserModule, platformBrowser, Meta, Title, disableDebugTools, enableDebugTools, BrowserTransferStateModule, TransferState, makeStateKey, By, DOCUMENT$1 as DOCUMENT, EVENT_MANAGER_PLUGINS, EventManager, HAMMER_GESTURE_CONFIG, HAMMER_LOADER, HammerGestureConfig, DomSanitizer, VERSION, BROWSER_SANITIZATION_PROVIDERS as BROWSER_SANITIZATION_PROVIDERS, INTERNAL_BROWSER_PLATFORM_PROVIDERS as INTERNAL_BROWSER_PLATFORM_PROVIDERS, initDomAdapter as initDomAdapter, BrowserDomAdapter as BrowserDomAdapter, BrowserPlatformLocation as

BrowserPlatformLocation, TRANSITION_ID as TRANSITION_ID, BrowserGetTestability as BrowserGetTestability, escapeHtml as escapeHtml, ELEMENT_PROBE_PROVIDERS as ELEMENT_PROBE_PROVIDERS, DomAdapter as DomAdapter, getDOM as getDOM, setRootDomAdapter as setRootDomAdapter, DomRendererFactory2 as DomRendererFactory2, NAMESPACE_URIS as NAMESPACE_URIS, flattenStyles as flattenStyles, shimContentAttribute as shimContentAttribute, shimHostAttribute as shimHostAttribute, DomEventsPlugin as DomEventsPlugin, HammerGesturesPlugin as HammerGesturesPlugin, KeyEventsPlugin as KeyEventsPlugin, DomSharedStylesHost as DomSharedStylesHost, SharedStylesHost as SharedStylesHost, DomSanitizerImpl as DomSanitizerImpl };\n//# sourceMappingURL=platform-browser.js.map\n","import { Component, Input, ViewChild, Output, EventEmitter, forwardRef, ChangeDetectionStrategy, NgModule, CUSTOM_ELEMENTS_SCHEMA, NO_ERRORS_SCHEMA } from '@angular/core';\nimport * as editor from 'jsoneditor';\nimport { NG_VALUE_ACCESSOR, FormsModule } from '@angular/forms';\nimport { CommonModule } from '@angular/common';\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes} checked by tsc\n */\nvar JsonEditorComponent = /** @class */ (function () {\n function JsonEditorComponent() {\n this.id = 'angjsoneditor' + Math.floor(Math.random() * 1000000);\n this.disabled = false;\n this.isFocused = false;\n this.optionsChanged = false;\n this._data = {};\n this.options = new JsonEditorOptions();\n this.change = new EventEmitter();\n this.onTouched = function () { };\n this.onChangeModel = function (e) { };\n }\n Object.defineProperty(JsonEditorComponent.prototype, \"data\", {\n set: /**\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this._data = value;\n if (this.editor) {\n this.editor.destroy();\n this.ngOnInit();\n }\n },\n enumerable: true,\n configurable: true\n });\n /**\n * @return {?}\n */\n JsonEditorComponent.prototype.ngOnInit = /**\n * @return {?}\n */\n function () {\n var /** @type {?} */ optionsBefore = this.options;\n if (!this.optionsChanged && this.editor) {\n optionsBefore = this.editor.options;\n }\n if (!this.options.onChange && this.change) {\n this.options.onChange = this.onChange.bind(this);\n }\n this.editor = new editor(this.jsonEditorContainer.nativeElement, optionsBefore, this._data);\n if (this.options.expandAll) {\n this.editor.expandAll();\n }\n };\n /**\n * ngModel\n * ControlValueAccessor\n */\n // ControlValueAccessor implementation\n /**\n * ngModel\n * ControlValueAccessor\n * @param {?} value\n * @return {?}\n */\n JsonEditorComponent.prototype.writeValue = /**\n * ngModel\n * ControlValueAccessor\n * @param {?} value\n * @return {?}\n */\n function (value) {\n this.data = value;\n };\n // Implemented as part of ControlValueAccessor\n /**\n * @param {?} fn\n * @return {?}\n */\n JsonEditorComponent.prototype.registerOnChange = /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this.onChangeModel = fn;\n };\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} fn\n * @return {?}\n */\n JsonEditorComponent.prototype.registerOnTouched = /**\n * @param {?} fn\n * @return {?}\n */\n function (fn) {\n this.onTouched = fn;\n };\n // Implemented as part of ControlValueAccessor.\n /**\n * @param {?} isDisabled\n * @return {?}\n */\n JsonEditorComponent.prototype.setDisabledState = /**\n * @param {?} isDisabled\n * @return {?}\n */\n function (isDisabled) {\n this.disabled = isDisabled;\n };\n /**\n * @param {?} e\n * @return {?}\n */\n JsonEditorComponent.prototype.onChange = /**\n * @param {?} e\n * @return {?}\n */\n function (e) {\n this.onChangeModel(this.editor.get());\n this.change.emit(this.editor.get());\n };\n /**\n * JSON EDITOR FUNCTIONS\n * @return {?}\n */\n JsonEditorComponent.prototype.collapseAll = /**\n * JSON EDITOR FUNCTIONS\n * @return {?}\n */\n function () {\n this.editor.collapseAll();\n };\n /**\n * @return {?}\n */\n JsonEditorComponent.prototype.expandAll = /**\n * @return {?}\n */\n function () {\n this.editor.expandAll();\n };\n /**\n * @return {?}\n */\n JsonEditorComponent.prototype.focus = /**\n * @return {?}\n */\n function () {\n this.editor.focus();\n };\n /**\n * @return {?}\n */\n JsonEditorComponent.prototype.get = /**\n * @return {?}\n */\n function () {\n return this.editor.get();\n };\n /**\n * @return {?}\n */\n JsonEditorComponent.prototype.getMode = /**\n * @return {?}\n */\n function () {\n return /** @type {?} */ (this.editor.getMode());\n };\n /**\n * @return {?}\n */\n

JsonEditorComponent.prototype.getName = /**\n * @return {?}\n */\n function () {\n return this.editor.getName();\n };\n /**\n * @return {?}\n */\n JsonEditorComponent.prototype.getText = /**\n * @return {?}\n */\n function () {\n return this.editor.getText();\n };\n /**\n * @param {?} json\n * @return {?}\n */\n JsonEditorComponent.prototype.set = /**\n * @param {?} json\n * @return {?}\n */\n function (json) {\n this.editor.set(json);\n };\n /**\n * @param {?} mode\n * @return {?}\n */\n JsonEditorComponent.prototype.setMode = /**\n * @param {?} mode\n * @return {?}\n */\n function (mode) {\n this.editor.setMode(mode);\n };\n /**\n * @param {?} name\n * @return {?}\n */\n JsonEditorComponent.prototype.setName = /**\n * @param {?} name\n * @return {?}\n */\n function (name) {\n this.editor.setName(name);\n };\n /**\n * @param {?} start\n * @param {?} end\n * @return {?}\n */\n JsonEditorComponent.prototype.setSelection = /**\n * @param {?} start\n * @param {?} end\n * @return {?}\n */\n function (start, end) {\n this.editor.setSelection(start, end);\n };\n /**\n * @return {?}\n */\n JsonEditorComponent.prototype.getSelection = /**\n * @return {?}\n */\n function () {\n return this.editor.getSelection();\n };\n /**\n * @param {?} schema\n * @return {?}\n */\n JsonEditorComponent.prototype.setSchema = /**\n * @param {?} schema\n * @return {?}\n */\n function (schema) {\n this.editor.setSchema(schema);\n };\n /**\n * @param {?} newOptions\n * @return {?}\n */\n JsonEditorComponent.prototype.setOptions = /**\n * @param {?} newOptions\n * @return {?}\n */\n function (newOptions) {\n if (this.editor) {\n this.editor.destroy();\n }\n this.optionsChanged = true;\n this.options = newOptions;\n this.ngOnInit();\n };\n /**\n * @return {?}\n */\n JsonEditorComponent.prototype.destroy = /**\n * @return {?}\n */\n function () {\n this.editor.destroy();\n };\n /**\n * @return {?}\n */\n JsonEditorComponent.prototype.isValidJson = /**\n * @return {?}\n */\n function () {\n try {\n JSON.parse(this.getText());\n return true;\n }\n catch (/** @type {?} */ e) {\n return false;\n }\n };\n JsonEditorComponent.decorators = [\n { type: Component, args: [{\n // tslint:disable-next-line:component-selector\n selector: 'json-editor',\n template: '<div [id]=\"id\" #jsonEditorContainer> ',\n providers: [\n {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(function () { return JsonEditorComponent; }),\n multi: true\n }\n],\n preserveWhitespaces: false,\n changeDetection: ChangeDetectionStrategy.OnPush\n },] },\n];\n /** @nocollapse */\n JsonEditorComponent.ctorParameters = function () { return []; };\n JsonEditorComponent.propDecorators = {\n jsonEditorContainer: [{ type: ViewChild, args: ['jsonEditorContainer',] }],\n options: [{ type: Input }],\n data: [{ type: Input, args: ['data',] }],\n change: [{ type: Output }]\n };\n return JsonEditorComponent;\n}());\nvar JsonEditorOptions = /** @class */ (function () {\n function JsonEditorOptions() {\n this.escapeUnicode = false;\n this.expandAll = false;\n this.sortObjectKeys = false;\n this.history = true;\n this.mode = 'tree';\n this.search = true;\n this.indentation = 2;\n }\n return JsonEditorOptions;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes} checked by tsc\n */\nvar NgJsonEditorModule = /** @class */ (function () {\n function NgJsonEditorModule() {\n }\n /**\n * @return {?}\n */\n NgJsonEditorModule.forRoot = /**\n * @return {?}\n */\n function () {\n return {\n ngModule: NgJsonEditorModule,\n providers: []\n };\n };\n NgJsonEditorModule.decorators = [\n { type: NgModule, args: [{\n imports: [\n CommonModule,\n FormsModule\n],\n declarations: [\n JsonEditorComponent\n],\n exports: [\n JsonEditorComponent\n],\n schemas: [\n CUSTOM_ELEMENTS_SCHEMA,\n NO_ERRORS_SCHEMA\n]\n },] },\n];\n return NgJsonEditorModule;\n}());\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes} checked by tsc\n */\n\n/**\n * @fileoverview added by tsickle\n * @suppress {checkTypes} checked by tsc\n */\n\nexport { NgJsonEditorModule, JsonEditorComponent, JsonEditorOptions };\n\n//# sourceMappingURL=data:application/json;charset=utf-8base64,eyJ2ZXJzaW9uIjozLCJmaWxlIjoiYW5nLWpzb25lZGl0b3IuanMubWFwIiwic291cmNlcyI6WyJuZzovL2FuZy1qc29uZWRpdG9yL2pzb25lZGl0b3IvanNvbmVkaXRvci5jb21wb25lbnQudHMiLCJuZzovL2FuZy1qc29uZ

WRpdG9yL2xpYi5tb2R1bGUudHMiXSwic291cmNlc0NvbnRlbnQiOlsiaW1wb3J0IHtcbiAgQ29tcG9uZW50LCB
FbGVtZW50UmVmLCBJbnB1dCwgT25Jbml0LCBWaWV3Q2hpbGQsXG4gIE91dHB1dCwgRXZlbnRFbWl0dG
VyLCBmb3J3YXJkUmVmLCBDaGFuZ2VEZXRlY3Rpb25TdHJhdGVneVxufSBmcm9tICdAYW5ndWxhci9jb3J
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FjY2Vzc29yLCBOR19WQUxVRV9BQ0NFU1NPUiB9IGZyb20gJ0Bhbmd1bGFyL2Zvcm1zJztcblxuQENvbXBvb
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N0b3I6ICdqc29uLWVkaXRvcicsXG4gIHRlbXBsYXRlOiAnPGRpdiBbaWRdPVwiaWRcIiAjanNvbkVkaXRvckN
vbnRhaW5lcj48L2Rpdj4nLFxuICBwcm92aWRlcnM6IFtcbiAgICB7XG4gICAgICBwcm92aWRlOiBOR19WQUx
VRV9BQ0NFU1NPUixcbiAgICAgIHVzZUV4aXN0aW5nOiBmb3J3YXJkUmVmKCgpID0+IEpzb25FZGl0b3JD
b21wb25lbnQpLFxuICAgICAgbXVsdGk6IHRydWVcbiAgICB9XG4gIF0sXG4gIHByZXNlcnZlV2hpdGVzcGFjZ
XM6IGZhbHNlLFxuICBjaGFuZ2VEZXRlY3Rpb246IENoYW5nZURldGVjdGlvblN0cmF0ZWd5Lk9uUHVzaFx
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DLE1BQU0sQ0FBQyxZQUFZLEVBQUUsQ0FBQzs7Ozs7O0lBRzdCLHVDQUFTOzs7O2NBQUMsTUFBVztR
QUMxQixJQUFJLENBQUMsTUFBTSxDQUFDLFNBQVMsQ0FBQyxNQUFNLENBQUMsQ0FBQzs7Ozs7O0l
BR3pCLHdDQUFVOzs7O2NBQUMsVUFBNkI7UUFDN0MsSUFBSSxJQUFJLENBQUMsTUFBTSxFQUFFO1l
BQ2YsSUFBSSxDQUFDLE1BQU0sQ0FBQyxyPQUFPLEVBQUUsQ0FBQztTQUN2QjtRQUNELELElBQUksQ0FB
QyxjQUFjLEdBQUcsSUFBSSxDQUFDO1FBQzNCLEIlBQUksQ0FBQyxrPQUFPLEdBQUcsVUFBVSxDQUFDO
1FBQzFCLElBQUksQ0FBQyxRQUFRLEVBQUUsQ0FBQzs7Ozs7SUFHWCxQ0FBTzs7OztRQUNaLEllBQUks
Q0FBQyxNQUNLENBQUMsT0FBTyxFQUFUFLENBQUM7Ozs7O0lBR2pCLUFlXOzs7O1FBQ2hCLELlB
QUk7WUFDRixJQUFJLENBQUMsS0FBSyxDQUFDLEllBQUksQ0FBQyxPQUFPLEVBQUUsQ0FBQyxDQUFD
O1lBQzNCLE9BQU8sSUFBSSxDQUFDO1NBQ2I7UUFBQyx3QkFBTyxDQUFDLEVBQUU7WUFDVixxPQUF
PLEtBQUssQ0FBQztTQUNkOzs7Z0JBNUtKLFNBQVMsU0FBQzs7b0JBRVQsUUFBUSxFQUFFLGFBQWE7b
0JBQ3ZCLFFBQVEsRUFBRSw0Q0FBNEM7b0JBQ3RELFNBQVMsRUFBRTt3QkFDVDs0QkFDRXxPQUFPL
EVBQUUsaUJBQWlCOzRCQUMxQixXQUFXLEVBQUUsVUFBVSxDQUFDLGNBQU0sT0FBQSxtQkFBbUIs
R0FBQSxDQUFDOzRCQUNsRCxLQUFLLEVBQUUsSUFBSTt5QkFDWjtxQkFDRjtvQkFBbUIsRU
FBRSxLQUFLO29CQUMxQixlQUFlLEVBQUUsdUJBQXVCLENBQUMsTUFBTTtpQkFDaEQ7Ozs7O3NDQV
VFLFNBQVMsU0FBQyxxxQkFBcUI7MEJBSS9CLEtBQUs7dUJBQ0wwsS0FBSyxTQUFDLE1BUU07eUJBU1osT
UFBTTs7OEJBNUNUOztJQW9NQTtJQTRDRTtRQUNFLEllBQUksQ0FBQyxhQUFhLEdBQUcsS0FBSyxDQUF
DO1FBQzNCLEllBQUksQ0FBQyxTQUFTLEdBQUcsS0FBSyxDQUFDO1FBQ3ZCCLEllBQUksQ0FBQyxjQUFjL
EdBQUcsS0FBSyxDQUFDO1FBQzVCLEllBQUksQ0FBQyxPQUFPLEdBQUcsSUFBSSxDQUFDO1FBQ3BCCLE
lBQUksQ0FBQyxJQUFJLEdBQUcsTUFBTSxDQUFDO1FBQ25CLEllBQUksQ0FBQyxNQUFNLEdBQUcsSUFB
SSxDQUFDO1FBQ25CLEllBQUksQ0FBQyxXQUFXLEdBQUcsQ0FBQyxDQUFDO0tBQ3RCOzRCQXhQSDtJ
QTBQQzs7Ozs7O0FDMVBEOzs7Ozs7SUF1QmdCLDBCQUFPOzs7O1FBRW5CLE9BQU87WUFDTCxxRQUFR
LEVBQUUsa0JBQWtCO1lBQzVCLFNBQVMsRUFBRSxFQUNWO1NBQ0YsQ0FBQzs7O2dCQXhCTCxxRQUF
RLFNBQUM7b0JBQ1QsIsT0FBTyxyxFQUFFO3dCQUNQNQLFlBQVk7d0JBQ1osV0FBVztxQkFDWjtvQkFDRCxxZQU
FZLEVBQUU7d0JBQ1osbUJBQW1CO3FCQUNwQjtvQkFBQW1CO3FCQUNwQjtvQkFDRCxPQUFPLEVBQUU7d0JBQ1osAsbUJBQW1CO3
FCQUNwQjtvQkFDRCxPQUFPLEVBQUU7d0JBQ1Asc0JBQXNCO3dCQUN0QixnQkFBZ0I7cUJBQ2pCQ
UNGOzs2QkFwQkQ7Ozs7Ozs7Ozs7OzsifQ==","ace.define(\"ace/ext/searchbox\",[\"require\",\"exports\",\"m
odule\",\"ace/lib/dom\",\"ace/lib/lang\",\"ace/lib/event\",\"ace/keyboard/hash_handler\",\"ace/lib/keys\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar dom = acequire(\"../lib/dom\");\nvar lang =
acequire(\"../lib/lang\");\nvar event = acequire(\"../lib/event\");\nvar searchboxCss = \"\\\n.ace_search
{\\\nbackground-color: #ddd;\\\ncolor: #666;\\\nborder: 1px solid #cbcbcb;\\\nborder-top: 0 none;\\\noverflow:
hidden;\\\nmargin: 0;\\\npadding: 4px 6px 0 4px;\\\nposition: absolute;\\\ntop: 0;\\\nz-index: 99;\\\nwhite-space:
normal;\\\n}\\\n.ace_search.left {\\\nborder-left: 0 none;\\\nborder-radius: 0px 0px 5px 0px;\\\nleft:
0;\\\n}\\\n.ace_search.right {\\\nborder-radius: 0px 0px 0px 5px;\\\nborder-right: 0 none;\\\nright:
0;\\\n}\\\n.ace_search_form, .ace_replace_form {\\\nmargin: 0 20px 4px 0;\\\noverflow: hidden;\\\nline-height:
1.9;\\\n}\\\n.ace_replace_form {\\\nmargin-right: 0;\\\n}\\\n.ace_search_form.ace_nomatch {\\\noutline: 1px solid
red;\\\n}\\\n.ace_search_field {\\\nborder-radius: 3px 0 0 3px;\\\nbackground-color: white;\\\ncolor: black;\\\nborder:
1px solid #cbcbcb;\\\nborder-right: 0 none;\\\nbox-sizing: border-box!important;\\\noutline: 0;\\\npadding:
0;\\\nfont-size: inherit;\\\nmargin: 0;\\\nline-height: inherit;\\\npadding: 0 6px;\\\nmin-width: 17em;\\\nvertical-align:
top;\\\n}\\\n.ace_searchbtn {\\\nborder: 1px solid #cbcbcb;\\\nline-height: inherit;\\\ndisplay: inline-
block;\\\npadding: 0 6px;\\\nbackground: #fff;\\\nborder-right: 0 none;\\\nborder-left: 1px solid #dcdcdc;\\\ncursor:
pointer;\\\nmargin: 0;\\\nposition: relative;\\\nbox-sizing: content-box!important;\\\ncolor:
#666;\\\n}\\\n.ace_searchbtn:last-child {\\\nborder-radius: 0 3px 3px 0;\\\nborder-right: 1px solid
#cbcbcb;\\\n}\\\n.ace_searchbtn:disabled {\\\nbackground: none;\\\ncursor: default;\\\n}\\\n.ace_searchbtn:hover
{\\\nbackground-color: #eef1f6;\\\n}\\\n.ace_searchbtn.prev, .ace_searchbtn.next {\\\npadding: 0px

0.7em\\\n}\\\n.ace_searchbtn.prev:after, .ace_searchbtn.next:after {\\\ncontent: \\\"\\\";\\\nborder: solid 2px #888;\\\nwidth: 0.5em;\\\nheight: 0.5em;\\\nborder-width: 2px 0 0 2px;\\\ndisplay:inline-block;\\\ntransform: rotate(-45deg);\\\n}\\\n.ace_searchbtn.next:after {\\\nborder-width: 0 2px 2px 0 ;\\\n}\\\n.ace_searchbtn_close {\\\nbackground: url() no-repeat 50% 0;\\\nborder-radius: 50%;\\\nborder: 0 none;\\\ncolor: #656565;\\\ncursor: pointer;\\\nfont: 16px/16px Arial;\\\npadding: 0;\\\nheight: 14px;\\\nwidth: 14px;\\\ntop: 9px;\\\nright: 7px;\\\nposition: absolute;\\\n}\\\n.ace_searchbtn_close:hover {\\\nbackground-color: #656565;\\\nbackground-position: 50% 100%;\\\ncolor: white;\\\n}\\\n.ace_button {\\\nmargin-left: 2px;\\\ncursor: pointer;\\\n-webkit-user-select: none;\\\n-moz-user-select: none;\\\n-o-user-select: none;\\\n-ms-user-select: none;\\\nuser-select: none;\\\noverflow: hidden;\\\nopacity: 0.7;\\\nborder: 1px solid rgba(100,100,100,0.23);\\\npadding: 1px;\\\nbox-sizing: border-box!important;\\\ncolor: black;\\\n}\\\n.ace_button:hover {\\\nbackground-color: #eee;\\\nopacity:1;\\\n}\\\n.ace_button:active {\\\nbackground-color: #ddd;\\\n}\\\n.ace_button.checked {\\\nborder-color: #3399ff;\\\nopacity:1;\\\n}\\\n.ace_search_options{\\\nmargin-bottom: 3px;\\\ntext-align: right;\\\n-webkit-user-select: none;\\\n-moz-user-select: none;\\\n-o-user-select: none;\\\n-ms-user-select: none;\\\nuser-select: none;\\\nclear: both;\\\n}\\\n.ace_search_counter {\\\nfloat: left;\\\nfont-family: arial;\\\npadding: 0 8px;\\\n}\";\nvar HashHandler = acequire(\"../keyboard/hash_handler\").HashHandler;\nvar keyUtil = acequire(\"../lib/keys\");\n\nvar MAX_COUNT = 999;\n\ndom.importCssString(searchboxCss, \"ace_searchbox\");\n\nvar html = '<div class=\"ace_search right\">\\\n   <span action=\"hide\" class=\"ace_searchbtn_close\">\\\n   <div class=\"ace_search_form\">\\\n   <input class=\"ace_search_field\" placeholder=\"Search for\" spellcheck=\"false\"></input>\\\n   <span action=\"findPrev\" class=\"ace_searchbtn prev\">\\\n   <span action=\"findNext\" class=\"ace_searchbtn next\">\\\n   <span action=\"findAll\" class=\"ace_searchbtn\" title=\"Alt-Enter\">All\\\n   \\\n   <div class=\"ace_replace_form\">\\\n   <input class=\"ace_search_field\" placeholder=\"Replace with\" spellcheck=\"false\"></input>\\\n   <span action=\"replaceAndFindNext\" class=\"ace_searchbtn\">Replace\\\n   <span action=\"replaceAll\" class=\"ace_searchbtn\">All\\\n   \\\n   <div class=\"ace_search_options\">\\\n   <span action=\"toggleReplace\" class=\"ace_button\" title=\"Toggel Replace mode\"\\\n   style=\"float:left;margin-top:-2px;padding:0 5px;\">+\\\n   <span class=\"ace_search_counter\">\\\n   <span action=\"toggleRegexpMode\" class=\"ace_button\" title=\"RegExp Search\">.*\\\n   <span action=\"toggleCaseSensitive\" class=\"ace_button\" title=\"CaseSensitive Search\">Aa\\\n   <span action=\"toggleWholeWords\" class=\"ace_button\" title=\"Whole Word Search\">\\\\b\\\n   <span action=\"searchInSelection\" class=\"ace_button\" title=\"Search In Selection\">S\\\n   \\\n '.replace(/> +/g, \">\");\n\nvar SearchBox = function(editor, range, showReplaceForm) {\n   var div = dom.createElement(\"div\");\n   div.innerHTML = html;\n   this.element = div.firstChild;\n\n   this.setSession = this.setSession.bind(this);\n\n   this.$init();\n   this.setEditor(editor);\n};\n\n(function() {\n   this.setEditor = function(editor) {\n   editor.searchBox = this;\n   editor.renderer.scroller.appendChild(this.element);\n   this.editor = editor;\n   };\n\n   this.setSession = function(e) {\n   this.searchRange = null;\n   this.$syncOptions(true);\n   };\n\n   this.$initElements = function(sb) {\n   this.searchBox = sb.querySelector(\".ace_search_form\");\n   this.replaceBox = sb.querySelector(\".ace_replace_form\");\n   this.searchOption = sb.querySelector(\"[action=searchInSelection]\");\n   this.replaceOption = sb.querySelector(\"[action=toggleReplace]\");\n   this.regExpOption = sb.querySelector(\"[action=toggleRegexpMode]\");\n   this.caseSensitiveOption = sb.querySelector(\"[action=toggleCaseSensitive]\");\n   this.wholeWordOption = sb.querySelector(\"[action=toggleWholeWords]\");\n   this.searchInput = this.searchBox.querySelector(\".ace_search_field\");\n   this.replaceInput = this.replaceBox.querySelector(\".ace_search_field\");\n   this.searchCounter =

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sb.querySelector(\".ace_search_counter\");\n    };\n    \n    this.$init = function() {\n        var sb = this.element;\n
\n        this.$initElements(sb);\n        \n        var _this = this;\n        event.addListener(sb, \"mousedown\", function(e)
{\n            setTimeout(function(){\n                _this.activeInput.focus();\n            }, 0);\n
event.stopPropagation(e);\n        });\n        event.addListener(sb, \"click\", function(e) {\n            var t = e.target ||
e.srcElement;\n            var action = t.getAttribute(\"action\");\n            if (action && _this[action])\n
_this[action]();\n            else if (_this.$searchBarKb.commands[action])\n
_this.$searchBarKb.commands[action].exec(_this);\n            event.stopPropagation(e);\n        });\n\n
event.addCommandKeyListener(sb, function(e, hashId, keyCode) {\n            var keyString =
keyUtil.keyCodeToString(keyCode);\n            var command = _this.$searchBarKb.findKeyCommand(hashId,
keyString);\n            if (command && command.exec) {\n                command.exec(_this);\n
event.stopEvent(e);\n            }\n        });\n\n        this.$onChange = lang.delayedCall(function() {\n
_this.find(false, false);\n        });\n\n        event.addListener(this.searchInput, \"input\", function() {\n
_this.$onChange.schedule(20);\n        });\n        event.addListener(this.searchInput, \"focus\", function() {\n
_this.activeInput = _this.searchInput;\n            _this.searchInput.value && _this.highlight();\n        });\n
event.addListener(this.replaceInput, \"focus\", function() {\n            _this.activeInput = _this.replaceInput;\n
_this.searchInput.value && _this.highlight();\n        });\n    };\n    this.$closeSearchBarKb = new HashHandler([{\n
    bindKey: \"Esc\",\n        name: \"closeSearchBar\",\n        exec: function(editor) {\n
editor.searchBox.hide();\n        }\n    }]);\n    this.$searchBarKb = new HashHandler();\n
this.$searchBarKb.bindKeys({\n        \"Ctrl-f|Command-f\": function(sb) {\n            var isReplace = sb.isReplace =
!sb.isReplace;\n            sb.replaceBox.style.display = isReplace ? \"\" : \"none\";\n            sb.replaceOption.checked
= false;\n            sb.$syncOptions();\n            sb.searchInput.focus();\n        },\n        \"Ctrl-H|Command-Option-F\":
function(sb) {\n            sb.replaceOption.checked = true;\n            sb.$syncOptions();\n
sb.replaceInput.focus();\n        },\n        \"Ctrl-G|Command-G\": function(sb) {\n            sb.findNext();\n        },\n
\"Ctrl-Shift-G|Command-Shift-G\": function(sb) {\n            sb.findPrev();\n        },\n        \"esc\": function(sb) {\n
    setTimeout(function() { sb.hide();});\n        },\n        \"Return\": function(sb) {\n            if (sb.activeInput ==
sb.replaceInput)\n                sb.replace();\n            sb.findNext();\n        },\n        \"Shift-Return\": function(sb) {\n
    if (sb.activeInput == sb.replaceInput)\n                sb.replace();\n            sb.findPrev();\n        },\n        \"Alt-
Return\": function(sb) {\n            if (sb.activeInput == sb.replaceInput)\n                sb.replaceAll();\n
sb.findAll();\n        },\n        \"Tab\": function(sb) {\n            (sb.activeInput == sb.replaceInput ? sb.searchInput :
sb.replaceInput).focus();\n        }\n    });\n\n    this.$searchBarKb.addCommands([{\n        name:
\"toggleRegexpMode\",\n        bindKey: {win: \"Alt-R|Alt-/\", mac: \"Ctrl-Alt-R|Ctrl-Alt-/\"},\n        exec:
function(sb) {\n            sb.regExpOption.checked = !sb.regExpOption.checked;\n            sb.$syncOptions();\n
}\n    }, {\n        name: \"toggleCaseSensitive\",\n        bindKey: {win: \"Alt-C|Alt-I\", mac: \"Ctrl-Alt-R|Ctrl-Alt-
I\"},\n        exec: function(sb) {\n            sb.caseSensitiveOption.checked = !sb.caseSensitiveOption.checked;\n
 sb.$syncOptions();\n        }\n    }, {\n        name: \"toggleWholeWords\",\n        bindKey: {win: \"Alt-B|Alt-W\",
mac: \"Ctrl-Alt-B|Ctrl-Alt-W\"},\n        exec: function(sb) {\n            sb.wholeWordOption.checked =
!sb.wholeWordOption.checked;\n            sb.$syncOptions();\n        }\n    }, {\n        name: \"toggleReplace\",\n
exec: function(sb) {\n            sb.replaceOption.checked = !sb.replaceOption.checked;\n            sb.$syncOptions();\n
    }\n    }, {\n        name: \"searchInSelection\",\n        exec: function(sb) {\n            sb.searchOption.checked =
!sb.searchRange;\n            sb.setSearchRange(sb.searchOption.checked && sb.editor.getSelectionRange());\n
sb.$syncOptions();\n        }\n    }]);\n\n    this.setSearchRange = function(range) {\n        this.searchRange = range;\n
     if (range) {\n            this.searchRangeMarker = this.editor.session.addMarker(range, \"ace_active-line\");\n        }
else if (this.searchRangeMarker) {\n            this.editor.session.removeMarker(this.searchRangeMarker);\n
this.searchRangeMarker = null;\n        }\n    };\n\n    this.$syncOptions = function(preventScroll) {\n
dom.setCssClass(this.replaceOption, \"checked\", this.searchRange);\n        dom.setCssClass(this.searchOption,
\"checked\", this.searchOption.checked);\n        this.replaceOption.textContent = this.replaceOption.checked ? \"-\" :
\"+\";\n        dom.setCssClass(this.regExpOption, \"checked\", this.regExpOption.checked);\n
dom.setCssClass(this.wholeWordOption, \"checked\", this.wholeWordOption.checked);\n
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dom.setCssClass(this.caseSensitiveOption, \"checked\", this.caseSensitiveOption.checked);\n
this.replaceBox.style.display = this.replaceOption.checked ? \"\" : \"none\";\n        this.find(false, false,
preventScroll);\n    };\n\n    this.highlight = function(re) {\n        this.editor.session.highlight(re ||
this.editor.$search.$options.re);\n        this.editor.renderer.updateBackMarkers();\n    };\n    this.find =
function(skipCurrent, backwards, preventScroll) {\n        var range = this.editor.find(this.searchInput.value, {\n
 skipCurrent: skipCurrent,\n            backwards: backwards,\n            wrap: true,\n            regExp:
this.regExpOption.checked,\n            caseSensitive: this.caseSensitiveOption.checked,\n            wholeWord:
this.wholeWordOption.checked,\n            preventScroll: preventScroll,\n            range: this.searchRange\n        });\n
    var noMatch = !range && this.searchInput.value;\n        dom.setCssClass(this.searchBox, \"ace_nomatch\",
noMatch);\n        this.editor._emit(\"findSearchBox\", { match: !noMatch });\n        this.highlight();\n
this.updateCounter();\n    };\n    this.updateCounter = function() {\n        var editor = this.editor;\n        var regex =
editor.$search.$options.re;\n        var all = 0;\n        var before = 0;\n        if (regex) {\n            var value =
this.searchRange\n                ? editor.session.getTextRange(this.searchRange)\n                : editor.getValue();\n\n
    var offset = editor.session.doc.positionToIndex(editor.selection.anchor);\n            if (this.searchRange)\n
offset -= editor.session.doc.positionToIndex(this.searchRange.start);\n\n            var last = regex.lastIndex = 0;\n
  var m;\n            while ((m = regex.exec(value))) {\n                all++;\n                last = m.index;\n                if (last
<= offset)\n                    before++;\n                if (all > MAX_COUNT)\n                    break;\n                if (!m[0]) {\n
                regex.lastIndex = last += 1;\n                    if (last >= value.length)\n                        break;\n                }\n
        }\n        }\n        this.searchCounter.textContent = before + \" of \" + (all > MAX_COUNT ? MAX_COUNT +
\"+\" : all);\n    };\n    this.findNext = function() {\n        this.find(true, false);\n    };\n    this.findPrev = function() {\n
      this.find(true, true);\n    };\n    this.findAll = function(){\n        var range =
this.editor.findAll(this.searchInput.value, {            \n            regExp: this.regExpOption.checked,\n
caseSensitive: this.caseSensitiveOption.checked,\n            wholeWord: this.wholeWordOption.checked\n        });\n
   var noMatch = !range && this.searchInput.value;\n        dom.setCssClass(this.searchBox, \"ace_nomatch\",
noMatch);\n        this.editor._emit(\"findSearchBox\", { match: !noMatch });\n        this.highlight();\n
this.hide();\n    };\n    this.replace = function() {\n        if (!this.editor.getReadOnly())\n
this.editor.replace(this.replaceInput.value);\n    };    \n    this.replaceAndFindNext = function() {\n        if
(!this.editor.getReadOnly()) {\n            this.editor.replace(this.replaceInput.value);\n            this.findNext();\n
}\n    };\n    this.replaceAll = function() {\n        if (!this.editor.getReadOnly())\n
this.editor.replaceAll(this.replaceInput.value);\n    };\n\n    this.hide = function() {\n        this.active = false;\n
this.setSearchRange(null);\n        this.editor.off(\"changeSession\", this.setSession);\n\n
this.element.style.display = \"none\";\n
this.editor.keyBinding.removeKeyboardHandler(this.$closeSearchBarKb);\n        this.editor.focus();\n    };\n
this.show = function(value, isReplace) {\n        this.active = true;\n        this.editor.on(\"changeSession\",
this.setSession);\n        this.element.style.display = \"\";\n        this.replaceOption.checked = isReplace;\n\n        if
(value)\n            this.searchInput.value = value;\n        \n        this.searchInput.focus();\n
this.searchInput.select();\n\n        this.editor.keyBinding.addKeyboardHandler(this.$closeSearchBarKb);\n\n
this.$syncOptions(true);\n    };\n\n    this.isFocused = function() {\n        var el = document.activeElement;\n
return el == this.searchInput || el == this.replaceInput;\n    };\n}).call(SearchBox.prototype);\n\nexports.SearchBox =
SearchBox;\n\nexports.Search = function(editor, isReplace) {\n    var sb = editor.searchBox || new
SearchBox(editor);\n    sb.show(editor.session.getTextRange(), isReplace);\n};\n\n});\n            (function() {\n
        ace.acequire([\"ace/ext/searchbox\"], function() {});\n            })();\n            ","/* ***** BEGIN LICENSE
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!root.acequire.packaged) {\n        acequire.original = root.acequire;\n        root.acequire = acequire;\n
root.acequire.packaged = true;\n
}\n}\n\nexportAce(ACE_NAMESPACE);\n\n})();\n\nace.define(\"ace/lib/regexp\",[\"require\",\"exports\",\"module
\"], function(acequire, exports, module) {\n\"use strict\";\n\n    var real = {\n            exec: RegExp.prototype.exec,\n
        test: RegExp.prototype.test,\n            match: String.prototype.match,\n            replace:
String.prototype.replace,\n            split: String.prototype.split\n        },\n        compliantExecNpcg =
real.exec.call(/()??/, \"\")[1] === undefined, // check `exec` handling of nonparticipating capturing groups\n
compliantLastIndexIncrement = function () {\n            var x = /^/g;\n            real.test.call(x, \"\");\n            return
!x.lastIndex;\n        }();\n\n    if (compliantLastIndexIncrement && compliantExecNpcg)\n        return;\n
RegExp.prototype.exec = function (str) {\n        var match = real.exec.apply(this, arguments),\n            name, r2;\n
  if ( typeof(str) == 'string' && match) {\n            if (!compliantExecNpcg && match.length > 1 && indexOf(match,
\"\") > -1) {\n                r2 = RegExp(this.source, real.replace.call(getNativeFlags(this), \"g\", \"\"));\n
real.replace.call(str.slice(match.index), r2, function () {\n                    for (var i = 1; i < arguments.length - 2; i++)
{\n                        if (arguments[i] === undefined)\n                            match[i] = undefined;\n                    }\n
  });\n            }\n            if (this._xregexp && this._xregexp.captureNames) {\n                for (var i = 1; i <
match.length; i++) {\n                    name = this._xregexp.captureNames[i - 1];\n                    if (name)\n
match[name] = match[i];\n                }\n            }\n            if (!compliantLastIndexIncrement && this.global &&
!match[0].length && (this.lastIndex > match.index))\n                this.lastIndex--;\n        }\n        return match;\n
};\n    if (!compliantLastIndexIncrement) {\n        RegExp.prototype.test = function (str) {\n            var match =
real.exec.call(this, str);\n            if (match && this.global && !match[0].length && (this.lastIndex > match.index))\n
                this.lastIndex--;\n            return !!match;\n        };\n    }\n\n    function getNativeFlags (regex) {\n        return
(regex.global     ? \"g\" : \"\") +\n                (regex.ignoreCase ? \"i\" : \"\") +\n                (regex.multiline  ? \"m\" :
\"\") +\n                (regex.extended   ? \"x\" : \"\") + // Proposed for ES4; included in AS3\n                (regex.sticky     ?
\"y\" : \"\");\n    }\n\n    function indexOf (array, item, from) {\n        if (Array.prototype.indexOf) // Use the native
array method if available\n            return array.indexOf(item, from);\n        for (var i = from || 0; i < array.length;
i++) {\n            if (array[i] === item)\n                return i;\n        }\n        return -1;\n
}\n\n});\n\nace.define(\"ace/lib/es5-shim\",[\"require\",\"exports\",\"module\"], function(acequire, exports, module)
{\n\nfunction Empty() {}\n\nif (!Function.prototype.bind) {\n    Function.prototype.bind = function bind(that) { //
.length is 1\n        var target = this;\n        if (typeof target != \"function\") {\n            throw new
TypeError(\"Function.prototype.bind called on incompatible \" + target);\n        }\n        var args =
slice.call(arguments, 1); // for normal call\n        var bound = function () {\n\n            if (this instanceof bound) {\n\n
                var result = target.apply(\n                    this,\n                    args.concat(slice.call(arguments))\n                );\n
            if (Object(result) === result) {\n                    return result;\n                }\n                return this;\n\n            }
else {\n                return target.apply(\n                    that,\n                    args.concat(slice.call(arguments))\n
);\n\n            }\n\n        };\n        if(target.prototype) {\n            Empty.prototype = target.prototype;\n
bound.prototype = new Empty();\n            Empty.prototype = null;\n        }\n        return bound;\n    };\n}\nvar call =
Function.prototype.call;\nvar prototypeOfArray = Array.prototype;\nvar prototypeOfObject =
Object.prototype;\nvar slice = prototypeOfArray.slice;\nvar _toString = call.bind(prototypeOfObject.toString);\nvar
owns = call.bind(prototypeOfObject.hasOwnProperty);\nvar defineGetter;\nvar defineSetter;\nvar
lookupGetter;\nvar lookupSetter;\nvar supportsAccessors;\nif ((supportsAccessors = owns(prototypeOfObject,
\"__defineGetter__\"))) {\n    defineGetter = call.bind(prototypeOfObject.__defineGetter__);\n    defineSetter =
call.bind(prototypeOfObject.__defineSetter__);\n    lookupGetter =
call.bind(prototypeOfObject.__lookupGetter__);\n    lookupSetter =
call.bind(prototypeOfObject.__lookupSetter__);\n}\nif ([1,2].splice(0).length != 2) {\n    if(function() { // test IE < 9
to splice bug - see issue #138\n        function makeArray(l) {\n            var a = new Array(l+2);\n            a[0] = a[1] =
0;\n            return a;\n        }\n        var array = [], lengthBefore;\n        \n        array.splice.apply(array,
makeArray(20));\n        array.splice.apply(array, makeArray(26));\n\n        lengthBefore = array.length; //46\n
array.splice(5, 0, \"XXX\"); // add one element\n\n        lengthBefore + 1 == array.length\n\n        if (lengthBefore +
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1 == array.length) {\n            return true;// has right splice implementation without bugs\n        }\n    }()) {//IE 6/7\n
    var array_splice = Array.prototype.splice;\n        Array.prototype.splice = function(start, deleteCount) {\n            if
(!arguments.length) {\n                return [];\n            } else {\n                return array_splice.apply(this, [\n
start === void 0 ? 0 : start,\n                    deleteCount === void 0 ? (this.length - start) : deleteCount\n
].concat(slice.call(arguments, 2)))\n            }\n        };\n    } else {//IE8\n        Array.prototype.splice = function(pos,
removeCount){\n            var length = this.length;\n            if (pos > 0) {\n                if (pos > length)\n
pos = length;\n            } else if (pos == void 0) {\n                pos = 0;\n            } else if (pos < 0) {\n                pos =
Math.max(length + pos, 0);\n            }\n\n            if (!(pos+removeCount < length))\n                removeCount =
length - pos;\n\n            var removed = this.slice(pos, pos+removeCount);\n            var insert = slice.call(arguments,
2);\n            var add = insert.length;            \n            if (pos === length) {\n                if (add) {\n
this.push.apply(this, insert);\n                }\n            } else {\n                var remove = Math.min(removeCount, length
- pos);\n                var tailOldPos = pos + remove;\n                var tailNewPos = tailOldPos + add - remove;\n
 var tailCount = length - tailOldPos;\n                var lengthAfterRemove = length - remove;\n\n                if
(tailNewPos < tailOldPos) { // case A\n                    for (var i = 0; i < tailCount; ++i) {\n
this[tailNewPos+i] = this[tailOldPos+i];\n                    }\n                } else if (tailNewPos > tailOldPos) { // case B\n
                for (i = tailCount; i--; ) {\n                    this[tailNewPos+i] = this[tailOldPos+i];\n                    }\n
  } // else, add == remove (nothing to do)\n\n                if (add && pos === lengthAfterRemove) {\n
this.length = lengthAfterRemove; // truncate array\n                    this.push.apply(this, insert);\n                } else {\n
            this.length = lengthAfterRemove + add; // reserves space\n                    for (i = 0; i < add; ++i) {\n
      this[pos+i] = insert[i];\n                    }\n                }\n            }\n            return removed;\n        };\n    }\n}\nif
(!Array.isArray) {\n    Array.isArray = function isArray(obj) {\n        return _toString(obj) == \"[object Array]\";\n
};\n}\nvar boxedString = Object(\"a\"),\n    splitString = boxedString[0] != \"a\" || !(0 in boxedString);\n\nif
(!Array.prototype.forEach) {\n    Array.prototype.forEach = function forEach(fun /*, thisp*/) {\n        var object =
toObject(this),\n            self = splitString && _toString(this) == \"[object String]\" ?\n                this.split(\"\") :\n
        object,\n            thisp = arguments[1],\n            i = -1,\n            length = self.length >>> 0;\n        if
(_toString(fun) != \"[object Function]\") {\n            throw new TypeError(); // TODO message\n        }\n\n        while
(++i < length) {\n            if (i in self) {\n                fun.call(thisp, self[i], i, object);\n            }\n        }\n    };\n}\nif
(!Array.prototype.map) {\n    Array.prototype.map = function map(fun /*, thisp*/) {\n        var object =
toObject(this),\n            self = splitString && _toString(this) == \"[object String]\" ?\n                this.split(\"\") :\n
        object,\n            length = self.length >>> 0,\n            result = Array(length),\n            thisp = arguments[1];\n
if (_toString(fun) != \"[object Function]\") {\n            throw new TypeError(fun + \" is not a function\");\n        }\n\n
     for (var i = 0; i < length; i++) {\n            if (i in self)\n                result[i] = fun.call(thisp, self[i], i, object);\n
}\n        return result;\n    };\n}\nif (!Array.prototype.filter) {\n    Array.prototype.filter = function filter(fun /*, thisp
*/) {\n        var object = toObject(this),\n            self = splitString && _toString(this) == \"[object String]\" ?\n
    this.split(\"\") :\n                    object,\n            length = self.length >>> 0,\n            result = [],\n            value,\n
   thisp = arguments[1];\n        if (_toString(fun) != \"[object Function]\") {\n            throw new TypeError(fun + \" is
not a function\");\n        }\n\n        for (var i = 0; i < length; i++) {\n            if (i in self) {\n                value = self[i];\n
            if (fun.call(thisp, value, i, object)) {\n                    result.push(value);\n                }\n            }\n        }\n
return result;\n    };\n}\nif (!Array.prototype.every) {\n    Array.prototype.every = function every(fun /*, thisp */) {\n
      var object = toObject(this),\n            self = splitString && _toString(this) == \"[object String]\" ?\n
this.split(\"\") :\n                object,\n            length = self.length >>> 0,\n            thisp = arguments[1];\n        if
(_toString(fun) != \"[object Function]\") {\n            throw new TypeError(fun + \" is not a function\");\n        }\n\n
 for (var i = 0; i < length; i++) {\n            if (i in self && !fun.call(thisp, self[i], i, object)) {\n                return false;\n
            }\n        }\n        return true;\n    };\n}\nif (!Array.prototype.some) {\n    Array.prototype.some = function
some(fun /*, thisp */) {\n        var object = toObject(this),\n            self = splitString && _toString(this) == \"[object
String]\" ?\n                this.split(\"\") :\n                object,\n            length = self.length >>> 0,\n            thisp =
arguments[1];\n        if (_toString(fun) != \"[object Function]\") {\n            throw new TypeError(fun + \" is not a
function\");\n        }\n\n        for (var i = 0; i < length; i++) {\n            if (i in self && fun.call(thisp, self[i], i, object))
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{\n            return true;\n        }\n    }\n    return false;\n  };\n}\nif (!Array.prototype.reduce) {\n
Array.prototype.reduce = function reduce(fun /*, initial*/) {\n    var object = toObject(this),\n        self =
splitString && _toString(this) == \"[object String]\" ?\n            this.split(\"\") :\n            object,\n        length
= self.length >>> 0;\n    if (_toString(fun) != \"[object Function]\") {\n        throw new TypeError(fun + \" is not
a function\");\n    }\n    if (!length && arguments.length == 1) {\n        throw new TypeError(\"reduce of
empty array with no initial value\");\n    }\n\n    var i = 0;\n    var result;\n    if (arguments.length >= 2) {\n
        result = arguments[1];\n    } else {\n        do {\n            if (i in self) {\n                result = self[i++];\n
            break;\n            }\n            if (++i >= length) {\n                throw new TypeError(\"reduce of empty
array with no initial value\");\n            }\n        } while (true);\n    }\n\n    for (; i < length; i++) {\n        if
(i in self) {\n            result = fun.call(void 0, result, self[i], i, object);\n        }\n    }\n\n    return result;\n
};\n}\nif (!Array.prototype.reduceRight) {\n  Array.prototype.reduceRight = function reduceRight(fun /*, initial*/)
{\n    var object = toObject(this),\n        self = splitString && _toString(this) == \"[object String]\" ?\n
this.split(\"\") :\n            object,\n        length = self.length >>> 0;\n    if (_toString(fun) != \"[object
Function]\") {\n        throw new TypeError(fun + \" is not a function\");\n    }\n    if (!length &&
arguments.length == 1) {\n        throw new TypeError(\"reduceRight of empty array with no initial value\");\n
}\n\n    var result, i = length - 1;\n    if (arguments.length >= 2) {\n        result = arguments[1];\n    } else
{\n        do {\n            if (i in self) {\n                result = self[i--];\n                break;\n            }\n
if (--i < 0) {\n                throw new TypeError(\"reduceRight of empty array with no initial value\");\n
}\n        } while (true);\n    }\n\n    do {\n        if (i in this) {\n            result = fun.call(void 0, result,
self[i], i, object);\n        }\n    } while (i--);\n\n    return result;\n  };\n}\nif (!Array.prototype.indexOf || ([0,
1].indexOf(1, 2) != -1)) {\n  Array.prototype.indexOf = function indexOf(sought /*, fromIndex */ ) {\n    var self
= splitString && _toString(this) == \"[object String]\" ?\n            this.split(\"\") :\n            toObject(this),\n
 length = self.length >>> 0;\n\n    if (!length) {\n        return -1;\n    }\n\n    var i = 0;\n    if
(arguments.length > 1) {\n        i = toInteger(arguments[1]);\n    }\n    i = i >= 0 ? i : Math.max(0, length +
i);\n    for (; i < length; i++) {\n        if (i in self && self[i] === sought) {\n            return i;\n        }\n
}\n    return -1;\n  };\n}\nif (!Array.prototype.lastIndexOf || ([0, 1].lastIndexOf(0, -3) != -1)) {\n
Array.prototype.lastIndexOf = function lastIndexOf(sought /*, fromIndex */) {\n    var self = splitString &&
_toString(this) == \"[object String]\" ?\n            this.split(\"\") :\n            toObject(this),\n        length =
self.length >>> 0;\n\n    if (!length) {\n        return -1;\n    }\n    var i = length - 1;\n    if
(arguments.length > 1) {\n        i = Math.min(i, toInteger(arguments[1]));\n    }\n    i = i >= 0 ? i : length -
Math.abs(i);\n    for (; i >= 0; i--) {\n        if (i in self && sought === self[i]) {\n            return i;\n        }\n
  }\n    return -1;\n  };\n}\nif (!Object.getPrototypeOf) {\n  Object.getPrototypeOf = function
getPrototypeOf(object) {\n    return object.__proto__ || (\n        object.constructor ?\n
object.constructor.prototype :\n        prototypeOfObject\n    );\n  };\n}\nif (!Object.getOwnPropertyDescriptor)
{\n  var ERR_NON_OBJECT = \"Object.getOwnPropertyDescriptor called on a \" +\n                \"non-object:
\";\n  Object.getOwnPropertyDescriptor = function getOwnPropertyDescriptor(object, property) {\n    if ((typeof
object != \"object\" && typeof object != \"function\") || object === null)\n        throw new
TypeError(ERR_NON_OBJECT + object);\n    if (!owns(object, property))\n        return;\n\n    var
descriptor, getter, setter;\n    descriptor =  { enumerable: true, configurable: true };\n    if (supportsAccessors)
{\n        var prototype = object.__proto__;\n        object.__proto__ = prototypeOfObject;\n\n        var getter =
lookupGetter(object, property);\n        var setter = lookupSetter(object, property);\n        object.__proto__ =
prototype;\n\n        if (getter || setter) {\n            if (getter) descriptor.get = getter;\n            if (setter)
descriptor.set = setter;\n            return descriptor;\n        }\n    }\n    descriptor.value = object[property];\n
  return descriptor;\n  };\n}\nif (!Object.getOwnPropertyNames) {\n  Object.getOwnPropertyNames = function
getOwnPropertyNames(object) {\n    return Object.keys(object);\n  };\n}\nif (!Object.create) {\n  var
createEmpty;\n  if (Object.prototype.__proto__ === null) {\n    createEmpty = function () {\n        return {
\"__proto__\": null };\n    };\n  } else {\n    createEmpty = function () {\n        var empty = {};\n        for
(var i in empty)\n            empty[i] = null;\n        empty.constructor =\n        empty.hasOwnProperty =\n
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empty.propertyIsEnumerable =\n            empty.isPrototypeOf =\n            empty.toLocaleString =\n
empty.toString =\n            empty.valueOf =\n            empty.__proto__ = null;\n            return empty;\n        }\n
}\n\n    Object.create = function create(prototype, properties) {\n        var object;\n        if (prototype === null) {\n
    object = createEmpty();\n        } else {\n            if (typeof prototype != \"object\")\n                throw new
TypeError(\"typeof prototype[\"+(typeof prototype)+\"] != 'object'\");\n            var Type = function () {};\n
Type.prototype = prototype;\n            object = new Type();\n            object.__proto__ = prototype;\n        }\n        if
(properties !== void 0)\n            Object.defineProperties(object, properties);\n        return object;\n
};\n}\n\nfunction doesDefinePropertyWork(object) {\n    try {\n        Object.defineProperty(object, \"sentinel\",
{});\n        return \"sentinel\" in object;\n    } catch (exception) {\n    }\n}\nif (Object.defineProperty) {\n    var
definePropertyWorksOnObject = doesDefinePropertyWork({});\n    var definePropertyWorksOnDom = typeof
document == \"undefined\" ||\n        doesDefinePropertyWork(document.createElement(\"div\"));\n    if
(!definePropertyWorksOnObject || !definePropertyWorksOnDom) {\n        var definePropertyFallback =
Object.defineProperty;\n    }\n}\n\nif (!Object.defineProperty || definePropertyFallback) {\n    var
ERR_NON_OBJECT_DESCRIPTOR = \"Property description must be an object: \";\n    var
ERR_NON_OBJECT_TARGET = \"Object.defineProperty called on non-object: \"\n    var
ERR_ACCESSORS_NOT_SUPPORTED = \"getters & setters can not be defined \" +\n                                \"on
this javascript engine\";\n\n    Object.defineProperty = function defineProperty(object, property, descriptor) {\n
if ((typeof object != \"object\" && typeof object != \"function\") || object === null)\n            throw new
TypeError(ERR_NON_OBJECT_TARGET + object);\n        if ((typeof descriptor != \"object\" && typeof
descriptor != \"function\") || descriptor === null)\n            throw new
TypeError(ERR_NON_OBJECT_DESCRIPTOR + descriptor);\n        if (definePropertyFallback) {\n            try {\n
            return definePropertyFallback.call(Object, object, property, descriptor);\n            } catch (exception) {\n
   }\n        }\n        if (owns(descriptor, \"value\")) {\n\n            if (supportsAccessors && (lookupGetter(object,
property) ||\n                                lookupSetter(object, property)))\n            {\n                var prototype =
object.__proto__;\n                object.__proto__ = prototypeOfObject;\n                delete object[property];\n
object[property] = descriptor.value;\n                object.__proto__ = prototype;\n            } else {\n
object[property] = descriptor.value;\n            }\n        } else {\n            if (!supportsAccessors)\n                throw new
TypeError(ERR_ACCESSORS_NOT_SUPPORTED);\n            if (owns(descriptor, \"get\"))\n
defineGetter(object, property, descriptor.get);\n            if (owns(descriptor, \"set\"))\n                defineSetter(object,
property, descriptor.set);\n        }\n\n        return object;\n    };\n}\nif (!Object.defineProperties) {\n
Object.defineProperties = function defineProperties(object, properties) {\n        for (var property in properties) {\n
    if (owns(properties, property))\n                Object.defineProperty(object, property, properties[property]);\n
}\n        return object;\n    };\n}\nif (!Object.seal) {\n    Object.seal = function seal(object) {\n        return object;\n
};\n}\nif (!Object.freeze) {\n    Object.freeze = function freeze(object) {\n        return object;\n    };\n}\ntry {\n
Object.freeze(function () {});\n} catch (exception) {\n    Object.freeze = (function freeze(freezeObject) {\n
return function freeze(object) {\n            if (typeof object == \"function\") {\n                return object;\n            } else
{\n                return freezeObject(object);\n            }\n        };\n    })(Object.freeze);\n}\nif
(!Object.preventExtensions) {\n    Object.preventExtensions = function preventExtensions(object) {\n        return
object;\n    };\n}\nif (!Object.isSealed) {\n    Object.isSealed = function isSealed(object) {\n        return false;\n
};\n}\nif (!Object.isFrozen) {\n    Object.isFrozen = function isFrozen(object) {\n        return false;\n    };\n}\nif
(!Object.isExtensible) {\n    Object.isExtensible = function isExtensible(object) {\n        if (Object(object) ===
object) {\n            throw new TypeError(); // TODO message\n        }\n        var name = '';\n        while (owns(object,
name)) {\n            name += '?';\n        }\n        object[name] = true;\n        var returnValue = owns(object, name);\n
 delete object[name];\n        return returnValue;\n    };\n}\nif (!Object.keys) {\n    var hasDontEnumBug = true,\n
dontEnums = [\n            \"toString\",\n            \"toLocaleString\",\n            \"valueOf\",\n
\"hasOwnProperty\",\n            \"isPrototypeOf\",\n            \"propertyIsEnumerable\",\n            \"constructor\"\n
],\n        dontEnumsLength = dontEnums.length;\n\n    for (var key in {\"toString\": null}) {\n
hasDontEnumBug = false;\n    }\n\n    Object.keys = function keys(object) {\n\n        if (\n            (typeof object !=
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\"object\" && typeof object != \"function\") ||\n            object === null\n        ) {\n            throw new
TypeError(\"Object.keys called on a non-object\");\n        }\n\n        var keys = [];\n        for (var name in object) {\n
        if (owns(object, name)) {\n                keys.push(name);\n            }\n        }\n\n        if (hasDontEnumBug) {\n
      for (var i = 0, ii = dontEnumsLength; i < ii; i++) {\n                var dontEnum = dontEnums[i];\n                if
(owns(object, dontEnum)) {\n                    keys.push(dontEnum);\n                }\n            }\n        }\n        return
keys;\n    };\n\n}\nif (!Date.now) {\n    Date.now = function now() {\n        return new Date().getTime();\n
};\n}\nvar ws = \"\\x09\\x0A\\x0B\\x0C\\x0D\\x20\\xA0\\u1680\\u180E\\u2000\\u2001\\u2002\\u2003\" +\n
\"\\u2004\\u2005\\u2006\\u2007\\u2008\\u2009\\u200A\\u202F\\u205F\\u3000\\u2028\" +\n
\"\\u2029\\uFEFF\";\nif (!String.prototype.trim || ws.trim()) {\n    ws = \"[\" + ws + \"]\";\n    var trimBeginRegexp =
new RegExp(\"^\" + ws + ws + \"*\"),\n        trimEndRegexp = new RegExp(ws + ws + \"*$\");\n
String.prototype.trim = function trim() {\n        return String(this).replace(trimBeginRegexp,
\"\").replace(trimEndRegexp, \"\");\n    };\n}\n\nfunction toInteger(n) {\n    n = +n;\n    if (n !== n) { // isNaN\n
n = 0;\n    } else if (n !== 0 && n !== (1/0) && n !== -(1/0)) {\n        n = (n > 0 || -1) * Math.floor(Math.abs(n));\n
}\n    return n;\n}\n\nfunction isPrimitive(input) {\n    var type = typeof input;\n    return (\n        input === null ||\n
   type === \"undefined\" ||\n        type === \"boolean\" ||\n        type === \"number\" ||\n        type === \"string\"\n
);\n}\n\nfunction toPrimitive(input) {\n    var val, valueOf, toString;\n    if (isPrimitive(input)) {\n        return
input;\n    }\n    valueOf = input.valueOf;\n    if (typeof valueOf === \"function\") {\n        val =
valueOf.call(input);\n        if (isPrimitive(val)) {\n            return val;\n        }\n    }\n    toString = input.toString;\n
if (typeof toString === \"function\") {\n        val = toString.call(input);\n        if (isPrimitive(val)) {\n            return
val;\n        }\n    }\n    throw new TypeError();\n}\nvar toObject = function (o) {\n    if (o == null) { // this matches
both null and undefined\n        throw new TypeError(\"can't convert \"+o+\" to object\");\n    }\n    return
Object(o);\n};\n\n});\n\nace.define(\"ace/lib/fixoldbrowsers\",[\"require\",\"exports\",\"module\",\"ace/lib/regexp\",\"
ace/lib/es5-shim\"], function(acequire, exports, module) {\n\"use
strict\";\n\nacequire(\"./regexp\");\nacequire(\"./es5-
shim\");\n\n});\n\nace.define(\"ace/lib/dom\",[\"require\",\"exports\",\"module\"], function(acequire, exports,
module) {\n\"use strict\";\n\nvar XHTML_NS = \"http://www.w3.org/1999/xhtml\";\n\nexports.getDocumentHead =
function(doc) {\n    if (!doc)\n        doc = document;\n    return doc.head || doc.getElementsByTagName(\"head\")[0]
|| doc.documentElement;\n};\n\nexports.createElement = function(tag, ns) {\n    return document.createElementNS
?\n            document.createElementNS(ns || XHTML_NS, tag) :\n
document.createElement(tag);\n};\n\nexports.hasCssClass = function(el, name) {\n    var classes = (el.className +
\"\").split(/\\s+/g);\n    return classes.indexOf(name) !== -1;\n};\nexports.addCssClass = function(el, name) {\n    if
(!exports.hasCssClass(el, name)) {\n        el.className += \" \" + name;\n    }\n};\nexports.removeCssClass =
function(el, name) {\n    var classes = el.className.split(/\\s+/g);\n    while (true) {\n        var index =
classes.indexOf(name);\n        if (index == -1) {\n            break;\n        }\n        classes.splice(index, 1);\n    }\n
el.className = classes.join(\" \");\n};\n\nexports.toggleCssClass = function(el, name) {\n    var classes =
el.className.split(/\\s+/g), add = true;\n    while (true) {\n        var index = classes.indexOf(name);\n        if (index
== -1) {\n            break;\n        }\n        add = false;\n        classes.splice(index, 1);\n    }\n    if (add)\n
classes.push(name);\n\n    el.className = classes.join(\" \");\n    return add;\n};\nexports.setCssClass =
function(node, className, include) {\n    if (include) {\n        exports.addCssClass(node, className);\n    } else {\n
    exports.removeCssClass(node, className);\n    }\n};\n\nexports.hasCssString = function(id, doc) {\n    var index
= 0, sheets;\n    doc = doc || document;\n\n    if (doc.createStyleSheet && (sheets = doc.styleSheets)) {\n        while
(index < sheets.length)\n            if (sheets[index++].owningElement.id === id) return true;\n    } else if ((sheets =
doc.getElementsByTagName(\"style\"))) {\n        while (index < sheets.length)\n            if (sheets[index++].id ===
id) return true;\n    }\n\n    return false;\n};\n\nexports.importCssString = function importCssString(cssText, id, doc)
{\n    doc = doc || document;\n    if (id && exports.hasCssString(id, doc))\n        return null;\n    \n    var style;\n    \n
 if (id)\n        cssText += \"\\n/*# sourceURL=ace/css/\" + id + \" */\";\n    \n    if (doc.createStyleSheet) {\n        style
= doc.createStyleSheet();\n        style.cssText = cssText;\n        if (id)\n            style.owningElement.id = id;\n    }
else {\n        style = exports.createElement(\"style\");\n        style.appendChild(doc.createTextNode(cssText));\n
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if (id)\n style.id = id;\n\n exports.getDocumentHead(doc).appendChild(style);\n
}\n};\n\nexports.importCssStylsheet = function(uri, doc) {\n if (doc.createStyleSheet) {\n
doc.createStyleSheet(uri);\n } else {\n var link = exports.createElement('link');\n link.rel = 'stylesheet';\n
link.href = uri;\n\n exports.getDocumentHead(doc).appendChild(link);\n }\n};\n\nexports.getInnerWidth =
function(element) {\n return (\n parseInt(exports.computedStyle(element, \"paddingLeft\"), 10) +\n
parseInt(exports.computedStyle(element, \"paddingRight\"), 10) + \n element.clientWidth\n
);\n};\n\nexports.getInnerHeight = function(element) {\n return (\n parseInt(exports.computedStyle(element,
\"paddingTop\"), 10) +\n parseInt(exports.computedStyle(element, \"paddingBottom\"), 10) +\n
element.clientHeight\n);\n};\n\nexports.scrollbarWidth = function(document) {\n var inner =
exports.createElement(\"ace_inner\");\n inner.style.width = \"100%\";\n inner.style.minWidth = \"0px\";\n
inner.style.height = \"200px\";\n inner.style.display = \"block\";\n\n var outer =
exports.createElement(\"ace_outer\");\n var style = outer.style;\n\n style.position = \"absolute\";\n style.left =
\"-10000px\";\n style.overflow = \"hidden\";\n style.width = \"200px\";\n style.minWidth = \"0px\";\n
style.height = \"150px\";\n style.display = \"block\";\n\n outer.appendChild(inner);\n\n var body =
document.documentElement;\n body.appendChild(outer);\n\n var noScrollbar = inner.offsetWidth;\n\n
style.overflow = \"scroll\";\n var withScrollbar = inner.offsetWidth;\n\n if (noScrollbar == withScrollbar) {\n
withScrollbar = outer.clientWidth;\n }\n\n body.removeChild(outer);\n\n return noScrollbar-
withScrollbar;\n};\n\nif (typeof document == \"undefined\") {\n exports.importCssString = function() {};\n
return;\n}\n\nif (window.pageYOffset !== undefined) {\n exports.getPageScrollTop = function() {\n return
window.pageYOffset;\n };\n\n exports.getPageScrollLeft = function() {\n return window.pageXOffset;\n
};\n}\nelse {\n exports.getPageScrollTop = function() {\n return document.body.scrollTop;\n };\n\n
exports.getPageScrollLeft = function() {\n return document.body.scrollLeft;\n };\n}\n\nif
(window.getComputedStyle)\n exports.computedStyle = function(element, style) {\n if (style)\n return
(window.getComputedStyle(element, \"\") || {})[style] || \"\";\n return window.getComputedStyle(element, \"\")
|| {};\n };\nelse\n exports.computedStyle = function(element, style) {\n if (style)\n return
element.currentStyle[style];\n return element.currentStyle;\n };\nexports.setInnerHtml = function(el,
innerHtml) {\n var element = el.cloneNode(false);//document.createElement(\"div\");\n element.innerHTML =
innerHtml;\n el.parentNode.replaceChild(element, el);\n return element;\n};\n\nif (\"textContent\" in
document.documentElement) {\n exports.setInnerText = function(el, innerText) {\n el.textContent =
innerText;\n };\n\n exports.getInnerText = function(el) {\n return el.textContent;\n };\n}\nelse {\n
exports.setInnerText = function(el, innerText) {\n el.innerText = innerText;\n };\n\n exports.getInnerText =
function(el) {\n return el.innerText;\n };\n}\n\nexports.getParentWindow = function(document) {\n return
document.defaultView ||
document.parentWindow;\n};\n\n});\n\nace.define(\"ace/lib/oop\",[\"require\",\"exports\",\"module\"],
function(acequire, exports, module) {\n\"use strict\";\n\nexports.inherits = function(ctor, superCtor) {\n
ctor.super_ = superCtor;\n ctor.prototype = Object.create(superCtor.prototype, {\n constructor: {\n
value: ctor,\n enumerable: false,\n writable: true,\n configurable: true\n }\n
});\n};\n\nexports.mixin = function(obj, mixin) {\n for (var key in mixin) {\n obj[key] = mixin[key];\n }\n
return obj;\n};\n\nexports.implement = function(proto, mixin) {\n exports.mixin(proto,
mixin);\n};\n\n});\n\nace.define(\"ace/lib/keys\",[\"require\",\"exports\",\"module\",\"ace/lib/fixoldbrowsers\",\"ace/l
ib/oop\"], function(acequire, exports, module) {\n\"use strict\";\n\nacequire(\"./fixoldbrowsers\");\n\nvar oop =
acequire(\"./oop\");\nvar Keys = (function() {\n var ret = {\n MODIFIER_KEYS: {\n 16: 'Shift', 17:
'Ctrl', 18: 'Alt', 224: 'Meta'\n },\n\n KEY_MODS: {\n \"ctrl\": 1, \"alt\": 2, \"option\" : 2, \"shift\":
4,\n \"super\": 8, \"meta\": 8, \"command\": 8, \"cmd\": 8\n },\n\n FUNCTION_KEYS : {\n 8
: \"Backspace\",\n 9 : \"Tab\",\n 13 : \"Return\",\n 19 : \"Pause\",\n 27 : \"Esc\",\n
32 : \"Space\",\n 33 : \"PageUp\",\n 34 : \"PageDown\",\n 35 : \"End\",\n 36 :
\"Home\",\n 37 : \"Left\",\n 38 : \"Up\",\n 39 : \"Right\",\n 40 : \"Down\",\n 44 :
\"Print\",\n 45 : \"Insert\",\n 46 : \"Delete\",\n 96 : \"Numpad0\",\n 97 : \"Numpad1\",\n

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98 : \"Numpad2\",\n 99 : \"Numpad3\",\n 100: \"Numpad4\",\n 101: \"Numpad5\",\n
102: \"Numpad6\",\n 103: \"Numpad7\",\n 104: \"Numpad8\",\n 105: \"Numpad9\",\n '-
13': \"NumpadEnter\",\n 112: \"F1\",\n 113: \"F2\",\n 114: \"F3\",\n 115: \"F4\",\n
116: \"F5\",\n 117: \"F6\",\n 118: \"F7\",\n 119: \"F8\",\n 120: \"F9\",\n 121:
\"F10\",\n 122: \"F11\",\n 123: \"F12\",\n 144: \"Numlock\",\n 145: \"Scrolllock\"\n
},\n\n PRINTABLE_KEYS: {\n 32: ' ', 48: '0', 49: '1', 50: '2', 51: '3', 52: '4', 53: '5',\n 54: '6', 55:
'7', 56: '8', 57: '9', 59: ';', 61: '=', 65: 'a',\n 66: 'b', 67: 'c', 68: 'd', 69: 'e', 70: 'f', 71: 'g', 72: 'h',\n 73:
'i', 74: 'j', 75: 'k', 76: 'l', 77: 'm', 78: 'n', 79: 'o',\n 80: 'p', 81: 'q', 82: 'r', 83: 's', 84: 't', 85: 'u', 86: 'v',\n
87: 'w', 88: 'x', 89: 'y', 90: 'z', 107: '+', 109: '-', 110: '.',\n 186: ';', 187: '=', 188: ',', 189: '-', 190: '.', 191: '/',
192: '`',\n 219: '[', 220: '\\\\',221: ']', 222: \"'\", 111: '/', 106: '*'\n }\n };\n var name, i;\n for (i in
ret.FUNCTION_KEYS) {\n name = ret.FUNCTION_KEYS[i].toLowerCase();\n ret[name] = parseInt(i,
10);\n }\n for (i in ret.PRINTABLE_KEYS) {\n name = ret.PRINTABLE_KEYS[i].toLowerCase();\n
ret[name] = parseInt(i, 10);\n }\n oop.mixin(ret, ret.MODIFIER_KEYS);\n oop.mixin(ret,
ret.PRINTABLE_KEYS);\n oop.mixin(ret, ret.FUNCTION_KEYS);\n ret.enter = ret[\"return\"];\n ret.escape
= ret.esc;\n ret.del = ret[\"delete\"];\n ret[173] = '-';\n \n (function() {\n var mods = [\"cmd\", \"ctrl\",
\"alt\", \"shift\"];\n for (var i = Math.pow(2, mods.length); i--;) { \n ret.KEY_MODS[i] =
mods.filter(function(x) {\n return i & ret.KEY_MODS[x];\n }).join(\"-\") + \"-\";\n }\n
})();\n\n ret.KEY_MODS[0] = \"\";\n ret.KEY_MODS[-1] = \"input-\";\n\n return
ret;\n})();\noop.mixin(exports, Keys);\n\nexports.keyCodeToString = function(keyCode) {\n var keyString =
Keys[keyCode];\n if (typeof keyString != \"string\")\n keyString = String.fromCharCode(keyCode);\n return
keyString.toLowerCase();\n};\n\n});\n\nace.define(\"ace/lib/useragent\",[\"require\",\"exports\",\"module\"],
function(acequire, exports, module) {\n\"use strict\";\nexports.OS = {\n LINUX: \"LINUX\",\n MAC:
\"MAC\",\n WINDOWS: \"WINDOWS\"\n};\nexports.getOS = function() {\n if (exports.isMac) {\n return
exports.OS.MAC;\n } else if (exports.isLinux) {\n return exports.OS.LINUX;\n } else {\n return
exports.OS.WINDOWS;\n }\n};\nif (typeof navigator != \"object\")\n return;\n\nvar os =
(navigator.platform.match(/mac|win|linux/i) || [\"other\"])[0].toLowerCase();\nvar ua =
navigator.userAgent;\nexports.isWin = (os == \"win\");\nexports.isMac = (os == \"mac\");\nexports.isLinux = (os
== \"linux\");\nexports.isIE = \n (navigator.appName == \"Microsoft Internet Explorer\" ||
navigator.appName.indexOf(\"MSAppHost\") >= 0)\n ? parseFloat((ua.match(/(?:MSIE |Trident\/[0-9]+[\.0-
9]+;.*rv:)([0-9]+[\.0-9]+)/)||[])[1])\n : parseFloat((ua.match(/(?:Trident\/[0-9]+[\.0-9]+;.*rv:)([0-9]+[\.0-
9]+)/)||[])[1]); // for ie\n \nexports.isOldIE = exports.isIE && exports.isIE < 9;\nexports.isGecko =
exports.isMozilla = (window.Controllers || window.controllers) && window.navigator.product ===
\"Gecko\";\nexports.isOldGecko = exports.isGecko && parseInt((ua.match(/rv:(\\d+)/)||[])[1], 10) <
4;\nexports.isOpera = window.opera && Object.prototype.toString.call(window.opera) == \"[object
Opera]\";\nexports.isWebKit = parseFloat(ua.split(\"WebKit/\")[1]) || undefined;\n\nexports.isChrome =
parseFloat(ua.split(\" Chrome/\")[1]) || undefined;\n\nexports.isAIR = ua.indexOf(\"AdobeAIR\") >=
0;\n\nexports.isIPad = ua.indexOf(\"iPad\") >= 0;\n\nexports.isChromeOS = ua.indexOf(\" CrOS \") >=
0;\n\nexports.isIOS = /iPad|iPhone|iPod/.test(ua) && !window.MSStream;\n\nif (exports.isIOS) exports.isMac =
true;\n\n});\n\nace.define(\"ace/lib/event\",[\"require\",\"exports\",\"module\",\"ace/lib/keys\",\"ace/lib/useragent\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar keys = acequire(\"./keys\");\nvar useragent =
acequire(\"./useragent\");\n\nvar pressedKeys = null;\nvar ts = 0;\n\nexports.addListener = function(elem, type,
callback) {\n if (elem.addEventListener) {\n return elem.addEventListener(type, callback, false);\n }\n if
(elem.attachEvent) {\n var wrapper = function() {\n callback.call(elem, window.event);\n };\n
callback._wrapper = wrapper;\n elem.attachEvent(\"on\" + type, wrapper);\n }\n};\n\nexports.removeListener
= function(elem, type, callback) {\n if (elem.removeEventListener) {\n return
elem.removeEventListener(type, callback, false);\n }\n if (elem.detachEvent) {\n elem.detachEvent(\"on\" +
type, callback._wrapper || callback);\n }\n};\nexports.stopEvent = function(e) {\n exports.stopPropagation(e);\n
exports.preventDefault(e);\n return false;\n};\n\nexports.stopPropagation = function(e) {\n if
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(e.stopPropagation)\n        e.stopPropagation();\n    else\n        e.cancelBubble = true;\n};\n\nexports.preventDefault
= function(e) {\n    if (e.preventDefault)\n        e.preventDefault();\n    else\n        e.returnValue =
false;\n};\nexports.getButton = function(e) {\n    if (e.type == \"dblclick\")\n        return 0;\n    if (e.type ==
\"contextmenu\" || (useragent.isMac && (e.ctrlKey && !e.altKey && !e.shiftKey)))\n        return 2;\n    if
(e.preventDefault) {\n        return e.button;\n    }\n    else {\n        return {1:0, 2:2, 4:1}[e.button];\n
}\n};\n\nexports.capture = function(el, eventHandler, releaseCaptureHandler) {\n    function onMouseUp(e) {\n
eventHandler && eventHandler(e);\n        releaseCaptureHandler && releaseCaptureHandler(e);\n\n
exports.removeListener(document, \"mousemove\", eventHandler, true);\n        exports.removeListener(document,
\"mouseup\", onMouseUp, true);\n        exports.removeListener(document, \"dragstart\", onMouseUp, true);\n
}\n\n    exports.addListener(document, \"mousemove\", eventHandler, true);\n    exports.addListener(document,
\"mouseup\", onMouseUp, true);\n    exports.addListener(document, \"dragstart\", onMouseUp, true);\n    \n    return
onMouseUp;\n};\n\nexports.addTouchMoveListener = function (el, callback) {\n    var startx, starty;\n
exports.addListener(el, \"touchstart\", function (e) {\n        var touches = e.touches;\n        var touchObj =
touches[0];\n        startx = touchObj.clientX;\n        starty = touchObj.clientY;\n    });\n    exports.addListener(el,
\"touchmove\", function (e) {\n        var touches = e.touches;\n        if (touches.length > 1) return;\n\n        var
touchObj = touches[0];\n\n        e.wheelX = startx - touchObj.clientX;\n        e.wheelY = starty -
touchObj.clientY;\n\n        startx = touchObj.clientX;\n        starty = touchObj.clientY;\n\n        callback(e);\n
});\n};\n\nexports.addMouseWheelListener = function(el, callback) {\n    if (\"onmousewheel\" in el) {\n
exports.addListener(el, \"mousewheel\", function(e) {\n            var factor = 8;\n            if (e.wheelDeltaX !==
undefined) {\n                e.wheelX = -e.wheelDeltaX / factor;\n                e.wheelY = -e.wheelDeltaY / factor;\n
 } else {\n                e.wheelX = 0;\n                e.wheelY = -e.wheelDelta / factor;\n            }\n            callback(e);\n
   });\n    } else if (\"onwheel\" in el) {\n        exports.addListener(el, \"wheel\",  function(e) {\n            var factor =
0.35;\n            switch (e.deltaMode) {\n                case e.DOM_DELTA_PIXEL:\n                    e.wheelX = e.deltaX
* factor || 0;\n                    e.wheelY = e.deltaY * factor || 0;\n                    break;\n                case
e.DOM_DELTA_LINE:\n                case e.DOM_DELTA_PAGE:\n                    e.wheelX = (e.deltaX || 0) * 5;\n
            e.wheelY = (e.deltaY || 0) * 5;\n                    break;\n            }\n            \n            callback(e);\n        });\n    }
else {\n        exports.addListener(el, \"DOMMouseScroll\", function(e) {\n            if (e.axis && e.axis ==
e.HORIZONTAL_AXIS) {\n                e.wheelX = (e.detail || 0) * 5;\n                e.wheelY = 0;\n            } else {\n
        e.wheelX = 0;\n                e.wheelY = (e.detail || 0) * 5;\n            }\n            callback(e);\n        });\n
}\n};\n\nexports.addMultiMouseDownListener = function(elements, timeouts, eventHandler, callbackName) {\n
var clicks = 0;\n    var startX, startY, timer; \n    var eventNames = {\n        2: \"dblclick\",\n        3: \"tripleclick\",\n
    4: \"quadclick\"\n    };\n\n    function onMousedown(e) {\n        if (exports.getButton(e) !== 0) {\n            clicks =
0;\n        } else if (e.detail > 1) {\n            clicks++;\n            if (clicks > 4)\n                clicks = 1;\n        } else {\n
    clicks = 1;\n        }\n        if (useragent.isIE) {\n            var isNewClick = Math.abs(e.clientX - startX) > 5 ||
Math.abs(e.clientY - startY) > 5;\n            if (!timer || isNewClick)\n                clicks = 1;\n            if (timer)\n
  clearTimeout(timer);\n            timer = setTimeout(function() {timer = null;}, timeouts[clicks - 1] || 600);\n\n
if (clicks == 1) {\n                startX = e.clientX;\n                startY = e.clientY;\n            }\n        }\n        \n
e._clicks = clicks;\n\n        eventHandler[callbackName](\"mousedown\", e);\n\n        if (clicks > 4)\n            clicks =
0;\n        else if (clicks > 1)\n            return eventHandler[callbackName](eventNames[clicks], e);\n    }\n    function
onDblclick(e) {\n        clicks = 2;\n        if (timer)\n            clearTimeout(timer);\n        timer = setTimeout(function()
{timer = null;}, timeouts[clicks - 1] || 600);\n        eventHandler[callbackName](\"mousedown\", e);\n
eventHandler[callbackName](eventNames[clicks], e);\n    }\n    if (!Array.isArray(elements))\n        elements =
[elements];\n    elements.forEach(function(el) {\n        exports.addListener(el, \"mousedown\", onMousedown);\n
 if (useragent.isOldIE)\n            exports.addListener(el, \"dblclick\", onDblclick);\n    });\n};\n\nvar getModifierHash
= useragent.isMac && useragent.isOpera && !(\"KeyboardEvent\" in window)\n    ? function(e) {\n        return 0 |
(e.metaKey ? 1 : 0) | (e.altKey ? 2 : 0) | (e.shiftKey ? 4 : 0) | (e.ctrlKey ? 8 : 0);\n    }\n    : function(e) {\n        return
0 | (e.ctrlKey ? 1 : 0) | (e.altKey ? 2 : 0) | (e.shiftKey ? 4 : 0) | (e.metaKey ? 8 : 0);\n
};\n\nexports.getModifierString = function(e) {\n    return keys.KEY_MODS[getModifierHash(e)];\n};\n\nfunction
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normalizeCommandKeys(callback, e, keyCode) {\n    var hashId = getModifierHash(e);\n\n    if (!useragent.isMac
&& pressedKeys) {\n        if (e.getModifierState && (e.getModifierState(\"OS\") || e.getModifierState(\"Win\")))\n
        hashId |= 8;\n        if (pressedKeys.altGr) {\n            if ((3 & hashId) != 3)\n                pressedKeys.altGr = 0;\n
        else\n                return;\n        }\n        if (keyCode === 18 || keyCode === 17) {\n            var location =
\"location\" in e ? e.location : e.keyLocation;\n            if (keyCode === 17 && location === 1) {\n                if
(pressedKeys[keyCode] == 1)\n                    ts = e.timeStamp;\n            } else if (keyCode === 18 && hashId === 3
&& location === 2) {\n                var dt = e.timeStamp - ts;\n                if (dt < 50)\n                    pressedKeys.altGr
= true;\n            }\n        }\n    }\n    \n    if (keyCode in keys.MODIFIER_KEYS) {\n        keyCode = -1;\n    }\n    if
(hashId & 8 && (keyCode >= 91 && keyCode <= 93)) {\n        keyCode = -1;\n    }\n    \n    if (!hashId &&
keyCode === 13) {\n        var location = \"location\" in e ? e.location : e.keyLocation;\n        if (location === 3) {\n
        callback(e, hashId, -keyCode);\n            if (e.defaultPrevented)\n                return;\n        }\n    }\n    \n    if
(useragent.isChromeOS && hashId & 8) {\n        callback(e, hashId, keyCode);\n        if (e.defaultPrevented)\n
 return;\n        else\n            hashId &= ~8;\n    }\n    if (!hashId && !(keyCode in keys.FUNCTION_KEYS) &&
!(keyCode in keys.PRINTABLE_KEYS)) {\n        return false;\n    }\n    \n    return callback(e, hashId,
keyCode);\n}\n\n\nexports.addCommandKeyListener = function(el, callback) {\n    var addListener =
exports.addListener;\n    if (useragent.isOldGecko || (useragent.isOpera && !(\"KeyboardEvent\" in window))) {\n
   var lastKeyDownKeyCode = null;\n        addListener(el, \"keydown\", function(e) {\n
lastKeyDownKeyCode = e.keyCode;\n        });\n        addListener(el, \"keypress\", function(e) {\n            return
normalizeCommandKeys(callback, e, lastKeyDownKeyCode);\n        });\n    } else {\n        var lastDefaultPrevented
= null;\n\n        addListener(el, \"keydown\", function(e) {\n            pressedKeys[e.keyCode] =
(pressedKeys[e.keyCode] || 0) + 1;\n            var result = normalizeCommandKeys(callback, e, e.keyCode);\n
lastDefaultPrevented = e.defaultPrevented;\n            return result;\n        });\n\n        addListener(el, \"keypress\",
function(e) {\n            if (lastDefaultPrevented && (e.ctrlKey || e.altKey || e.shiftKey || e.metaKey)) {\n
exports.stopEvent(e);\n                lastDefaultPrevented = null;\n            }\n        });\n\n        addListener(el, \"keyup\",
function(e) {\n            pressedKeys[e.keyCode] = null;\n        });\n\n        if (!pressedKeys) {\n
resetPressedKeys();\n            addListener(window, \"focus\", resetPressedKeys);\n        }\n    }\n};\nfunction
resetPressedKeys() {\n    pressedKeys = Object.create(null);\n}\n\nif (typeof window == \"object\" &&
window.postMessage && !useragent.isOldIE) {\n    var postMessageId = 1;\n    exports.nextTick =
function(callback, win) {\n        win = win || window;\n        var messageName = \"zero-timeout-message-\" +
postMessageId;\n        exports.addListener(win, \"message\", function listener(e) {\n            if (e.data ==
messageName) {\n                exports.stopPropagation(e);\n                exports.removeListener(win, \"message\",
listener);\n                callback();\n            }\n        });\n        win.postMessage(messageName, \"*\");\n
};\n}\n\n\nexports.nextFrame = typeof window == \"object\" && (window.requestAnimationFrame\n    ||
window.mozRequestAnimationFrame\n    || window.webkitRequestAnimationFrame\n    ||
window.msRequestAnimationFrame\n    || window.oRequestAnimationFrame);\n\nif (exports.nextFrame)\n
exports.nextFrame = exports.nextFrame.bind(window);\nelse\n    exports.nextFrame = function(callback) {\n
setTimeout(callback, 17);\n    };\n});\n\nace.define(\"ace/lib/lang\",[\"require\",\"exports\",\"module\"],
function(acequire, exports, module) {\n\"use strict\";\n\nexports.last = function(a) {\n    return a[a.length -
1];\n};\n\nexports.stringReverse = function(string) {\n    return
string.split(\"\").reverse().join(\"\");\n};\n\nexports.stringRepeat = function (string, count) {\n    var result = '';\n
while (count > 0) {\n        if (count & 1)\n            result += string;\n\n        if (count >>= 1)\n            string +=
string;\n    }\n    return result;\n};\n\nvar trimBeginRegexp = /^\\s\\s*/;\nvar trimEndRegexp =
/\\s\\s*$/;\n\nexports.stringTrimLeft = function (string) {\n    return string.replace(trimBeginRegexp,
'');\n};\n\nexports.stringTrimRight = function (string) {\n    return string.replace(trimEndRegexp,
'');\n};\n\nexports.copyObject = function(obj) {\n    var copy = {};\n    for (var key in obj) {\n        copy[key] =
obj[key];\n    }\n    return copy;\n};\n\nexports.copyArray = function(array){\n    var copy = [];\n    for (var i=0,
l=array.length; i<l; i++) {\n        if (array[i] && typeof array[i] == \"object\")\n            copy[i] =
this.copyObject(array[i]);\n        else \n            copy[i] = array[i];\n    }\n    return copy;\n};\n\nexports.deepCopy =
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function deepCopy(obj) {\n    if (typeof obj !== \"object\" || !obj)\n        return obj;\n    var copy;\n    if
(Array.isArray(obj)) {\n        copy = [];\n        for (var key = 0; key < obj.length; key++) {\n            copy[key] =
deepCopy(obj[key]);\n        }\n        return copy;\n    }\n    if (Object.prototype.toString.call(obj) !== \"[object
Object]\")\n        return obj;\n    \n    copy = {};\n    for (var key in obj)\n        copy[key] = deepCopy(obj[key]);\n
return copy;\n};\n\nexports.arrayToMap = function(arr) {\n    var map = {};\n    for (var i=0; i<arr.length; i++) {\n
  map[arr[i]] = 1;\n    }\n    return map;\n\n};\n\nexports.createMap = function(props) {\n    var map =
Object.create(null);\n    for (var i in props) {\n        map[i] = props[i];\n    }\n    return
map;\n};\nexports.arrayRemove = function(array, value) {\n  for (var i = 0; i <= array.length; i++) {\n    if (value
=== array[i]) {\n      array.splice(i, 1);\n    }\n  }\n};\n\nexports.escapeRegExp = function(str) {\n    return
str.replace(/([.*+?^${}()|[\\]\\/\\\\])/g, '\\\\$1');\n};\n\nexports.escapeHTML = function(str) {\n    return
str.replace(/&/g, \"&#38;\").replace(/\"/g, \"&#34;\").replace(/'/g, \"&#39;\").replace(/</g,
\"&#60;\");\n};\n\nexports.getMatchOffsets = function(string, regExp) {\n    var matches = [];\n\n
string.replace(regExp, function(str) {\n        matches.push({\n            offset: arguments[arguments.length-2],\n
length: str.length\n        });\n    });\n\n    return matches;\n};\nexports.deferredCall = function(fcn) {\n    var timer =
null;\n    var callback = function() {\n        timer = null;\n        fcn();\n    };\n\n    var deferred = function(timeout) {\n
      deferred.cancel();\n        timer = setTimeout(callback, timeout || 0);\n        return deferred;\n    };\n\n
deferred.schedule = deferred;\n\n    deferred.call = function() {\n        this.cancel();\n        fcn();\n        return
deferred;\n    };\n\n    deferred.cancel = function() {\n        clearTimeout(timer);\n        timer = null;\n        return
deferred;\n    };\n    \n    deferred.isPending = function() {\n        return timer;\n    };\n\n    return
deferred;\n};\n\n\nexports.delayedCall = function(fcn, defaultTimeout) {\n    var timer = null;\n    var callback =
function() {\n        timer = null;\n        fcn();\n    };\n\n    var _self = function(timeout) {\n        if (timer == null)\n
    timer = setTimeout(callback, timeout || defaultTimeout);\n    };\n\n    _self.delay = function(timeout) {\n
timer && clearTimeout(timer);\n        timer = setTimeout(callback, timeout || defaultTimeout);\n    };\n
_self.schedule = _self;\n\n    _self.call = function() {\n        this.cancel();\n        fcn();\n    };\n\n    _self.cancel =
function() {\n        timer && clearTimeout(timer);\n        timer = null;\n    };\n\n    _self.isPending = function() {\n
  return timer;\n    };\n\n    return
_self;\n};\n});\n\nace.define(\"ace/keyboard/textinput_ios\",[\"require\",\"exports\",\"module\",\"ace/lib/event\",\"ace
/lib/useragent\",\"ace/lib/dom\",\"ace/lib/lang\",\"ace/lib/keys\"], function(acequire, exports, module) {\n\"use
strict\";\n\nvar event = acequire(\"../lib/event\");\nvar useragent = acequire(\"../lib/useragent\");\nvar dom =
acequire(\"../lib/dom\");\nvar lang = acequire(\"../lib/lang\");\nvar KEYS = acequire(\"../lib/keys\");\nvar MODS =
KEYS.KEY_MODS;\nvar BROKEN_SETDATA = useragent.isChrome < 18;\nvar USE_IE_MIME_TYPE =
useragent.isIE;\n\nvar TextInput = function(parentNode, host) {\n    var self = this;\n    var text =
dom.createElement(\"textarea\");\n    text.className = useragent.isIOS ? \"ace_text-input ace_text-input-ios\" :
\"ace_text-input\";\n\n    if (useragent.isTouchPad)\n        text.setAttribute(\"x-palm-disable-auto-cap\", true);\n\n
text.setAttribute(\"wrap\", \"off\");\n    text.setAttribute(\"autocorrect\", \"off\");\n
text.setAttribute(\"autocapitalize\", \"off\");\n    text.setAttribute(\"spellcheck\", false);\n\n    text.style.opacity =
\"0\";\n    parentNode.insertBefore(text, parentNode.firstChild);\n\n    var PLACEHOLDER = \"\\n aaaa a\\n\";\n\n
var copied = false;\n    var cut = false;\n    var pasted = false;\n    var inComposition = false;\n    var tempStyle = '';\n
  var isSelectionEmpty = true;\n    try { var isFocused = document.activeElement === text; } catch(e) {}\n\n
event.addListener(text, \"blur\", function(e) {\n        host.onBlur(e);\n        isFocused = false;\n    });\n
event.addListener(text, \"focus\", function(e) {\n        isFocused = true;\n        host.onFocus(e);\n
resetSelection();\n    });\n    this.focus = function() {\n        if (tempStyle) return text.focus();\n
text.style.position = \"fixed\";\n        text.focus();\n    };\n    this.blur = function() {\n        text.blur();\n    };\n
this.isFocused = function() {\n        return isFocused;\n    };\n    var syncSelection = lang.delayedCall(function() {\n
    isFocused && resetSelection(isSelectionEmpty);\n    });\n    var syncValue = lang.delayedCall(function() {\n
if (!inComposition) {\n            text.value = PLACEHOLDER;\n            isFocused && resetSelection();\n        }\n
});\n\n    function resetSelection(isEmpty) {\n        if (inComposition)\n            return;\n        inComposition =
true;\n\n        if (inputHandler) {\n            selectionStart = 0;\n            selectionEnd = isEmpty ? 0 : text.value.length
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- 1;\n        } else {\n            var selectionStart = 4;\n            var selectionEnd = 5;\n        }\n        try {\n
text.setSelectionRange(selectionStart, selectionEnd);\n        } catch(e) {}\n\n        inComposition = false;\n    }\n\n
function resetValue() {\n        if (inComposition)\n            return;\n        text.value = PLACEHOLDER;\n        if
(useragent.isWebKit)\n            syncValue.schedule();\n    }\n\n    useragent.isWebKit ||
host.addEventListener('changeSelection', function() {\n        if (host.selection.isEmpty() != isSelectionEmpty) {\n
    isSelectionEmpty = !isSelectionEmpty;\n            syncSelection.schedule();\n        }\n    });\n\n    resetValue();\n
if (isFocused)\n        host.onFocus();\n\n\n    var isAllSelected = function(text) {\n        return text.selectionStart ===
0 && text.selectionEnd === text.value.length;\n    };\n\n    var onSelect = function(e) {\n        if (isAllSelected(text))
{\n            host.selectAll();\n            resetSelection();\n        } else if (inputHandler) {\n
resetSelection(host.selection.isEmpty());\n        }\n    };\n\n    var inputHandler = null;\n    this.setInputHandler =
function(cb) {inputHandler = cb;};\n    this.getInputHandler = function() {return inputHandler;};\n    var
afterContextMenu = false;\n\n    var sendText = function(data) {\n        if (text.selectionStart === 4 &&
text.selectionEnd === 5) {\n            return;\n        }\n        if (inputHandler) {\n            data = inputHandler(data);\n
    inputHandler = null;\n        }\n        if (pasted) {\n            resetSelection();\n            if (data)\n
host.onPaste(data);\n            pasted = false;\n        } else if (data == PLACEHOLDER.substr(0) &&
text.selectionStart === 4) {\n            if (afterContextMenu)\n                host.execCommand(\"del\", {source:
\"ace\"});\n            else // some versions of android do not fire keydown when pressing backspace\n
host.execCommand(\"backspace\", {source: \"ace\"});\n        } else if (!copied) {\n            if (data.substring(0, 9) ==
PLACEHOLDER && data.length > PLACEHOLDER.length)\n                data = data.substr(9);\n            else if
(data.substr(0, 4) == PLACEHOLDER.substr(0, 4))\n                data = data.substr(4, data.length -
PLACEHOLDER.length + 1);\n            else if (data.charAt(data.length - 1) == PLACEHOLDER.charAt(0))\n
    data = data.slice(0, -1);\n            if (data == PLACEHOLDER.charAt(0)) {\n            } else if
(data.charAt(data.length - 1) == PLACEHOLDER.charAt(0))\n                data = data.slice(0, -1);\n\n            if
(data)\n                host.onTextInput(data);\n        }\n        if (copied) {\n            copied = false;\n        }\n        if
(afterContextMenu)\n            afterContextMenu = false;\n    };\n    var onInput = function(e) {\n        if
(inComposition)\n            return;\n        var data = text.value;\n        sendText(data);\n        resetValue();\n    };\n\n
var handleClipboardData = function(e, data, forceIEMime) {\n        var clipboardData = e.clipboardData ||
window.clipboardData;\n        if (!clipboardData || BROKEN_SETDATA)\n            return;\n        var mime =
USE_IE_MIME_TYPE || forceIEMime ? \"Text\" : \"text/plain\";\n        try {\n            if (data) {\n                return
clipboardData.setData(mime, data) !== false;\n            } else {\n                return clipboardData.getData(mime);\n
    }\n        } catch(e) {\n            if (!forceIEMime)\n                return handleClipboardData(e, data, true);\n        }\n
};\n\n    var doCopy = function(e, isCut) {\n        var data = host.getCopyText();\n        if (!data)\n            return
event.preventDefault(e);\n\n        if (handleClipboardData(e, data)) {\n            if (useragent.isIOS) {\n                cut =
isCut;\n                text.value = \"\\n aa\" + data + \"a a\\n\";\n                text.setSelectionRange(4, 4 + data.length);\n
            copied = {\n                    value: data\n                };\n            }\n            isCut ? host.onCut() : host.onCopy();\n
        if (!useragent.isIOS) event.preventDefault(e);\n        } else {\n            copied = true;\n            text.value =
data;\n            text.select();\n            setTimeout(function(){\n                copied = false;\n                resetValue();\n
        resetSelection();\n                isCut ? host.onCut() : host.onCopy();\n            });\n        }\n    };\n\n    var onCut =
function(e) {\n        doCopy(e, true);\n    };\n\n    var onCopy = function(e) {\n        doCopy(e, false);\n    };\n\n    var
onPaste = function(e) {\n        var data = handleClipboardData(e);\n        if (typeof data == \"string\") {\n            if
(data)\n                host.onPaste(data, e);\n            if (useragent.isIE)\n                setTimeout(resetSelection);\n
event.preventDefault(e);\n        }\n        else {\n            text.value = \"\";\n            pasted = true;\n        }\n    };\n\n
event.addCommandKeyListener(text, host.onCommandKey.bind(host));\n\n    event.addListener(text, \"select\",
onSelect);\n\n    event.addListener(text, \"input\", onInput);\n\n    event.addListener(text, \"cut\", onCut);\n
event.addListener(text, \"copy\", onCopy);\n    event.addListener(text, \"paste\", onPaste);\n    var
onCompositionStart = function(e) {\n        if (inComposition || !host.onCompositionStart || host.$readOnly)\n
return;\n        inComposition = {};\n        inComposition.canUndo = host.session.$undoManager;\n
host.onCompositionStart();\n        setTimeout(onCompositionUpdate, 0);\n        host.on(\"mousedown\",
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onCompositionEnd);\n        if (inComposition.canUndo && !host.selection.isEmpty()) {\n            host.insert(\"\");\n
        host.session.markUndoGroup();\n            host.selection.clearSelection();\n        }\n
host.session.markUndoGroup();\n    };\n\n    var onCompositionUpdate = function() {\n        if (!inComposition ||
!host.onCompositionUpdate || host.$readOnly)\n            return;\n        var val = text.value.replace(/\\x01/g, \"\");\n
 if (inComposition.lastValue === val) return;\n\n        host.onCompositionUpdate(val);\n        if
(inComposition.lastValue)\n            host.undo();\n        if (inComposition.canUndo)\n
inComposition.lastValue = val;\n        if (inComposition.lastValue) {\n            var r = host.selection.getRange();\n
    host.insert(inComposition.lastValue);\n            host.session.markUndoGroup();\n            inComposition.range =
host.selection.getRange();\n            host.selection.setRange(r);\n            host.selection.clearSelection();\n        }\n
};\n\n    var onCompositionEnd = function(e) {\n        if (!host.onCompositionEnd || host.$readOnly) return;\n
var c = inComposition;\n        inComposition = false;\n        var timer = setTimeout(function() {\n            timer =
null;\n            var str = text.value.replace(/\\x01/g, \"\");\n            if (inComposition)\n                return;\n            else
if (str == c.lastValue)\n                resetValue();\n            else if (!c.lastValue && str) {\n                resetValue();\n
        sendText(str);\n            }\n        });\n        inputHandler = function compositionInputHandler(str) {\n            if
(timer)\n                clearTimeout(timer);\n            str = str.replace(/\\x01/g, \"\");\n            if (str == c.lastValue)\n
        return \"\";\n            if (c.lastValue && timer)\n                host.undo();\n            return str;\n        };\n
host.onCompositionEnd();\n        host.removeListener(\"mousedown\", onCompositionEnd);\n        if (e.type ==
\"compositionend\" && c.range) {\n            host.selection.setRange(c.range);\n        }\n        var needsOnInput =\n
      (!!useragent.isChrome && useragent.isChrome >= 53) ||\n            (!!useragent.isWebKit && useragent.isWebKit
>= 603);\n\n        if (needsOnInput) {\n            onInput();\n        }\n    };\n\n\n\n    var syncComposition =
lang.delayedCall(onCompositionUpdate, 50);\n\n    event.addListener(text, \"compositionstart\",
onCompositionStart);\n    if (useragent.isGecko) {\n        event.addListener(text, \"text\",
function(){syncComposition.schedule();});\n    } else {\n        event.addListener(text, \"keyup\",
function(){syncComposition.schedule();});\n        event.addListener(text, \"keydown\",
function(){syncComposition.schedule();});\n    }\n    event.addListener(text, \"compositionend\",
onCompositionEnd);\n\n    this.getElement = function() {\n        return text;\n    };\n\n    this.setReadOnly =
function(readOnly) {\n        text.readOnly = readOnly;\n    };\n\n    this.onContextMenu = function(e) {\n
afterContextMenu = true;\n        resetSelection(host.selection.isEmpty());\n        host._emit(\"nativecontextmenu\",
{target: host, domEvent: e});\n        this.moveToMouse(e, true);\n    };\n\n    this.moveToMouse = function(e,
bringToFront) {\n        if (!tempStyle)\n            tempStyle = text.style.cssText;\n        text.style.cssText =
(bringToFront ? \"z-index:100000;\" : \"\")\n            + \"height:\" + text.style.height + \";\"\n            + (useragent.isIE
? \"opacity:0.1;\" : \"\");\n\n        var rect = host.container.getBoundingClientRect();\n        var style =
dom.computedStyle(host.container);\n        var top = rect.top + (parseInt(style.borderTopWidth) || 0);\n        var left
= rect.left + (parseInt(rect.borderLeftWidth) || 0);\n        var maxTop = rect.bottom - top - text.clientHeight -2;\n
var move = function(e) {\n            text.style.left = e.clientX - left - 2 + \"px\";\n            text.style.top =
Math.min(e.clientY - top - 2, maxTop) + \"px\";\n        };\n        move(e);\n\n        if (e.type != \"mousedown\")\n
   return;\n\n        if (host.renderer.$keepTextAreaAtCursor)\n            host.renderer.$keepTextAreaAtCursor =
null;\n\n        clearTimeout(closeTimeout);\n        if (useragent.isWin)\n            event.capture(host.container, move,
onContextMenuClose);\n    };\n\n    this.onContextMenuClose = onContextMenuClose;\n    var closeTimeout;\n
function onContextMenuClose() {\n        clearTimeout(closeTimeout);\n        closeTimeout = setTimeout(function ()
{\n            if (tempStyle) {\n                text.style.cssText = tempStyle;\n                tempStyle = '';\n            }\n
if (host.renderer.$keepTextAreaAtCursor == null) {\n                host.renderer.$keepTextAreaAtCursor = true;\n
      host.renderer.$moveTextAreaToCursor();\n            }\n        }, 0);\n    }\n\n    var onContextMenu = function(e)
{\n        host.textInput.onContextMenu(e);\n        onContextMenuClose();\n    };\n    event.addListener(text,
\"mouseup\", onContextMenu);\n    event.addListener(text, \"mousedown\", function(e) {\n
e.preventDefault();\n        onContextMenuClose();\n    });\n    event.addListener(host.renderer.scroller,
\"contextmenu\", onContextMenu);\n    event.addListener(text, \"contextmenu\", onContextMenu);\n\n    if
(useragent.isIOS) {\n        var typingResetTimeout = null;\n        var typing = false;\n\n
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parentNode.addEventListener(\"keydown\", function (e) {\n            if (typingResetTimeout)
clearTimeout(typingResetTimeout);\n            typing = true;\n        });\n\n
parentNode.addEventListener(\"keyup\", function (e) {\n            typingResetTimeout = setTimeout(function () {\n
        typing = false;\n            }, 100);\n        });\n        var detectArrowKeys = function(e) {\n            if
(document.activeElement !== text) return;\n            if (typing) return;\n\n            if (cut) {\n                return
setTimeout(function () {\n                    cut = false;\n                }, 100);\n            }\n            var selectionStart =
text.selectionStart;\n            var selectionEnd = text.selectionEnd;\n            text.setSelectionRange(4, 5);\n            if
(selectionStart == selectionEnd) {\n                switch (selectionStart) {\n                    case 0:
host.onCommandKey(null, 0, KEYS.up); break;\n                    case 1: host.onCommandKey(null, 0, KEYS.home);
break;\n                    case 2: host.onCommandKey(null, MODS.option, KEYS.left); break;\n                    case 4:
host.onCommandKey(null, 0, KEYS.left); break;\n                    case 5: host.onCommandKey(null, 0, KEYS.right);
break;\n                    case 7: host.onCommandKey(null, MODS.option, KEYS.right); break;\n                    case 8:
host.onCommandKey(null, 0, KEYS.end); break;\n                    case 9: host.onCommandKey(null, 0, KEYS.down);
break;\n                }\n            } else {\n                switch (selectionEnd) {\n                    case 6:
host.onCommandKey(null, MODS.shift, KEYS.right); break;\n                    case 7: host.onCommandKey(null,
MODS.shift | MODS.option, KEYS.right); break;\n                    case 8: host.onCommandKey(null, MODS.shift,
KEYS.end); break;\n                    case 9: host.onCommandKey(null, MODS.shift, KEYS.down); break;\n
}\n                switch (selectionStart) {\n                    case 0: host.onCommandKey(null, MODS.shift, KEYS.up);
break;\n                    case 1: host.onCommandKey(null, MODS.shift, KEYS.home); break;\n                    case 2:
host.onCommandKey(null, MODS.shift | MODS.option, KEYS.left); break;\n                    case 3:
host.onCommandKey(null, MODS.shift, KEYS.left); break;\n                }\n            }\n        };\n
document.addEventListener(\"selectionchange\", detectArrowKeys);\n        host.on(\"destroy\", function() {\n
document.removeEventListener(\"selectionchange\", detectArrowKeys);\n        });\n    }\n};\n\nexports.TextInput =
TextInput;\n});\n\nace.define(\"ace/keyboard/textinput\",[\"require\",\"exports\",\"module\",\"ace/lib/event\",\"ace/li
b/useragent\",\"ace/lib/dom\",\"ace/lib/lang\",\"ace/keyboard/textinput_ios\"], function(acequire, exports, module)
{\n\"use strict\";\n\nvar event = acequire(\"../lib/event\");\nvar useragent = acequire(\"../lib/useragent\");\nvar dom =
acequire(\"../lib/dom\");\nvar lang = acequire(\"../lib/lang\");\nvar BROKEN_SETDATA = useragent.isChrome <
18;\nvar USE_IE_MIME_TYPE =  useragent.isIE;\n\nvar TextInputIOS =
acequire(\"./textinput_ios\").TextInput;\nvar TextInput = function(parentNode, host) {\n    if (useragent.isIOS)\n
return TextInputIOS.call(this, parentNode, host);\n\n    var text = dom.createElement(\"textarea\");\n
text.className = \"ace_text-input\";\n\n    text.setAttribute(\"wrap\", \"off\");\n    text.setAttribute(\"autocorrect\",
\"off\");\n    text.setAttribute(\"autocapitalize\", \"off\");\n    text.setAttribute(\"spellcheck\", false);\n\n
text.style.opacity = \"0\";\n    parentNode.insertBefore(text, parentNode.firstChild);\n\n    var PLACEHOLDER =
\"\\u2028\\u2028\";\n\n    var copied = false;\n    var pasted = false;\n    var inComposition = false;\n    var tempStyle
= '';\n    var isSelectionEmpty = true;\n    try { var isFocused = document.activeElement === text; } catch(e) {}\n
\n    event.addListener(text, \"blur\", function(e) {\n        host.onBlur(e);\n        isFocused = false;\n    });\n
event.addListener(text, \"focus\", function(e) {\n        isFocused = true;\n        host.onFocus(e);\n
resetSelection();\n    });\n    this.focus = function() {\n        if (tempStyle) return text.focus();\n        var top =
text.style.top;\n        text.style.position = \"fixed\";\n        text.style.top = \"0px\";\n        text.focus();\n
setTimeout(function() {\n            text.style.position = \"\";\n            if (text.style.top == \"0px\")\n
text.style.top = top;\n        }, 0);\n    };\n    this.blur = function() {\n        text.blur();\n    };\n    this.isFocused =
function() {\n        return isFocused;\n    };\n    var syncSelection = lang.delayedCall(function() {\n        isFocused
&& resetSelection(isSelectionEmpty);\n    });\n    var syncValue = lang.delayedCall(function() {\n        if
(!inComposition) {\n            text.value = PLACEHOLDER;\n            isFocused && resetSelection();\n        }\n
});\n\n    function resetSelection(isEmpty) {\n        if (inComposition)\n            return;\n        inComposition = true;\n
    \n        if (inputHandler) {\n            var selectionStart = 0;\n            var selectionEnd = isEmpty ? 0 :
text.value.length - 1;\n        } else {\n            var selectionStart = isEmpty ? 2 : 1;\n            var selectionEnd = 2;\n
 }\n        try {\n            text.setSelectionRange(selectionStart, selectionEnd);\n        } catch(e){}\n        \n
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inComposition = false;\n    }\n\n    function resetValue() {\n        if (inComposition)\n            return;\n        text.value
= PLACEHOLDER;\n        if (useragent.isWebKit)\n            syncValue.schedule();\n    }\n\n    useragent.isWebKit ||
host.addEventListener('changeSelection', function() {\n        if (host.selection.isEmpty() != isSelectionEmpty) {\n
    isSelectionEmpty = !isSelectionEmpty;\n            syncSelection.schedule();\n        }\n    });\n\n    resetValue();\n
if (isFocused)\n        host.onFocus();\n\n\n    var isAllSelected = function(text) {\n        return text.selectionStart ===
0 && text.selectionEnd === text.value.length;\n    };\n\n    var onSelect = function(e) {\n        if (copied) {\n
copied = false;\n        } else if (isAllSelected(text)) {\n            host.selectAll();\n            resetSelection();\n        } else
if (inputHandler) {\n            resetSelection(host.selection.isEmpty());\n        }\n    };\n\n    var inputHandler = null;\n
 this.setInputHandler = function(cb) {inputHandler = cb;};\n    this.getInputHandler = function() {return
inputHandler;};\n    var afterContextMenu = false;\n    \n    var sendText = function(data) {\n        if (inputHandler)
{\n            data = inputHandler(data);\n            inputHandler = null;\n        }\n        if (pasted) {\n
resetSelection();\n            if (data)\n                host.onPaste(data);\n            pasted = false;\n        } else if (data ==
PLACEHOLDER.charAt(0)) {\n            if (afterContextMenu)\n                host.execCommand(\"del\", {source:
\"ace\"});\n            else // some versions of android do not fire keydown when pressing backspace\n
host.execCommand(\"backspace\", {source: \"ace\"});\n        } else {\n            if (data.substring(0, 2) ==
PLACEHOLDER)\n                data = data.substr(2);\n            else if (data.charAt(0) ==
PLACEHOLDER.charAt(0))\n                data = data.substr(1);\n            else if (data.charAt(data.length - 1) ==
PLACEHOLDER.charAt(0))\n                data = data.slice(0, -1);\n            if (data.charAt(data.length - 1) ==
PLACEHOLDER.charAt(0))\n                data = data.slice(0, -1);\n            \n            if (data)\n
host.onTextInput(data);\n        }\n        if (afterContextMenu)\n            afterContextMenu = false;\n    };\n    var
onInput = function(e) {\n        if (inComposition)\n            return;\n        var data = text.value;\n
sendText(data);\n        resetValue();\n    };\n    \n    var handleClipboardData = function(e, data, forceIEMime) {\n
 var clipboardData = e.clipboardData || window.clipboardData;\n        if (!clipboardData || BROKEN_SETDATA)\n
        return;\n        var mime = USE_IE_MIME_TYPE || forceIEMime ? \"Text\" : \"text/plain\";\n        try {\n
if (data) {\n                return clipboardData.setData(mime, data) !== false;\n            } else {\n                return
clipboardData.getData(mime);\n            }\n        } catch(e) {\n            if (!forceIEMime)\n                return
handleClipboardData(e, data, true);\n        }\n    };\n\n    var doCopy = function(e, isCut) {\n        var data =
host.getCopyText();\n        if (!data)\n            return event.preventDefault(e);\n\n        if (handleClipboardData(e,
data)) {\n            isCut ? host.onCut() : host.onCopy();\n            event.preventDefault(e);\n        } else {\n
copied = true;\n            text.value = data;\n            text.select();\n            setTimeout(function(){\n                copied =
false;\n                resetValue();\n                resetSelection();\n                isCut ? host.onCut() : host.onCopy();\n
});\n        }\n    };\n    \n    var onCut = function(e) {\n        doCopy(e, true);\n    };\n    \n    var onCopy = function(e)
{\n        doCopy(e, false);\n    };\n    \n    var onPaste = function(e) {\n        var data = handleClipboardData(e);\n
if (typeof data == \"string\") {\n            if (data)\n                host.onPaste(data, e);\n            if (useragent.isIE)\n
    setTimeout(resetSelection);\n            event.preventDefault(e);\n        }\n        else {\n            text.value = \"\";\n
    pasted = true;\n        }\n    };\n\n    event.addCommandKeyListener(text, host.onCommandKey.bind(host));\n\n
event.addListener(text, \"select\", onSelect);\n\n    event.addListener(text, \"input\", onInput);\n\n
event.addListener(text, \"cut\", onCut);\n    event.addListener(text, \"copy\", onCopy);\n    event.addListener(text,
\"paste\", onPaste);\n    if (!('oncut' in text) || !('oncopy' in text) || !('onpaste' in text)) {\n
event.addListener(parentNode, \"keydown\", function(e) {\n            if ((useragent.isMac && !e.metaKey) ||
!e.ctrlKey)\n                return;\n\n            switch (e.keyCode) {\n                case 67:\n                    onCopy(e);\n
        break;\n                case 86:\n                    onPaste(e);\n                    break;\n                case 88:\n
onCut(e);\n                    break;\n            }\n        });\n    }\n    var onCompositionStart = function(e) {\n        if
(inComposition || !host.onCompositionStart || host.$readOnly) \n            return;\n        inComposition = {};\n
inComposition.canUndo = host.session.$undoManager;\n        host.onCompositionStart();\n
setTimeout(onCompositionUpdate, 0);\n        host.on(\"mousedown\", onCompositionEnd);\n        if
(inComposition.canUndo && !host.selection.isEmpty()) {\n            host.insert(\"\");\n
host.session.markUndoGroup();\n            host.selection.clearSelection();\n        }\n
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host.session.markUndoGroup();\n   };\n\n   var onCompositionUpdate = function() {\n   if (!inComposition || !host.onCompositionUpdate || host.$readOnly)\n   return;\n   var val = text.value.replace(/\\u2028/g, \"\");\n   if (inComposition.lastValue === val) return;\n   \n   host.onCompositionUpdate(val);\n   if (inComposition.lastValue)\n   host.undo();\n   if (inComposition.canUndo)\n inComposition.lastValue = val;\n   if (inComposition.lastValue) {\n   var r = host.selection.getRange();\n   host.insert(inComposition.lastValue);\n   host.session.markUndoGroup();\n   inComposition.range = host.selection.getRange();\n   host.selection.setRange(r);\n   host.selection.clearSelection();\n   }\n };\n\n   var onCompositionEnd = function(e) {\n   if (!host.onCompositionEnd || host.$readOnly) return;\n var c = inComposition;\n   inComposition = false;\n   var timer = setTimeout(function() {\n   timer = null;\n   var str = text.value.replace(/\\u2028/g, \"\");\n   if (inComposition)\n   return;\n else if (str == c.lastValue)\n   resetValue();\n   else if (!c.lastValue && str) {\n resetValue();\n   sendText(str);\n   }\n   });\n   inputHandler = function compositionInputHandler(str) {\n   if (timer)\n   clearTimeout(timer);\n   str = str.replace(/\\u2028/g, \"\");\n   if (str == c.lastValue)\n   return \"\";\n   if (c.lastValue && timer)\n   host.undo();\n   return str;\n   };\n   host.onCompositionEnd();\n host.removeListener(\"mousedown\", onCompositionEnd);\n   if (e.type == \"compositionend\" && c.range) {\n   host.selection.setRange(c.range);\n   }\n   var needsOnInput =\n   (!!useragent.isChrome && useragent.isChrome >= 53) ||\n   (!!useragent.isWebKit && useragent.isWebKit >= 603);\n\n   if (needsOnInput) {\n   onInput();\n   }\n   };\n   \n   \n\n   var syncComposition = lang.delayedCall(onCompositionUpdate, 50);\n\n   event.addListener(text, \"compositionstart\", onCompositionStart);\n   if (useragent.isGecko) {\n   event.addListener(text, \"text\", function(){syncComposition.schedule();});\n   } else {\n   event.addListener(text, \"keyup\", function(){syncComposition.schedule();});\n   event.addListener(text, \"keydown\", function(){syncComposition.schedule();});\n   }\n   event.addListener(text, \"compositionend\", onCompositionEnd);\n\n   this.getElement = function() {\n   return text;\n   };\n\n   this.setReadOnly = function(readOnly) {\n   text.readOnly = readOnly;\n   };\n\n   this.onContextMenu = function(e) {\n afterContextMenu = true;\n   resetSelection(host.selection.isEmpty());\n   host._emit(\"nativecontextmenu\", {target: host, domEvent: e});\n   this.moveToMouse(e, true);\n   };\n   \n   this.moveToMouse = function(e, bringToFront) {\n   if (!tempStyle)\n   tempStyle = text.style.cssText;\n   text.style.cssText = (bringToFront ? \"z-index:100000;\" : \"\")\n   + \"height:\" + text.style.height + \";\"\n   + (useragent.isIE ? \"opacity:0.1;\" : \"\");\n\n   var rect = host.container.getBoundingClientRect();\n   var style = dom.computedStyle(host.container);\n   var top = rect.top + (parseInt(style.borderTopWidth) || 0);\n   var left = rect.left + (parseInt(rect.borderLeftWidth) || 0);\n   var maxTop = rect.bottom - top - text.clientHeight -2;\n var move = function(e) {\n   text.style.left = e.clientX - left - 2 + \"px\";\n   text.style.top = Math.min(e.clientY - top - 2, maxTop) + \"px\";\n   }; \n   move(e);\n\n   if (e.type != \"mousedown\")\n   return;\n\n   if (host.renderer.$keepTextAreaAtCursor)\n   host.renderer.$keepTextAreaAtCursor = null;\n\n   clearTimeout(closeTimeout);\n   if (useragent.isWin)\n   event.capture(host.container, move, onContextMenuClose);\n   };\n\n   this.onContextMenuClose = onContextMenuClose;\n   var closeTimeout;\n function onContextMenuClose() {\n   clearTimeout(closeTimeout);\n   closeTimeout = setTimeout(function () {\n   if (tempStyle) {\n   text.style.cssText = tempStyle;\n   tempStyle = '';\n   }\n if (host.renderer.$keepTextAreaAtCursor == null) {\n   host.renderer.$keepTextAreaAtCursor = true;\n   host.renderer.$moveTextAreaToCursor();\n   }\n   }, 0);\n   }\n\n   var onContextMenu = function(e) {\n   host.textInput.onContextMenu(e);\n   onContextMenuClose();\n   };\n   event.addListener(text, \"mouseup\", onContextMenu);\n   event.addListener(text, \"mousedown\", function(e) {\n e.preventDefault();\n   onContextMenuClose();\n   });\n   event.addListener(host.renderer.scroller, \"contextmenu\", onContextMenu);\n   event.addListener(text, \"contextmenu\", onContextMenu);\n};\n\nexports.TextInput = TextInput;\n});\n\nace.define(\"ace/mouse/default_handlers\",[\"require\",\"exports\",\"module\",\"ace/lib/dom\",\"ac

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e/lib/event\",\"ace/lib/useragent\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar dom =
acequire(\"../lib/dom\");\nvar event = acequire(\"../lib/event\");\nvar useragent = acequire(\"../lib/useragent\");\n\nvar
DRAG_OFFSET = 0; // pixels\nvar SCROLL_COOLDOWN_T = 250; // milliseconds\n\nfunction
DefaultHandlers(mouseHandler) {\n    mouseHandler.$clickSelection = null;\n\n    var editor =
mouseHandler.editor;\n    editor.setDefaultHandler(\"mousedown\", this.onMouseDown.bind(mouseHandler));\n
editor.setDefaultHandler(\"dblclick\", this.onDoubleClick.bind(mouseHandler));\n
editor.setDefaultHandler(\"tripleclick\", this.onTripleClick.bind(mouseHandler));\n
editor.setDefaultHandler(\"quadclick\", this.onQuadClick.bind(mouseHandler));\n
editor.setDefaultHandler(\"mousewheel\", this.onMouseWheel.bind(mouseHandler));\n
editor.setDefaultHandler(\"touchmove\", this.onTouchMove.bind(mouseHandler));\n\n    var exports = [\"select\",
\"startSelect\", \"selectEnd\", \"selectAllEnd\", \"selectByWordsEnd\",\n        \"selectByLinesEnd\", \"dragWait\",
\"dragWaitEnd\", \"focusWait\"];\n\n    exports.forEach(function(x) {\n        mouseHandler[x] = this[x];\n    },
this);\n\n    mouseHandler.selectByLines = this.extendSelectionBy.bind(mouseHandler, \"getLineRange\");\n
mouseHandler.selectByWords = this.extendSelectionBy.bind(mouseHandler, \"getWordRange\");\n}\n\n(function()
{\n\n    this.onMouseDown = function(ev) {\n        var inSelection = ev.inSelection();\n        var pos =
ev.getDocumentPosition();\n        this.mousedownEvent = ev;\n        var editor = this.editor;\n\n        var button =
ev.getButton();\n        if (button !== 0) {\n            var selectionRange = editor.getSelectionRange();\n            var
selectionEmpty = selectionRange.isEmpty();\n            editor.$blockScrolling++;\n            if (selectionEmpty || button
== 1)\n                editor.selection.moveToPosition(pos);\n            editor.$blockScrolling--;\n            if (button == 2)
{\n                editor.textInput.onContextMenu(ev.domEvent);\n                if (!useragent.isMozilla)\n
ev.preventDefault();\n            }\n            return;\n        }\n\n        this.mousedownEvent.time = Date.now();\n        if
(inSelection && !editor.isFocused()) {\n            editor.focus();\n            if (this.$focusTimout &&
!this.$clickSelection && !editor.inMultiSelectMode) {\n                this.setState(\"focusWait\");\n
this.captureMouse(ev);\n                return;\n            }\n        }\n\n        this.captureMouse(ev);\n
this.startSelect(pos, ev.domEvent._clicks > 1);\n        return ev.preventDefault();\n    };\n\n    this.startSelect =
function(pos, waitForClickSelection) {\n        pos = pos || this.editor.renderer.screenToTextCoordinates(this.x,
this.y);\n        var editor = this.editor;\n        editor.$blockScrolling++;\n        if
(this.mousedownEvent.getShiftKey())\n            editor.selection.selectToPosition(pos);\n        else if
(!waitForClickSelection)\n            editor.selection.moveToPosition(pos);\n        if (!waitForClickSelection)\n
this.select();\n        if (editor.renderer.scroller.setCapture) {\n            editor.renderer.scroller.setCapture();\n        }\n
    editor.setStyle(\"ace_selecting\");\n        this.setState(\"select\");\n        editor.$blockScrolling--;\n    };\n\n
this.select = function() {\n        var anchor, editor = this.editor;\n        var cursor =
editor.renderer.screenToTextCoordinates(this.x, this.y);\n        editor.$blockScrolling++;\n        if
(this.$clickSelection) {\n            var cmp = this.$clickSelection.comparePoint(cursor);\n\n            if (cmp == -1) {\n
            anchor = this.$clickSelection.end;\n            } else if (cmp == 1) {\n                anchor =
this.$clickSelection.start;\n            } else {\n                var orientedRange =
calcRangeOrientation(this.$clickSelection, cursor);\n                cursor = orientedRange.cursor;\n                anchor =
orientedRange.anchor;\n            }\n            editor.selection.setSelectionAnchor(anchor.row, anchor.column);\n
}\n        editor.selection.selectToPosition(cursor);\n        editor.$blockScrolling--;\n
editor.renderer.scrollCursorIntoView();\n    };\n\n    this.extendSelectionBy = function(unitName) {\n        var
anchor, editor = this.editor;\n        var cursor = editor.renderer.screenToTextCoordinates(this.x, this.y);\n        var
range = editor.selection[unitName](cursor.row, cursor.column);\n        editor.$blockScrolling++;\n        if
(this.$clickSelection) {\n            var cmpStart = this.$clickSelection.comparePoint(range.start);\n            var cmpEnd
= this.$clickSelection.comparePoint(range.end);\n\n            if (cmpStart == -1 && cmpEnd <= 0) {\n
anchor = this.$clickSelection.end;\n                if (range.end.row != cursor.row || range.end.column !=
cursor.column)\n                    cursor = range.start;\n            } else if (cmpEnd == 1 && cmpStart >= 0) {\n
anchor = this.$clickSelection.start;\n                if (range.start.row != cursor.row || range.start.column !=
cursor.column)\n                    cursor = range.end;\n            } else if (cmpStart == -1 && cmpEnd == 1) {\n
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cursor = range.end;\n                anchor = range.start;\n            } else {\n                var orientedRange =
calcRangeOrientation(this.$clickSelection, cursor);\n                cursor = orientedRange.cursor;\n                anchor =
orientedRange.anchor;\n            }\n            editor.selection.setSelectionAnchor(anchor.row, anchor.column);\n
}\n        editor.selection.selectToPosition(cursor);\n        editor.$blockScrolling--;\n
editor.renderer.scrollCursorIntoView();\n    };\n\n    this.selectEnd =\n    this.selectAllEnd =\n
this.selectByWordsEnd =\n    this.selectByLinesEnd = function() {\n        this.$clickSelection = null;\n
this.editor.unsetStyle(\"ace_selecting\");\n        if (this.editor.renderer.scroller.releaseCapture) {\n
this.editor.renderer.scroller.releaseCapture();\n        }\n    };\n\n    this.focusWait = function() {\n        var distance =
calcDistance(this.mousedownEvent.x, this.mousedownEvent.y, this.x, this.y);\n        var time = Date.now();\n\n
if (distance > DRAG_OFFSET || time - this.mousedownEvent.time > this.$focusTimout)\n
this.startSelect(this.mousedownEvent.getDocumentPosition());\n    };\n\n    this.onDoubleClick = function(ev) {\n
  var pos = ev.getDocumentPosition();\n        var editor = this.editor;\n        var session = editor.session;\n\n        var
range = session.getBracketRange(pos);\n        if (range) {\n            if (range.isEmpty()) {\n
range.start.column--;\n                range.end.column++;\n            }\n            this.setState(\"select\");\n        } else {\n
      range = editor.selection.getWordRange(pos.row, pos.column);\n            this.setState(\"selectByWords\");\n
}\n        this.$clickSelection = range;\n        this.select();\n    };\n\n    this.onTripleClick = function(ev) {\n        var
pos = ev.getDocumentPosition();\n        var editor = this.editor;\n\n        this.setState(\"selectByLines\");\n        var
range = editor.getSelectionRange();\n        if (range.isMultiLine() && range.contains(pos.row, pos.column)) {\n
   this.$clickSelection = editor.selection.getLineRange(range.start.row);\n            this.$clickSelection.end =
editor.selection.getLineRange(range.end.row).end;\n        } else {\n            this.$clickSelection =
editor.selection.getLineRange(pos.row);\n        }\n        this.select();\n    };\n\n    this.onQuadClick = function(ev) {\n
      var editor = this.editor;\n\n        editor.selectAll();\n        this.$clickSelection = editor.getSelectionRange();\n
this.setState(\"selectAll\");\n    };\n\n    this.onMouseWheel = function(ev) {\n        if (ev.getAccelKey())\n
return;\n        if (ev.getShiftKey() && ev.wheelY && !ev.wheelX) {\n            ev.wheelX = ev.wheelY;\n
ev.wheelY = 0;\n        }\n        \n        var editor = this.editor;\n\n        if (!this.$lastScroll)\n            this.$lastScroll =
{ t: 0, vx: 0, vy: 0, allowed: 0 };\n\n        var prevScroll = this.$lastScroll;\n        var t = ev.domEvent.timeStamp;\n
   var dt = t - prevScroll.t;\n        var vx = ev.wheelX / dt;\n        var vy = ev.wheelY / dt;\n        if (dt <
SCROLL_COOLDOWN_T) {\n            vx = (vx + prevScroll.vx) / 2;\n            vy = (vy + prevScroll.vy) / 2;\n
}\n\n        var direction = Math.abs(vx / vy);\n\n        var canScroll = false;\n        if (direction >= 1 &&
editor.renderer.isScrollableBy(ev.wheelX * ev.speed, 0))\n            canScroll = true;\n        if (direction <= 1 &&
editor.renderer.isScrollableBy(0, ev.wheelY * ev.speed))\n            canScroll = true;\n\n        if (canScroll) {\n
prevScroll.allowed = t;\n        } else if (t - prevScroll.allowed < SCROLL_COOLDOWN_T) {\n            var isSlower
= Math.abs(vx) <= 1.1 * Math.abs(prevScroll.vx)\n                && Math.abs(vy) <= 1.1 * Math.abs(prevScroll.vy);\n
        if (isSlower) {\n                canScroll = true;\n                prevScroll.allowed = t;\n            }\n            else {\n
     prevScroll.allowed = 0;\n            }\n        }\n\n        prevScroll.t = t;\n        prevScroll.vx = vx;\n        prevScroll.vy
= vy;\n\n        if (canScroll) {\n            editor.renderer.scrollBy(ev.wheelX * ev.speed, ev.wheelY * ev.speed);\n
  return ev.stop();\n        }\n    };\n\n    this.onTouchMove = function(ev) {\n        this.editor._emit(\"mousewheel\",
ev);\n    };\n\n}).call(DefaultHandlers.prototype);\n\nexports.DefaultHandlers = DefaultHandlers;\n\nfunction
calcDistance(ax, ay, bx, by) {\n    return Math.sqrt(Math.pow(bx - ax, 2) + Math.pow(by - ay, 2));\n}\n\nfunction
calcRangeOrientation(range, cursor) {\n    if (range.start.row == range.end.row)\n        var cmp = 2 * cursor.column
- range.start.column - range.end.column;\n    else if (range.start.row == range.end.row - 1 && !range.start.column
&& !range.end.column)\n        var cmp = cursor.column - 4;\n    else\n        var cmp = 2 * cursor.row -
range.start.row - range.end.row;\n\n    if (cmp < 0)\n        return {cursor: range.start, anchor: range.end};\n    else\n
   return {cursor: range.end, anchor:
range.start};\n}\n\n});\n\nace.define(\"ace/tooltip\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/lib/dom\
"], function(acequire, exports, module) {\n\"use strict\";\n\nvar oop = acequire(\"./lib/oop\");\nvar dom =
acequire(\"./lib/dom\");\nfunction Tooltip (parentNode) {\n    this.isOpen = false;\n    this.$element = null;\n
this.$parentNode = parentNode;\n}\n\n(function() {\n    this.$init = function() {\n        this.$element =
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dom.createElement(\"div\");\n        this.$element.className = \"ace_tooltip\";\n        this.$element.style.display =
\"none\";\n        this.$parentNode.appendChild(this.$element);\n        return this.$element;\n    };\n    this.getElement
= function() {\n        return this.$element || this.$init();\n    };\n    this.setText = function(text) {\n
dom.setInnerText(this.getElement(), text);\n    };\n    this.setHtml = function(html) {\n
this.getElement().innerHTML = html;\n    };\n    this.setPosition = function(x, y) {\n        this.getElement().style.left
= x + \"px\";\n        this.getElement().style.top = y + \"px\";\n    };\n    this.setClassName = function(className) {\n
    dom.addCssClass(this.getElement(), className);\n    };\n    this.show = function(text, x, y) {\n        if (text !=
null)\n            this.setText(text);\n        if (x != null && y != null)\n            this.setPosition(x, y);\n        if
(!this.isOpen) {\n            this.getElement().style.display = \"block\";\n            this.isOpen = true;\n        }\n    };\n\n
this.hide = function() {\n        if (this.isOpen) {\n            this.getElement().style.display = \"none\";\n
this.isOpen = false;\n        }\n    };\n    this.getHeight = function() {\n        return this.getElement().offsetHeight;\n
};\n    this.getWidth = function() {\n        return this.getElement().offsetWidth;\n    };\n\n    this.destroy = function()
{\n        this.isOpen = false;\n        if (this.$element && this.$element.parentNode) {\n
this.$element.parentNode.removeChild(this.$element);\n        }\n
};\n\n}).call(Tooltip.prototype);\n\nexports.Tooltip =
Tooltip;\n});\n\nace.define(\"ace/mouse/default_gutter_handler\",[\"require\",\"exports\",\"module\",\"ace/lib/dom\",
\"ace/lib/oop\",\"ace/lib/event\",\"ace/tooltip\"], function(acequire, exports, module) {\n\"use strict\";\nvar dom =
acequire(\"../lib/dom\");\nvar oop = acequire(\"../lib/oop\");\nvar event = acequire(\"../lib/event\");\nvar Tooltip =
acequire(\"../tooltip\").Tooltip;\n\nfunction GutterHandler(mouseHandler) {\n    var editor = mouseHandler.editor;\n
  var gutter = editor.renderer.$gutterLayer;\n    var tooltip = new GutterTooltip(editor.container);\n\n
mouseHandler.editor.setDefaultHandler(\"guttermousedown\", function(e) {\n        if (!editor.isFocused() ||
e.getButton() != 0)\n            return;\n        var gutterRegion = gutter.getRegion(e);\n\n        if (gutterRegion ==
\"foldWidgets\")\n            return;\n\n        var row = e.getDocumentPosition().row;\n        var selection =
editor.session.selection;\n\n        if (e.getShiftKey())\n            selection.selectTo(row, 0);\n        else {\n            if
(e.domEvent.detail == 2) {\n                editor.selectAll();\n                return e.preventDefault();\n            }\n
mouseHandler.$clickSelection = editor.selection.getLineRange(row);\n        }\n
mouseHandler.setState(\"selectByLines\");\n        mouseHandler.captureMouse(e);\n        return
e.preventDefault();\n    });\n\n\n    var tooltipTimeout, mouseEvent, tooltipAnnotation;\n\n    function showTooltip()
{\n        var row = mouseEvent.getDocumentPosition().row;\n        var annotation = gutter.$annotations[row];\n
if (!annotation)\n            return hideTooltip();\n\n        var maxRow = editor.session.getLength();\n        if (row ==
maxRow) {\n            var screenRow = editor.renderer.pixelToScreenCoordinates(0, mouseEvent.y).row;\n
var pos = mouseEvent.$pos;\n            if (screenRow > editor.session.documentToScreenRow(pos.row,
pos.column))\n                return hideTooltip();\n        }\n\n        if (tooltipAnnotation == annotation)\n
return;\n        tooltipAnnotation = annotation.text.join(\"<br/>\");\n\n        tooltip.setHtml(tooltipAnnotation);\n
tooltip.show();\n        editor._signal(\"showGutterTooltip\", tooltip);\n        editor.on(\"mousewheel\",
hideTooltip);\n\n        if (mouseHandler.$tooltipFollowsMouse) {\n            moveTooltip(mouseEvent);\n        } else
{\n            var gutterElement = mouseEvent.domEvent.target;\n            var rect =
gutterElement.getBoundingClientRect();\n            var style = tooltip.getElement().style;\n            style.left =
rect.right + \"px\";\n            style.top = rect.bottom + \"px\";\n        }\n    }\n\n    function hideTooltip() {\n        if
(tooltipTimeout)\n            tooltipTimeout = clearTimeout(tooltipTimeout);\n        if (tooltipAnnotation) {\n
tooltip.hide();\n            tooltipAnnotation = null;\n            editor._signal(\"hideGutterTooltip\", tooltip);\n
editor.removeEventListener(\"mousewheel\", hideTooltip);\n        }\n    }\n\n    function moveTooltip(e) {\n
tooltip.setPosition(e.x, e.y);\n    }\n\n    mouseHandler.editor.setDefaultHandler(\"guttermousemove\", function(e)
{\n        var target = e.domEvent.target || e.domEvent.srcElement;\n        if (dom.hasCssClass(target, \"ace_fold-
widget\"))\n            return hideTooltip();\n\n        if (tooltipAnnotation && mouseHandler.$tooltipFollowsMouse)\n
        moveTooltip(e);\n\n        mouseEvent = e;\n        if (tooltipTimeout)\n            return;\n        tooltipTimeout =
setTimeout(function() {\n            tooltipTimeout = null;\n            if (mouseEvent &&
!mouseHandler.isMousePressed)\n                showTooltip();\n            else\n                hideTooltip();\n        }, 50);\n
```

});\n\n   event.addListener(editor.renderer.$gutter, \"mouseout\", function(e) {\n   mouseEvent = null;\n   if (!tooltipAnnotation || tooltipTimeout)\n   return;\n\n   tooltipTimeout = setTimeout(function() {\n tooltipTimeout = null;\n   hideTooltip();\n   }, 50);\n   });\n   \n   editor.on(\"changeSession\", hideTooltip);\n}\n\nfunction GutterTooltip(parentNode) {\n   Tooltip.call(this, parentNode);\n}\n\noop.inherits(GutterTooltip, Tooltip);\n\n(function(){\n   this.setPosition = function(x, y) {\n var windowWidth = window.innerWidth || document.documentElement.clientWidth;\n   var windowHeight = window.innerHeight || document.documentElement.clientHeight;\n   var width = this.getWidth();\n   var height = this.getHeight();\n   x += 15;\n   y += 15;\n   if (x + width > windowWidth) {\n   x -= (x + width) - windowWidth;\n   }\n   if (y + height > windowHeight) {\n   y -= 20 + height;\n   }\n Tooltip.prototype.setPosition.call(this, x, y);\n };\n\n}).call(GutterTooltip.prototype);\n\n\nexports.GutterHandler = GutterHandler;\n\n});\n\nace.define(\"ace/mouse/mouse_event\",[\"require\",\"exports\",\"module\",\"ace/lib/event\", \"ace/lib/useragent\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar event = acequire(\"../lib/event\");\nvar useragent = acequire(\"../lib/useragent\");\nvar MouseEvent = exports.MouseEvent = function(domEvent, editor) {\n   this.domEvent = domEvent;\n   this.editor = editor;\n   \n   this.x = this.clientX = domEvent.clientX;\n   this.y = this.clientY = domEvent.clientY;\n\n   this.$pos = null;\n   this.$inSelection = null;\n   \n   this.propagationStopped = false;\n   this.defaultPrevented = false;\n};\n\n(function() { \n   \n this.stopPropagation = function() {\n   event.stopPropagation(this.domEvent);\n   this.propagationStopped = true;\n   };\n   \n   this.preventDefault = function() {\n   event.preventDefault(this.domEvent);\n this.defaultPrevented = true;\n   };\n   \n   this.stop = function() {\n   this.stopPropagation();\n this.preventDefault();\n   };\n   this.getDocumentPosition = function() {\n   if (this.$pos)\n   return this.$pos;\n   \n   this.$pos = this.editor.renderer.screenToTextCoordinates(this.clientX, this.clientY);\n return this.$pos;\n   };\n   this.inSelection = function() {\n   if (this.$inSelection !== null)\n   return this.$inSelection;\n   \n   var editor = this.editor;\n   \n\n   var selectionRange = editor.getSelectionRange();\n   if (selectionRange.isEmpty())\n   this.$inSelection = false;\n   else {\n   var pos = this.getDocumentPosition();\n   this.$inSelection = selectionRange.contains(pos.row, pos.column);\n   }\n\n   return this.$inSelection;\n   };\n   this.getButton = function() {\n   return event.getButton(this.domEvent);\n   };\n   this.getShiftKey = function() {\n   return this.domEvent.shiftKey;\n };\n   \n   this.getAccelKey = useragent.isMac\n   ? function() { return this.domEvent.metaKey; }\n   : function() { return this.domEvent.ctrlKey; };\n \n}).call(MouseEvent.prototype);\n\n});\n\nace.define(\"ace/mouse/dragdrop_handler\",[\"require\",\"exports\",\"module\",\"ace/lib/dom\",\"ace/lib/event\",\"ace/lib/useragent\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar dom = acequire(\"../lib/dom\");\nvar event = acequire(\"../lib/event\");\nvar useragent = acequire(\"../lib/useragent\");\n\nvar AUTOSCROLL_DELAY = 200;\nvar SCROLL_CURSOR_DELAY = 200;\nvar SCROLL_CURSOR_HYSTERESIS = 5;\n\nfunction DragdropHandler(mouseHandler) {\n\n   var editor = mouseHandler.editor;\n\n   var blankImage = dom.createElement(\"img\");\n   blankImage.src = \"\";\n if (useragent.isOpera)\n   blankImage.style.cssText = \"width:1px;height:1px;position:fixed;top:0;left:0;z-index:2147483647;opacity:0;\";\n\n   var exports = [\"dragWait\", \"dragWaitEnd\", \"startDrag\", \"dragReadyEnd\", \"onMouseDrag\"];\n\n   exports.forEach(function(x) {\n   mouseHandler[x] = this[x];\n   }, this);\n   editor.addEventListener(\"mousedown\", this.onMouseDown.bind(mouseHandler));\n\n\n   var mouseTarget = editor.container;\n   var dragSelectionMarker, x, y;\n   var timerId, range;\n   var dragCursor, counter = 0;\n   var dragOperation;\n   var isInternal;\n   var autoScrollStartTime;\n   var cursorMovedTime;\n var cursorPointOnCaretMoved;\n\n   this.onDragStart = function(e) {\n   if (this.cancelDrag || !mouseTarget.draggable) {\n   var self = this;\n   setTimeout(function(){\n   self.startSelect();\n   self.captureMouse(e);\n   }, 0);\n   return e.preventDefault();\n   }\n   range = editor.getSelectionRange();\n\n   var dataTransfer = e.dataTransfer;\n   dataTransfer.effectAllowed = editor.getReadOnly() ? \"copy\" : \"copyMove\";\n   if (useragent.isOpera) {\n

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editor.container.appendChild(blankImage);\n            blankImage.scrollTop = 0;\n        }\n
dataTransfer.setDragImage && dataTransfer.setDragImage(blankImage, 0, 0);\n        if (useragent.isOpera) {\n
 editor.container.removeChild(blankImage);\n        }\n        dataTransfer.clearData();\n
dataTransfer.setData(\"Text\", editor.session.getTextRange());\n\n        isInternal = true;\n
this.setState(\"drag\");\n    };\n\n    this.onDragEnd = function(e) {\n        mouseTarget.draggable = false;\n
isInternal = false;\n        this.setState(null);\n        if (!editor.getReadOnly()) {\n            var dropEffect =
e.dataTransfer.dropEffect;\n            if (!dragOperation && dropEffect == \"move\")\n
editor.session.remove(editor.getSelectionRange());\n            editor.renderer.$cursorLayer.setBlinking(true);\n
}\n        this.editor.unsetStyle(\"ace_dragging\");\n        this.editor.renderer.setCursorStyle(\"\");\n    };\n\n
this.onDragEnter = function(e) {\n        if (editor.getReadOnly() || !canAccept(e.dataTransfer))\n            return;\n
x = e.clientX;\n        y = e.clientY;\n        if (!dragSelectionMarker)\n            addDragMarker();\n        counter++;\n
   e.dataTransfer.dropEffect = dragOperation = getDropEffect(e);\n        return event.preventDefault(e);\n    };\n\n
this.onDragOver = function(e) {\n        if (editor.getReadOnly() || !canAccept(e.dataTransfer))\n            return;\n
x = e.clientX;\n        y = e.clientY;\n        if (!dragSelectionMarker) {\n            addDragMarker();\n
counter++;\n        }\n        if (onMouseMoveTimer !== null)\n            onMouseMoveTimer = null;\n\n
e.dataTransfer.dropEffect = dragOperation = getDropEffect(e);\n        return event.preventDefault(e);\n    };\n\n
this.onDragLeave = function(e) {\n        counter--;\n        if (counter <= 0 && dragSelectionMarker) {\n
clearDragMarker();\n            dragOperation = null;\n            return event.preventDefault(e);\n        }\n    };\n\n
this.onDrop = function(e) {\n        if (!dragCursor)\n            return;\n        var dataTransfer = e.dataTransfer;\n        if
(isInternal) {\n            switch (dragOperation) {\n                case \"move\":\n                    if
(range.contains(dragCursor.row, dragCursor.column)) {\n                        range = {\n                            start:
dragCursor,\n                            end: dragCursor\n                        };\n                    } else {\n                        range =
editor.moveText(range, dragCursor);\n                    }\n                    break;\n                case \"copy\":\n
range = editor.moveText(range, dragCursor, true);\n                    break;\n            }\n        } else {\n            var
dropData = dataTransfer.getData('Text');\n            range = {\n                start: dragCursor,\n                end:
editor.session.insert(dragCursor, dropData)\n            };\n            editor.focus();\n            dragOperation = null;\n
}\n        clearDragMarker();\n        return event.preventDefault(e);\n    };\n\n    event.addListener(mouseTarget,
\"dragstart\", this.onDragStart.bind(mouseHandler));\n    event.addListener(mouseTarget, \"dragend\",
this.onDragEnd.bind(mouseHandler));\n    event.addListener(mouseTarget, \"dragenter\",
this.onDragEnter.bind(mouseHandler));\n    event.addListener(mouseTarget, \"dragover\",
this.onDragOver.bind(mouseHandler));\n    event.addListener(mouseTarget, \"dragleave\",
this.onDragLeave.bind(mouseHandler));\n    event.addListener(mouseTarget, \"drop\",
this.onDrop.bind(mouseHandler));\n\n    function scrollCursorIntoView(cursor, prevCursor) {\n        var now =
Date.now();\n        var vMovement = !prevCursor || cursor.row != prevCursor.row;\n        var hMovement =
!prevCursor || cursor.column != prevCursor.column;\n        if (!cursorMovedTime || vMovement || hMovement) {\n
        editor.$blockScrolling += 1;\n            editor.moveCursorToPosition(cursor);\n            editor.$blockScrolling -=
1;\n            cursorMovedTime = now;\n            cursorPointOnCaretMoved = {x: x, y: y};\n        } else {\n            var
distance = calcDistance(cursorPointOnCaretMoved.x, cursorPointOnCaretMoved.y, x, y);\n            if (distance >
SCROLL_CURSOR_HYSTERESIS) {\n                cursorMovedTime = null;\n            } else if (now -
cursorMovedTime >= SCROLL_CURSOR_DELAY) {\n                editor.renderer.scrollCursorIntoView();\n
  cursorMovedTime = null;\n            }\n        }\n    }\n\n    function autoScroll(cursor, prevCursor) {\n        var now =
Date.now();\n        var lineHeight = editor.renderer.layerConfig.lineHeight;\n        var characterWidth =
editor.renderer.layerConfig.characterWidth;\n        var editorRect =
editor.renderer.scroller.getBoundingClientRect();\n        var offsets = {\n            x: {\n                left: x -
editorRect.left,\n                right: editorRect.right - x\n            },\n            y: {\n                top: y - editorRect.top,\n
   bottom: editorRect.bottom - y\n            }\n        };\n        var nearestXOffset = Math.min(offsets.x.left,
offsets.x.right);\n        var nearestYOffset = Math.min(offsets.y.top, offsets.y.bottom);\n        var scrollCursor =
{row: cursor.row, column: cursor.column};\n        if (nearestXOffset / characterWidth <= 2) {\n
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scrollCursor.column += (offsets.x.left < offsets.x.right ? -3 : +2);\n        }\n        if (nearestYOffset / lineHeight <= 1)
{\n            scrollCursor.row += (offsets.y.top < offsets.y.bottom ? -1 : +1);\n        }\n        var vScroll = cursor.row !=
scrollCursor.row;\n        var hScroll = cursor.column != scrollCursor.column;\n        var vMovement = !prevCursor ||
cursor.row != prevCursor.row;\n        if (vScroll || (hScroll && !vMovement)) {\n            if (!autoScrollStartTime)\n
            autoScrollStartTime = now;\n            else if (now - autoScrollStartTime >= AUTOSCROLL_DELAY)\n
        editor.renderer.scrollCursorIntoView(scrollCursor);\n        } else {\n            autoScrollStartTime = null;\n
}\n    }\n\n    function onDragInterval() {\n        var prevCursor = dragCursor;\n        dragCursor =
editor.renderer.screenToTextCoordinates(x, y);\n        scrollCursorIntoView(dragCursor, prevCursor);\n
autoScroll(dragCursor, prevCursor);\n    }\n\n    function addDragMarker() {\n        range =
editor.selection.toOrientedRange();\n        dragSelectionMarker = editor.session.addMarker(range, \"ace_selection\",
editor.getSelectionStyle());\n        editor.clearSelection();\n        if (editor.isFocused())\n
editor.renderer.$cursorLayer.setBlinking(false);\n        clearInterval(timerId);\n        onDragInterval();\n        timerId
= setInterval(onDragInterval, 20);\n        counter = 0;\n        event.addListener(document, \"mousemove\",
onMouseMove);\n    }\n\n    function clearDragMarker() {\n        clearInterval(timerId);\n
editor.session.removeMarker(dragSelectionMarker);\n        dragSelectionMarker = null;\n
editor.$blockScrolling += 1;\n        editor.selection.fromOrientedRange(range);\n        editor.$blockScrolling -= 1;\n
    if (editor.isFocused() && !isInternal)\n
editor.renderer.$cursorLayer.setBlinking(!editor.getReadOnly());\n        range = null;\n        dragCursor = null;\n
counter = 0;\n        autoScrollStartTime = null;\n        cursorMovedTime = null;\n
event.removeListener(document, \"mousemove\", onMouseMove);\n    }\n    var onMouseMoveTimer = null;\n
function onMouseMove() {\n        if (onMouseMoveTimer == null) {\n            onMouseMoveTimer =
setTimeout(function() {\n                if (onMouseMoveTimer != null && dragSelectionMarker)\n
clearDragMarker();\n            }, 20);\n        }\n    }\n\n    function canAccept(dataTransfer) {\n        var types =
dataTransfer.types;\n        return !types || Array.prototype.some.call(types, function(type) {\n            return type ==
'text/plain' || type == 'Text';\n        });\n    }\n\n    function getDropEffect(e) {\n        var copyAllowed = ['copy',
'copymove', 'all', 'uninitialized'];\n        var moveAllowed = ['move', 'copymove', 'linkmove', 'all', 'uninitialized'];\n\n
    var copyModifierState = useragent.isMac ? e.altKey : e.ctrlKey;\n        var effectAllowed = \"uninitialized\";\n
 try {\n            effectAllowed = e.dataTransfer.effectAllowed.toLowerCase();\n        } catch (e) {}\n        var
dropEffect = \"none\";\n\n        if (copyModifierState && copyAllowed.indexOf(effectAllowed) >= 0)\n
dropEffect = \"copy\";\n        else if (moveAllowed.indexOf(effectAllowed) >= 0)\n            dropEffect = \"move\";\n
    else if (copyAllowed.indexOf(effectAllowed) >= 0)\n            dropEffect = \"copy\";\n\n        return dropEffect;\n
}\n}\n\n(function() {\n\n    this.dragWait = function() {\n        var interval = Date.now() -
this.mousedownEvent.time;\n        if (interval > this.editor.getDragDelay())\n            this.startDrag();\n    };\n\n
this.dragWaitEnd = function() {\n        var target = this.editor.container;\n        target.draggable = false;\n
this.startSelect(this.mousedownEvent.getDocumentPosition());\n        this.selectEnd();\n    };\n\n
this.dragReadyEnd = function(e) {\n
this.editor.renderer.$cursorLayer.setBlinking(!this.editor.getReadOnly());\n
this.editor.unsetStyle(\"ace_dragging\");\n        this.editor.renderer.setCursorStyle(\"\");\n        this.dragWaitEnd();\n
 };\n\n    this.startDrag = function(){\n        this.cancelDrag = false;\n        var editor = this.editor;\n        var target =
editor.container;\n        target.draggable = true;\n        editor.renderer.$cursorLayer.setBlinking(false);\n
editor.setStyle(\"ace_dragging\");\n        var cursorStyle = useragent.isWin ? \"default\" : \"move\";\n
editor.renderer.setCursorStyle(cursorStyle);\n        this.setState(\"dragReady\");\n    };\n\n    this.onMouseDrag =
function(e) {\n        var target = this.editor.container;\n        if (useragent.isIE && this.state == \"dragReady\") {\n
    var distance = calcDistance(this.mousedownEvent.x, this.mousedownEvent.y, this.x, this.y);\n            if (distance
> 3)\n                target.dragDrop();\n        }\n        if (this.state === \"dragWait\") {\n            var distance =
calcDistance(this.mousedownEvent.x, this.mousedownEvent.y, this.x, this.y);\n            if (distance > 0) {\n
target.draggable = false;\n                this.startSelect(this.mousedownEvent.getDocumentPosition());\n            }\n
}\n    };\n\n    this.onMouseDown = function(e) {\n        if (!this.$dragEnabled)\n            return;\n
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this.mousedownEvent = e;\n        var editor = this.editor;\n\n        var inSelection = e.inSelection();\n        var button
= e.getButton();\n        var clickCount = e.domEvent.detail || 1;\n        if (clickCount === 1 && button === 0 &&
inSelection) {\n            if (e.editor.inMultiSelectMode && (e.getAccelKey() || e.getShiftKey()))\n                return;\n
        this.mousedownEvent.time = Date.now();\n            var eventTarget = e.domEvent.target ||
e.domEvent.srcElement;\n            if (\"unselectable\" in eventTarget)\n                eventTarget.unselectable = \"on\";\n
        if (editor.getDragDelay()) {\n                if (useragent.isWebKit) {\n                    this.cancelDrag = true;\n
        var mouseTarget = editor.container;\n                    mouseTarget.draggable = true;\n                }\n
this.setState(\"dragWait\");\n            } else {\n                this.startDrag();\n            }\n            this.captureMouse(e,
this.onMouseDrag.bind(this));\n            e.defaultPrevented = true;\n        }\n
};\n\n}).call(DragdropHandler.prototype);\n\n\nfunction calcDistance(ax, ay, bx, by) {\n    return
Math.sqrt(Math.pow(bx - ax, 2) + Math.pow(by - ay, 2));\n}\n\nexports.DragdropHandler =
DragdropHandler;\n\n});\n\nace.define(\"ace/lib/net\",[\"require\",\"exports\",\"module\",\"ace/lib/dom\"],
function(acequire, exports, module) {\n\"use strict\";\nvar dom = acequire(\"./dom\");\n\nexports.get = function (url,
callback) {\n    var xhr = new XMLHttpRequest();\n    xhr.open('GET', url, true);\n    xhr.onreadystatechange =
function () {\n        if (xhr.readyState === 4) {\n            callback(xhr.responseText);\n        }\n    };\n
xhr.send(null);\n};\n\nexports.loadScript = function(path, callback) {\n    var head = dom.getDocumentHead();\n
var s = document.createElement('script');\n\n    s.src = path;\n    head.appendChild(s);\n\n    s.onload =
s.onreadystatechange = function(_, isAbort) {\n        if (isAbort || !s.readyState || s.readyState == \"loaded\" ||
s.readyState == \"complete\") {\n            s = s.onload = s.onreadystatechange = null;\n            if (!isAbort)\n
callback();\n        }\n    };\n};\nexports.qualifyURL = function(url) {\n    var a = document.createElement('a');\n
a.href = url;\n    return a.href;\n};\n\n});\n\nace.define(\"ace/lib/event_emitter\",[\"require\",\"exports\",\"module\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar EventEmitter = {};\nvar stopPropagation = function() {
this.propagationStopped = true; };\nvar preventDefault = function() { this.defaultPrevented = true;
};\n\nEventEmitter._emit =\nEventEmitter._dispatchEvent = function(eventName, e) {\n    this._eventRegistry ||
(this._eventRegistry = {});\n    this._defaultHandlers || (this._defaultHandlers = {});\n\n    var listeners =
this._eventRegistry[eventName] || [];\n    var defaultHandler = this._defaultHandlers[eventName];\n    if
(!listeners.length && !defaultHandler)\n        return;\n\n    if (typeof e != \"object\" || !e)\n        e = {};\n\n    if
(!e.type)\n        e.type = eventName;\n    if (!e.stopPropagation)\n        e.stopPropagation = stopPropagation;\n    if
(!e.preventDefault)\n        e.preventDefault = preventDefault;\n\n    listeners = listeners.slice();\n    for (var i=0;
i<listeners.length; i++) {\n        listeners[i](e, this);\n        if (e.propagationStopped)\n            break;\n    }\n    \n    if
(defaultHandler && !e.defaultPrevented)\n        return defaultHandler(e, this);\n};\n\n\nEventEmitter._signal =
function(eventName, e) {\n    var listeners = (this._eventRegistry || {})[eventName];\n    if (!listeners)\n
return;\n    listeners = listeners.slice();\n    for (var i=0; i<listeners.length; i++)\n        listeners[i](e,
this);\n};\n\nEventEmitter.once = function(eventName, callback) {\n    var _self = this;\n    callback &&
this.addEventListener(eventName, function newCallback() {\n        _self.removeEventListener(eventName,
newCallback);\n        callback.apply(null, arguments);\n    });\n};\n\n\nEventEmitter.setDefaultHandler =
function(eventName, callback) {\n    var handlers = this._defaultHandlers;\n    if (!handlers)\n        handlers =
this._defaultHandlers = {_disabled_: {}};\n    \n    if (handlers[eventName]) {\n        var old =
handlers[eventName];\n        var disabled = handlers._disabled_[eventName];\n        if (!disabled)\n
handlers._disabled_[eventName] = disabled = [];\n        disabled.push(old);\n        var i =
disabled.indexOf(callback);\n        if (i != -1) \n            disabled.splice(i, 1);\n    }\n    handlers[eventName] =
callback;\n};\nEventEmitter.removeDefaultHandler = function(eventName, callback) {\n    var handlers =
this._defaultHandlers;\n    if (!handlers)\n        return;\n    var disabled = handlers._disabled_[eventName];\n    \n    if
(handlers[eventName] == callback) {\n        var old = handlers[eventName];\n        if (disabled)\n
this.setDefaultHandler(eventName, disabled.pop());\n    } else if (disabled) {\n        var i =
disabled.indexOf(callback);\n        if (i != -1)\n            disabled.splice(i, 1);\n    }\n};\n\nEventEmitter.on
=\nEventEmitter.addEventListener = function(eventName, callback, capturing) {\n    this._eventRegistry =
this._eventRegistry || {};\n\n    var listeners = this._eventRegistry[eventName];\n    if (!listeners)\n        listeners =
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this._eventRegistry[eventName] = [];\n\n   if (listeners.indexOf(callback) == -1)\n   listeners[capturing ? \"unshift\" : \"push\"](callback);\n   return callback;\n};\n\nEventEmitter.off =\nEventEmitter.removeListener =\nEventEmitter.removeEventListener = function(eventName, callback) {\n   this._eventRegistry = this._eventRegistry || {};\n\n   var listeners = this._eventRegistry[eventName];\n   if (!listeners)\n   return;\n\n   var index = listeners.indexOf(callback);\n   if (index !== -1)\n   listeners.splice(index, 1);\n};\n\nEventEmitter.removeAllListeners = function(eventName) {\n   if (this._eventRegistry) this._eventRegistry[eventName] = [];\n};\n\nexports.EventEmitter = EventEmitter;\n\n});\n\nace.define(\"ace/lib/app_config\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/lib/event_emitter\"], function(acequire, exports, module) {\n\"no use strict\";\n\nvar oop = acequire(\"./oop\");\nvar EventEmitter = acequire(\"./event_emitter\").EventEmitter;\n\nvar optionsProvider = {\n   setOptions: function(optList) {\n   Object.keys(optList).forEach(function(key) {\n   this.setOption(key, optList[key]);\n   }, this);\n   },\n   getOptions: function(optionNames) {\n   var result = {};\n   if (!optionNames) {\n   optionNames = Object.keys(this.$options);\n   } else if (!Array.isArray(optionNames)) {\n   result = optionNames;\n   optionNames = Object.keys(result);\n   }\n   optionNames.forEach(function(key) {\n   result[key] = this.getOption(key);\n   }, this);\n   return result;\n   },\n   setOption: function(name, value) {\n   if (this[\"$\" + name] === value)\n   return;\n   var opt = this.$options[name];\n   if (!opt) {\n   return warn('misspelled option \"' + name + '\"');\n   }\n   if (opt.forwardTo)\n   return this[opt.forwardTo] && this[opt.forwardTo].setOption(name, value);\n\n   if (!opt.handlesSet)\n   this[\"$\" + name] = value;\n   if (opt && opt.set)\n   opt.set.call(this, value);\n   },\n   getOption: function(name) {\n   var opt = this.$options[name];\n   if (!opt) {\n   return warn('misspelled option \"' + name + '\"');\n   }\n   if (opt.forwardTo)\n   return this[opt.forwardTo] && this[opt.forwardTo].getOption(name);\n   return opt && opt.get ? opt.get.call(this) : this[\"$\" + name];\n   }\n};\n\nfunction warn(message) {\n   if (typeof console != \"undefined\" && console.warn)\n   console.warn.apply(console, arguments);\n}\n\nfunction reportError(msg, data) {\n   var e = new Error(msg);\n   e.data = data;\n   if (typeof console == \"object\" && console.error)\n   console.error(e);\n   setTimeout(function() { throw e; });\n}\n\nvar AppConfig = function() {\n this.$defaultOptions = {};\n};\n\n(function() {\n   oop.implement(this, EventEmitter);\n   this.defineOptions = function(obj, path, options) {\n   if (!obj.$options)\n   this.$defaultOptions[path] = obj.$options = {};\n\n   Object.keys(options).forEach(function(key) {\n   var opt = options[key];\n   if (typeof opt == \"string\")\n   opt = {forwardTo: opt};\n\n   opt.name || (opt.name = key);\n   obj.$options[opt.name] = opt;\n   if (\"initialValue\" in opt)\n   obj[\"$\" + opt.name] = opt.initialValue;\n   });\n   oop.implement(obj, optionsProvider);\n\n   return this;\n   };\n\n   this.resetOptions = function(obj) {\n   Object.keys(obj.$options).forEach(function(key) {\n   var opt = obj.$options[key];\n   if (\"value\" in opt)\n   obj.setOption(key, opt.value);\n   });\n   };\n\n   this.setDefaultValue = function(path, name, value) {\n   var opts = this.$defaultOptions[path] || (this.$defaultOptions[path] = {});\n   if (opts[name]) {\n   if (opts.forwardTo)\n   this.setDefaultValue(opts.forwardTo, name, value);\n   else\n   opts[name].value = value;\n   }\n   };\n\n   this.setDefaultValues = function(path, optionHash) {\n   Object.keys(optionHash).forEach(function(key) {\n   this.setDefaultValue(path, key, optionHash[key]);\n   }, this);\n   };\n   \n   this.warn = warn;\n   this.reportError = reportError;\n   \n}).call(AppConfig.prototype);\n\nexports.AppConfig = AppConfig;\n\n});\n\nace.define(\"ace/config\",[\"require\",\"exports\",\"module\",\"ace/lib/lang\",\"ace/lib/oop\",\"ace/lib/net\",\"ace/lib/app_config\"], function(acequire, exports, module) {\n\"no use strict\";\n\nvar lang = acequire(\"./lib/lang\");\nvar oop = acequire(\"./lib/oop\");\nvar net = acequire(\"./lib/net\");\nvar AppConfig = acequire(\"./lib/app_config\").AppConfig;\n\nmodule.exports = exports = new AppConfig();\n\nvar global = (function() {\n   return this || typeof window != \"undefined\" && window;\n})();\n\nvar options = {\n   packaged: false,\n   workerPath: null,\n   modePath: null,\n   themePath: null,\n   basePath: \"\",\n   suffix: \".js\",\n $moduleUrls: {}\n};\n\nexports.get = function(key) {\n   if (!options.hasOwnProperty(key))\n   throw new Error(\"Unknown config key: \" + key);\n\n   return options[key];\n};\n\nexports.set = function(key, value) {\n   if (!options.hasOwnProperty(key))\n   throw new Error(\"Unknown config key: \" + key);\n\n   options[key] =

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value;\n};\n\nexports.all = function() {\n    return lang.copyObject(options);\n};\nexports.moduleUrl =
function(name, component) {\n    if (options.$moduleUrls[name])\n        return options.$moduleUrls[name];\n\n
var parts = name.split(\"/\");\n    component = component || parts[parts.length - 2] || \"\";\n    var sep = component ==
\"snippets\" ? \"/\" : \"-\";\n    var base = parts[parts.length - 1];\n    if (component == \"worker\" && sep == \"-\")
{\n        var re = new RegExp(\"^\" + component + \"[\\\\-_]|[\\\\-_]\" + component + \"$\", \"g\");\n        base =
base.replace(re, \"\");\n    }\n\n    if ((!base || base == component) && parts.length > 1)\n        base =
parts[parts.length - 2];\n    var path = options[component + \"Path\"];\n    if (path == null) {\n        path =
options.basePath;\n    } else if (sep == \"/\") {\n        component = sep = \"\";\n    }\n    if (path && path.slice(-1) !=
\"/\")\n        path += \"/\";\n    return path + component + sep + base +
this.get(\"suffix\");\n};\n\nexports.setModuleUrl = function(name, subst) {\n    return options.$moduleUrls[name] =
subst;\n};\n\nexports.$loading = {};\nexports.loadModule = function(moduleName, onLoad) {\n    var module,
moduleType;\n    if (Array.isArray(moduleName)) {\n        moduleType = moduleName[0];\n        moduleName =
moduleName[1];\n    }\n\n    try {\n        module = acequire(moduleName);\n    } catch (e) {}\n    if (module &&
!exports.$loading[moduleName])\n        return onLoad && onLoad(module);\n\n    if
(!exports.$loading[moduleName])\n        exports.$loading[moduleName] = [];\n\n
exports.$loading[moduleName].push(onLoad);\n\n    if (exports.$loading[moduleName].length > 1)\n
return;\n\n    var afterLoad = function() {\n        acequire([moduleName], function(module) {\n
exports._emit(\"load.module\", {name: moduleName, module: module});\n            var listeners =
exports.$loading[moduleName];\n            exports.$loading[moduleName] = null;\n
listeners.forEach(function(onLoad) {\n                onLoad && onLoad(module);\n            });\n        });\n    };\n\n    if
(!exports.get(\"packaged\"))\n        return afterLoad();\n    net.loadScript(exports.moduleUrl(moduleName,
moduleType), afterLoad);\n};\ninit(true);function init(packaged) {\n\n    if (!global || !global.document)\n
return;\n    \n    options.packaged = packaged || acequire.packaged || module.packaged || (global.define &&
define.packaged);\n\n    var scriptOptions = {};\n    var scriptUrl = \"\";\n    var currentScript =
(document.currentScript || document._currentScript ); // native or polyfill\n    var currentDocument = currentScript
&& currentScript.ownerDocument || document;\n    \n    var scripts =
currentDocument.getElementsByTagName(\"script\");\n    for (var i=0; i<scripts.length; i++) {\n        var script =
scripts[i];\n\n        var src = script.src || script.getAttribute(\"src\");\n        if (!src)\n            continue;\n\n        var
attributes = script.attributes;\n        for (var j=0, l=attributes.length; j < l; j++) {\n            var attr = attributes[j];\n
    if (attr.name.indexOf(\"data-ace-\") === 0) {\n                scriptOptions[deHyphenate(attr.name.replace(/^data-ace-
/, \"\"))] = attr.value;\n            }\n        }\n\n        var m = src.match(/^(.*)\\/ace(\\-\\w+)?\\.js(\\?|$)/);\n        if (m)\n
        scriptUrl = m[1];\n    }\n\n    if (scriptUrl) {\n        scriptOptions.base = scriptOptions.base || scriptUrl;\n
scriptOptions.packaged = true;\n    }\n\n    scriptOptions.basePath = scriptOptions.base;\n
scriptOptions.workerPath = scriptOptions.workerPath || scriptOptions.base;\n    scriptOptions.modePath =
scriptOptions.modePath || scriptOptions.base;\n    scriptOptions.themePath = scriptOptions.themePath ||
scriptOptions.base;\n    delete scriptOptions.base;\n\n    for (var key in scriptOptions)\n        if (typeof
scriptOptions[key] !== \"undefined\")\n            exports.set(key, scriptOptions[key]);\n}\n\nexports.init =
init;\n\nfunction deHyphenate(str) {\n    return str.replace(/-(.)/g, function(m, m1) { return m1.toUpperCase();
});\n}\n\n});\n\nace.define(\"ace/mouse/mouse_handler\",[\"require\",\"exports\",\"module\",\"ace/lib/event\",\"ace/li
b/useragent\",\"ace/mouse/default_handlers\",\"ace/mouse/default_gutter_handler\",\"ace/mouse/mouse_event\",\"ac
e/mouse/dragdrop_handler\",\"ace/config\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar event =
acequire(\"../lib/event\");\nvar useragent = acequire(\"../lib/useragent\");\nvar DefaultHandlers =
acequire(\"./default_handlers\").DefaultHandlers;\nvar DefaultGutterHandler =
acequire(\"./default_gutter_handler\").GutterHandler;\nvar MouseEvent =
acequire(\"./mouse_event\").MouseEvent;\nvar DragdropHandler =
acequire(\"./dragdrop_handler\").DragdropHandler;\nvar config = acequire(\"../config\");\n\nvar MouseHandler =
function(editor) {\n    var _self = this;\n    this.editor = editor;\n\n    new DefaultHandlers(this);\n    new
DefaultGutterHandler(this);\n    new DragdropHandler(this);\n\n    var focusEditor = function(e) {\n        var
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windowBlurred = !document.hasFocus || !document.hasFocus()\n            || !editor.isFocused() &&
document.activeElement == (editor.textInput && editor.textInput.getElement());\n        if (windowBlurred)\n
window.focus();\n        editor.focus();\n    };\n\n    var mouseTarget = editor.renderer.getMouseEventTarget();\n
event.addListener(mouseTarget, \"click\", this.onMouseEvent.bind(this, \"click\"));\n
event.addListener(mouseTarget, \"mousemove\", this.onMouseMove.bind(this, \"mousemove\"));\n
event.addMultiMouseDownListener([\n        mouseTarget,\n        editor.renderer.scrollBarV &&
editor.renderer.scrollBarV.inner,\n        editor.renderer.scrollBarH && editor.renderer.scrollBarH.inner,\n
editor.textInput && editor.textInput.getElement()\n    ].filter(Boolean), [400, 300, 250], this, \"onMouseEvent\");\n
event.addMouseWheelListener(editor.container, this.onMouseWheel.bind(this, \"mousewheel\"));\n
event.addTouchMoveListener(editor.container, this.onTouchMove.bind(this, \"touchmove\"));\n\n    var gutterEl =
editor.renderer.$gutter;\n    event.addListener(gutterEl, \"mousedown\", this.onMouseEvent.bind(this,
\"guttermousedown\"));\n    event.addListener(gutterEl, \"click\", this.onMouseEvent.bind(this, \"gutterclick\"));\n
event.addListener(gutterEl, \"dblclick\", this.onMouseEvent.bind(this, \"gutterdblclick\"));\n
event.addListener(gutterEl, \"mousemove\", this.onMouseEvent.bind(this, \"guttermousemove\"));\n\n
event.addListener(mouseTarget, \"mousedown\", focusEditor);\n    event.addListener(gutterEl, \"mousedown\",
focusEditor);\n    if (useragent.isIE && editor.renderer.scrollBarV) {\n
event.addListener(editor.renderer.scrollBarV.element, \"mousedown\", focusEditor);\n
event.addListener(editor.renderer.scrollBarH.element, \"mousedown\", focusEditor);\n    }\n\n
editor.on(\"mousemove\", function(e){\n        if (_self.state || _self.$dragDelay || !_self.$dragEnabled)\n
return;\n\n        var character = editor.renderer.screenToTextCoordinates(e.x, e.y);\n        var range =
editor.session.selection.getRange();\n        var renderer = editor.renderer;\n\n        if (!range.isEmpty() &&
range.insideStart(character.row, character.column)) {\n            renderer.setCursorStyle(\"default\");\n        } else {\n
        renderer.setCursorStyle(\"\");\n        }\n    });\n};\n\n(function() {\n    this.onMouseEvent = function(name, e)
{\n        this.editor._emit(name, new MouseEvent(e, this.editor));\n    };\n\n    this.onMouseMove = function(name,
e) {\n        var listeners = this.editor._eventRegistry && this.editor._eventRegistry.mousemove;\n        if (!listeners ||
!listeners.length)\n            return;\n\n        this.editor._emit(name, new MouseEvent(e, this.editor));\n    };\n\n
this.onMouseWheel = function(name, e) {\n        var mouseEvent = new MouseEvent(e, this.editor);\n
mouseEvent.speed = this.$scrollSpeed * 2;\n        mouseEvent.wheelX = e.wheelX;\n        mouseEvent.wheelY =
e.wheelY;\n\n        this.editor._emit(name, mouseEvent);\n    };\n    \n    this.onTouchMove = function (name, e) {\n
    var mouseEvent = new MouseEvent(e, this.editor);\n        mouseEvent.speed = 1;//this.$scrollSpeed * 2;\n
mouseEvent.wheelX = e.wheelX;\n        mouseEvent.wheelY = e.wheelY;\n        this.editor._emit(name,
mouseEvent);\n    };\n\n    this.setState = function(state) {\n        this.state = state;\n    };\n\n    this.captureMouse =
function(ev, mouseMoveHandler) {\n        this.x = ev.x;\n        this.y = ev.y;\n\n        this.isMousePressed = true;\n
  var renderer = this.editor.renderer;\n        if (renderer.$keepTextAreaAtCursor)\n
renderer.$keepTextAreaAtCursor = null;\n\n        var self = this;\n        var onMouseMove = function(e) {\n            if
(!e) return;\n            if (useragent.isWebKit && !e.which && self.releaseMouse)\n                return
self.releaseMouse();\n\n            self.x = e.clientX;\n            self.y = e.clientY;\n            mouseMoveHandler &&
mouseMoveHandler(e);\n            self.mouseEvent = new MouseEvent(e, self.editor);\n            self.$mouseMoved =
true;\n        };\n\n        var onCaptureEnd = function(e) {\n            clearInterval(timerId);\n
onCaptureInterval();\n            self[self.state + \"End\"] && self[self.state + \"End\"](e);\n            self.state = \"\";\n
     if (renderer.$keepTextAreaAtCursor == null) {\n                renderer.$keepTextAreaAtCursor = true;\n
renderer.$moveTextAreaToCursor();\n            }\n            self.isMousePressed = false;\n
self.$onCaptureMouseMove = self.releaseMouse = null;\n            e && self.onMouseEvent(\"mouseup\", e);\n
};\n\n        var onCaptureInterval = function() {\n            self[self.state] && self[self.state]();\n
self.$mouseMoved = false;\n        };\n\n        if (useragent.isOldIE && ev.domEvent.type == \"dblclick\") {\n
return setTimeout(function() {onCaptureEnd(ev);});\n        }\n\n        self.$onCaptureMouseMove =
onMouseMove;\n        self.releaseMouse = event.capture(this.editor.container, onMouseMove, onCaptureEnd);\n
var timerId = setInterval(onCaptureInterval, 20);\n    };\n    this.releaseMouse = null;\n    this.cancelContextMenu =
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function() {\n        var stop = function(e) {\n            if (e && e.domEvent && e.domEvent.type !=
\"contextmenu\")\n                return;\n            this.editor.off(\"nativecontextmenu\", stop);\n            if (e &&
e.domEvent)\n                event.stopEvent(e.domEvent);\n        }.bind(this);\n        setTimeout(stop, 10);\n
this.editor.on(\"nativecontextmenu\", stop);\n
};\n}).call(MouseHandler.prototype);\n\nconfig.defineOptions(MouseHandler.prototype, \"mouseHandler\", {\n
scrollSpeed: {initialValue: 2},\n    dragDelay: {initialValue: (useragent.isMac ? 150 : 0)},\n    dragEnabled:
{initialValue: true},\n    focusTimout: {initialValue: 0},\n    tooltipFollowsMouse: {initialValue:
true}\n});\n\n\nexports.MouseHandler =
MouseHandler;\n});\n\nace.define(\"ace/mouse/fold_handler\",[\"require\",\"exports\",\"module\"],
function(acequire, exports, module) {\n\"use strict\";\n\nfunction FoldHandler(editor) {\n\n    editor.on(\"click\",
function(e) {\n        var position = e.getDocumentPosition();\n        var session = editor.session;\n        var fold =
session.getFoldAt(position.row, position.column, 1);\n        if (fold) {\n            if (e.getAccelKey())\n
session.removeFold(fold);\n            else\n                session.expandFold(fold);\n\n            e.stop();\n        }\n    });\n\n
  editor.on(\"gutterclick\", function(e) {\n        var gutterRegion = editor.renderer.$gutterLayer.getRegion(e);\n\n
if (gutterRegion == \"foldWidgets\") {\n            var row = e.getDocumentPosition().row;\n            var session =
editor.session;\n            if (session.foldWidgets && session.foldWidgets[row])\n
editor.session.onFoldWidgetClick(row, e);\n            if (!editor.isFocused())\n                editor.focus();\n
e.stop();\n        }\n    });\n\n    editor.on(\"gutterdblclick\", function(e) {\n        var gutterRegion =
editor.renderer.$gutterLayer.getRegion(e);\n\n        if (gutterRegion == \"foldWidgets\") {\n            var row =
e.getDocumentPosition().row;\n            var session = editor.session;\n            var data =
session.getParentFoldRangeData(row, true);\n            var range = data.range || data.firstRange;\n\n            if (range)
{\n                row = range.start.row;\n                var fold = session.getFoldAt(row, session.getLine(row).length,
1);\n\n                if (fold) {\n                    session.removeFold(fold);\n                } else {\n
session.addFold(\"...\", range);\n                    editor.renderer.scrollCursorIntoView({row: range.start.row, column:
0});\n                }\n            }\n            e.stop();\n        }\n    });\n}\n\nexports.FoldHandler =
FoldHandler;\n\n});\n\nace.define(\"ace/keyboard/keybinding\",[\"require\",\"exports\",\"module\",\"ace/lib/keys\",\"
ace/lib/event\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar keyUtil  = acequire(\"../lib/keys\");\nvar
event = acequire(\"../lib/event\");\n\nvar KeyBinding = function(editor) {\n    this.$editor = editor;\n    this.$data =
{editor: editor};\n    this.$handlers = [];\n    this.setDefaultHandler(editor.commands);\n};\n\n(function() {\n
this.setDefaultHandler = function(kb) {\n        this.removeKeyboardHandler(this.$defaultHandler);\n
this.$defaultHandler = kb;\n        this.addKeyboardHandler(kb, 0);\n    };\n\n    this.setKeyboardHandler =
function(kb) {\n        var h = this.$handlers;\n        if (h[h.length - 1] == kb)\n            return;\n\n        while
(h[h.length - 1] && h[h.length - 1] != this.$defaultHandler)\n            this.removeKeyboardHandler(h[h.length -
1]);\n\n        this.addKeyboardHandler(kb, 1);\n    };\n\n    this.addKeyboardHandler = function(kb, pos) {\n        if
(!kb)\n            return;\n        if (typeof kb == \"function\" && !kb.handleKeyboard)\n            kb.handleKeyboard =
kb;\n        var i = this.$handlers.indexOf(kb);\n        if (i != -1)\n            this.$handlers.splice(i, 1);\n\n        if (pos ==
undefined)\n            this.$handlers.push(kb);\n        else\n            this.$handlers.splice(pos, 0, kb);\n\n        if (i == -1
&& kb.attach)\n            kb.attach(this.$editor);\n    };\n\n    this.removeKeyboardHandler = function(kb) {\n        var
i = this.$handlers.indexOf(kb);\n        if (i == -1)\n            return false;\n        this.$handlers.splice(i, 1);\n
kb.detach && kb.detach(this.$editor);\n        return true;\n    };\n\n    this.getKeyboardHandler = function() {\n
return this.$handlers[this.$handlers.length - 1];\n    };\n    \n    this.getStatusText = function() {\n        var data =
this.$data;\n        var editor = data.editor;\n        return this.$handlers.map(function(h) {\n            return
h.getStatusText && h.getStatusText(editor, data) || \"\";\n        }).filter(Boolean).join(\" \");\n    };\n\n
this.$callKeyboardHandlers = function(hashId, keyString, keyCode, e) {\n        var toExecute;\n        var success =
false;\n        var commands = this.$editor.commands;\n\n        for (var i = this.$handlers.length; i--;) {\n
toExecute = this.$handlers[i].handleKeyboard(\n                this.$data, hashId, keyString, keyCode, e\n            );\n
   if (!toExecute || !toExecute.command)\n                continue;\n            if (toExecute.command == \"null\") {\n
    success = true;\n            } else {\n                success = commands.exec(toExecute.command, this.$editor,
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toExecute.args, e);\n            }\n            if (success && e && hashId != -1 && \n                toExecute.passEvent !=
true && toExecute.command.passEvent != true\n            ) {\n                event.stopEvent(e);\n            }\n            if
(success)\n                break;\n        }\n        \n        if (!success && hashId == -1) {\n            toExecute = {command:
\"insertstring\"};\n            success = commands.exec(\"insertstring\", this.$editor, keyString);\n        }\n        \n        if
(success && this.$editor._signal)\n            this.$editor._signal(\"keyboardActivity\", toExecute);\n        \n        return
success;\n    };\n\n    this.onCommandKey = function(e, hashId, keyCode) {\n        var keyString =
keyUtil.keyCodeToString(keyCode);\n        this.$callKeyboardHandlers(hashId, keyString, keyCode, e);\n    };\n\n
this.onTextInput = function(text) {\n        this.$callKeyboardHandlers(-1, text);\n
};\n\n}).call(KeyBinding.prototype);\n\nexports.KeyBinding =
KeyBinding;\n});\n\nace.define(\"ace/lib/bidiutil\",[\"require\",\"exports\",\"module\"], function(acequire, exports,
module) {\n\"use strict\";\n\nvar ArabicAlefBetIntervalsBegine = ['\\u0621', '\\u0641'];\nvar
ArabicAlefBetIntervalsEnd = ['\\u063A', '\\u064a'];\nvar dir = 0, hiLevel = 0;\nvar lastArabic = false, hasUBAT_AL
= false,  hasUBAT_B = false,  hasUBAT_S = false, hasBlockSep = false, hasSegSep = false;\n\nvar impTab_LTR =
[\t[\t0,\t\t3,\t\t0,\t\t1,\t\t0,\t\t0,\t\t0\t],\t[\t0,\t\t3,\t\t0,\t\t1,\t\t2,\t\t2,\t\t0\t],\t[\t0,\t\t3,\t\t0,\t\t0x11,\t\t2,\t\t0,\t\t1\t],\t[\t0,
\t\t3,\t\t5,\t\t5,\t\t4,\t\t1,\t\t0\t],\t[\t0,\t\t3,\t\t0x15,\t\t0x15,\t\t4,\t\t0,\t\t1\t],\t[\t0,\t\t3,\t\t5,\t\t5,\t\t4,\t\t2,\t\t0\t]\n];\n\nv
ar impTab_RTL =
[\t[\t2,\t\t0,\t\t1,\t\t1,\t\t0,\t\t1,\t\t0\t],\t[\t2,\t\t0,\t\t1,\t\t1,\t\t0,\t\t2,\t\t0\t],\t[\t2,\t\t0,\t\t2,\t\t1,\t\t3,\t\t2,\t\t0\t],\t[\t2,\t\t
0,\t\t2,\t\t0x21,\t\t3,\t\t1,\t\t1\t]\n];\n\nvar LTR = 0, RTL = 1;\n\nvar L = 0;\nvar R = 1;\nvar EN = 2;\nvar AN =
3;\nvar ON = 4;\nvar B = 5;\nvar S = 6;\nvar AL = 7;\nvar WS = 8;\nvar CS = 9;\nvar ES = 10;\nvar ET = 11;\nvar
NSM = 12;\nvar LRE = 13;\nvar RLE = 14;\nvar PDF = 15;\nvar LRO = 16;\nvar RLO = 17;\nvar BN = 18;\n\nvar
UnicodeTBL00 =
[\nBN,BN,BN,BN,BN,BN,BN,BN,BN,S,B,S,WS,B,BN,BN,\nBN,BN,BN,BN,BN,BN,BN,BN,BN,BN,BN,BN,B,B,
B,S,\nWS,ON,ON,ET,ET,ET,ON,ON,ON,ON,ON,ES,CS,ES,CS,CS,\nEN,EN,EN,EN,EN,EN,EN,EN,EN,EN,CS,O
N,ON,ON,ON,ON,\nON,L,L,L,L,L,L,L,L,L,L,L,L,L,\nL,L,L,L,L,L,L,L,L,L,ON,ON,ON,ON,ON,\nON,L,L,L
,L,L,L,L,L,L,L,L,L,L,\nL,L,L,L,L,L,L,L,L,L,ON,ON,ON,ON,BN,\nBN,BN,BN,BN,BN,B,BN,BN,BN,BN,B
N,BN,BN,BN,BN,BN,BN,\nBN,BN,BN,BN,BN,BN,BN,BN,BN,BN,BN,BN,BN,BN,BN,\nCS,ON,ET,ET,ET,ET,O
N,ON,ON,ON,ON,L,ON,ON,BN,ON,ON,\nET,ET,EN,EN,ON,L,ON,ON,ON,EN,L,ON,ON,ON,ON,ON\n];\n\nvar
UnicodeTBL20 =
[\nWS,WS,WS,WS,WS,WS,WS,WS,WS,WS,WS,BN,BN,BN,L,R\t,\nON,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON
,ON,ON,ON,ON,ON,\nON,ON,ON,ON,ON,ON,ON,ON,WS,B,LRE,RLE,PDF,LRO,RLO,CS,\nET,ET,ET,ET,ET,
ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,\nON,ON,ON,ON,CS,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,\
nON,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,ON,WS\n];\n\nfunction _computeLevels(chars, levels,
len, charTypes) {\n\tvar impTab = dir ? impTab_RTL : impTab_LTR\n\t\t, prevState = null, newClass = null,
newLevel = null, newState = 0\n\t\t, action = null, cond = null, condPos = -1, i = null, ix = null, classes = [];\n\n\tif
(!charTypes) {\n\t\tfor (i = 0, charTypes = []; i < len; i++) {\n\t\t\tcharTypes[i] =
_getCharacterType(chars[i]);\n\t\t}\n\t}\n\thiLevel = dir;\n\tlastArabic = false;\n\thasUBAT_AL =
false;\n\thasUBAT_B = false;\n\thasUBAT_S = false;\n\tfor (ix = 0; ix < len; ix++){\n\t\tprevState =
newState;\n\t\tclasses[ix] = newClass = _getCharClass(chars, charTypes, classes, ix);\n\t\tnewState =
impTab[prevState][newClass];\n\t\taction = newState & 0xF0;\n\t\tnewState &= 0x0F;\n\t\tlevels[ix] = newLevel =
impTab[newState][5];\n\t\tif (action > 0){\n\t\t\tif (action == 0x10){\n\t\t\t\tfor(i = condPos; i < ix;
i++){\n\t\t\t\t\tlevels[i] = 1;\n\t\t\t}\n\t\t\tcondPos = -1;\n\t\t} else {\n\t\t\tcondPos = -1;\n\t\t}\n\t}\n\tcond
= impTab[newState][6];\n\tif (cond){\n\t\tif(condPos == -1){\n\t\t\tcondPos = ix;\n\t\t}\n\t}else{\n\t\tif
(condPos > -1){\n\t\t\tfor(i = condPos; i < ix; i++){\n\t\t\t\tlevels[i] = newLevel;\n\t\t\t}\n\t\t\tcondPos = -
1;\n\t\t}\n\t}\n\tif (charTypes[ix] == B){\n\t\tlevels[ix] = 0;\n\t}\n\thiLevel |= newLevel;\n\t}\n\tif
(hasUBAT_S){\n\tfor(i = 0; i < len; i++){\n\t\tif(charTypes[i] == S){\n\t\t\tlevels[i] = dir;\n\t\t\tfor(var j = i -
1; j >= 0; j--){\n\t\t\t\tif(charTypes[j] == WS){\n\t\t\t\t\tlevels[j] =
dir;\n\t\t\t}else{\n\t\t\t\tbreak;\n\t\t}\n\t}\n\t}\n}\n\nfunction _invertLevel(lev, levels,
_array) {\n\tif (hiLevel < lev){\n\treturn;\n\t}\n\tif (lev == 1 && dir == RTL &&
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!hasUBAT_B){\n\t\t_array.reverse();\n\t\treturn;\n\t}\n\tvar len = _array.length, start = 0, end, lo, hi,
tmp;\n\twhile(start < len){\n\t\tif (levels[start] >= lev){\n\t\t\tend = start + 1;\n\t\twhile(end < len && levels[end] >=
lev){\n\t\t\tend++;\n\t\t}\n\t\tfor(lo = start, hi = end - 1 ; lo < hi; lo++, hi--){\n\t\t\ttmp = _array[lo];\n\t\t\t_array[lo]
= _array[hi];\n\t\t\t_array[hi] = tmp;\n\t\t}\n\t\tstart = end;\n\t}\n\tstart++;\n\t}\n}\n\nfunction _getCharClass(chars,
types, classes, ix) {\n\tvar cType = types[ix], wType, nType, len, i;\n\tswitch(cType){\n\t\tcase L:\n\t\tcase
R:\n\t\t\tlastArabic = false;\n\t\tcase ON:\n\t\tcase AN:\n\t\t\treturn cType;\n\t\tcase EN:\n\t\t\treturn lastArabic ?
AN : EN;\n\t\tcase AL:\n\t\t\tlastArabic = true;\n\t\t\thasUBAT_AL = true;\n\t\t\treturn R;\n\t\tcase WS:\n\t\t\treturn
ON;\n\t\tcase CS:\n\t\t\tif (ix < 1 || (ix + 1) >= types.length ||\n\t\t\t\t((wType = classes[ix - 1]) != EN && wType !=
AN) ||\n\t\t\t\t((nType = types[ix + 1]) != EN && nType != AN)){\n\t\t\t\treturn ON;\n\t\t\t}\n\t\t\tif
(lastArabic){nType = AN;}\n\t\t\treturn nType == wType ? nType : ON;\n\t\tcase ES:\n\t\t\twType = ix > 0 ?
classes[ix - 1] : B;\n\t\t\tif (wType == EN && (ix + 1) < types.length && types[ix + 1] == EN){\n\t\t\t\treturn
EN;\n\t\t\t}\n\t\t\treturn ON;\n\t\tcase ET:\n\t\t\tif (ix > 0 && classes[ix - 1] == EN){\n\t\t\t\treturn
EN;\n\t\t\t}\n\t\t\tif (lastArabic){\n\t\t\t\treturn ON;\n\t\t\t}\n\t\t\ti = ix + 1;\n\t\t\tlen = types.length;\n\t\t\twhile (i <
len && types[i] == ET){\n\t\t\t\ti++;\n\t\t\t}\n\t\t\tif (i < len && types[i] == EN){\n\t\t\t\treturn
EN;\n\t\t\t}\n\t\t\treturn ON;\n\t\tcase NSM:\n\t\t\tlen = types.length;\n\t\t\ti = ix + 1;\n\t\t\twhile (i < len &&
types[i] == NSM){\n\t\t\t\ti++;\n\t\t\t}\n\t\t\tif (i < len){\n\t\t\t\tvar c = chars[ix], rtlCandidate = (c >= 0x0591 && c
<= 0x08FF) || c == 0xFB1E;\n\n\t\t\t\twType = types[i];\n\t\t\t\tif (rtlCandidate && (wType == R || wType ==
AL)){\n\t\t\t\t\treturn R;\n\t\t\t\t}\n\t\t\t}\n\n\t\tif (ix < 1 || (wType = types[ix - 1]) == B){\n\t\t\t\treturn
ON;\n\t\t\t}\n\t\t\treturn classes[ix - 1];\n\t\tcase B:\n\t\t\tlastArabic = false;\n\t\t\thasUBAT_B = true;\n\t\t\treturn
dir;\n\t\tcase S:\n\t\t\thasUBAT_S = true;\n\t\t\treturn ON;\n\t\tcase LRE:\n\t\tcase RLE:\n\t\tcase LRO:\n\t\tcase
RLO:\n\t\tcase PDF:\n\t\t\tlastArabic = false;\n\t\tcase BN:\n\t\t\treturn ON;\n\t}\n}\n\nfunction _getCharacterType(
ch ) {\n\tvar uc = ch.charCodeAt(0), hi = uc >> 8;\n\n\tif (hi == 0) {\n\t\treturn ((uc > 0x00BF) ? L :
UnicodeTBL00[uc]);\n\t} else if (hi == 5) {\n\t\treturn (/[\\u0591-\\u05f4]/.test(ch) ? R : L);\n\t} else if (hi == 6)
{\n\t\tif (/[\\u0610-\\u061a\\u064b-\\u065f\\u06d6-\\u06e4\\u06e7-\\u06ed]/.test(ch))\n\t\t\treturn NSM;\n\t\telse if
(/[\\u0660-\\u0669\\u066b-\\u066c]/.test(ch))\n\t\t\treturn AN;\n\t\telse if (uc == 0x066A)\n\t\t\treturn ET;\n\t\telse if
(/[\\u06f0-\\u06f9]/.test(ch))\n\t\t\treturn EN;\n\t\telse\n\t\t\treturn AL;\n\t} else if (hi == 0x20 && uc <= 0x205F)
{\n\t\treturn UnicodeTBL20[uc & 0xFF];\n\t} else if (hi == 0xFE) {\n\t\treturn (uc >= 0xFE70 ? AL :
ON);\n\t}\n\treturn ON;\n}\n\nfunction _isArabicDiacritics( ch ) {\n\treturn (ch >= '\\u064b' && ch <=
'\\u0655');\n}\nexports.L = L;\nexports.R = R;\nexports.EN = EN;\nexports.ON_R = 3;\nexports.AN =
4;\nexports.R_H = 5;\nexports.B = 6;\n\nexports.DOT = \"\\xB7\";\nexports.doBidiReorder = function(text,
textCharTypes, isRtl) {\n\tif (text.length < 2)\n\t\treturn {};\n\n\tvar chars = text.split(\"\"), logicalFromVisual =
new Array(chars.length),\n\t\tbidiLevels = new Array(chars.length), levels = [];\n\n\tdir = isRtl ? RTL :
LTR;\n\n\t_computeLevels(chars, levels, chars.length, textCharTypes);\n\n\tfor (var i = 0; i <
logicalFromVisual.length; logicalFromVisual[i] = i, i++);\n\n\t_invertLevel(2, levels,
logicalFromVisual);\n\t_invertLevel(1, levels, logicalFromVisual);\n\n\tfor (var i = 0; i < logicalFromVisual.length -
1; i++) { //fix levels to reflect character width\n\t\tif (textCharTypes[i] === AN) {\n\t\t\tlevels[i] =
exports.AN;\n\t\t} else if (levels[i] === R && ((textCharTypes[i] > AL && textCharTypes[i] < LRE)\n\t\t\t||
textCharTypes[i] === ON || textCharTypes[i] === BN)) {\n\t\t\tlevels[i] = exports.ON_R;\n\t\t} else if ((i > 0 &&
chars[i - 1] === '\\u0644') && /\\u0622|\\u0623|\\u0625|\\u0627/.test(chars[i])) {\n\t\t\tlevels[i - 1] = levels[i] =
exports.R_H;\n\t\t\ti++;\n\t\t}\n\t}\n\tif (chars[chars.length - 1] === exports.DOT)\n\t\tlevels[chars.length - 1] =
exports.B;\n\n\tfor (var i = 0; i < logicalFromVisual.length; i++) {\n\t\tbidiLevels[i] =
levels[logicalFromVisual[i]];\n\t}\n\n\treturn {'logicalFromVisual': logicalFromVisual, 'bidiLevels':
bidiLevels};\n};\nexports.hasBidiCharacters = function(text, textCharTypes){\n\tvar ret = false;\n\tfor (var i = 0; i <
text.length; i++){\n\t\ttextCharTypes[i] = _getCharacterType(text.charAt(i));\n\t\tif (!ret && (textCharTypes[i] == R
|| textCharTypes[i] == AL))\n\t\t\tret = true;\n\t}\n\treturn ret;\n};\nexports.getVisualFromLogicalIdx =
function(logIdx, rowMap) {\n\tfor (var i = 0; i < rowMap.logicalFromVisual.length; i++) {\n\t\tif
(rowMap.logicalFromVisual[i] == logIdx)\n\t\t\treturn i;\n\t}\n\treturn
0;\n};\n\n});\n\nace.define(\"ace/bidihandler\",[\"require\",\"exports\",\"module\",\"ace/lib/bidiutil\",\"ace/lib/lang\",\
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"ace/lib/useragent\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar bidiUtil =
acequire(\"./lib/bidiutil\");\nvar lang = acequire(\"./lib/lang\");\nvar useragent = acequire(\"./lib/useragent\");\nvar
bidiRE = /[\\u0590-\\u05f4\\u0600-\\u06ff\\u0700-\\u08ac]/;\nvar BidiHandler = function(session) {\n    this.session
= session;\n    this.bidiMap = {};\n    this.currentRow = null;\n    this.bidiUtil = bidiUtil;\n    this.charWidths = [];\n
this.EOL = \"\\xAC\";\n    this.showInvisibles = true;\n    this.isRtlDir = false;\n    this.line = \"\";\n
this.wrapIndent = 0;\n    this.isLastRow = false;\n    this.EOF = \"\\xB6\";\n    this.seenBidi =
false;\n};\n\n(function() {\n    this.isBidiRow = function(screenRow, docRow, splitIndex) {\n        if
(!this.seenBidi)\n            return false;\n        if (screenRow !== this.currentRow) {\n            this.currentRow =
screenRow;\n            this.updateRowLine(docRow, splitIndex);\n            this.updateBidiMap();\n        }\n        return
this.bidiMap.bidiLevels;\n    };\n\n    this.onChange = function(delta) {\n        if (!this.seenBidi) {\n            if
(delta.action == \"insert\" && bidiRE.test(delta.lines.join(\"\\n\"))) {\n                this.seenBidi = true;\n
this.currentRow = null;\n            }\n        }\n        else {\n            this.currentRow = null;\n        }\n    };\n\n
this.getDocumentRow = function() {\n        var docRow = 0;\n        var rowCache =
this.session.$screenRowCache;\n        if (rowCache.length) {\n            var index =
this.session.$getRowCacheIndex(rowCache, this.currentRow);\n            if (index >= 0)\n                docRow =
this.session.$docRowCache[index];\n        }\n\n        return docRow;\n    };\n\n    this.getSplitIndex = function() {\n
    var splitIndex = 0;\n        var rowCache = this.session.$screenRowCache;\n        if (rowCache.length) {\n
var currentIndex, prevIndex = this.session.$getRowCacheIndex(rowCache, this.currentRow);\n            while
(this.currentRow - splitIndex > 0) {\n                currentIndex = this.session.$getRowCacheIndex(rowCache,
this.currentRow - splitIndex - 1);\n                if (currentIndex !== prevIndex)\n                    break;\n\n
prevIndex = currentIndex;\n                splitIndex++;\n            }\n        }\n\n        return splitIndex;\n    };\n\n
this.updateRowLine = function(docRow, splitIndex) {\n        if (docRow === undefined)\n            docRow =
this.getDocumentRow();\n\n        this.wrapIndent = 0;\n        this.isLastRow = (docRow === this.session.getLength()
- 1);\n        this.line = this.session.getLine(docRow);\n        if (this.session.$useWrapMode) {\n            var splits =
this.session.$wrapData[docRow];\n            if (splits) {\n                if (splitIndex === undefined)\n
splitIndex = this.getSplitIndex();\n\n                if(splitIndex > 0 && splits.length) {\n                    this.wrapIndent =
splits.indent;\n                    this.line = (splitIndex < splits.length) ?\n
this.line.substring(splits[splitIndex - 1], splits[splits.length - 1]) :\n
this.line.substring(splits[splits.length - 1]);\n                } else {\n                    this.line = this.line.substring(0,
splits[splitIndex]);\n                }\n            }\n        }\n        var session = this.session, shift = 0, size;\n        this.line =
this.line.replace(/\\t|[\\u1100-\\u2029, \\u202F-\\uFFE6]/g, function(ch, i){\n            if (ch === '\\t' ||
session.isFullWidth(ch.charCodeAt(0))) {\n                size = (ch === '\\t') ? session.getScreenTabSize(i + shift) : 2;\n
            shift += size - 1;\n                return lang.stringRepeat(bidiUtil.DOT, size);\n            }\n            return ch;\n
  });\n    };\n\n    this.updateBidiMap = function() {\n        var textCharTypes = [], endOfLine = this.isLastRow ?
this.EOF : this.EOL;\n        var line = this.line + (this.showInvisibles ? endOfLine : bidiUtil.DOT);\n        if
(bidiUtil.hasBidiCharacters(line, textCharTypes)) {\n            this.bidiMap = bidiUtil.doBidiReorder(line,
textCharTypes, this.isRtlDir);\n        } else {\n            this.bidiMap = {};\n        }\n    };\n    this.markAsDirty =
function() {\n        this.currentRow = null;\n    };\n    this.updateCharacterWidths = function(fontMetrics) {\n        if
(!this.seenBidi)\n            return;\n        if (this.characterWidth === fontMetrics.$characterSize.width)\n
return;\n\n        var characterWidth = this.characterWidth = fontMetrics.$characterSize.width;\n        var
bidiCharWidth = fontMetrics.$measureCharWidth(\"\\u05d4\");\n\n        this.charWidths[bidiUtil.L] =
this.charWidths[bidiUtil.EN] = this.charWidths[bidiUtil.ON_R] = characterWidth;\n
this.charWidths[bidiUtil.R] = this.charWidths[bidiUtil.AN] = bidiCharWidth;\n        this.charWidths[bidiUtil.R_H]
= useragent.isChrome ? bidiCharWidth : bidiCharWidth * 0.45;\n        this.charWidths[bidiUtil.B] = 0;\n\n
this.currentRow = null;\n    };\n\n    this.getShowInvisibles = function() {\n        return this.showInvisibles;\n    };\n\n
  this.setShowInvisibles = function(showInvisibles) {\n        this.showInvisibles = showInvisibles;\n
this.currentRow = null;\n    };\n\n    this.setEolChar = function(eolChar) {\n        this.EOL = eolChar;\n    };\n\n
this.setTextDir = function(isRtlDir) {\n        this.isRtlDir = isRtlDir;\n    };\n    this.getPosLeft = function(col) {\n
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 col -= this.wrapIndent;\n        var visualIdx = bidiUtil.getVisualFromLogicalIdx(col > 0 ? col - 1 : 0,
this.bidiMap),\n            levels = this.bidiMap.bidiLevels, left = 0;\n\n        if (col === 0 && levels[visualIdx] % 2
!== 0)\n            visualIdx++;\n\n        for (var i = 0; i < visualIdx; i++) {\n            left += this.charWidths[levels[i]];\n
    }\n\n        if (col !== 0 && levels[visualIdx] % 2 === 0)\n            left += this.charWidths[levels[visualIdx]];\n\n
    if (this.wrapIndent)\n            left += this.wrapIndent * this.charWidths[bidiUtil.L];\n\n        return left;\n    };\n
this.getSelections = function(startCol, endCol) {\n        var map = this.bidiMap, levels = map.bidiLevels, level,
offset = this.wrapIndent * this.charWidths[bidiUtil.L], selections = [],\n            selColMin = Math.min(startCol,
endCol) - this.wrapIndent, selColMax = Math.max(startCol, endCol) - this.wrapIndent,\n                isSelected =
false, isSelectedPrev = false, selectionStart = 0;\n\n        for (var logIdx, visIdx = 0; visIdx < levels.length; visIdx++)
{\n            logIdx = map.logicalFromVisual[visIdx];\n            level = levels[visIdx];\n            isSelected = (logIdx >=
selColMin) && (logIdx < selColMax);\n            if (isSelected && !isSelectedPrev) {\n                selectionStart =
offset;\n            } else if (!isSelected && isSelectedPrev) {\n                selections.push({left: selectionStart, width:
offset - selectionStart});\n            }\n            offset += this.charWidths[level];\n            isSelectedPrev = isSelected;\n
    }\n\n        if (isSelected && (visIdx === levels.length)) {\n            selections.push({left: selectionStart, width:
offset - selectionStart});\n        }\n\n        return selections;\n    };\n    this.offsetToCol = function(posX) {\n        var
logicalIdx = 0, posX = Math.max(posX, 0),\n            offset = 0, visualIdx = 0, levels = this.bidiMap.bidiLevels,\n
        charWidth = this.charWidths[levels[visualIdx]];\n\n        if (this.wrapIndent) {\n            posX -=
this.wrapIndent * this.charWidths[bidiUtil.L];\n        }\n\n        while(posX > offset + charWidth/2) {\n            offset
+= charWidth;\n            if(visualIdx === levels.length - 1) {\n                charWidth = 0;\n                break;\n
}\n            charWidth = this.charWidths[levels[++visualIdx]];\n        }\n\n        if (visualIdx > 0 && (levels[visualIdx
- 1] % 2 !== 0) && (levels[visualIdx] % 2 === 0)){\n            if(posX < offset)\n                visualIdx--;\n
logicalIdx = this.bidiMap.logicalFromVisual[visualIdx];\n\n        } else if (visualIdx > 0 && (levels[visualIdx - 1] %
2 === 0) && (levels[visualIdx] % 2 !== 0)){\n            logicalIdx = 1 + ((posX > offset) ?
this.bidiMap.logicalFromVisual[visualIdx]\n                    : this.bidiMap.logicalFromVisual[visualIdx - 1]);\n\n        }
else if ((this.isRtlDir && visualIdx === levels.length - 1 && charWidth === 0 && (levels[visualIdx - 1] % 2 ===
0))\n                || (!this.isRtlDir && visualIdx === 0 && (levels[visualIdx] % 2 !== 0))){\n            logicalIdx = 1 +
this.bidiMap.logicalFromVisual[visualIdx];\n        } else {\n            if (visualIdx > 0 && (levels[visualIdx - 1] % 2
!== 0) && charWidth !== 0)\n                visualIdx--;\n            logicalIdx =
this.bidiMap.logicalFromVisual[visualIdx];\n        }\n\n        return (logicalIdx + this.wrapIndent);\n
};\n\n}).call(BidiHandler.prototype);\n\nexports.BidiHandler =
BidiHandler;\n});\n\nace.define(\"ace/range\",[\"require\",\"exports\",\"module\"], function(acequire, exports,
module) {\n\"use strict\";\nvar comparePoints = function(p1, p2) {\n    return p1.row - p2.row || p1.column -
p2.column;\n};\nvar Range = function(startRow, startColumn, endRow, endColumn) {\n    this.start = {\n        row:
startRow,\n        column: startColumn\n    };\n\n    this.end = {\n        row: endRow,\n        column: endColumn\n
};\n};\n\n(function() {\n    this.isEqual = function(range) {\n        return this.start.row === range.start.row &&\n
   this.end.row === range.end.row &&\n            this.start.column === range.start.column &&\n
this.end.column === range.end.column;\n    };\n    this.toString = function() {\n        return (\"Range: [\" +
this.start.row + \"/\" + this.start.column +\n            \"] -> [\" + this.end.row + \"/\" + this.end.column + \"]\");\n
};\n\n    this.contains = function(row, column) {\n        return this.compare(row, column) == 0;\n    };\n
this.compareRange = function(range) {\n        var cmp,\n            end = range.end,\n            start = range.start;\n\n
cmp = this.compare(end.row, end.column);\n        if (cmp == 1) {\n            cmp = this.compare(start.row,
start.column);\n            if (cmp == 1) {\n                return 2;\n            } else if (cmp == 0) {\n                return 1;\n
    } else {\n                return 0;\n            }\n        } else if (cmp == -1) {\n            return -2;\n        } else {\n
cmp = this.compare(start.row, start.column);\n            if (cmp == -1) {\n                return -1;\n            } else if (cmp
== 1) {\n                return 42;\n            } else {\n                return 0;\n            }\n        }\n    };\n    this.comparePoint =
function(p) {\n        return this.compare(p.row, p.column);\n    };\n    this.containsRange = function(range) {\n
return this.comparePoint(range.start) == 0 && this.comparePoint(range.end) == 0;\n    };\n    this.intersects =
function(range) {\n        var cmp = this.compareRange(range);\n        return (cmp == -1 || cmp == 0 || cmp == 1);\n
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};\n   this.isEnd = function(row, column) {\n   return this.end.row == row && this.end.column == column;\n   };\n   this.isStart = function(row, column) {\n   return this.start.row == row && this.start.column == column;\n   };\n   this.setStart = function(row, column) {\n   if (typeof row == \"object\") {\n   this.start.column = row.column;\n   this.start.row = row.row;\n   } else {\n   this.start.row = row;\n   this.start.column = column;\n   }\n   };\n   this.setEnd = function(row, column) {\n   if (typeof row == \"object\") {\n   this.end.column = row.column;\n   this.end.row = row.row;\n   } else {\n   this.end.row = row;\n   this.end.column = column;\n   }\n   };\n   this.inside = function(row, column) {\n   if (this.compare(row, column) == 0) {\n   if (this.isEnd(row, column) || this.isStart(row, column)) {\n   return false;\n   } else {\n   return true;\n   }\n   }\n   return false;\n   };\n   this.insideStart = function(row, column) {\n   if (this.compare(row, column) == 0) {\n   if (this.isEnd(row, column)) {\n   return false;\n   } else {\n   return true;\n   }\n   }\n   return false;\n   };\n   this.insideEnd = function(row, column) {\n   if (this.compare(row, column) == 0) {\n   if (this.isStart(row, column)) {\n   return false;\n   } else {\n   return true;\n   }\n   }\n   return false;\n   };\n   this.compare = function(row, column) {\n   if (!this.isMultiLine()) {\n   if (row === this.start.row) {\n   return column < this.start.column ? -1 : (column > this.end.column ? 1 : 0);\n   }\n   }\n\n   if (row < this.start.row)\n   return -1;\n\n   if (row > this.end.row)\n   return 1;\n\n   if (this.start.row === row)\n   return column >= this.start.column ? 0 : -1;\n\n   if (this.end.row === row)\n   return column <= this.end.column ? 0 : 1;\n\n   return 0;\n   };\n   this.compareStart = function(row, column) {\n   if (this.start.row == row && this.start.column == column) {\n   return -1;\n   } else {\n   return this.compare(row, column);\n   }\n   };\n   this.compareEnd = function(row, column) {\n   if (this.end.row == row && this.end.column == column) {\n   return 1;\n   } else {\n   return this.compare(row, column);\n   }\n   };\n   this.compareInside = function(row, column) {\n   if (this.end.row == row && this.end.column == column) {\n   return 1;\n   } else if (this.start.row == row && this.start.column == column) {\n   return -1;\n   } else {\n   return this.compare(row, column);\n   }\n   };\n   this.clipRows = function(firstRow, lastRow) {\n   if (this.end.row > lastRow)\n   var end = {row: lastRow + 1, column: 0};\n   else if (this.end.row < firstRow)\n   var end = {row: firstRow, column: 0};\n\n   if (this.start.row > lastRow)\n   var start = {row: lastRow + 1, column: 0};\n   else if (this.start.row < firstRow)\n   var start = {row: firstRow, column: 0};\n\n   return Range.fromPoints(start || this.start, end || this.end);\n   };\n   this.extend = function(row, column) {\n   var cmp = this.compare(row, column);\n\n   if (cmp == 0)\n   return this;\n   else if (cmp == -1)\n   var start = {row: row, column: column};\n   else\n   var end = {row: row, column: column};\n\n   return Range.fromPoints(start || this.start, end || this.end);\n   };\n\n   this.isEmpty = function() {\n   return (this.start.row === this.end.row && this.start.column === this.end.column);\n   };\n   this.isMultiLine = function() {\n   return (this.start.row !== this.end.row);\n   };\n   this.clone = function() {\n   return Range.fromPoints(this.start, this.end);\n   };\n   this.collapseRows = function() {\n   if (this.end.column == 0)\n   return new Range(this.start.row, 0, Math.max(this.start.row, this.end.row-1), 0);\n   else\n   return new Range(this.start.row, 0, this.end.row, 0);\n   };\n   this.toScreenRange = function(session) {\n   var screenPosStart = session.documentToScreenPosition(this.start);\n   var screenPosEnd = session.documentToScreenPosition(this.end);\n\n   return new Range(\n   screenPosStart.row, screenPosStart.column,\n   screenPosEnd.row, screenPosEnd.column\n   );\n   };\n   this.moveBy = function(row, column) {\n   this.start.row += row;\n   this.start.column += column;\n   this.end.row += row;\n   this.end.column += column;\n   };\n\n}).call(Range.prototype);\nRange.fromPoints = function(start, end) {\n   return new Range(start.row, start.column, end.row, end.column);\n};\nRange.comparePoints = comparePoints;\n\nRange.comparePoints = function(p1, p2) {\n   return p1.row - p2.row || p1.column - p2.column;\n};\n\n\nexports.Range = Range;\n});\n\nace.define(\"ace/selection\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/lib/lang\",\"ace/lib/event_emitter\",\"ace/range\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar oop = acequire(\"./lib/oop\");\nvar lang = acequire(\"./lib/lang\");\nvar EventEmitter =

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acequire(\"./lib/event_emitter\").EventEmitter;\nvar Range = acequire(\"./range\").Range;\nvar Selection =
function(session) {\n    this.session = session;\n    this.doc = session.getDocument();\n\n    this.clearSelection();\n
this.lead = this.selectionLead = this.doc.createAnchor(0, 0);\n    this.anchor = this.selectionAnchor =
this.doc.createAnchor(0, 0);\n\n    var self = this;\n    this.lead.on(\"change\", function(e) {\n
self._emit(\"changeCursor\");\n        if (!self.$isEmpty)\n            self._emit(\"changeSelection\");\n        if
(!self.$keepDesiredColumnOnChange && e.old.column != e.value.column)\n            self.$desiredColumn = null;\n
});\n\n    this.selectionAnchor.on(\"change\", function() {\n        if (!self.$isEmpty)\n
self._emit(\"changeSelection\");\n    });\n};\n\n(function() {\n\n    oop.implement(this, EventEmitter);\n
this.isEmpty = function() {\n        return (this.$isEmpty || (\n            this.anchor.row == this.lead.row &&\n
this.anchor.column == this.lead.column\n        ));\n    };\n    this.isMultiLine = function() {\n        if (this.isEmpty())
{\n            return false;\n        }\n\n        return this.getRange().isMultiLine();\n    };\n    this.getCursor = function()
{\n        return this.lead.getPosition();\n    };\n    this.setSelectionAnchor = function(row, column) {\n
this.anchor.setPosition(row, column);\n\n        if (this.$isEmpty) {\n            this.$isEmpty = false;\n
this._emit(\"changeSelection\");\n        }\n    };\n    this.getSelectionAnchor = function() {\n        if (this.$isEmpty)\n
            return this.getSelectionLead();\n        else\n            return this.anchor.getPosition();\n    };\n
this.getSelectionLead = function() {\n        return this.lead.getPosition();\n    };\n    this.shiftSelection =
function(columns) {\n        if (this.$isEmpty) {\n            this.moveCursorTo(this.lead.row, this.lead.column +
columns);\n            return;\n        }\n\n        var anchor = this.getSelectionAnchor();\n        var lead =
this.getSelectionLead();\n\n        var isBackwards = this.isBackwards();\n\n        if (!isBackwards || anchor.column
!== 0)\n            this.setSelectionAnchor(anchor.row, anchor.column + columns);\n\n        if (isBackwards ||
lead.column !== 0) {\n            this.$moveSelection(function() {\n                this.moveCursorTo(lead.row,
lead.column + columns);\n            });\n        }\n    };\n    this.isBackwards = function() {\n        var anchor =
this.anchor;\n        var lead = this.lead;\n        return (anchor.row > lead.row || (anchor.row == lead.row &&
anchor.column > lead.column));\n    };\n    this.getRange = function() {\n        var anchor = this.anchor;\n        var
lead = this.lead;\n\n        if (this.isEmpty())\n            return Range.fromPoints(lead, lead);\n\n        if
(this.isBackwards()) {\n            return Range.fromPoints(lead, anchor);\n        }\n        else {\n            return
Range.fromPoints(anchor, lead);\n        }\n    };\n    this.clearSelection = function() {\n        if (!this.$isEmpty) {\n
    this.$isEmpty = true;\n            this._emit(\"changeSelection\");\n        }\n    };\n    this.selectAll = function() {\n
  var lastRow = this.doc.getLength() - 1;\n        this.setSelectionAnchor(0, 0);\n        this.moveCursorTo(lastRow,
this.doc.getLine(lastRow).length);\n    };\n    this.setRange =\n    this.setSelectionRange = function(range, reverse)
{\n        if (reverse) {\n            this.setSelectionAnchor(range.end.row, range.end.column);\n
this.selectTo(range.start.row, range.start.column);\n        } else {\n            this.setSelectionAnchor(range.start.row,
range.start.column);\n            this.selectTo(range.end.row, range.end.column);\n        }\n        if
(this.getRange().isEmpty())\n            this.$isEmpty = true;\n        this.$desiredColumn = null;\n    };\n\n
this.$moveSelection = function(mover) {\n        var lead = this.lead;\n        if (this.$isEmpty)\n
this.setSelectionAnchor(lead.row, lead.column);\n\n        mover.call(this);\n    };\n    this.selectTo = function(row,
column) {\n        this.$moveSelection(function() {\n            this.moveCursorTo(row, column);\n        });\n    };\n
this.selectToPosition = function(pos) {\n        this.$moveSelection(function() {\n
this.moveCursorToPosition(pos);\n        });\n    };\n    this.moveTo = function(row, column) {\n
this.clearSelection();\n        this.moveCursorTo(row, column);\n    };\n    this.moveToPosition = function(pos) {\n
 this.clearSelection();\n        this.moveCursorToPosition(pos);\n    };\n    this.selectUp = function() {\n
this.$moveSelection(this.moveCursorUp);\n    };\n    this.selectDown = function() {\n
this.$moveSelection(this.moveCursorDown);\n    };\n    this.selectRight = function() {\n
this.$moveSelection(this.moveCursorRight);\n    };\n    this.selectLeft = function() {\n
this.$moveSelection(this.moveCursorLeft);\n    };\n    this.selectLineStart = function() {\n
this.$moveSelection(this.moveCursorLineStart);\n    };\n    this.selectLineEnd = function() {\n
this.$moveSelection(this.moveCursorLineEnd);\n    };\n    this.selectFileEnd = function() {\n
this.$moveSelection(this.moveCursorFileEnd);\n    };\n    this.selectFileStart = function() {\n
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this.$moveSelection(this.moveCursorFileStart);\n    };\n    this.selectWordRight = function() {\n
this.$moveSelection(this.moveCursorWordRight);\n    };\n    this.selectWordLeft = function() {\n
this.$moveSelection(this.moveCursorWordLeft);\n    };\n    this.getWordRange = function(row, column) {\n        if
(typeof column == \"undefined\") {\n            var cursor = row || this.lead;\n            row = cursor.row;\n
column = cursor.column;\n        }\n        return this.session.getWordRange(row, column);\n    };\n    this.selectWord
= function() {\n        this.setSelectionRange(this.getWordRange());\n    };\n    this.selectAWord = function() {\n
var cursor = this.getCursor();\n        var range = this.session.getAWordRange(cursor.row, cursor.column);\n
this.setSelectionRange(range);\n    };\n\n    this.getLineRange = function(row, excludeLastChar) {\n        var
rowStart = typeof row == \"number\" ? row : this.lead.row;\n        var rowEnd;\n\n        var foldLine =
this.session.getFoldLine(rowStart);\n        if (foldLine) {\n            rowStart = foldLine.start.row;\n            rowEnd =
foldLine.end.row;\n        } else {\n            rowEnd = rowStart;\n        }\n        if (excludeLastChar === true)\n
return new Range(rowStart, 0, rowEnd, this.session.getLine(rowEnd).length);\n        else\n            return new
Range(rowStart, 0, rowEnd + 1, 0);\n    };\n    this.selectLine = function() {\n
this.setSelectionRange(this.getLineRange());\n    };\n    this.moveCursorUp = function() {\n
this.moveCursorBy(-1, 0);\n    };\n    this.moveCursorDown = function() {\n        this.moveCursorBy(1, 0);\n    };\n
this.wouldMoveIntoSoftTab = function(cursor, tabSize, direction) {\n        var start = cursor.column;\n        var end
= cursor.column + tabSize;\n\n        if (direction < 0) {\n            start = cursor.column - tabSize;\n            end =
cursor.column;\n        }\n        return this.session.isTabStop(cursor) && this.doc.getLine(cursor.row).slice(start,
end).split(\" \").length-1 == tabSize;\n    };\n    this.moveCursorLeft = function() {\n        var cursor =
this.lead.getPosition(),\n            fold;\n\n        if (fold = this.session.getFoldAt(cursor.row, cursor.column, -1)) {\n
    this.moveCursorTo(fold.start.row, fold.start.column);\n        } else if (cursor.column === 0) {\n            if
(cursor.row > 0) {\n                this.moveCursorTo(cursor.row - 1, this.doc.getLine(cursor.row - 1).length);\n
}\n        }\n        else {\n            var tabSize = this.session.getTabSize();\n            if
(this.wouldMoveIntoSoftTab(cursor, tabSize, -1) && !this.session.getNavigateWithinSoftTabs()) {\n
this.moveCursorBy(0, -tabSize);\n            } else {\n                this.moveCursorBy(0, -1);\n            }\n        }\n    };\n
this.moveCursorRight = function() {\n        var cursor = this.lead.getPosition(),\n            fold;\n        if (fold =
this.session.getFoldAt(cursor.row, cursor.column, 1)) {\n            this.moveCursorTo(fold.end.row,
fold.end.column);\n        }\n        else if (this.lead.column == this.doc.getLine(this.lead.row).length) {\n            if
(this.lead.row < this.doc.getLength() - 1) {\n                this.moveCursorTo(this.lead.row + 1, 0);\n            }\n        }\n
    else {\n            var tabSize = this.session.getTabSize();\n            var cursor = this.lead;\n            if
(this.wouldMoveIntoSoftTab(cursor, tabSize, 1) && !this.session.getNavigateWithinSoftTabs()) {\n
this.moveCursorBy(0, tabSize);\n            } else {\n                this.moveCursorBy(0, 1);\n            }\n        }\n    };\n
this.moveCursorLineStart = function() {\n        var row = this.lead.row;\n        var column = this.lead.column;\n
var screenRow = this.session.documentToScreenRow(row, column);\n        var firstColumnPosition =
this.session.screenToDocumentPosition(screenRow, 0);\n        var beforeCursor = this.session.getDisplayLine(\n
    row, null, firstColumnPosition.row,\n            firstColumnPosition.column\n        );\n\n        var leadingSpace =
beforeCursor.match(/^\\s*/);\n        if (leadingSpace[0].length != column &&
!this.session.$useEmacsStyleLineStart)\n            firstColumnPosition.column += leadingSpace[0].length;\n
this.moveCursorToPosition(firstColumnPosition);\n    };\n    this.moveCursorLineEnd = function() {\n        var lead
= this.lead;\n        var lineEnd = this.session.getDocumentLastRowColumnPosition(lead.row, lead.column);\n        if
(this.lead.column == lineEnd.column) {\n            var line = this.session.getLine(lineEnd.row);\n            if
(lineEnd.column == line.length) {\n                var textEnd = line.search(/\\s+$/);\n                if (textEnd > 0)\n
    lineEnd.column = textEnd;\n            }\n        }\n\n        this.moveCursorTo(lineEnd.row, lineEnd.column);\n
};\n    this.moveCursorFileEnd = function() {\n        var row = this.doc.getLength() - 1;\n        var column =
this.doc.getLine(row).length;\n        this.moveCursorTo(row, column);\n    };\n    this.moveCursorFileStart =
function() {\n        this.moveCursorTo(0, 0);\n    };\n    this.moveCursorLongWordRight = function() {\n        var
row = this.lead.row;\n        var column = this.lead.column;\n        var line = this.doc.getLine(row);\n        var
rightOfCursor = line.substring(column);\n\n        var match;\n        this.session.nonTokenRe.lastIndex = 0;\n
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this.session.tokenRe.lastIndex = 0;\n        var fold = this.session.getFoldAt(row, column, 1);\n        if (fold) {\n
this.moveCursorTo(fold.end.row, fold.end.column);\n            return;\n        }\n        if (match =
this.session.nonTokenRe.exec(rightOfCursor)) {\n            column += this.session.nonTokenRe.lastIndex;\n
this.session.nonTokenRe.lastIndex = 0;\n            rightOfCursor = line.substring(column);\n        }\n        if (column
>= line.length) {\n            this.moveCursorTo(row, line.length);\n            this.moveCursorRight();\n            if (row <
this.doc.getLength() - 1)\n                this.moveCursorWordRight();\n            return;\n        }\n        if (match =
this.session.tokenRe.exec(rightOfCursor)) {\n            column += this.session.tokenRe.lastIndex;\n
this.session.tokenRe.lastIndex = 0;\n        }\n\n        this.moveCursorTo(row, column);\n    };\n
this.moveCursorLongWordLeft = function() {\n        var row = this.lead.row;\n        var column =
this.lead.column;\n        var fold;\n        if (fold = this.session.getFoldAt(row, column, -1)) {\n
this.moveCursorTo(fold.start.row, fold.start.column);\n            return;\n        }\n\n        var str =
this.session.getFoldStringAt(row, column, -1);\n        if (str == null) {\n            str =
this.doc.getLine(row).substring(0, column);\n        }\n\n        var leftOfCursor = lang.stringReverse(str);\n        var
match;\n        this.session.nonTokenRe.lastIndex = 0;\n        this.session.tokenRe.lastIndex = 0;\n        if (match =
this.session.nonTokenRe.exec(leftOfCursor)) {\n            column -= this.session.nonTokenRe.lastIndex;\n
leftOfCursor = leftOfCursor.slice(this.session.nonTokenRe.lastIndex);\n            this.session.nonTokenRe.lastIndex =
0;\n        }\n        if (column <= 0) {\n            this.moveCursorTo(row, 0);\n            this.moveCursorLeft();\n            if
(row > 0)\n                this.moveCursorWordLeft();\n            return;\n        }\n        if (match =
this.session.tokenRe.exec(leftOfCursor)) {\n            column -= this.session.tokenRe.lastIndex;\n
this.session.tokenRe.lastIndex = 0;\n        }\n\n        this.moveCursorTo(row, column);\n    };\n\n
this.$shortWordEndIndex = function(rightOfCursor) {\n        var match, index = 0, ch;\n        var whitespaceRe =
/\\s/;\n        var tokenRe = this.session.tokenRe;\n\n        tokenRe.lastIndex = 0;\n        if (match =
this.session.tokenRe.exec(rightOfCursor)) {\n            index = this.session.tokenRe.lastIndex;\n        } else {\n
while ((ch = rightOfCursor[index]) && whitespaceRe.test(ch))\n                index ++;\n\n            if (index < 1) {\n
        tokenRe.lastIndex = 0;\n                while ((ch = rightOfCursor[index]) && !tokenRe.test(ch)) {\n
tokenRe.lastIndex = 0;\n                    index ++;\n                    if (whitespaceRe.test(ch)) {\n                        if (index >
2) {\n                            index--;\n                            break;\n                        } else {\n                            while ((ch =
rightOfCursor[index]) && whitespaceRe.test(ch))\n                                index ++;\n                            if (index > 2)\n
                            break;\n                        }\n                    }\n                }\n            }\n        }\n        tokenRe.lastIndex
= 0;\n\n        return index;\n    };\n\n    this.moveCursorShortWordRight = function() {\n        var row =
this.lead.row;\n        var column = this.lead.column;\n        var line = this.doc.getLine(row);\n        var rightOfCursor
= line.substring(column);\n\n        var fold = this.session.getFoldAt(row, column, 1);\n        if (fold)\n            return
this.moveCursorTo(fold.end.row, fold.end.column);\n\n        if (column == line.length) {\n            var l =
this.doc.getLength();\n            do {\n                row++;\n                rightOfCursor = this.doc.getLine(row);\n            }
while (row < l && /^\\s*$/.test(rightOfCursor));\n\n            if (!/^\\s+/.test(rightOfCursor))\n                rightOfCursor
= \"\";\n            column = 0;\n        }\n\n        var index = this.$shortWordEndIndex(rightOfCursor);\n\n
this.moveCursorTo(row, column + index);\n    };\n\n    this.moveCursorShortWordLeft = function() {\n        var row
= this.lead.row;\n        var column = this.lead.column;\n\n        var fold;\n        if (fold = this.session.getFoldAt(row,
column, -1))\n            return this.moveCursorTo(fold.start.row, fold.start.column);\n\n        var line =
this.session.getLine(row).substring(0, column);\n        if (column === 0) {\n            do {\n                row--;\n
line = this.doc.getLine(row);\n            } while (row > 0 && /^\\s*$/.test(line));\n\n            column = line.length;\n
    if (!/\\s+$/.test(line))\n                line = \"\";\n        }\n\n        var leftOfCursor = lang.stringReverse(line);\n
var index = this.$shortWordEndIndex(leftOfCursor);\n\n        return this.moveCursorTo(row, column - index);\n
};\n\n    this.moveCursorWordRight = function() {\n        if (this.session.$selectLongWords)\n
this.moveCursorLongWordRight();\n        else\n            this.moveCursorShortWordRight();\n    };\n\n
this.moveCursorWordLeft = function() {\n        if (this.session.$selectLongWords)\n
this.moveCursorLongWordLeft();\n        else\n            this.moveCursorShortWordLeft();\n    };\n
this.moveCursorBy = function(rows, chars) {\n        var screenPos = this.session.documentToScreenPosition(\n
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 this.lead.row,\n            this.lead.column\n        );\n\n        var offsetX;\n\n        if (chars === 0) {\n            if (rows
!== 0) {\n                if (this.session.$bidiHandler.isBidiRow(screenPos.row, this.lead.row)) {\n                    offsetX =
this.session.$bidiHandler.getPosLeft(screenPos.column);\n                    screenPos.column = Math.round(offsetX /
this.session.$bidiHandler.charWidths[0]);\n                } else {\n                    offsetX = screenPos.column *
this.session.$bidiHandler.charWidths[0];\n                }\n            }\n\n            if (this.$desiredColumn)\n
screenPos.column = this.$desiredColumn;\n            else\n                this.$desiredColumn = screenPos.column;\n
}\n\n        var docPos = this.session.screenToDocumentPosition(screenPos.row + rows, screenPos.column,
offsetX);\n        \n        if (rows !== 0 && chars === 0 && docPos.row === this.lead.row && docPos.column ===
this.lead.column) {\n            if (this.session.lineWidgets && this.session.lineWidgets[docPos.row]) {\n                if
(docPos.row > 0 || rows > 0)\n                    docPos.row++;\n            }\n        }\n        this.moveCursorTo(docPos.row,
docPos.column + chars, chars === 0);\n    };\n    this.moveCursorToPosition = function(position) {\n
this.moveCursorTo(position.row, position.column);\n    };\n    this.moveCursorTo = function(row, column,
keepDesiredColumn) {\n        var fold = this.session.getFoldAt(row, column, 1);\n        if (fold) {\n            row =
fold.start.row;\n            column = fold.start.column;\n        }\n\n        this.$keepDesiredColumnOnChange = true;\n
   var line = this.session.getLine(row);\n        if (/[\\uDC00-\\uDFFF]/.test(line.charAt(column)) &&
line.charAt(column - 1)) {\n            if (this.lead.row == row && this.lead.column == column + 1)\n
column = column - 1;\n            else\n                column = column + 1;\n        }\n        this.lead.setPosition(row,
column);\n        this.$keepDesiredColumnOnChange = false;\n\n        if (!keepDesiredColumn)\n
this.$desiredColumn = null;\n    };\n    this.moveCursorToScreen = function(row, column, keepDesiredColumn) {\n
    var pos = this.session.screenToDocumentPosition(row, column);\n        this.moveCursorTo(pos.row, pos.column,
keepDesiredColumn);\n    };\n    this.detach = function() {\n        this.lead.detach();\n        this.anchor.detach();\n
this.session = this.doc = null;\n    };\n\n    this.fromOrientedRange = function(range) {\n
this.setSelectionRange(range, range.cursor == range.start);\n        this.$desiredColumn = range.desiredColumn ||
this.$desiredColumn;\n    };\n\n    this.toOrientedRange = function(range) {\n        var r = this.getRange();\n        if
(range) {\n            range.start.column = r.start.column;\n            range.start.row = r.start.row;\n
range.end.column = r.end.column;\n            range.end.row = r.end.row;\n        } else {\n            range = r;\n        }\n\n
    range.cursor = this.isBackwards() ? range.start : range.end;\n        range.desiredColumn =
this.$desiredColumn;\n        return range;\n    };\n    this.getRangeOfMovements = function(func) {\n        var start =
this.getCursor();\n        try {\n            func(this);\n            var end = this.getCursor();\n            return
Range.fromPoints(start,end);\n        } catch(e) {\n            return Range.fromPoints(start,start);\n        } finally {\n
   this.moveCursorToPosition(start);\n        }\n    };\n\n    this.toJSON = function() {\n        if (this.rangeCount) {\n
    var data = this.ranges.map(function(r) {\n                var r1 = r.clone();\n                r1.isBackwards = r.cursor ==
r.start;\n                return r1;\n            });\n        } else {\n            var data = this.getRange();\n
data.isBackwards = this.isBackwards();\n        }\n        return data;\n    };\n\n    this.fromJSON = function(data) {\n
   if (data.start == undefined) {\n            if (this.rangeList) {\n                this.toSingleRange(data[0]);\n                for
(var i = data.length; i--; ) {\n                    var r = Range.fromPoints(data[i].start, data[i].end);\n                    if
(data[i].isBackwards)\n                        r.cursor = r.start;\n                    this.addRange(r, true);\n                }\n
return;\n            } else\n                data = data[0];\n        }\n        if (this.rangeList)\n
this.toSingleRange(data);\n        this.setSelectionRange(data, data.isBackwards);\n    };\n\n    this.isEqual =
function(data) {\n        if ((data.length || this.rangeCount) && data.length != this.rangeCount)\n            return false;\n
    if (!data.length || !this.ranges)\n            return this.getRange().isEqual(data);\n\n        for (var i =
this.ranges.length; i--; ) {\n            if (!this.ranges[i].isEqual(data[i]))\n                return false;\n        }\n        return
true;\n    };\n\n}).call(Selection.prototype);\n\nexports.Selection =
Selection;\n});\n\nace.define(\"ace/tokenizer\",[\"require\",\"exports\",\"module\",\"ace/config\"], function(acequire,
exports, module) {\n\"use strict\";\n\nvar config = acequire(\"./config\");\nvar MAX_TOKEN_COUNT =
2000;\nvar Tokenizer = function(rules) {\n    this.states = rules;\n\n    this.regExps = {};\n    this.matchMappings =
{};\n    for (var key in this.states) {\n        var state = this.states[key];\n        var ruleRegExps = [];\n        var
matchTotal = 0;\n        var mapping = this.matchMappings[key] = {defaultToken: \"text\"};\n        var flag =
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\"g\";\n\n        var splitterRurles = [];\n        for (var i = 0; i < state.length; i++) {\n            var rule = state[i];\n
if (rule.defaultToken)\n                mapping.defaultToken = rule.defaultToken;\n            if (rule.caseInsensitive)\n
        flag = \"gi\";\n            if (rule.regex == null)\n                continue;\n\n            if (rule.regex instanceof RegExp)\n
            rule.regex = rule.regex.toString().slice(1, -1);\n            var adjustedregex = rule.regex;\n            var
matchcount = new RegExp(\"(?:(\" + adjustedregex + \")|(.))\").exec(\"a\").length - 2;\n            if
(Array.isArray(rule.token)) {\n                if (rule.token.length == 1 || matchcount == 1) {\n                    rule.token =
rule.token[0];\n                } else if (matchcount - 1 != rule.token.length) {\n                    this.reportError(\"number of
classes and regexp groups doesn't match\", { \n                        rule: rule,\n                        groupCount: matchcount -
1\n                    });\n                    rule.token = rule.token[0];\n                } else {\n                    rule.tokenArray =
rule.token;\n                    rule.token = null;\n                    rule.onMatch = this.$arrayTokens;\n                }\n            }
else if (typeof rule.token == \"function\" && !rule.onMatch) {\n                if (matchcount > 1)\n
rule.onMatch = this.$applyToken;\n                else\n                    rule.onMatch = rule.token;\n            }\n\n            if
(matchcount > 1) {\n                if (/\\\\\\d/.test(rule.regex)) {\n                    adjustedregex = rule.regex.replace(/\\\\([0-
9]+)/g, function(match, digit) {\n                        return \"\\\\\" + (parseInt(digit, 10) + matchTotal + 1);\n
});\n                } else {\n                    matchcount = 1;\n                    adjustedregex =
this.removeCapturingGroups(rule.regex);\n                }\n                if (!rule.splitRegex && typeof rule.token !=
\"string\")\n                    splitterRurles.push(rule); // flag will be known only at the very end\n            }\n\n
mapping[matchTotal] = i;\n            matchTotal += matchcount;\n\n            ruleRegExps.push(adjustedregex);\n
 if (!rule.onMatch)\n                rule.onMatch = null;\n        }\n        \n        if (!ruleRegExps.length) {\n
mapping[0] = 0;\n            ruleRegExps.push(\"$\");\n        }\n        \n        splitterRurles.forEach(function(rule) {\n
    rule.splitRegex = this.createSplitterRegexp(rule.regex, flag);\n        }, this);\n\n        this.regExps[key] = new
RegExp(\"(\" + ruleRegExps.join(\")|(\") + \")|($)\", flag);\n    }\n};\n\n(function() {\n    this.$setMaxTokenCount =
function(m) {\n        MAX_TOKEN_COUNT = m | 0;\n    };\n    \n    this.$applyToken = function(str) {\n        var
values = this.splitRegex.exec(str).slice(1);\n        var types = this.token.apply(this, values);\n        if (typeof types
=== \"string\")\n            return [{type: types, value: str}];\n\n        var tokens = [];\n        for (var i = 0, l =
types.length; i < l; i++) {\n            if (values[i])\n                tokens[tokens.length] = {\n                    type: types[i],\n
                value: values[i]\n                };\n        }\n        return tokens;\n    };\n\n    this.$arrayTokens = function(str)
{\n        if (!str)\n            return [];\n        var values = this.splitRegex.exec(str);\n        if (!values)\n            return
\"text\";\n        var tokens = [];\n        var types = this.tokenArray;\n        for (var i = 0, l = types.length; i < l; i++) {\n
            if (values[i + 1])\n                tokens[tokens.length] = {\n                    type: types[i],\n                    value:
values[i + 1]\n                };\n        }\n        return tokens;\n    };\n\n    this.removeCapturingGroups = function(src) {\n
      var r = src.replace(\n            /\\[(?:\\\\.|[^\\]])*?\\]|\\\\.|\\(\\?[:=!]|(\\()/g,\n            function(x, y) {return y ? \"(?:\" :
x;}\n        );\n        return r;\n    };\n\n    this.createSplitterRegexp = function(src, flag) {\n        if
(src.indexOf(\"(?=\") != -1) {\n            var stack = 0;\n            var inChClass = false;\n            var lastCapture = {};\n
            src.replace(/(\\\\.)|(\\((?:\\?[=!])?)|(\\))|([\\[\\]])/g, function(\n                m, esc, parenOpen, parenClose, square,
index\n            ) {\n                if (inChClass) {\n                    inChClass = square != \"]\";\n                } else if (square)
{\n                    inChClass = true;\n                } else if (parenClose) {\n                    if (stack == lastCapture.stack) {\n
                    lastCapture.end = index+1;\n                    lastCapture.stack = -1;\n                    }\n                    stack-
-;\n                } else if (parenOpen) {\n                    stack++;\n                    if (parenOpen.length != 1) {\n
  lastCapture.stack = stack;\n                    lastCapture.start = index;\n                    }\n                }\n                return
m;\n            });\n\n            if (lastCapture.end != null && /^\\)*$/.test(src.substr(lastCapture.end)))\n                src =
src.substring(0, lastCapture.start) + src.substr(lastCapture.end);\n        }\n        if (src.charAt(0) != \"^\") src = \"^\" +
src;\n        if (src.charAt(src.length - 1) != \"$\") src += \"$\";\n        \n        return new RegExp(src,
(flag||\"\").replace(\"g\", \"\"));\n    };\n    this.getLineTokens = function(line, startState) {\n        if (startState &&
typeof startState != \"string\") {\n            var stack = startState.slice(0);\n            startState = stack[0];\n            if
(startState === \"#tmp\") {\n                stack.shift();\n                startState = stack.shift();\n            }\n        } else\n
    var stack = [];\n\n        var currentState = startState || \"start\";\n        var state = this.states[currentState];\n        if
(!state) {\n            currentState = \"start\";\n            state = this.states[currentState];\n        }\n        var mapping =
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this.matchMappings[currentState];\n        var re = this.regExps[currentState];\n        re.lastIndex = 0;\n\n        var
match, tokens = [];\n        var lastIndex = 0;\n        var matchAttempts = 0;\n\n        var token = {type: null, value:
\"\"};\n\n        while (match = re.exec(line)) {\n            var type = mapping.defaultToken;\n            var rule = null;\n
        var value = match[0];\n            var index = re.lastIndex;\n\n            if (index - value.length > lastIndex) {\n
    var skipped = line.substring(lastIndex, index - value.length);\n                if (token.type == type) {\n
token.value += skipped;\n                } else {\n                    if (token.type)\n                        tokens.push(token);\n
        token = {type: type, value: skipped};\n                }\n            }\n\n            for (var i = 0; i < match.length-2; i++)
{\n                if (match[i + 1] === undefined)\n                    continue;\n\n                rule = state[mapping[i]];\n\n
    if (rule.onMatch)\n                    type = rule.onMatch(value, currentState, stack, line);\n                else\n
type = rule.token;\n\n                if (rule.next) {\n                    if (typeof rule.next == \"string\") {\n
currentState = rule.next;\n                    } else {\n                        currentState = rule.next(currentState, stack);\n
        }\n                    \n                    state = this.states[currentState];\n                    if (!state) {\n
this.reportError(\"state doesn't exist\", currentState);\n                        currentState = \"start\";\n                        state =
this.states[currentState];\n                    }\n                    mapping = this.matchMappings[currentState];\n
lastIndex = index;\n                    re = this.regExps[currentState];\n                    re.lastIndex = index;\n                }\n
        if (rule.consumeLineEnd)\n                    lastIndex = index;\n                break;\n            }\n\n            if (value)
{\n                if (typeof type === \"string\") {\n                    if ((!rule || rule.merge !== false) && token.type ===
type) {\n                        token.value += value;\n                    } else {\n                        if (token.type)\n
 tokens.push(token);\n                        token = {type: type, value: value};\n                    }\n                } else if (type)
{\n                    if (token.type)\n                        tokens.push(token);\n                    token = {type: null, value: \"\"};\n
                for (var i = 0; i < type.length; i++)\n                        tokens.push(type[i]);\n                }\n            }\n\n
if (lastIndex == line.length)\n                break;\n\n            lastIndex = index;\n\n            if (matchAttempts++ >
MAX_TOKEN_COUNT) {\n                if (matchAttempts > 2 * line.length) {\n
this.reportError(\"infinite loop with in ace tokenizer\", {\n                        startState: startState,\n                        line:
line\n                    });\n                }\n                while (lastIndex < line.length) {\n                    if (token.type)\n
        tokens.push(token);\n                    token = {\n                        value: line.substring(lastIndex, lastIndex +=
2000),\n                        type: \"overflow\"\n                    };\n                }\n                currentState = \"start\";\n
stack = [];\n                break;\n            }\n        }\n\n        if (token.type)\n            tokens.push(token);\n        \n        if
(stack.length > 1) {\n            if (stack[0] !== currentState)\n                stack.unshift(\"#tmp\", currentState);\n        }\n
    return {\n            tokens : tokens,\n            state : stack.length ? stack : currentState\n        };\n    };\n    \n
this.reportError = config.reportError;\n    \n}).call(Tokenizer.prototype);\n\nexports.Tokenizer =
Tokenizer;\n});\n\nace.define(\"ace/mode/text_highlight_rules\",[\"require\",\"exports\",\"module\",\"ace/lib/lang\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar lang = acequire(\"../lib/lang\");\n\nvar
TextHighlightRules = function() {\n\n    this.$rules = {\n        \"start\" : [{\n            token : \"empty_line\",\n
regex : '^$'\n        }, {\n            defaultToken : \"text\"\n        }]\n    };\n};\n\n(function() {\n\n    this.addRules =
function(rules, prefix) {\n        if (!prefix) {\n            for (var key in rules)\n                this.$rules[key] = rules[key];\n
        return;\n        }\n        for (var key in rules) {\n            var state = rules[key];\n            for (var i = 0; i <
state.length; i++) {\n                var rule = state[i];\n                if (rule.next || rule.onMatch) {\n                    if (typeof
rule.next == \"string\") {\n                        if (rule.next.indexOf(prefix) !== 0)\n                        rule.next = prefix +
rule.next;\n                    }\n                    if (rule.nextState && rule.nextState.indexOf(prefix) !== 0)\n
rule.nextState = prefix + rule.nextState;\n                }\n            }\n            this.$rules[prefix + key] = state;\n        }\n
};\n\n    this.getRules = function() {\n        return this.$rules;\n    };\n\n    this.embedRules = function
(HighlightRules, prefix, escapeRules, states, append) {\n        var embedRules = typeof HighlightRules ==
\"function\"\n            ? new HighlightRules().getRules()\n            : HighlightRules;\n        if (states) {\n            for
(var i = 0; i < states.length; i++)\n                states[i] = prefix + states[i];\n        } else {\n            states = [];\n
for (var key in embedRules)\n                states.push(prefix + key);\n        }\n\n        this.addRules(embedRules,
prefix);\n\n        if (escapeRules) {\n            var addRules = Array.prototype[append ? \"push\" : \"unshift\"];\n
for (var i = 0; i < states.length; i++)\n                addRules.apply(this.$rules[states[i]],
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lang.deepCopy(escapeRules));\n        }\n\n        if (!this.$embeds)\n            this.$embeds = [];\n
this.$embeds.push(prefix);\n    };\n\n    this.getEmbeds = function() {\n        return this.$embeds;\n    };\n\n    var
pushState = function(currentState, stack) {\n        if (currentState != \"start\" || stack.length)\n
stack.unshift(this.nextState, currentState);\n        return this.nextState;\n    };\n    var popState =
function(currentState, stack) {\n        stack.shift();\n        return stack.shift() || \"start\";\n    };\n\n
this.normalizeRules = function() {\n        var id = 0;\n        var rules = this.$rules;\n        function processState(key)
{\n            var state = rules[key];\n            state.processed = true;\n            for (var i = 0; i < state.length; i++) {\n
        var rule = state[i];\n                var toInsert = null;\n                if (Array.isArray(rule)) {\n                    toInsert =
rule;\n                    rule = {};\n                }\n                if (!rule.regex && rule.start) {\n                    rule.regex =
rule.start;\n                    if (!rule.next)\n                        rule.next = [];\n                    rule.next.push({\n
defaultToken: rule.token\n                    }, {\n                        token: rule.token + \".end\",\n                        regex:
rule.end || rule.start,\n                        next: \"pop\"\n                    });\n                    rule.token = rule.token +
\".start\";\n                    rule.push = true;\n                }\n                var next = rule.next || rule.push;\n                if (next
&& Array.isArray(next)) {\n                    var stateName = rule.stateName;\n                    if (!stateName)  {\n
        stateName = rule.token;\n                        if (typeof stateName != \"string\")\n                            stateName =
stateName[0] || \"\";\n                        if (rules[stateName])\n                            stateName += id++;\n                    }\n
                rules[stateName] = next;\n                    rule.next = stateName;\n                    processState(stateName);\n
        } else if (next == \"pop\") {\n                    rule.next = popState;\n                }\n\n                if (rule.push) {\n
          rule.nextState = rule.next || rule.push;\n                    rule.next = pushState;\n                    delete rule.push;\n
        }\n\n                if (rule.rules) {\n                    for (var r in rule.rules) {\n                        if (rules[r]) {\n
        if (rules[r].push)\n                            rules[r].push.apply(rules[r], rule.rules[r]);\n                        } else {\n
                rules[r] = rule.rules[r];\n                        }\n                    }\n                }\n                var includeName =
typeof rule == \"string\" ? rule : rule.include;\n                if (includeName) {\n                    if
(Array.isArray(includeName))\n                        toInsert = includeName.map(function(x) { return rules[x]; });\n
        else\n                        toInsert = rules[includeName];\n                }\n\n                if (toInsert) {\n                    var
args = [i, 1].concat(toInsert);\n                    if (rule.noEscape)\n                        args = args.filter(function(x) {return
!x.next;});\n                    state.splice.apply(state, args);\n                    i--;\n                }\n                \n                if
(rule.keywordMap) {\n                    rule.token = this.createKeywordMapper(\n                        rule.keywordMap,
rule.defaultToken || \"text\", rule.caseInsensitive\n                    );\n                    delete rule.defaultToken;\n
}\n            }\n        }\n        Object.keys(rules).forEach(processState, this);\n    };\n\n    this.createKeywordMapper =
function(map, defaultToken, ignoreCase, splitChar) {\n        var keywords = Object.create(null);\n
Object.keys(map).forEach(function(className) {\n            var a = map[className];\n            if (ignoreCase)\n
    a = a.toLowerCase();\n            var list = a.split(splitChar || \"|\");\n            for (var i = list.length; i--; )\n
keywords[list[i]] = className;\n        });\n        if (Object.getPrototypeOf(keywords)) {\n
keywords.__proto__ = null;\n        }\n        this.$keywordList = Object.keys(keywords);\n        map = null;\n
return ignoreCase\n            ? function(value) {return keywords[value.toLowerCase()] || defaultToken; }\n            :
function(value) {return keywords[value] || defaultToken; };\n    };\n\n    this.getKeywords = function() {\n
return this.$keywords;\n    };\n\n}).call(TextHighlightRules.prototype);\n\nexports.TextHighlightRules =
TextHighlightRules;\n});\n\nace.define(\"ace/mode/behaviour\",[\"require\",\"exports\",\"module\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar Behaviour = function() {\n   this.$behaviours =
{};\n};\n\n(function () {\n\n    this.add = function (name, action, callback) {\n        switch (undefined) {\n          case
this.$behaviours:\n              this.$behaviours = {};\n          case this.$behaviours[name]:\n
this.$behaviours[name] = {};\n        }\n        this.$behaviours[name][action] = callback;\n    };\n    \n
this.addBehaviours = function (behaviours) {\n        for (var key in behaviours) {\n            for (var action in
behaviours[key]) {\n                this.add(key, action, behaviours[key][action]);\n            }\n        }\n    };\n    \n
this.remove = function (name) {\n        if (this.$behaviours && this.$behaviours[name]) {\n            delete
this.$behaviours[name];\n        }\n    };\n    \n    this.inherit = function (mode, filter) {\n        if (typeof mode ===
\"function\") {\n            var behaviours = new mode().getBehaviours(filter);\n        } else {\n            var behaviours =
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mode.getBehaviours(filter);\n        }\n        this.addBehaviours(behaviours);\n    };\n    \n    this.getBehaviours =
function (filter) {\n        if (!filter) {\n            return this.$behaviours;\n        } else {\n            var ret = {};\n
for (var i = 0; i < filter.length; i++) {\n                if (this.$behaviours[filter[i]]) {\n                    ret[filter[i]] =
this.$behaviours[filter[i]];\n                }\n            }\n            return ret;\n        }\n
};\n\n}).call(Behaviour.prototype);\n\nexports.Behaviour =
Behaviour;\n});\n\nace.define(\"ace/token_iterator\",[\"require\",\"exports\",\"module\",\"ace/range\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar Range = acequire(\"./range\").Range;\nvar
TokenIterator = function(session, initialRow, initialColumn) {\n    this.$session = session;\n    this.$row =
initialRow;\n    this.$rowTokens = session.getTokens(initialRow);\n\n    var token = session.getTokenAt(initialRow,
initialColumn);\n    this.$tokenIndex = token ? token.index : -1;\n};\n\n(function() { \n    this.stepBackward =
function() {\n        this.$tokenIndex -= 1;\n        \n        while (this.$tokenIndex < 0) {\n            this.$row -= 1;\n
 if (this.$row < 0) {\n                this.$row = 0;\n                return null;\n            }\n                \n
this.$rowTokens = this.$session.getTokens(this.$row);\n            this.$tokenIndex = this.$rowTokens.length - 1;\n
 }\n            \n        return this.$rowTokens[this.$tokenIndex];\n    };   \n    this.stepForward = function() {\n
this.$tokenIndex += 1;\n        var rowCount;\n        while (this.$tokenIndex >= this.$rowTokens.length) {\n
this.$row += 1;\n            if (!rowCount)\n                rowCount = this.$session.getLength();\n            if (this.$row >=
rowCount) {\n                this.$row = rowCount - 1;\n                return null;\n            }\n\n            this.$rowTokens =
this.$session.getTokens(this.$row);\n            this.$tokenIndex = 0;\n        }\n            \n        return
this.$rowTokens[this.$tokenIndex];\n    };      \n    this.getCurrentToken = function () {\n        return
this.$rowTokens[this.$tokenIndex];\n    };      \n    this.getCurrentTokenRow = function () {\n        return
this.$row;\n    };     \n    this.getCurrentTokenColumn = function() {\n        var rowTokens = this.$rowTokens;\n
var tokenIndex = this.$tokenIndex;\n        var column = rowTokens[tokenIndex].start;\n        if (column !==
undefined)\n            return column;\n            \n        column = 0;\n        while (tokenIndex > 0) {\n            tokenIndex
-= 1;\n            column += rowTokens[tokenIndex].value.length;\n        }\n        \n        return column;  \n    };\n
this.getCurrentTokenPosition = function() {\n        return {row: this.$row, column:
this.getCurrentTokenColumn()};\n    };\n    this.getCurrentTokenRange = function() {\n        var token =
this.$rowTokens[this.$tokenIndex];\n        var column = this.getCurrentTokenColumn();\n        return new
Range(this.$row, column, this.$row, column + token.value.length);\n
};\n\n}).call(TokenIterator.prototype);\n\nexports.TokenIterator =
TokenIterator;\n});\n\nace.define(\"ace/mode/behaviour/cstyle\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"
ace/mode/behaviour\",\"ace/token_iterator\",\"ace/lib/lang\"], function(acequire, exports, module) {\n\"use
strict\";\n\nvar oop = acequire(\"../../lib/oop\");\nvar Behaviour = acequire(\"../behaviour\").Behaviour;\nvar
TokenIterator = acequire(\"../../token_iterator\").TokenIterator;\nvar lang = acequire(\"../../lib/lang\");\n\nvar
SAFE_INSERT_IN_TOKENS =\n    [\"text\", \"paren.rparen\", \"punctuation.operator\"];\nvar
SAFE_INSERT_BEFORE_TOKENS =\n    [\"text\", \"paren.rparen\", \"punctuation.operator\",
\"comment\"];\n\nvar context;\nvar contextCache = {};\nvar defaultQuotes = {\"' : '\", \"'\" : \"'\"};\n\nvar
initContext = function(editor) {\n    var id = -1;\n    if (editor.multiSelect) {\n        id = editor.selection.index;\n
if (contextCache.rangeCount != editor.multiSelect.rangeCount)\n            contextCache = {rangeCount:
editor.multiSelect.rangeCount};\n    }\n    if (contextCache[id])\n        return context = contextCache[id];\n    context
= contextCache[id] = {\n        autoInsertedBrackets: 0,\n        autoInsertedRow: -1,\n        autoInsertedLineEnd:
\"\",\n        maybeInsertedBrackets: 0,\n        maybeInsertedRow: -1,\n        maybeInsertedLineStart: \"\",\n
maybeInsertedLineEnd: \"\"\n    };\n};\n\nvar getWrapped = function(selection, selected, opening, closing) {\n    var
rowDiff = selection.end.row - selection.start.row;\n    return {\n        text: opening + selected + closing,\n
selection: [\n                0,\n                selection.start.column + 1,\n                rowDiff,\n
selection.end.column + (rowDiff ? 0 : 1)\n            ]\n    };\n};\n\nvar CstyleBehaviour = function(options) {\n
this.add(\"braces\", \"insertion\", function(state, action, editor, session, text) {\n        var cursor =
editor.getCursorPosition();\n        var line = session.doc.getLine(cursor.row);\n        if (text == '{') {\n
initContext(editor);\n            var selection = editor.getSelectionRange();\n            var selected =
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session.doc.getTextRange(selection);\n if (selected !== \"\" && selected !== \"{\" && editor.getWrapBehavioursEnabled()) {\n return getWrapped(selection, selected, '{', '}');\n } else if (CstyleBehaviour.isSaneInsertion(editor, session)) {\n if (/[\\]\\}\\)]/.test(line[cursor.column]) || editor.inMultiSelectMode || options && options.braces) {\n CstyleBehaviour.recordAutoInsert(editor, session, \"}\");\n return {\n text: '{}',\n selection: [1, 1]\n };\n } else {\n CstyleBehaviour.recordMaybeInsert(editor, session, \"{\");\n return {\n text: '{',\n selection: [1, 1]\n };\n }\n }\n } else if (text == '}') {\n initContext(editor);\n var rightChar = line.substring(cursor.column, cursor.column + 1);\n if (rightChar == '}') {\n var matching = session.$findOpeningBracket('}', {column: cursor.column + 1, row: cursor.row});\n if (matching !== null && CstyleBehaviour.isAutoInsertedClosing(cursor, line, text)) {\n CstyleBehaviour.popAutoInsertedClosing();\n return {\n text: '',\n selection: [1, 1]\n };\n }\n }\n } else if (text == \"\\n\" || text == \"\\r\\n\") {\n initContext(editor);\n var closing = \"\";\n if (CstyleBehaviour.isMaybeInsertedClosing(cursor, line)) {\n closing = lang.stringRepeat(\"}\", context.maybeInsertedBrackets);\n CstyleBehaviour.clearMaybeInsertedClosing();\n }\n var rightChar = line.substring(cursor.column, cursor.column + 1);\n if (rightChar === '}') {\n var openBracePos = session.findMatchingBracket({row: cursor.row, column: cursor.column+1}, '}');\n if (!openBracePos)\n return null;\n var next_indent = this.$getIndent(session.getLine(openBracePos.row));\n } else if (closing) {\n var next_indent = this.$getIndent(line);\n } else {\n CstyleBehaviour.clearMaybeInsertedClosing();\n return;\n }\n var indent = next_indent + session.getTabString();\n\n return {\n text: '\\n' + indent + '\\n' + next_indent + closing,\n selection: [1, indent.length, 1, indent.length]\n };\n } else {\n CstyleBehaviour.clearMaybeInsertedClosing();\n }\n });\n\n this.add(\"braces\", \"deletion\", function(state, action, editor, session, range) {\n var selected = session.doc.getTextRange(range);\n if (!range.isMultiLine() && selected == '{') {\n initContext(editor);\n var line = session.doc.getLine(range.start.row);\n var rightChar = line.substring(range.end.column, range.end.column + 1);\n if (rightChar == '}') {\n range.end.column++;\n return range;\n } else {\n context.maybeInsertedBrackets--;\n }\n }\n });\n\n this.add(\"parens\", \"insertion\", function(state, action, editor, session, text) {\n if (text == '(') {\n initContext(editor);\n var selection = editor.getSelectionRange();\n var selected = session.doc.getTextRange(selection);\n if (selected !== \"\" && editor.getWrapBehavioursEnabled()) {\n return getWrapped(selection, selected, '(', ')');\n } else if (CstyleBehaviour.isSaneInsertion(editor, session)) {\n CstyleBehaviour.recordAutoInsert(editor, session, \")\");\n return {\n text: '()',\n selection: [1, 1]\n };\n }\n } else if (text == ')') {\n initContext(editor);\n var cursor = editor.getCursorPosition();\n var line = session.doc.getLine(cursor.row);\n var rightChar = line.substring(cursor.column, cursor.column + 1);\n if (rightChar == ')') {\n var matching = session.$findOpeningBracket(')', {column: cursor.column + 1, row: cursor.row});\n if (matching !== null && CstyleBehaviour.isAutoInsertedClosing(cursor, line, text)) {\n CstyleBehaviour.popAutoInsertedClosing();\n return {\n text: '',\n selection: [1, 1]\n };\n }\n }\n }\n });\n\n this.add(\"parens\", \"deletion\", function(state, action, editor, session, range) {\n var selected = session.doc.getTextRange(range);\n if (!range.isMultiLine() && selected == '(') {\n initContext(editor);\n var line = session.doc.getLine(range.start.row);\n var rightChar = line.substring(range.start.column + 1, range.start.column + 2);\n if (rightChar == ')') {\n range.end.column++;\n return range;\n }\n }\n });\n\n this.add(\"brackets\", \"insertion\", function(state, action, editor, session, text) {\n if (text == '[') {\n initContext(editor);\n var selection = editor.getSelectionRange();\n var selected = session.doc.getTextRange(selection);\n if (selected !== \"\" && editor.getWrapBehavioursEnabled()) {\n return getWrapped(selection, selected, '[', ']');\n } else if (CstyleBehaviour.isSaneInsertion(editor, session)) {\n CstyleBehaviour.recordAutoInsert(editor, session, \"]\");\n return {\n

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text: '[]',\n                    selection: [1, 1]\n                };\n            }\n        } else if (text == ']') {\n
initContext(editor);\n            var cursor = editor.getCursorPosition();\n            var line =
session.doc.getLine(cursor.row);\n            var rightChar = line.substring(cursor.column, cursor.column + 1);\n
if (rightChar == ']') {\n                var matching = session.$findOpeningBracket(']', {column: cursor.column + 1, row:
cursor.row});\n                if (matching !== null && CstyleBehaviour.isAutoInsertedClosing(cursor, line, text)) {\n
            CstyleBehaviour.popAutoInsertedClosing();\n                    return {\n                        text: '',\n
selection: [1, 1]\n                    };\n                }\n            }\n        }\n    });\n\n    this.add(\"brackets\", \"deletion\",
function(state, action, editor, session, range) {\n        var selected = session.doc.getTextRange(range);\n        if
(!range.isMultiLine() && selected == '[') {\n            initContext(editor);\n            var line =
session.doc.getLine(range.start.row);\n            var rightChar = line.substring(range.start.column + 1,
range.start.column + 2);\n            if (rightChar == ']') {\n                range.end.column++;\n                return range;\n
        }\n        }\n    });\n\n    this.add(\"string_dquotes\", \"insertion\", function(state, action, editor, session, text) {\n
    var quotes = session.$mode.$quotes || defaultQuotes;\n        if (text.length == 1 && quotes[text]) {\n            if
(this.lineCommentStart && this.lineCommentStart.indexOf(text) != -1)\n                return;\n
initContext(editor);\n            var quote = text;\n            var selection = editor.getSelectionRange();\n            var
selected = session.doc.getTextRange(selection);\n            if (selected !== \"\" && (selected.length != 1 ||
!quotes[selected]) && editor.getWrapBehavioursEnabled()) {\n                return getWrapped(selection, selected,
quote, quote);\n            } else if (!selected) {\n                var cursor = editor.getCursorPosition();\n                var line
= session.doc.getLine(cursor.row);\n                var leftChar = line.substring(cursor.column-1, cursor.column);\n
        var rightChar = line.substring(cursor.column, cursor.column + 1);\n\n                var token =
session.getTokenAt(cursor.row, cursor.column);\n                var rightToken = session.getTokenAt(cursor.row,
cursor.column + 1);\n                if (leftChar == \"\\\\\" && token && /escape/.test(token.type))\n                    return
null;\n\n                var stringBefore = token && /string|escape/.test(token.type);\n                var stringAfter =
!rightToken || /string|escape/.test(rightToken.type);\n\n                var pair;\n                if (rightChar == quote) {\n
            pair = stringBefore !== stringAfter;\n                    if (pair && /string\\.end/.test(rightToken.type))\n
    pair = false;\n                } else {\n                    if (stringBefore && !stringAfter)\n                        return null; //
wrap string with different quote\n                    if (stringBefore && stringAfter)\n                        return null; // do not
pair quotes inside strings\n                    var wordRe = session.$mode.tokenRe;\n                    wordRe.lastIndex = 0;\n
                var isWordBefore = wordRe.test(leftChar);\n                    wordRe.lastIndex = 0;\n                    var
isWordAfter = wordRe.test(leftChar);\n                    if (isWordBefore || isWordAfter)\n                        return null; //
before or after alphanumeric\n                    if (rightChar && !/[\\s;,.})\\]\\\\]/.test(rightChar))\n                        return
null; // there is rightChar and it isn't closing\n                    pair = true;\n                }\n                return {\n
text: pair ? quote + quote : \"\",\n                    selection: [1,1]\n                };\n            }\n        }\n    });\n\n
this.add(\"string_dquotes\", \"deletion\", function(state, action, editor, session, range) {\n        var selected =
session.doc.getTextRange(range);\n        if (!range.isMultiLine() && (selected == '\'' || selected == \'"\')) {\n
initContext(editor);\n            var line = session.doc.getLine(range.start.row);\n            var rightChar =
line.substring(range.start.column + 1, range.start.column + 2);\n            if (rightChar == selected) {\n
range.end.column++;\n                return range;\n            }\n        }\n    });\n\n};\n\n\nCstyleBehaviour.isSaneInsertion
= function(editor, session) {\n    var cursor = editor.getCursorPosition();\n    var iterator = new
TokenIterator(session, cursor.row, cursor.column);\n    if (!this.$matchTokenType(iterator.getCurrentToken() ||
\"text\", SAFE_INSERT_IN_TOKENS)) {\n        var iterator2 = new TokenIterator(session, cursor.row,
cursor.column + 1);\n        if (!this.$matchTokenType(iterator2.getCurrentToken() || \"text\",
SAFE_INSERT_IN_TOKENS))\n            return false;\n    }\n    iterator.stepForward();\n    return
iterator.getCurrentTokenRow() !== cursor.row ||\n        this.$matchTokenType(iterator.getCurrentToken() || \"text\",
SAFE_INSERT_BEFORE_TOKENS);\n};\n\nCstyleBehaviour.$matchTokenType = function(token, types) {\n
return types.indexOf(token.type || token) > -1;\n};\n\nCstyleBehaviour.recordAutoInsert = function(editor, session,
bracket) {\n    var cursor = editor.getCursorPosition();\n    var line = session.doc.getLine(cursor.row);\n    if
(!this.isAutoInsertedClosing(cursor, line, context.autoInsertedLineEnd[0]))\n        context.autoInsertedBrackets =
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0;\n   context.autoInsertedRow = cursor.row;\n   context.autoInsertedLineEnd = bracket +
line.substr(cursor.column);\n   context.autoInsertedBrackets++;\n};\n\nCstyleBehaviour.recordMaybeInsert =
function(editor, session, bracket) {\n   var cursor = editor.getCursorPosition();\n   var line =
session.doc.getLine(cursor.row);\n   if (!this.isMaybeInsertedClosing(cursor, line))\n
context.maybeInsertedBrackets = 0;\n   context.maybeInsertedRow = cursor.row;\n
context.maybeInsertedLineStart = line.substr(0, cursor.column) + bracket;\n   context.maybeInsertedLineEnd =
line.substr(cursor.column);\n   context.maybeInsertedBrackets++;\n};\n\nCstyleBehaviour.isAutoInsertedClosing =
function(cursor, line, bracket) {\n   return context.autoInsertedBrackets > 0 &&\n   cursor.row ===
context.autoInsertedRow &&\n   bracket === context.autoInsertedLineEnd[0] &&\n
line.substr(cursor.column) === context.autoInsertedLineEnd;\n};\n\nCstyleBehaviour.isMaybeInsertedClosing =
function(cursor, line) {\n   return context.maybeInsertedBrackets > 0 &&\n   cursor.row ===
context.maybeInsertedRow &&\n   line.substr(cursor.column) === context.maybeInsertedLineEnd &&\n
line.substr(0, cursor.column) == context.maybeInsertedLineStart;\n};\n\nCstyleBehaviour.popAutoInsertedClosing
= function() {\n   context.autoInsertedLineEnd = context.autoInsertedLineEnd.substr(1);\n
context.autoInsertedBrackets--;\n};\n\nCstyleBehaviour.clearMaybeInsertedClosing = function() {\n   if (context)
{\n   context.maybeInsertedBrackets = 0;\n   context.maybeInsertedRow = -1;\n
}\n};\n\n\n\noop.inherits(CstyleBehaviour, Behaviour);\n\nexports.CstyleBehaviour =
CstyleBehaviour;\n});\n\nace.define(\"ace/unicode\",[\"require\",\"exports\",\"module\"], function(acequire, exports,
module) {\n\"use strict\";\nexports.packages = {};\n\naddUnicodePackage({\n   L: \"0041-005A0061-
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FFDFFFE7FFEF-FFF8FFFEFFFF\"\n});\n\nfunction addUnicodePackage (pack) {\n var codePoint = /\\w{4}/g;\n
 for (var name in pack)\n exports.packages[name] = pack[name].replace(codePoint,
\"\\\\u$&\");\n}\n\n});\n\nace.define(\"ace/mode/text\",[\"require\",\"exports\",\"module\",\"ace/tokenizer\",\"ace/mo
de/text_highlight_rules\",\"ace/mode/behaviour/cstyle\",\"ace/unicode\",\"ace/lib/lang\",\"ace/token_iterator\",\"ace/r
ange\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar Tokenizer =
acequire(\"../tokenizer\").Tokenizer;\nvar TextHighlightRules =
acequire(\"./text_highlight_rules\").TextHighlightRules;\nvar CstyleBehaviour =
acequire(\"./behaviour/cstyle\").CstyleBehaviour;\nvar unicode = acequire(\"../unicode\");\nvar lang =
acequire(\"../lib/lang\");\nvar TokenIterator = acequire(\"../token_iterator\").TokenIterator;\nvar Range =
acequire(\"../range\").Range;\n\nvar Mode = function() {\n this.HighlightRules =
TextHighlightRules;\n};\n\n(function() {\n this.$defaultBehaviour = new CstyleBehaviour();\n\n this.tokenRe =
new RegExp(\"^[\"\n + unicode.packages.L\n + unicode.packages.Mn + unicode.packages.Mc\n +
unicode.packages.Nd\n + unicode.packages.Pc + \"\\\\$_]+\", \"g\"\n);\n\n this.nonTokenRe = new
RegExp(\"^(?:[^\"\n + unicode.packages.L\n + unicode.packages.Mn + unicode.packages.Mc\n +
unicode.packages.Nd\n + unicode.packages.Pc + \"\\\\$_]|\\\\s])+\", \"g\"\n);\n\n this.getTokenizer =
function() {\n if (!this.$tokenizer) {\n this.$highlightRules = this.$highlightRules || new
this.HighlightRules(this.$highlightRuleConfig);\n this.$tokenizer = new
Tokenizer(this.$highlightRules.getRules());\n }\n return this.$tokenizer;\n };\n\n this.lineCommentStart
= \"\";\n this.blockComment = \"\";\n\n this.toggleCommentLines = function(state, session, startRow, endRow)
{\n var doc = session.doc;\n\n var ignoreBlankLines = true;\n var shouldRemove = true;\n var
minIndent = Infinity;\n var tabSize = session.getTabSize();\n var insertAtTabStop = false;\n\n if
(!this.lineCommentStart) {\n if (!this.blockComment)\n return false;\n var lineCommentStart
= this.blockComment.start;\n var lineCommentEnd = this.blockComment.end;\n var regexpStart =
new RegExp(\"^(\\\\s*)(?:\" + lang.escapeRegExp(lineCommentStart) + \")\");\n var regexpEnd = new
RegExp(\"(?:\" + lang.escapeRegExp(lineCommentEnd) + \")\\\\s*$\");\n\n var comment = function(line, i)
{\n if (testRemove(line, i))\n return;\n if (!ignoreBlankLines || /\\S/.test(line)) {\n
doc.insertInLine({row: i, column: line.length}, lineCommentEnd);\n doc.insertInLine({row: i,
column: minIndent}, lineCommentStart);\n }\n };\n\n var uncomment = function(line, i) {\n
var m;\n if (m = line.match(regexpEnd))\n doc.removeInLine(i, line.length -

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m[0].length, line.length);\n                if (m = line.match(regexpStart))\n                    doc.removeInLine(i,
m[1].length, m[0].length);\n            };\n\n            var testRemove = function(line, row) {\n                if
(regexpStart.test(line))\n                    return true;\n                var tokens = session.getTokens(row);\n                for
(var i = 0; i < tokens.length; i++) {\n                    if (tokens[i].type === \"comment\")\n                        return true;\n
            }\n            };\n        } else {\n            if (Array.isArray(this.lineCommentStart)) {\n                var regexpStart
= this.lineCommentStart.map(lang.escapeRegExp).join(\"|\");\n                var lineCommentStart =
this.lineCommentStart[0];\n            } else {\n                var regexpStart =
lang.escapeRegExp(this.lineCommentStart);\n                var lineCommentStart = this.lineCommentStart;\n
}\n            regexpStart = new RegExp(\"^(\\\\s*)(?:\" + regexpStart + \") ?\");\n            \n            insertAtTabStop =
session.getUseSoftTabs();\n\n            var uncomment = function(line, i) {\n                var m =
line.match(regexpStart);\n                if (!m) return;\n                var start = m[1].length, end = m[0].length;\n
if (!shouldInsertSpace(line, start, end) && m[0][end - 1] == \" \")\n                    end--;\n
doc.removeInLine(i, start, end);\n            };\n            var commentWithSpace = lineCommentStart + \" \";\n
var comment = function(line, i) {\n                if (!ignoreBlankLines || /\\S/.test(line)) {\n                    if
(shouldInsertSpace(line, minIndent, minIndent))\n                        doc.insertInLine({row: i, column: minIndent},
commentWithSpace);\n                    else\n                        doc.insertInLine({row: i, column: minIndent},
lineCommentStart);\n                }\n            };\n            var testRemove = function(line, i) {\n                return
regexpStart.test(line);\n            };\n            \n            var shouldInsertSpace = function(line, before, after) {\n
var spaces = 0;\n                while (before-- && line.charAt(before) == \" \")\n                    spaces++;\n                if
(spaces % tabSize != 0)\n                    return false;\n                var spaces = 0;\n                while (line.charAt(after++)
== \" \")\n                    spaces++;\n                if (tabSize > 2)\n                    return spaces % tabSize != tabSize - 1;\n
            else\n                    return spaces % tabSize == 0;\n                return true;\n            };\n        }\n\n        function
iter(fun) {\n            for (var i = startRow; i <= endRow; i++)\n                fun(doc.getLine(i), i);\n        }\n\n\n        var
minEmptyLength = Infinity;\n        iter(function(line, i) {\n            var indent = line.search(/\\S/);\n            if (indent
!== -1) {\n                if (indent < minIndent)\n                    minIndent = indent;\n                if (shouldRemove &&
!testRemove(line, i))\n                    shouldRemove = false;\n            } else if (minEmptyLength > line.length) {\n
        minEmptyLength = line.length;\n            }\n        });\n\n        if (minIndent == Infinity) {\n            minIndent =
minEmptyLength;\n            ignoreBlankLines = false;\n            shouldRemove = false;\n        }\n\n        if
(insertAtTabStop && minIndent % tabSize != 0)\n            minIndent = Math.floor(minIndent / tabSize) *
tabSize;\n\n        iter(shouldRemove ? uncomment : comment);\n    };\n\n    this.toggleBlockComment =
function(state, session, range, cursor) {\n        var comment = this.blockComment;\n        if (!comment)\n
return;\n        if (!comment.start && comment[0])\n            comment = comment[0];\n\n        var iterator = new
TokenIterator(session, cursor.row, cursor.column);\n        var token = iterator.getCurrentToken();\n\n        var sel =
session.selection;\n        var initialRange = session.selection.toOrientedRange();\n        var startRow, colDiff;\n\n
if (token && /comment/.test(token.type)) {\n            var startRange, endRange;\n            while (token &&
/comment/.test(token.type)) {\n                var i = token.value.indexOf(comment.start);\n                if (i != -1) {\n
            var row = iterator.getCurrentTokenRow();\n                    var column = iterator.getCurrentTokenColumn() +
i;\n                    startRange = new Range(row, column, row, column + comment.start.length);\n                    break;\n
            }\n                token = iterator.stepBackward();\n            }\n\n            var iterator = new TokenIterator(session,
cursor.row, cursor.column);\n            var token = iterator.getCurrentToken();\n            while (token &&
/comment/.test(token.type)) {\n                var i = token.value.indexOf(comment.end);\n                if (i != -1) {\n
            var row = iterator.getCurrentTokenRow();\n                    var column = iterator.getCurrentTokenColumn() +
i;\n                    endRange = new Range(row, column, row, column + comment.end.length);\n                    break;\n
            }\n                token = iterator.stepForward();\n            }\n            if (endRange)\n
session.remove(endRange);\n            if (startRange) {\n                session.remove(startRange);\n                startRow =
startRange.start.row;\n                colDiff = -comment.start.length;\n            }\n        } else {\n            colDiff =
comment.start.length;\n            startRow = range.start.row;\n            session.insert(range.end, comment.end);\n
session.insert(range.start, comment.start);\n        }\n        if (initialRange.start.row == startRow)\n
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initialRange.start.column += colDiff;\n        if (initialRange.end.row == startRow)\n            initialRange.end.column
+= colDiff;\n        session.selection.fromOrientedRange(initialRange);\n    };\n\n    this.getNextLineIndent =
function(state, line, tab) {\n        return this.$getIndent(line);\n    };\n\n    this.checkOutdent = function(state, line,
input) {\n        return false;\n    };\n\n    this.autoOutdent = function(state, doc, row) {\n    };\n\n    this.$getIndent =
function(line) {\n        return line.match(/^\\s*/)[0];\n    };\n\n    this.createWorker = function(session) {\n        return
null;\n    };\n\n    this.createModeDelegates = function (mapping) {\n        this.$embeds = [];\n        this.$modes =
{};\n        for (var i in mapping) {\n            if (mapping[i]) {\n                this.$embeds.push(i);\n
this.$modes[i] = new mapping[i]();\n            }\n        }\n\n        var delegations = [\"toggleBlockComment\",
\"toggleCommentLines\", \"getNextLineIndent\", \n            \"checkOutdent\", \"autoOutdent\", \"transformAction\",
\"getCompletions\"];\n\n        for (var i = 0; i < delegations.length; i++) {\n            (function(scope) {\n            var
functionName = delegations[i];\n            var defaultHandler = scope[functionName];\n
scope[delegations[i]] = function() {\n                return this.$delegator(functionName, arguments, defaultHandler);\n
            };\n            }(this));\n        }\n    };\n\n    this.$delegator = function(method, args, defaultHandler) {\n        var
state = args[0];\n        if (typeof state != \"string\")\n            state = state[0];\n        for (var i = 0; i <
this.$embeds.length; i++) {\n            if (!this.$modes[this.$embeds[i]]) continue;\n\n            var split =
state.split(this.$embeds[i]);\n            if (!split[0] && split[1]) {\n                args[0] = split[1];\n                var mode =
this.$modes[this.$embeds[i]];\n                return mode[method].apply(mode, args);\n            }\n        }\n        var ret =
defaultHandler.apply(this, args);\n        return defaultHandler ? ret : undefined;\n    };\n\n    this.transformAction =
function(state, action, editor, session, param) {\n        if (this.$behaviour) {\n            var behaviours =
this.$behaviour.getBehaviours();\n            for (var key in behaviours) {\n                if (behaviours[key][action]) {\n
                var ret = behaviours[key][action].apply(this, arguments);\n                    if (ret) {\n                        return
ret;\n                    }\n                }\n            }\n        }\n    };\n    \n    this.getKeywords = function(append) {\n        if
(!this.completionKeywords) {\n            var rules = this.$tokenizer.rules;\n            var completionKeywords = [];\n
    for (var rule in rules) {\n                var ruleItr = rules[rule];\n                for (var r = 0, l = ruleItr.length; r < l; r++)
{\n                    if (typeof ruleItr[r].token === \"string\") {\n                        if
(/keyword|support|storage/.test(ruleItr[r].token))\n                            completionKeywords.push(ruleItr[r].regex);\n
            }\n                    else if (typeof ruleItr[r].token === \"object\") {\n                        for (var a = 0, aLength =
ruleItr[r].token.length; a < aLength; a++) {    \n                            if
(/keyword|support|storage/.test(ruleItr[r].token[a])) {\n                                var rule =
ruleItr[r].regex.match(/\\(.+?\\)/g)[a];\n                                completionKeywords.push(rule.substr(1, rule.length -
2));\n                            }\n                        }\n                    }\n                }\n            }\n
this.completionKeywords = completionKeywords;\n        }\n        if (!append)\n            return this.$keywordList;\n
  return completionKeywords.concat(this.$keywordList || []);\n    };\n    \n    this.$createKeywordList = function()
{\n        if (!this.$highlightRules)\n            this.getTokenizer();\n        return this.$keywordList =
this.$highlightRules.$keywordList || [];\n    };\n\n    this.getCompletions = function(state, session, pos, prefix) {\n
 var keywords = this.$keywordList || this.$createKeywordList();\n        return keywords.map(function(word) {\n
   return {\n                name: word,\n                value: word,\n                score: 0,\n                meta: \"keyword\"\n
 };\n        });\n    };\n\n    this.$id = \"ace/mode/text\";\n}).call(Mode.prototype);\n\nexports.Mode =
Mode;\n});\n\nace.define(\"ace/apply_delta\",[\"require\",\"exports\",\"module\"], function(acequire, exports,
module) {\n\"use strict\";\n\nfunction throwDeltaError(delta, errorText){\n    console.log(\"Invalid Delta:\", delta);\n
  throw \"Invalid Delta: \" + errorText;\n}\n\nfunction positionInDocument(docLines, position) {\n    return
position.row    >= 0 && position.row    <  docLines.length &&\n            position.column >= 0 && position.column
<= docLines[position.row].length;\n}\n\nfunction validateDelta(docLines, delta) {\n    if (delta.action != \"insert\"
&& delta.action != \"remove\")\n        throwDeltaError(delta, \"delta.action must be 'insert' or 'remove'\");\n    if
(!(delta.lines instanceof Array))\n        throwDeltaError(delta, \"delta.lines must be an Array\");\n    if (!delta.start ||
!delta.end)\n        throwDeltaError(delta, \"delta.start/end must be an present\");\n    var start = delta.start;\n    if
(!positionInDocument(docLines, delta.start))\n        throwDeltaError(delta, \"delta.start must be contained in
document\");\n    var end = delta.end;\n    if (delta.action == \"remove\" && !positionInDocument(docLines, end))\n
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throwDeltaError(delta, \"delta.end must contained in document for 'remove' actions\");\n    var numRangeRows
= end.row - start.row;\n    var numRangeLastLineChars = (end.column - (numRangeRows == 0 ? start.column :
0));\n    if (numRangeRows != delta.lines.length - 1 || delta.lines[numRangeRows].length !=
numRangeLastLineChars)\n        throwDeltaError(delta, \"delta.range must match delta
lines\");\n}\n\nexports.applyDelta = function(docLines, delta, doNotValidate) {\n    \n    var row = delta.start.row;\n
 var startColumn = delta.start.column;\n    var line = docLines[row] || \"\";\n    switch (delta.action) {\n        case
\"insert\":\n            var lines = delta.lines;\n            if (lines.length === 1) {\n                docLines[row] =
line.substring(0, startColumn) + delta.lines[0] + line.substring(startColumn);\n            } else {\n                var args =
[row, 1].concat(delta.lines);\n                docLines.splice.apply(docLines, args);\n                docLines[row] =
line.substring(0, startColumn) + docLines[row];\n                docLines[row + delta.lines.length - 1] +=
line.substring(startColumn);\n            }\n            break;\n        case \"remove\":\n            var endColumn =
delta.end.column;\n            var endRow = delta.end.row;\n            if (row === endRow) {\n                docLines[row]
= line.substring(0, startColumn) + line.substring(endColumn);\n            } else {\n                docLines.splice(\n
        row, endRow - row + 1,\n                    line.substring(0, startColumn) +
docLines[endRow].substring(endColumn)\n                );\n            }\n            break;\n
}\n};\n});\n\nace.define(\"ace/anchor\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/lib/event_emitter\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar oop = acequire(\"./lib/oop\");\nvar EventEmitter =
acequire(\"./lib/event_emitter\").EventEmitter;\n\nvar Anchor = exports.Anchor = function(doc, row, column) {\n
this.$onChange = this.onChange.bind(this);\n    this.attach(doc);\n    \n    if (typeof column == \"undefined\")\n
this.setPosition(row.row, row.column);\n    else\n        this.setPosition(row, column);\n};\n\n(function() {\n\n
oop.implement(this, EventEmitter);\n    this.getPosition = function() {\n        return
this.$clipPositionToDocument(this.row, this.column);\n    };\n    this.getDocument = function() {\n        return
this.document;\n    };\n    this.$insertRight = false;\n    this.onChange = function(delta) {\n        if (delta.start.row ==
delta.end.row && delta.start.row != this.row)\n            return;\n\n        if (delta.start.row > this.row)\n
return;\n            \n        var point = $getTransformedPoint(delta, {row: this.row, column: this.column},
this.$insertRight);\n        this.setPosition(point.row, point.column, true);\n    };\n    \n    function
$pointsInOrder(point1, point2, equalPointsInOrder) {\n        var bColIsAfter = equalPointsInOrder ? point1.column
<= point2.column : point1.column < point2.column;\n        return (point1.row < point2.row) || (point1.row ==
point2.row && bColIsAfter);\n    }\n            \n    function $getTransformedPoint(delta, point, moveIfEqual) {\n
var deltaIsInsert = delta.action == \"insert\";\n        var deltaRowShift = (deltaIsInsert ? 1 : -1) * (delta.end.row    -
delta.start.row);\n        var deltaColShift = (deltaIsInsert ? 1 : -1) * (delta.end.column - delta.start.column);\n        var
deltaStart = delta.start;\n        var deltaEnd = deltaIsInsert ? deltaStart : delta.end; // Collapse insert range.\n        if
($pointsInOrder(point, deltaStart, moveIfEqual)) {\n            return {\n                row: point.row,\n                column:
point.column\n            };\n        }\n        if ($pointsInOrder(deltaEnd, point, !moveIfEqual)) {\n            return {\n
        row: point.row + deltaRowShift,\n                column: point.column + (point.row == deltaEnd.row ? deltaColShift
: 0)\n            };\n        }\n        \n        return {\n            row: deltaStart.row,\n            column: deltaStart.column\n
};\n    }\n    this.setPosition = function(row, column, noClip) {\n        var pos;\n        if (noClip) {\n            pos = {\n
            row: row,\n                column: column\n            };\n        } else {\n            pos =
this.$clipPositionToDocument(row, column);\n        }\n\n        if (this.row == pos.row && this.column ==
pos.column)\n            return;\n\n        var old = {\n            row: this.row,\n            column: this.column\n        };\n\n
  this.row = pos.row;\n        this.column = pos.column;\n        this._signal(\"change\", {\n            old: old,\n
value: pos\n        });\n    };\n    this.detach = function() {\n        this.document.removeEventListener(\"change\",
this.$onChange);\n    };\n    this.attach = function(doc) {\n        this.document = doc || this.document;\n
this.document.on(\"change\", this.$onChange);\n    };\n    this.$clipPositionToDocument = function(row, column)
{\n        var pos = {};\n\n        if (row >= this.document.getLength()) {\n            pos.row = Math.max(0,
this.document.getLength() - 1);\n            pos.column = this.document.getLine(pos.row).length;\n        }\n        else if
(row < 0) {\n            pos.row = 0;\n            pos.column = 0;\n        }\n        else {\n            pos.row = row;\n
pos.column = Math.min(this.document.getLine(pos.row).length, Math.max(0, column));\n        }\n\n        if (column
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< 0)\n            pos.column = 0;\n\n        return pos;\n
};\n\n}).call(Anchor.prototype);\n\n});\n\nace.define(\"ace/document\",[\"require\",\"exports\",\"module\",\"ace/lib/o
op\",\"ace/apply_delta\",\"ace/lib/event_emitter\",\"ace/range\",\"ace/anchor\"], function(acequire, exports, module)
{\n\"use strict\";\n\nvar oop = acequire(\"./lib/oop\");\nvar applyDelta = acequire(\"./apply_delta\").applyDelta;\nvar
EventEmitter = acequire(\"./lib/event_emitter\").EventEmitter;\nvar Range = acequire(\"./range\").Range;\nvar
Anchor = acequire(\"./anchor\").Anchor;\n\nvar Document = function(textOrLines) {\n    this.$lines = [\"\"];\n    if
(textOrLines.length === 0) {\n        this.$lines = [\"\"];\n    } else if (Array.isArray(textOrLines)) {\n
this.insertMergedLines({row: 0, column: 0}, textOrLines);\n    } else {\n        this.insert({row: 0, column:0},
textOrLines);\n    }\n};\n\n(function() {\n\n    oop.implement(this, EventEmitter);\n    this.setValue = function(text)
{\n        var len = this.getLength() - 1;\n        this.remove(new Range(0, 0, len, this.getLine(len).length));\n
this.insert({row: 0, column: 0}, text);\n    };\n    this.getValue = function() {\n        return
this.getAllLines().join(this.getNewLineCharacter());\n    };\n    this.createAnchor = function(row, column) {\n
return new Anchor(this, row, column);\n    };\n    if (\"aaa\".split(/a/).length === 0) {\n        this.$split =
function(text) {\n            return text.replace(/\\r\\n|\\r/g, \"\\n\").split(\"\\n\");\n        };\n    } else {\n        this.$split =
function(text) {\n            return text.split(/\\r\\n|\\r|\\n/);\n        };\n    }\n\n\n    this.$detectNewLine = function(text)
{\n        var match = text.match(/^.*?(\\r\\n|\\r|\\n)/m);\n        this.$autoNewLine = match ? match[1] : \"\\n\";\n
this._signal(\"changeNewLineMode\");\n    };\n    this.getNewLineCharacter = function() {\n        switch
(this.$newLineMode) {\n            case \"windows\":\n                return \"\\r\\n\";\n            case \"unix\":\n                return
\"\\n\";\n            default:\n                return this.$autoNewLine || \"\\n\";\n        }\n    };\n\n    this.$autoNewLine = \"\";\n
this.$newLineMode = \"auto\";\n    this.setNewLineMode = function(newLineMode) {\n        if (this.$newLineMode
=== newLineMode)\n            return;\n\n        this.$newLineMode = newLineMode;\n
this._signal(\"changeNewLineMode\");\n    };\n    this.getNewLineMode = function() {\n        return
this.$newLineMode;\n    };\n    this.isNewLine = function(text) {\n        return (text == \"\\r\\n\" || text == \"\\r\" ||
text == \"\\n\");\n    };\n    this.getLine = function(row) {\n        return this.$lines[row] || \"\";\n    };\n    this.getLines
= function(firstRow, lastRow) {\n        return this.$lines.slice(firstRow, lastRow + 1);\n    };\n    this.getAllLines =
function() {\n        return this.getLines(0, this.getLength());\n    };\n    this.getLength = function() {\n        return
this.$lines.length;\n    };\n    this.getTextRange = function(range) {\n        return
this.getLinesForRange(range).join(this.getNewLineCharacter());\n    };\n    this.getLinesForRange = function(range)
{\n        var lines;\n        if (range.start.row === range.end.row) {\n            lines =
[this.getLine(range.start.row).substring(range.start.column, range.end.column)];\n        } else {\n            lines =
this.getLines(range.start.row, range.end.row);\n            lines[0] = (lines[0] || \"\").substring(range.start.column);\n
    var l = lines.length - 1;\n            if (range.end.row - range.start.row == l)\n                lines[l] = lines[l].substring(0,
range.end.column);\n        }\n        return lines;\n    };\n    this.insertLines = function(row, lines) {\n
console.warn(\"Use of document.insertLines is deprecated. Use the insertFullLines method instead.\");\n        return
this.insertFullLines(row, lines);\n    };\n    this.removeLines = function(firstRow, lastRow) {\n
console.warn(\"Use of document.removeLines is deprecated. Use the removeFullLines method instead.\");\n
return this.removeFullLines(firstRow, lastRow);\n    };\n    this.insertNewLine = function(position) {\n
console.warn(\"Use of document.insertNewLine is deprecated. Use insertMergedLines(position, [\", \"]) instead.\");\n
    return this.insertMergedLines(position, [\"\", \"\"]);\n    };\n    this.insert = function(position, text) {\n        if
(this.getLength() <= 1)\n            this.$detectNewLine(text);\n        \n        return this.insertMergedLines(position,
this.$split(text));\n    };\n    this.insertInLine = function(position, text) {\n        var start =
this.clippedPos(position.row, position.column);\n        var end = this.pos(position.row, position.column +
text.length);\n        \n        this.applyDelta({\n            start: start,\n            end: end,\n            action: \"insert\",\n
lines: [text]\n        }, true);\n        \n        return this.clonePos(end);\n    };\n    \n    this.clippedPos = function(row,
column) {\n        var length = this.getLength();\n        if (row === undefined) {\n            row = length;\n        } else if
(row < 0) {\n            row = 0;\n        } else if (row >= length) {\n            row = length - 1;\n            column =
undefined;\n        }\n        var line = this.getLine(row);\n        if (column == undefined)\n            column =
line.length;\n        column = Math.min(Math.max(column, 0), line.length);\n        return {row: row, column:
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column};\n    };\n    \n    this.clonePos = function(pos) {\n        return {row: pos.row, column: pos.column};\n    };\n
\n    this.pos = function(row, column) {\n        return {row: row, column: column};\n    };\n    \n    this.$clipPosition
= function(position) {\n        var length = this.getLength();\n        if (position.row >= length) {\n            position.row
= Math.max(0, length - 1);\n            position.column = this.getLine(length - 1).length;\n        } else {\n
position.row = Math.max(0, position.row);\n            position.column = Math.min(Math.max(position.column, 0),
this.getLine(position.row).length);\n        }\n        return position;\n    };\n    this.insertFullLines = function(row,
lines) {\n        row = Math.min(Math.max(row, 0), this.getLength());\n        var column = 0;\n        if (row <
this.getLength()) {\n            lines = lines.concat([\"\"]);\n            column = 0;\n        } else {\n            lines =
[\"\"].concat(lines);\n            row--;\n            column = this.$lines[row].length;\n        }\n
this.insertMergedLines({row: row, column: column}, lines);\n    };    \n    this.insertMergedLines =
function(position, lines) {\n        var start = this.clippedPos(position.row, position.column);\n        var end = {\n
 row: start.row + lines.length - 1,\n            column: (lines.length == 1 ? start.column : 0) + lines[lines.length -
1].length\n        };\n        \n        this.applyDelta({\n            start: start,\n            end: end,\n            action: \"insert\",\n
        lines: lines\n        });\n        \n        return this.clonePos(end);\n    };\n    this.remove = function(range) {\n
var start = this.clippedPos(range.start.row, range.start.column);\n        var end = this.clippedPos(range.end.row,
range.end.column);\n        this.applyDelta({\n            start: start,\n            end: end,\n            action: \"remove\",\n
   lines: this.getLinesForRange({start: start, end: end})\n        });\n        return this.clonePos(start);\n    };\n
this.removeInLine = function(row, startColumn, endColumn) {\n        var start = this.clippedPos(row,
startColumn);\n        var end = this.clippedPos(row, endColumn);\n        \n        this.applyDelta({\n            start:
start,\n            end: end,\n            action: \"remove\",\n            lines: this.getLinesForRange({start: start, end: end})\n
    }, true);\n        \n        return this.clonePos(start);\n    };\n    this.removeFullLines = function(firstRow, lastRow)
{\n        firstRow = Math.min(Math.max(0, firstRow), this.getLength() - 1);\n        lastRow  =
Math.min(Math.max(0, lastRow ), this.getLength() - 1);\n        var deleteFirstNewLine = lastRow ==
this.getLength() - 1 && firstRow > 0;\n        var deleteLastNewLine  = lastRow  < this.getLength() - 1;\n        var
startRow = ( deleteFirstNewLine ? firstRow - 1                  : firstRow                    );\n        var startCol = (
deleteFirstNewLine ? this.getLine(startRow).length : 0                          );\n        var endRow   = (
deleteLastNewLine  ? lastRow + 1                  : lastRow                    );\n        var endCol   = ( deleteLastNewLine  ?
0                          : this.getLine(endRow).length ); \n        var range = new Range(startRow, startCol, endRow,
endCol);\n        var deletedLines = this.$lines.slice(firstRow, lastRow + 1);\n        \n        this.applyDelta({\n
start: range.start,\n            end: range.end,\n            action: \"remove\",\n            lines:
this.getLinesForRange(range)\n        });\n        return deletedLines;\n    };\n    this.removeNewLine = function(row)
{\n        if (row < this.getLength() - 1 && row >= 0) {\n            this.applyDelta({\n                start: this.pos(row,
this.getLine(row).length),\n                end: this.pos(row + 1, 0),\n                action: \"remove\",\n                lines: [\"\",
\"\"]\n            });\n        }\n    };\n    this.replace = function(range, text) {\n        if (!(range instanceof Range))\n
range = Range.fromPoints(range.start, range.end);\n        if (text.length === 0 && range.isEmpty())\n            return
range.start;\n        if (text == this.getTextRange(range))\n            return range.end;\n\n        this.remove(range);\n
var end;\n        if (text) {\n            end = this.insert(range.start, text);\n        }\n        else {\n            end =
range.start;\n        }\n        \n        return end;\n    };\n    this.applyDeltas = function(deltas) {\n        for (var i=0;
i<deltas.length; i++) {\n            this.applyDelta(deltas[i]);\n        }\n    };\n    this.revertDeltas = function(deltas) {\n
    for (var i=deltas.length-1; i>=0; i--) {\n            this.revertDelta(deltas[i]);\n        }\n    };\n    this.applyDelta =
function(delta, doNotValidate) {\n        var isInsert = delta.action == \"insert\";\n        if (isInsert ? delta.lines.length
<= 1 && !delta.lines[0]\n            : !Range.comparePoints(delta.start, delta.end)) {\n            return;\n        }\n        \n
   if (isInsert && delta.lines.length > 20000)\n            this.$splitAndapplyLargeDelta(delta, 20000);\n
applyDelta(this.$lines, delta, doNotValidate);\n        this._signal(\"change\", delta);\n    };\n    \n
this.$splitAndapplyLargeDelta = function(delta, MAX) {\n        var lines = delta.lines;\n        var l = lines.length;\n
   var row = delta.start.row; \n        var column = delta.start.column;\n        var from = 0, to = 0;\n        do {\n
from = to;\n            to += MAX - 1;\n            var chunk = lines.slice(from, to);\n            if (to > l) {\n
delta.lines = chunk;\n                delta.start.row = row + from;\n                delta.start.column = column;\n
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break;\n }\n chunk.push(\"\");\n this.applyDelta({\n start: this.pos(row + from, column),\n end: this.pos(row + to, column = 0),\n action: delta.action,\n lines: chunk\n }, true);\n } while(true);\n };\n this.revertDelta = function(delta) {\n this.applyDelta({\n start: this.clonePos(delta.start),\n end: this.clonePos(delta.end),\n action: (delta.action == \"insert\" ? \"remove\" : \"insert\"),\n lines: delta.lines.slice()\n });\n };\n this.indexToPosition = function(index, startRow) {\n var lines = this.$lines || this.getAllLines();\n var newlineLength = this.getNewLineCharacter().length;\n for (var i = startRow || 0, l = lines.length; i < l; i++) {\n index -= lines[i].length + newlineLength;\n if (index < 0)\n return {row: i, column: index + lines[i].length + newlineLength};\n }\n return {row: l-1, column: lines[l-1].length};\n };\n this.positionToIndex = function(pos, startRow) {\n var lines = this.$lines || this.getAllLines();\n var newlineLength = this.getNewLineCharacter().length;\n var index = 0;\n var row = Math.min(pos.row, lines.length);\n for (var i = startRow || 0; i < row; ++i)\n index += lines[i].length + newlineLength;\n\n return index + pos.column;\n };\n\n}).call(Document.prototype);\n\nexports.Document = Document;\n});\n\nace.define(\"ace/background_tokenizer\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/lib/event_emitter\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar oop = acequire(\"./lib/oop\");\nvar EventEmitter = acequire(\"./lib/event_emitter\").EventEmitter;\n\nvar BackgroundTokenizer = function(tokenizer, editor) {\n this.running = false;\n this.lines = [];\n this.states = [];\n this.currentLine = 0;\n this.tokenizer = tokenizer;\n\n var self = this;\n\n this.$worker = function() {\n if (!self.running) { return; }\n\n var workerStart = new Date();\n var currentLine = self.currentLine;\n var endLine = -1;\n var doc = self.doc;\n\n var startLine = currentLine;\n while (self.lines[currentLine])\n currentLine++;\n \n var len = doc.getLength();\n var processedLines = 0;\n self.running = false;\n while (currentLine < len) {\n self.$tokenizeRow(currentLine);\n endLine = currentLine;\n do {\n currentLine++;\n } while (self.lines[currentLine]);\n processedLines ++;\n if ((processedLines % 5 === 0) && (new Date() - workerStart) > 20) {\n self.running = setTimeout(self.$worker, 20);\n break;\n }\n }\n self.currentLine = currentLine;\n \n if (endLine == -1)\n endLine = currentLine;\n\n if (startLine <= endLine)\n self.fireUpdateEvent(startLine, endLine);\n };\n};\n\n(function(){\n\n oop.implement(this, EventEmitter);\n this.setTokenizer = function(tokenizer) {\n this.tokenizer = tokenizer;\n this.lines = [];\n this.states = [];\n\n this.start(0);\n };\n this.setDocument = function(doc) {\n this.doc = doc;\n this.lines = [];\n this.states = [];\n\n this.stop();\n };\n this.fireUpdateEvent = function(firstRow, lastRow) {\n var data = {\n first: firstRow,\n last: lastRow\n };\n this._signal(\"update\", {data: data});\n };\n this.start = function(startRow) {\n this.currentLine = Math.min(startRow || 0, this.currentLine, this.doc.getLength());\n this.lines.splice(this.currentLine, this.lines.length);\n this.states.splice(this.currentLine, this.states.length);\n\n this.stop();\n this.running = setTimeout(this.$worker, 700);\n };\n \n this.scheduleStart = function() {\n if (!this.running)\n this.running = setTimeout(this.$worker, 700);\n };\n\n this.$updateOnChange = function(delta) {\n var startRow = delta.start.row;\n var len = delta.end.row - startRow;\n\n if (len === 0) {\n this.lines[startRow] = null;\n } else if (delta.action == \"remove\") {\n this.lines.splice(startRow, len + 1, null);\n this.states.splice(startRow, len + 1, null);\n } else {\n var args = Array(len + 1);\n args.unshift(startRow, 1);\n this.lines.splice.apply(this.lines, args);\n this.states.splice.apply(this.states, args);\n }\n\n this.currentLine = Math.min(startRow, this.currentLine, this.doc.getLength());\n\n this.stop();\n };\n this.stop = function() {\n if (this.running)\n clearTimeout(this.running);\n this.running = false;\n };\n this.getTokens = function(row) {\n return this.lines[row] || this.$tokenizeRow(row);\n };\n this.getState = function(row) {\n if (this.currentLine == row)\n this.$tokenizeRow(row);\n return this.states[row] || \"start\";\n };\n\n this.$tokenizeRow = function(row) {\n var line = this.doc.getLine(row);\n var state = this.states[row - 1];\n\n var data = this.tokenizer.getLineTokens(line, state, row);\n\n if (this.states[row] + \"\" !== data.state + \"\") {\n this.states[row] = data.state;\n this.lines[row + 1] = null;\n if (this.currentLine > row + 1)\n this.currentLine = row + 1;\n } else if (this.currentLine == row) {\n this.currentLine = row + 1;\n

}\n\n   return this.lines[row] = data.tokens;\n
};\n\n}).call(BackgroundTokenizer.prototype);\n\nexports.BackgroundTokenizer =
BackgroundTokenizer;\n});\n\nace.define(\"ace/search_highlight\",[\"require\",\"exports\",\"module\",\"ace/lib/lang\
",\"ace/lib/oop\",\"ace/range\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar lang =
acequire(\"./lib/lang\");\nvar oop = acequire(\"./lib/oop\");\nvar Range = acequire(\"./range\").Range;\n\nvar
SearchHighlight = function(regExp, clazz, type) {\n   this.setRegexp(regExp);\n   this.clazz = clazz;\n   this.type =
type || \"text\";\n};\n\n(function() {\n   this.MAX_RANGES = 500;\n   \n   this.setRegexp = function(regExp) {\n
    if (this.regExp+\"\" == regExp+\"\")\n   return;\n   this.regExp = regExp;\n   this.cache = [];\n   };\n\n
this.update = function(html, markerLayer, session, config) {\n   if (!this.regExp)\n   return;\n   var start =
config.firstRow, end = config.lastRow;\n\n   for (var i = start; i <= end; i++) {\n   var ranges =
this.cache[i];\n   if (ranges == null) {\n   ranges = lang.getMatchOffsets(session.getLine(i),
this.regExp);\n   if (ranges.length > this.MAX_RANGES)\n   ranges = ranges.slice(0,
this.MAX_RANGES);\n   ranges = ranges.map(function(match) {\n   return new Range(i,
match.offset, i, match.offset + match.length);\n   });\n   this.cache[i] = ranges.length ? ranges :
\"\";\n   }\n\n   for (var j = ranges.length; j --;) {\n   markerLayer.drawSingleLineMarker(\n
        html, ranges[j].toScreenRange(session), this.clazz, config);\n   }\n   }\n
};\n\n}).call(SearchHighlight.prototype);\n\nexports.SearchHighlight =
SearchHighlight;\n});\n\nace.define(\"ace/edit_session/fold_line\",[\"require\",\"exports\",\"module\",\"ace/range\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar Range = acequire(\"../range\").Range;\nfunction
FoldLine(foldData, folds) {\n   this.foldData = foldData;\n   if (Array.isArray(folds)) {\n   this.folds = folds;\n
} else {\n   folds = this.folds = [folds];\n   }\n\n   var last = folds[folds.length - 1];\n   this.range = new
Range(folds[0].start.row, folds[0].start.column,\n   last.end.row, last.end.column);\n   this.start =
this.range.start;\n   this.end   = this.range.end;\n\n   this.folds.forEach(function(fold) {\n
fold.setFoldLine(this);\n   }, this);\n}\n\n(function() {\n   this.shiftRow = function(shift) {\n   this.start.row +=
shift;\n   this.end.row += shift;\n   this.folds.forEach(function(fold) {\n   fold.start.row += shift;\n
fold.end.row += shift;\n   });\n   };\n\n   this.addFold = function(fold) {\n   if (fold.sameRow) {\n   if
(fold.start.row < this.startRow || fold.endRow > this.endRow) {\n   throw new Error(\"Can't add a fold to this
FoldLine as it has no connection\");\n   }\n   this.folds.push(fold);\n   this.folds.sort(function(a, b)
{\n   return -a.range.compareEnd(b.start.row, b.start.column);\n   });\n   if
(this.range.compareEnd(fold.start.row, fold.start.column) > 0) {\n   this.end.row = fold.end.row;\n
this.end.column = fold.end.column;\n   } else if (this.range.compareStart(fold.end.row, fold.end.column) < 0)
{\n   this.start.row = fold.start.row;\n   this.start.column = fold.start.column;\n   }\n   } else
if (fold.start.row == this.end.row) {\n   this.folds.push(fold);\n   this.end.row = fold.end.row;\n
this.end.column = fold.end.column;\n   } else if (fold.end.row == this.start.row) {\n
this.folds.unshift(fold);\n   this.start.row = fold.start.row;\n   this.start.column = fold.start.column;\n
} else {\n   throw new Error(\"Trying to add fold to FoldRow that doesn't have a matching row\");\n   }\n
 fold.foldLine = this;\n   };\n\n   this.containsRow = function(row) {\n   return row >= this.start.row && row <=
this.end.row;\n   };\n\n   this.walk = function(callback, endRow, endColumn) {\n   var lastEnd = 0,\n
folds = this.folds,\n   fold,\n   cmp, stop, isNewRow = true;\n\n   if (endRow == null) {\n
endRow = this.end.row;\n   endColumn = this.end.column;\n   }\n\n   for (var i = 0; i < folds.length; i++)
{\n   fold = folds[i];\n\n   cmp = fold.range.compareStart(endRow, endColumn);\n   if (cmp == -1)
{\n   callback(null, endRow, endColumn, lastEnd, isNewRow);\n   return;\n   }\n\n   stop
= callback(null, fold.start.row, fold.start.column, lastEnd, isNewRow);\n   stop = !stop &&
callback(fold.placeholder, fold.start.row, fold.start.column, lastEnd);\n   if (stop || cmp === 0) {\n
return;\n   }\n   isNewRow = !fold.sameRow;\n   lastEnd = fold.end.column;\n   }\n
callback(null, endRow, endColumn, lastEnd, isNewRow);\n   };\n\n   this.getNextFoldTo = function(row, column)
{\n   var fold, cmp;\n   for (var i = 0; i < this.folds.length; i++) {\n   fold = this.folds[i];\n   cmp =
fold.range.compareEnd(row, column);\n   if (cmp == -1) {\n   return {\n   fold: fold,\n

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        kind: \"after\"\n                };\n            } else if (cmp === 0) {\n                return {\n                    fold: fold,\n
        kind: \"inside\"\n                };\n            }\n        }\n        return null;\n    };\n\n    this.addRemoveChars =
function(row, column, len) {\n        var ret = this.getNextFoldTo(row, column),\n            fold, folds;\n        if (ret) {\n
        fold = ret.fold;\n            if (ret.kind == \"inside\"\n                && fold.start.column != column\n                &&
fold.start.row != row)\n            {\n                window.console && window.console.log(row, column, fold);\n            }
else if (fold.start.row == row) {\n                folds = this.folds;\n                var i = folds.indexOf(fold);\n                if (i
=== 0) {\n                    this.start.column += len;\n                }\n                for (i; i < folds.length; i++) {\n
fold = folds[i];\n                    fold.start.column += len;\n                    if (!fold.sameRow) {\n                        return;\n
            }\n                    fold.end.column += len;\n                }\n                this.end.column += len;\n            }\n
}\n    };\n\n    this.split = function(row, column) {\n        var pos = this.getNextFoldTo(row, column);\n        \n        if
(!pos || pos.kind == \"inside\")\n            return null;\n            \n        var fold = pos.fold;\n        var folds = this.folds;\n
    var foldData = this.foldData;\n        \n        var i = folds.indexOf(fold);\n        var foldBefore = folds[i - 1];\n
this.end.row = foldBefore.end.row;\n        this.end.column = foldBefore.end.column;\n        folds = folds.splice(i,
folds.length - i);\n\n        var newFoldLine = new FoldLine(foldData, folds);\n
foldData.splice(foldData.indexOf(this) + 1, 0, newFoldLine);\n        return newFoldLine;\n    };\n\n    this.merge =
function(foldLineNext) {\n        var folds = foldLineNext.folds;\n        for (var i = 0; i < folds.length; i++) {\n
this.addFold(folds[i]);\n        }\n        var foldData = this.foldData;\n
foldData.splice(foldData.indexOf(foldLineNext), 1);\n    };\n\n    this.toString = function() {\n        var ret =
[this.range.toString() + \": [\" ];\n\n        this.folds.forEach(function(fold) {\n            ret.push(\"  \" +
fold.toString());\n        });\n        ret.push(\"]\");\n        return ret.join(\"\\n\");\n    };\n\n    this.idxToPosition =
function(idx) {\n        var lastFoldEndColumn = 0;\n\n        for (var i = 0; i < this.folds.length; i++) {\n            var
fold = this.folds[i];\n\n            idx -= fold.start.column - lastFoldEndColumn;\n            if (idx < 0) {\n
return {\n                    row: fold.start.row,\n                    column: fold.start.column + idx\n                };\n            }\n\n
        idx -= fold.placeholder.length;\n            if (idx < 0) {\n                return fold.start;\n            }\n\n
lastFoldEndColumn = fold.end.column;\n        }\n\n        return {\n            row: this.end.row,\n            column:
this.end.column + idx\n        };\n    };\n}).call(FoldLine.prototype);\n\nexports.FoldLine =
FoldLine;\n});\n\nace.define(\"ace/range_list\",[\"require\",\"exports\",\"module\",\"ace/range\"], function(acequire,
exports, module) {\n\"use strict\";\nvar Range = acequire(\"./range\").Range;\nvar comparePoints =
Range.comparePoints;\n\nvar RangeList = function() {\n    this.ranges = [];\n};\n\n(function() {\n
this.comparePoints = comparePoints;\n\n    this.pointIndex = function(pos, excludeEdges, startIndex) {\n        var list
= this.ranges;\n\n        for (var i = startIndex || 0; i < list.length; i++) {\n            var range = list[i];\n            var
cmpEnd = comparePoints(pos, range.end);\n            if (cmpEnd > 0)\n                continue;\n            var cmpStart =
comparePoints(pos, range.start);\n            if (cmpEnd === 0)\n                return excludeEdges && cmpStart !== 0 ? -
i-2 : i;\n            if (cmpStart > 0 || (cmpStart === 0 && !excludeEdges))\n                return i;\n\n            return -i-1;\n
    }\n        return -i - 1;\n    };\n\n    this.add = function(range) {\n        var excludeEdges = !range.isEmpty();\n
var startIndex = this.pointIndex(range.start, excludeEdges);\n        if (startIndex < 0)\n            startIndex = -
startIndex - 1;\n\n        var endIndex = this.pointIndex(range.end, excludeEdges, startIndex);\n\n        if (endIndex <
0)\n            endIndex = -endIndex - 1;\n        else\n            endIndex++;\n        return this.ranges.splice(startIndex,
endIndex - startIndex, range);\n    };\n\n    this.addList = function(list) {\n        var removed = [];\n        for (var i =
list.length; i--; ) {\n            removed.push.apply(removed, this.add(list[i]));\n        }\n        return removed;\n    };\n\n
 this.substractPoint = function(pos) {\n        var i = this.pointIndex(pos);\n\n        if (i >= 0)\n            return
this.ranges.splice(i, 1);\n    };\n    this.merge = function() {\n        var removed = [];\n        var list = this.ranges;\n
\n        list = list.sort(function(a, b) {\n            return comparePoints(a.start, b.start);\n        });\n        \n        var next =
list[0], range;\n        for (var i = 1; i < list.length; i++) {\n            range = next;\n            next = list[i];\n            var
cmp = comparePoints(range.end, next.start);\n            if (cmp < 0)\n                continue;\n\n            if (cmp == 0 &&
!range.isEmpty() && !next.isEmpty())\n                continue;\n\n            if (comparePoints(range.end, next.end) < 0)
{\n                range.end.row = next.end.row;\n                range.end.column = next.end.column;\n            }\n\n
list.splice(i, 1);\n            removed.push(next);\n            next = range;\n            i--;\n        }\n        \n        this.ranges =
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list;\n\n        return removed;\n    };\n\n    this.contains = function(row, column) {\n        return this.pointIndex({row:
row, column: column}) >= 0;\n    };\n\n    this.containsPoint = function(pos) {\n        return this.pointIndex(pos) >=
0;\n    };\n\n    this.rangeAtPoint = function(pos) {\n        var i = this.pointIndex(pos);\n        if (i >= 0)\n
return this.ranges[i];\n    };\n\n\n    this.clipRows = function(startRow, endRow) {\n        var list = this.ranges;\n
if (list[0].start.row > endRow || list[list.length - 1].start.row < startRow)\n            return [];\n\n        var startIndex =
this.pointIndex({row: startRow, column: 0});\n        if (startIndex < 0)\n            startIndex = -startIndex - 1;\n
var endIndex = this.pointIndex({row: endRow, column: 0}, startIndex);\n        if (endIndex < 0)\n            endIndex =
-endIndex - 1;\n\n        var clipped = [];\n        for (var i = startIndex; i < endIndex; i++) {\n
clipped.push(list[i]);\n        }\n        return clipped;\n    };\n\n    this.removeAll = function() {\n        return
this.ranges.splice(0, this.ranges.length);\n    };\n\n    this.attach = function(session) {\n        if (this.session)\n
this.detach();\n\n        this.session = session;\n        this.onChange = this.$onChange.bind(this);\n\n
this.session.on('change', this.onChange);\n    };\n\n    this.detach = function() {\n        if (!this.session)\n
return;\n        this.session.removeListener('change', this.onChange);\n        this.session = null;\n    };\n\n
this.$onChange = function(delta) {\n        if (delta.action == \"insert\"){\n            var start = delta.start;\n            var
end = delta.end;\n        } else {\n            var end = delta.start;\n            var start = delta.end;\n        }\n        var
startRow = start.row;\n        var endRow = end.row;\n        var lineDif = endRow - startRow;\n\n        var colDiff = -
start.column + end.column;\n        var ranges = this.ranges;\n\n        for (var i = 0, n = ranges.length; i < n; i++) {\n
        var r = ranges[i];\n            if (r.end.row < startRow)\n                continue;\n            if (r.start.row > startRow)\n
            break;\n\n            if (r.start.row == startRow && r.start.column >= start.column ) {\n                if
(r.start.column == start.column && this.$insertRight) {\n                } else {\n                    r.start.column +=
colDiff;\n                    r.start.row += lineDif;\n                }\n            }\n            if (r.end.row == startRow &&
r.end.column >= start.column) {\n                if (r.end.column == start.column && this.$insertRight) {\n
continue;\n                }\n                if (r.end.column == start.column && colDiff > 0 && i < n - 1) {                \n
            if (r.end.column > r.start.column && r.end.column == ranges[i+1].start.column)\n                        r.end.column
-= colDiff;\n                }\n                r.end.column += colDiff;\n                r.end.row += lineDif;\n            }\n
}\n\n        if (lineDif != 0 && i < n) {\n            for (; i < n; i++) {\n                var r = ranges[i];\n                r.start.row
+= lineDif;\n                r.end.row += lineDif;\n            }\n        }\n
};\n\n}).call(RangeList.prototype);\n\nexports.RangeList =
RangeList;\n});\n\nace.define(\"ace/edit_session/fold\",[\"require\",\"exports\",\"module\",\"ace/range\",\"ace/range_
list\",\"ace/lib/oop\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar Range =
acequire(\"../range\").Range;\nvar RangeList = acequire(\"../range_list\").RangeList;\nvar oop =
acequire(\"../lib/oop\");\nvar Fold = exports.Fold = function(range, placeholder) {\n    this.foldLine = null;\n
this.placeholder = placeholder;\n    this.range = range;\n    this.start = range.start;\n    this.end = range.end;\n\n
this.sameRow = range.start.row == range.end.row;\n    this.subFolds = this.ranges = [];\n};\n\noop.inherits(Fold,
RangeList);\n\n(function() {\n\n    this.toString = function() {\n        return '\"' + this.placeholder + '\" ' +
this.range.toString();\n    };\n\n    this.setFoldLine = function(foldLine) {\n        this.foldLine = foldLine;\n
this.subFolds.forEach(function(fold) {\n            fold.setFoldLine(foldLine);\n        });\n    };\n\n    this.clone =
function() {\n        var range = this.range.clone();\n        var fold = new Fold(range, this.placeholder);\n
this.subFolds.forEach(function(subFold) {\n            fold.subFolds.push(subFold.clone());\n        });\n
fold.collapseChildren = this.collapseChildren;\n        return fold;\n    };\n\n    this.addSubFold = function(fold) {\n
  if (this.range.isEqual(fold))\n            return;\n\n        if (!this.range.containsRange(fold))\n            throw new
Error(\"A fold can't intersect already existing fold\" + fold.range + this.range);\n        consumeRange(fold,
this.start);\n\n        var row = fold.start.row, column = fold.start.column;\n        for (var i = 0, cmp = -1; i <
this.subFolds.length; i++) {\n            cmp = this.subFolds[i].range.compare(row, column);\n            if (cmp != 1)\n
            break;\n        }\n        var afterStart = this.subFolds[i];\n\n        if (cmp == 0)\n            return
afterStart.addSubFold(fold);\n        var row = fold.range.end.row, column = fold.range.end.column;\n        for (var j
= i, cmp = -1; j < this.subFolds.length; j++) {\n            cmp = this.subFolds[j].range.compare(row, column);\n
if (cmp != 1)\n                break;\n        }\n        var afterEnd = this.subFolds[j];\n\n        if (cmp == 0)\n            throw
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new Error(\"A fold can't intersect already existing fold\" + fold.range + this.range);\n\n        var consumedFolds =
this.subFolds.splice(i, j - i, fold);\n        fold.setFoldLine(this.foldLine);\n\n        return fold;\n    };\n    \n
this.restoreRange = function(range) {\n        return restoreRange(range, this.start);\n
};\n\n}).call(Fold.prototype);\n\nfunction consumePoint(point, anchor) {\n    point.row -= anchor.row;\n    if
(point.row == 0)\n        point.column -= anchor.column;\n}\nfunction consumeRange(range, anchor) {\n
consumePoint(range.start, anchor);\n    consumePoint(range.end, anchor);\n}\nfunction restorePoint(point, anchor)
{\n    if (point.row == 0)\n        point.column += anchor.column;\n    point.row += anchor.row;\n}\nfunction
restoreRange(range, anchor) {\n    restorePoint(range.start, anchor);\n    restorePoint(range.end,
anchor);\n}\n\n});\n\nace.define(\"ace/edit_session/folding\",[\"require\",\"exports\",\"module\",\"ace/range\",\"ace/e
dit_session/fold_line\",\"ace/edit_session/fold\",\"ace/token_iterator\"], function(acequire, exports, module) {\n\"use
strict\";\n\nvar Range = acequire(\"../range\").Range;\nvar FoldLine = acequire(\"./fold_line\").FoldLine;\nvar Fold
= acequire(\"./fold\").Fold;\nvar TokenIterator = acequire(\"../token_iterator\").TokenIterator;\n\nfunction Folding()
{\n    this.getFoldAt = function(row, column, side) {\n        var foldLine = this.getFoldLine(row);\n        if
(!foldLine)\n            return null;\n\n        var folds = foldLine.folds;\n        for (var i = 0; i < folds.length; i++) {\n
    var fold = folds[i];\n            if (fold.range.contains(row, column)) {\n                if (side == 1 &&
fold.range.isEnd(row, column)) {\n                    continue;\n                } else if (side == -1 && fold.range.isStart(row,
column)) {\n                    continue;\n                }\n                return fold;\n            }\n        }\n    };\n
this.getFoldsInRange = function(range) {\n        var start = range.start;\n        var end = range.end;\n        var
foldLines = this.$foldData;\n        var foundFolds = [];\n\n        start.column += 1;\n        end.column -= 1;\n\n
for (var i = 0; i < foldLines.length; i++) {\n            var cmp = foldLines[i].range.compareRange(range);\n            if
(cmp == 2) {\n                continue;\n            }\n            else if (cmp == -2) {\n                break;\n            }\n\n
var folds = foldLines[i].folds;\n            for (var j = 0; j < folds.length; j++) {\n                var fold = folds[j];\n
 cmp = fold.range.compareRange(range);\n                if (cmp == -2) {\n                    break;\n                } else if (cmp
== 2) {\n                    continue;\n                } else\n                if (cmp == 42) {\n                    break;\n                }\n
        foundFolds.push(fold);\n            }\n        }\n        start.column -= 1;\n        end.column += 1;\n\n        return
foundFolds;\n    };\n\n    this.getFoldsInRangeList = function(ranges) {\n        if (Array.isArray(ranges)) {\n
var folds = [];\n            ranges.forEach(function(range) {\n                folds =
folds.concat(this.getFoldsInRange(range));\n            }, this);\n        } else {\n            var folds =
this.getFoldsInRange(ranges);\n        }\n        return folds;\n    };\n    this.getAllFolds = function() {\n        var folds =
[];\n        var foldLines = this.$foldData;\n        \n        for (var i = 0; i < foldLines.length; i++)\n            for (var j = 0;
j < foldLines[i].folds.length; j++)\n                folds.push(foldLines[i].folds[j]);\n\n        return folds;\n    };\n
this.getFoldStringAt = function(row, column, trim, foldLine) {\n        foldLine = foldLine || this.getFoldLine(row);\n
     if (!foldLine)\n            return null;\n\n        var lastFold = {\n            end: { column: 0 }\n        };\n        var str,
fold;\n        for (var i = 0; i < foldLine.folds.length; i++) {\n            fold = foldLine.folds[i];\n            var cmp =
fold.range.compareEnd(row, column);\n            if (cmp == -1) {\n                str = this\n
.getLine(fold.start.row)\n                    .substring(lastFold.end.column, fold.start.column);\n                break;\n
}\n            else if (cmp === 0) {\n                return null;\n            }\n            lastFold = fold;\n        }\n        if (!str)\n
        str = this.getLine(fold.start.row).substring(lastFold.end.column);\n\n        if (trim == -1)\n            return
str.substring(0, column - lastFold.end.column);\n        else if (trim == 1)\n            return str.substring(column -
lastFold.end.column);\n        else\n            return str;\n    };\n\n    this.getFoldLine = function(docRow, startFoldLine)
{\n        var foldData = this.$foldData;\n        var i = 0;\n        if (startFoldLine)\n            i =
foldData.indexOf(startFoldLine);\n        if (i == -1)\n            i = 0;\n        for (i; i < foldData.length; i++) {\n
var foldLine = foldData[i];\n            if (foldLine.start.row <= docRow && foldLine.end.row >= docRow) {\n
  return foldLine;\n            } else if (foldLine.end.row > docRow) {\n                return null;\n            }\n        }\n
return null;\n    };\n    this.getNextFoldLine = function(docRow, startFoldLine) {\n        var foldData =
this.$foldData;\n        var i = 0;\n        if (startFoldLine)\n            i = foldData.indexOf(startFoldLine);\n        if (i == -
1)\n            i = 0;\n        for (i; i < foldData.length; i++) {\n            var foldLine = foldData[i];\n            if
(foldLine.end.row >= docRow) {\n                return foldLine;\n            }\n        }\n        return null;\n    };\n\n
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this.getFoldedRowCount = function(first, last) {\n        var foldData = this.$foldData, rowCount = last-first+1;\n
for (var i = 0; i < foldData.length; i++) {\n            var foldLine = foldData[i],\n                end = foldLine.end.row,\n
          start = foldLine.start.row;\n            if (end >= last) {\n                if (start < last) {\n                    if (start >=
first)\n                        rowCount -= last-start;\n                    else\n                        rowCount = 0; // in one fold\n
   }\n                break;\n            } else if (end >= first){\n                if (start >= first) // fold inside range\n
rowCount -=  end-start;\n                else\n                    rowCount -=  end-first+1;\n            }\n        }\n        return
rowCount;\n    };\n\n    this.$addFoldLine = function(foldLine) {\n        this.$foldData.push(foldLine);\n
this.$foldData.sort(function(a, b) {\n            return a.start.row - b.start.row;\n        });\n        return foldLine;\n    };\n
this.addFold = function(placeholder, range) {\n        var foldData = this.$foldData;\n        var added = false;\n
var fold;\n        \n        if (placeholder instanceof Fold)\n            fold = placeholder;\n        else {\n            fold = new
Fold(range, placeholder);\n            fold.collapseChildren = range.collapseChildren;\n        }\n
this.$clipRangeToDocument(fold.range);\n\n        var startRow = fold.start.row;\n        var startColumn =
fold.start.column;\n        var endRow = fold.end.row;\n        var endColumn = fold.end.column;\n        if (!(startRow
< endRow || \n            startRow == endRow && startColumn <= endColumn - 2))\n            throw new Error(\"The
range has to be at least 2 characters width\");\n\n        var startFold = this.getFoldAt(startRow, startColumn, 1);\n
var endFold = this.getFoldAt(endRow, endColumn, -1);\n        if (startFold && endFold == startFold)\n
return startFold.addSubFold(fold);\n\n        if (startFold && !startFold.range.isStart(startRow, startColumn))\n
this.removeFold(startFold);\n        \n        if (endFold && !endFold.range.isEnd(endRow, endColumn))\n
this.removeFold(endFold);\n        var folds = this.getFoldsInRange(fold.range);\n        if (folds.length > 0) {\n
this.removeFolds(folds);\n            folds.forEach(function(subFold) {\n                fold.addSubFold(subFold);\n
});\n        }\n\n        for (var i = 0; i < foldData.length; i++) {\n            var foldLine = foldData[i];\n            if
(endRow == foldLine.start.row) {\n                foldLine.addFold(fold);\n                added = true;\n                break;\n
      } else if (startRow == foldLine.end.row) {\n                foldLine.addFold(fold);\n                added = true;\n
   if (!fold.sameRow) {\n                    var foldLineNext = foldData[i + 1];\n                    if (foldLineNext &&
foldLineNext.start.row == endRow) {\n                        foldLine.merge(foldLineNext);\n                        break;\n
        }\n                }\n                break;\n            } else if (endRow <= foldLine.start.row) {\n                break;\n
}\n        }\n\n        if (!added)\n            foldLine = this.$addFoldLine(new FoldLine(this.$foldData, fold));\n\n        if
(this.$useWrapMode)\n            this.$updateWrapData(foldLine.start.row, foldLine.start.row);\n        else\n
this.$updateRowLengthCache(foldLine.start.row, foldLine.start.row);\n        this.$modified = true;\n
this._signal(\"changeFold\", { data: fold, action: \"add\" });\n\n        return fold;\n    };\n\n    this.addFolds =
function(folds) {\n        folds.forEach(function(fold) {\n            this.addFold(fold);\n        }, this);\n    };\n\n
this.removeFold = function(fold) {\n        var foldLine = fold.foldLine;\n        var startRow = foldLine.start.row;\n
  var endRow = foldLine.end.row;\n\n        var foldLines = this.$foldData;\n        var folds = foldLine.folds;\n        if
(folds.length == 1) {\n            foldLines.splice(foldLines.indexOf(foldLine), 1);\n        } else\n        if
(foldLine.range.isEnd(fold.end.row, fold.end.column)) {\n            folds.pop();\n            foldLine.end.row =
folds[folds.length - 1].end.row;\n            foldLine.end.column = folds[folds.length - 1].end.column;\n        } else\n
  if (foldLine.range.isStart(fold.start.row, fold.start.column)) {\n            folds.shift();\n            foldLine.start.row =
folds[0].start.row;\n            foldLine.start.column = folds[0].start.column;\n        } else\n        if (fold.sameRow) {\n
        folds.splice(folds.indexOf(fold), 1);\n        } else\n        {\n            var newFoldLine =
foldLine.split(fold.start.row, fold.start.column);\n            folds = newFoldLine.folds;\n            folds.shift();\n
newFoldLine.start.row = folds[0].start.row;\n            newFoldLine.start.column = folds[0].start.column;\n        }\n\n
    if (!this.$updating) {\n            if (this.$useWrapMode)\n                this.$updateWrapData(startRow, endRow);\n
      else\n                this.$updateRowLengthCache(startRow, endRow);\n        }\n        this.$modified = true;\n
this._signal(\"changeFold\", { data: fold, action: \"remove\" });\n    };\n\n    this.removeFolds = function(folds) {\n
  var cloneFolds = [];\n        for (var i = 0; i < folds.length; i++) {\n            cloneFolds.push(folds[i]);\n        }\n\n
cloneFolds.forEach(function(fold) {\n            this.removeFold(fold);\n        }, this);\n        this.$modified = true;\n
};\n\n    this.expandFold = function(fold) {\n        this.removeFold(fold);\n
fold.subFolds.forEach(function(subFold) {\n            fold.restoreRange(subFold);\n            this.addFold(subFold);\n
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    }, this);\n        if (fold.collapseChildren > 0) {\n            this.foldAll(fold.start.row+1, fold.end.row,
fold.collapseChildren-1);\n        }\n        fold.subFolds = [];\n    };\n\n    this.expandFolds = function(folds) {\n
folds.forEach(function(fold) {\n            this.expandFold(fold);\n        }, this);\n    };\n\n    this.unfold =
function(location, expandInner) {\n        var range, folds;\n        if (location == null) {\n            range = new
Range(0, 0, this.getLength(), 0);\n            expandInner = true;\n        } else if (typeof location == \"number\")\n
range = new Range(location, 0, location, this.getLine(location).length);\n        else if (\"row\" in location)\n
range = Range.fromPoints(location, location);\n        else\n            range = location;\n        \n        folds =
this.getFoldsInRangeList(range);\n        if (expandInner) {\n            this.removeFolds(folds);\n        } else {\n
var subFolds = folds;\n            while (subFolds.length) {\n                this.expandFolds(subFolds);\n
subFolds = this.getFoldsInRangeList(range);\n            }\n        }\n        if (folds.length)\n            return folds;\n    };\n
 this.isRowFolded = function(docRow, startFoldRow) {\n        return !!this.getFoldLine(docRow, startFoldRow);\n
};\n\n    this.getRowFoldEnd = function(docRow, startFoldRow) {\n        var foldLine = this.getFoldLine(docRow,
startFoldRow);\n        return foldLine ? foldLine.end.row : docRow;\n    };\n\n    this.getRowFoldStart =
function(docRow, startFoldRow) {\n        var foldLine = this.getFoldLine(docRow, startFoldRow);\n        return
foldLine ? foldLine.start.row : docRow;\n    };\n\n    this.getFoldDisplayLine = function(foldLine, endRow,
endColumn, startRow, startColumn) {\n        if (startRow == null)\n            startRow = foldLine.start.row;\n        if
(startColumn == null)\n            startColumn = 0;\n        if (endRow == null)\n            endRow = foldLine.end.row;\n
    if (endColumn == null)\n            endColumn = this.getLine(endRow).length;\n        var doc = this.doc;\n        var
textLine = \"\";\n\n        foldLine.walk(function(placeholder, row, column, lastColumn) {\n            if (row <
startRow)\n                return;\n            if (row == startRow) {\n                if (column < startColumn)\n
return;\n                lastColumn = Math.max(startColumn, lastColumn);\n            }\n\n            if (placeholder != null)
{\n                textLine += placeholder;\n            } else {\n                textLine +=
doc.getLine(row).substring(lastColumn, column);\n            }\n        }, endRow, endColumn);\n        return
textLine;\n    };\n\n    this.getDisplayLine = function(row, endColumn, startRow, startColumn) {\n        var foldLine
= this.getFoldLine(row);\n\n        if (!foldLine) {\n            var line;\n            line = this.doc.getLine(row);\n
return line.substring(startColumn || 0, endColumn || line.length);\n        } else {\n            return
this.getFoldDisplayLine(\n                foldLine, row, endColumn, startRow, startColumn);\n        }\n    };\n\n
this.$cloneFoldData = function() {\n        var fd = [];\n        fd = this.$foldData.map(function(foldLine) {\n
var folds = foldLine.folds.map(function(fold) {\n                return fold.clone();\n            });\n            return new
FoldLine(fd, folds);\n        });\n\n        return fd;\n    };\n\n    this.toggleFold = function(tryToUnfold) {\n        var
selection = this.selection;\n        var range = selection.getRange();\n        var fold;\n        var bracketPos;\n\n        if
(range.isEmpty()) {\n            var cursor = range.start;\n            fold = this.getFoldAt(cursor.row, cursor.column);\n\n
        if (fold) {\n                this.expandFold(fold);\n                return;\n            } else if (bracketPos =
this.findMatchingBracket(cursor)) {\n                if (range.comparePoint(bracketPos) == 1) {\n                    range.end
= bracketPos;\n                } else {\n                    range.start = bracketPos;\n                    range.start.column++;\n
        range.end.column--;\n                }\n            } else if (bracketPos = this.findMatchingBracket({row: cursor.row,
column: cursor.column + 1})) {\n                if (range.comparePoint(bracketPos) == 1)\n                    range.end =
bracketPos;\n                else\n                    range.start = bracketPos;\n\n                range.start.column++;\n            }
else {\n                range = this.getCommentFoldRange(cursor.row, cursor.column) || range;\n            }\n        } else
{\n            var folds = this.getFoldsInRange(range);\n            if (tryToUnfold && folds.length) {\n
this.expandFolds(folds);\n                return;\n            } else if (folds.length == 1 ) {\n                fold = folds[0];\n
  }\n        }\n\n        if (!fold)\n            fold = this.getFoldAt(range.start.row, range.start.column);\n\n        if (fold &&
fold.range.toString() == range.toString()) {\n            this.expandFold(fold);\n            return;\n        }\n\n        var
placeholder = \"...\";\n        if (!range.isMultiLine()) {\n            placeholder = this.getTextRange(range);\n            if
(placeholder.length < 4)\n                return;\n            placeholder = placeholder.trim().substring(0, 2) + \"..\";\n
}\n\n        this.addFold(placeholder, range);\n    };\n\n    this.getCommentFoldRange = function(row, column, dir)
{\n        var iterator = new TokenIterator(this, row, column);\n        var token = iterator.getCurrentToken();\n        var
type = token.type;\n        if (token && /^comment|string/.test(type)) {\n            type =
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type.match(/comment|string/)[0];\n            if (type == \"comment\")\n                type += \"|doc-start\";\n            var re
= new RegExp(type);\n            var range = new Range();\n            if (dir != 1) {\n                do {\n                    token
= iterator.stepBackward();\n                } while (token && re.test(token.type));\n                iterator.stepForward();\n
    }\n            \n            range.start.row = iterator.getCurrentTokenRow();\n            range.start.column =
iterator.getCurrentTokenColumn() + 2;\n\n            iterator = new TokenIterator(this, row, column);\n            \n
if (dir != -1) {\n                var lastRow = -1;\n                do {\n                    token = iterator.stepForward();\n
  if (lastRow == -1) {\n                        var state = this.getState(iterator.$row);\n                        if (!re.test(state))\n
                    lastRow = iterator.$row;\n                    } else if (iterator.$row > lastRow) {\n                        break;\n
            }\n                } while (token && re.test(token.type));\n                token = iterator.stepBackward();\n            }
else\n                token = iterator.getCurrentToken();\n\n            range.end.row = iterator.getCurrentTokenRow();\n
    range.end.column = iterator.getCurrentTokenColumn() + token.value.length - 2;\n            return range;\n        }\n
 };\n\n    this.foldAll = function(startRow, endRow, depth) {\n        if (depth == undefined)\n            depth = 100000;
// JSON.stringify doesn't hanle Infinity\n        var foldWidgets = this.foldWidgets;\n        if (!foldWidgets)\n
return; // mode doesn't support folding\n        endRow = endRow || this.getLength();\n        startRow = startRow ||
0;\n        for (var row = startRow; row < endRow; row++) {\n            if (foldWidgets[row] == null)\n
foldWidgets[row] = this.getFoldWidget(row);\n            if (foldWidgets[row] != \"start\")\n                continue;\n\n
    var range = this.getFoldWidgetRange(row);\n            if (range && range.isMultiLine()\n                &&
range.end.row <= endRow\n                && range.start.row >= startRow\n            ) {\n                row =
range.end.row;\n                try {\n                    var fold = this.addFold(\"...\", range);\n                    if (fold)\n
        fold.collapseChildren = depth;\n                } catch(e) {}\n            }\n        }\n    };\n    this.$foldStyles = {\n
\"manual\": 1,\n        \"markbegin\": 1,\n        \"markbeginend\": 1\n    };\n    this.$foldStyle = \"markbegin\";\n
this.setFoldStyle = function(style) {\n        if (!this.$foldStyles[style])\n            throw new Error(\"invalid fold style:
\" + style + \"[\" + Object.keys(this.$foldStyles).join(\", \") + \"]\");\n        \n        if (this.$foldStyle == style)\n
return;\n\n        this.$foldStyle = style;\n        \n        if (style == \"manual\")\n            this.unfold();\n        var mode =
this.$foldMode;\n        this.$setFolding(null);\n        this.$setFolding(mode);\n    };\n\n    this.$setFolding =
function(foldMode) {\n        if (this.$foldMode == foldMode)\n            return;\n            \n        this.$foldMode =
foldMode;\n        \n        this.off('change', this.$updateFoldWidgets);\n        this.off('tokenizerUpdate',
this.$tokenizerUpdateFoldWidgets);\n        this._signal(\"changeAnnotation\");\n        \n        if (!foldMode ||
this.$foldStyle == \"manual\") {\n            this.foldWidgets = null;\n            return;\n        }\n        \n
this.foldWidgets = [];\n        this.getFoldWidget = foldMode.getFoldWidget.bind(foldMode, this, this.$foldStyle);\n
    this.getFoldWidgetRange = foldMode.getFoldWidgetRange.bind(foldMode, this, this.$foldStyle);\n        \n
this.$updateFoldWidgets = this.updateFoldWidgets.bind(this);\n        this.$tokenizerUpdateFoldWidgets =
this.tokenizerUpdateFoldWidgets.bind(this);\n        this.on('change', this.$updateFoldWidgets);\n
this.on('tokenizerUpdate', this.$tokenizerUpdateFoldWidgets);\n    };\n\n    this.getParentFoldRangeData = function
(row, ignoreCurrent) {\n        var fw = this.foldWidgets;\n        if (!fw || (ignoreCurrent && fw[row]))\n            return
{};\n\n        var i = row - 1, firstRange;\n        while (i >= 0) {\n            var c = fw[i];\n            if (c == null)\n
 c = fw[i] = this.getFoldWidget(i);\n\n            if (c == \"start\") {\n                var range =
this.getFoldWidgetRange(i);\n                if (!firstRange)\n                    firstRange = range;\n                if (range &&
range.end.row >= row)\n                    break;\n            }\n            i--;\n        }\n\n        return {\n            range: i !== -1
&& range,\n            firstRange: firstRange\n        };\n    };\n\n    this.onFoldWidgetClick = function(row, e) {\n        e
= e.domEvent;\n        var options = {\n            children: e.shiftKey,\n            all: e.ctrlKey || e.metaKey,\n
siblings: e.altKey\n        };\n        \n        var range = this.$toggleFoldWidget(row, options);\n        if (!range) {\n
  var el = (e.target || e.srcElement);\n            if (el && /ace_fold-widget/.test(el.className))\n                el.className
+= \" ace_invalid\";\n        }\n    };\n    \n    this.$toggleFoldWidget = function(row, options) {\n        if
(!this.getFoldWidget)\n            return;\n        var type = this.getFoldWidget(row);\n        var line =
this.getLine(row);\n\n        var dir = type === \"end\" ? -1 : 1;\n        var fold = this.getFoldAt(row, dir === -1 ? 0 :
line.length, dir);\n\n        if (fold) {\n            if (options.children || options.all)\n                this.removeFold(fold);\n
    else\n                this.expandFold(fold);\n            return fold;\n        }\n\n        var range =
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this.getFoldWidgetRange(row, true);\n        if (range && !range.isMultiLine()) {\n            fold =
this.getFoldAt(range.start.row, range.start.column, 1);\n            if (fold && range.isEqual(fold.range)) {\n
this.removeFold(fold);\n                return fold;\n            }\n        }\n        \n        if (options.siblings) {\n            var
data = this.getParentFoldRangeData(row);\n            if (data.range) {\n                var startRow = data.range.start.row
+ 1;\n                var endRow = data.range.end.row;\n            }\n            this.foldAll(startRow, endRow, options.all ?
10000 : 0);\n        } else if (options.children) {\n            endRow = range ? range.end.row : this.getLength();\n
this.foldAll(row + 1, endRow, options.all ? 10000 : 0);\n        } else if (range) {\n            if (options.all) \n
range.collapseChildren = 10000;\n            this.addFold(\"...\", range);\n        }\n        \n        return range;\n    };\n    \n
  \n    \n    this.toggleFoldWidget = function(toggleParent) {\n        var row = this.selection.getCursor().row;\n
row = this.getRowFoldStart(row);\n        var range = this.$toggleFoldWidget(row, {});\n        \n        if (range)\n
  return;\n        var data = this.getParentFoldRangeData(row, true);\n        range = data.range || data.firstRange;\n
\n        if (range) {\n            row = range.start.row;\n            var fold = this.getFoldAt(row, this.getLine(row).length,
1);\n\n            if (fold) {\n                this.removeFold(fold);\n            } else {\n                this.addFold(\"...\", range);\n
        }\n        }\n    };\n\n    this.updateFoldWidgets = function(delta) {\n        var firstRow = delta.start.row;\n
var len = delta.end.row - firstRow;\n\n        if (len === 0) {\n            this.foldWidgets[firstRow] = null;\n        } else
if (delta.action == 'remove') {\n            this.foldWidgets.splice(firstRow, len + 1, null);\n        } else {\n            var
args = Array(len + 1);\n            args.unshift(firstRow, 1);\n            this.foldWidgets.splice.apply(this.foldWidgets,
args);\n        }\n    };\n    this.tokenizerUpdateFoldWidgets = function(e) {\n        var rows = e.data;\n        if
(rows.first != rows.last) {\n            if (this.foldWidgets.length > rows.first)\n
this.foldWidgets.splice(rows.first, this.foldWidgets.length);\n        }\n    };\n}\n\nexports.Folding =
Folding;\n\n});\n\nace.define(\"ace/edit_session/bracket_match\",[\"require\",\"exports\",\"module\",\"ace/token_iter
ator\",\"ace/range\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar TokenIterator =
acequire(\"../token_iterator\").TokenIterator;\nvar Range = acequire(\"../range\").Range;\n\n\nfunction
BracketMatch() {\n\n    this.findMatchingBracket = function(position, chr) {\n        if (position.column == 0) return
null;\n\n        var charBeforeCursor = chr || this.getLine(position.row).charAt(position.column-1);\n        if
(charBeforeCursor == \"\") return null;\n\n        var match = charBeforeCursor.match(/([\\(\\[\\{])|([\\)\\]\\}])/);\n
if (!match)\n            return null;\n\n        if (match[1])\n            return this.$findClosingBracket(match[1], position);\n
      else\n            return this.$findOpeningBracket(match[2], position);\n    };\n    \n    this.getBracketRange =
function(pos) {\n        var line = this.getLine(pos.row);\n        var before = true, range;\n\n        var chr =
line.charAt(pos.column-1);\n        var match = chr && chr.match(/([\\(\\[\\{])|([\\)\\]\\}])/);\n        if (!match) {\n
  chr = line.charAt(pos.column);\n            pos = {row: pos.row, column: pos.column + 1};\n            match = chr &&
chr.match(/([\\(\\[\\{])|([\\)\\]\\}])/);\n            before = false;\n        }\n        if (!match)\n            return null;\n\n        if
(match[1]) {\n            var bracketPos = this.$findClosingBracket(match[1], pos);\n            if (!bracketPos)\n
return null;\n            range = Range.fromPoints(pos, bracketPos);\n            if (!before) {\n
range.end.column++;\n                range.start.column--;\n            }\n            range.cursor = range.end;\n        } else {\n
          var bracketPos = this.$findOpeningBracket(match[2], pos);\n            if (!bracketPos)\n                return null;\n
        range = Range.fromPoints(bracketPos, pos);\n            if (!before) {\n                range.start.column++;\n
 range.end.column--;\n            }\n            range.cursor = range.start;\n        }\n        \n        return range;\n    };\n\n
this.$brackets = {\n        \")\": \"(\",\n        \"(\": \")\",\n        \"]\": \"[\",\n        \"[\": \"]\",\n        \"{\": \"}\",\n
\"}\": \"{\"\n    };\n\n    this.$findOpeningBracket = function(bracket, position, typeRe) {\n        var openBracket =
this.$brackets[bracket];\n        var depth = 1;\n\n        var iterator = new TokenIterator(this, position.row,
position.column);\n        var token = iterator.getCurrentToken();\n        if (!token)\n            token =
iterator.stepForward();\n        if (!token)\n            return;\n        \n        if (!typeRe){\n            typeRe = new
RegExp(\n                \"(\\\\.?\" +\n                token.type.replace(\".\", \"\\\\.\").replace(\"rparen\", \".paren\")\n
    .replace(/\\b(?:end)\\b/, \"(?:start|begin|end)\")\n                + \")+\"\n            );\n        }\n        var valueIndex =
position.column - iterator.getCurrentTokenColumn() - 2;\n        var value = token.value;\n        \n        while (true)
{\n        \n            while (valueIndex >= 0) {\n                var chr = value.charAt(valueIndex);\n                if (chr ==
openBracket) {\n                    depth -= 1;\n                    if (depth == 0) {\n                        return {row:
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iterator.getCurrentTokenRow(),\n                    column: valueIndex + iterator.getCurrentTokenColumn()};\n
        }\n            }\n            else if (chr == bracket) {\n                depth += 1;\n            }\n
valueIndex -= 1;\n        }\n        do {\n            token = iterator.stepBackward();\n        } while (token &&
!typeRe.test(token.type));\n\n        if (token == null)\n            break;\n            \n        value = token.value;\n
        valueIndex = value.length - 1;\n        }\n        \n        return null;\n    };\n\n    this.$findClosingBracket =
function(bracket, position, typeRe) {\n        var closingBracket = this.$brackets[bracket];\n        var depth = 1;\n\n
 var iterator = new TokenIterator(this, position.row, position.column);\n        var token =
iterator.getCurrentToken();\n        if (!token)\n            token = iterator.stepForward();\n        if (!token)\n
return;\n\n        if (!typeRe){\n            typeRe = new RegExp(\n                \"(\\\\.?\" +\n
token.type.replace(\".\", \"\\\\.\").replace(\"lparen\", \".paren\")\n                .replace(/\\b(?:start|begin)\\b/,
\"(?:start|begin|end)\")\n                + \")+\"\n            );\n        }\n        var valueIndex = position.column -
iterator.getCurrentTokenColumn();\n\n        while (true) {\n\n            var value = token.value;\n            var
valueLength = value.length;\n            while (valueIndex < valueLength) {\n                var chr =
value.charAt(valueIndex);\n                if (chr == closingBracket) {\n                    depth -= 1;\n                    if (depth
== 0) {\n                        return {row: iterator.getCurrentTokenRow(),\n                        column: valueIndex +
iterator.getCurrentTokenColumn()};\n                    }\n                }\n                else if (chr == bracket) {\n
depth += 1;\n                }\n                valueIndex += 1;\n            }\n            do {\n                token =
iterator.stepForward();\n            } while (token && !typeRe.test(token.type));\n\n            if (token == null)\n
break;\n\n            valueIndex = 0;\n        }\n        \n        return null;\n    };\n}\nexports.BracketMatch =
BracketMatch;\n\n});\n\nace.define(\"ace/edit_session\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/lib/l
ang\",\"ace/bidihandler\",\"ace/config\",\"ace/lib/event_emitter\",\"ace/selection\",\"ace/mode/text\",\"ace/range\",\"a
ce/document\",\"ace/background_tokenizer\",\"ace/search_highlight\",\"ace/edit_session/folding\",\"ace/edit_session
/bracket_match\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar oop = acequire(\"./lib/oop\");\nvar
lang = acequire(\"./lib/lang\");\nvar BidiHandler = acequire(\"./bidihandler\").BidiHandler;\nvar config =
acequire(\"./config\");\nvar EventEmitter = acequire(\"./lib/event_emitter\").EventEmitter;\nvar Selection =
acequire(\"./selection\").Selection;\nvar TextMode = acequire(\"./mode/text\").Mode;\nvar Range =
acequire(\"./range\").Range;\nvar Document = acequire(\"./document\").Document;\nvar BackgroundTokenizer =
acequire(\"./background_tokenizer\").BackgroundTokenizer;\nvar SearchHighlight =
acequire(\"./search_highlight\").SearchHighlight;\n\nvar EditSession = function(text, mode) {\n    this.$breakpoints
= [];\n    this.$decorations = [];\n    this.$frontMarkers = {};\n    this.$backMarkers = {};\n    this.$markerId = 1;\n
this.$undoSelect = true;\n\n    this.$foldData = [];\n    this.id = \"session\" + (++EditSession.$uid);\n
this.$foldData.toString = function() {\n        return this.join(\"\\n\");\n    };\n    this.on(\"changeFold\",
this.onChangeFold.bind(this));\n    this.$onChange = this.onChange.bind(this);\n\n    if (typeof text != \"object\" ||
!text.getLine)\n        text = new Document(text);\n\n    this.$bidiHandler = new BidiHandler(this);\n
this.setDocument(text);\n    this.selection = new Selection(this);\n\n    config.resetOptions(this);\n
this.setMode(mode);\n    config._signal(\"session\", this);\n};\n\n\nEditSession.$uid = 0;\n\n(function() {\n\n
oop.implement(this, EventEmitter);\n    this.setDocument = function(doc) {\n        if (this.doc)\n
this.doc.removeListener(\"change\", this.$onChange);\n\n        this.doc = doc;\n        doc.on(\"change\",
this.$onChange);\n\n        if (this.bgTokenizer)\n            this.bgTokenizer.setDocument(this.getDocument());\n\n
this.resetCaches();\n    };\n    this.getDocument = function() {\n        return this.doc;\n    };\n    this.$resetRowCache
= function(docRow) {\n        if (!docRow) {\n            this.$docRowCache = [];\n            this.$screenRowCache =
[];\n            return;\n        }\n        var l = this.$docRowCache.length;\n        var i =
this.$getRowCacheIndex(this.$docRowCache, docRow) + 1;\n        if (l > i) {\n            this.$docRowCache.splice(i,
l);\n            this.$screenRowCache.splice(i, l);\n        }\n    };\n\n    this.$getRowCacheIndex = function(cacheArray,
val) {\n        var low = 0;\n        var hi = cacheArray.length - 1;\n\n        while (low <= hi) {\n            var mid = (low
+ hi) >> 1;\n            var c = cacheArray[mid];\n\n            if (val > c)\n                low = mid + 1;\n            else if (val <
c)\n                hi = mid - 1;\n            else\n                return mid;\n        }\n\n        return low -1;\n    };\n\n
this.resetCaches = function() {\n        this.$modified = true;\n        this.$wrapData = [];\n        this.$rowLengthCache
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= [];\n        this.$resetRowCache(0);\n        if (this.bgTokenizer)\n            this.bgTokenizer.start(0);\n    };\n\n
this.onChangeFold = function(e) {\n        var fold = e.data;\n        this.$resetRowCache(fold.start.row);\n    };\n\n
this.onChange = function(delta) {\n        this.$modified = true;\n        this.$bidiHandler.onChange(delta);\n
this.$resetRowCache(delta.start.row);\n\n        var removedFolds = this.$updateInternalDataOnChange(delta);\n
if (!this.$fromUndo && this.$undoManager && !delta.ignore) {\n            this.$deltasDoc.push(delta);\n            if
(removedFolds && removedFolds.length != 0) {\n                this.$deltasFold.push({\n                    action:
\"removeFolds\",\n                    folds:  removedFolds\n                });\n            }\n\n
this.$informUndoManager.schedule();\n        }\n\n        this.bgTokenizer &&
this.bgTokenizer.$updateOnChange(delta);\n        this._signal(\"change\", delta);\n    };\n    this.setValue =
function(text) {\n        this.doc.setValue(text);\n        this.selection.moveTo(0, 0);\n\n        this.$resetRowCache(0);\n
    this.$deltas = [];\n        this.$deltasDoc = [];\n        this.$deltasFold = [];\n
this.setUndoManager(this.$undoManager);\n        this.getUndoManager().reset();\n    };\n    this.getValue =\n
this.toString = function() {\n        return this.doc.getValue();\n    };\n    this.getSelection = function() {\n        return
this.selection;\n    };\n    this.getState = function(row) {\n        return this.bgTokenizer.getState(row);\n    };\n
this.getTokens = function(row) {\n        return this.bgTokenizer.getTokens(row);\n    };\n    this.getTokenAt =
function(row, column) {\n        var tokens = this.bgTokenizer.getTokens(row);\n        var token, c = 0;\n        if
(column == null) {\n            var i = tokens.length - 1;\n            c = this.getLine(row).length;\n        } else {\n
for (var i = 0; i < tokens.length; i++) {\n                c += tokens[i].value.length;\n                if (c >= column)\n
    break;\n            }\n        }\n        token = tokens[i];\n        if (!token)\n            return null;\n        token.index = i;\n
   token.start = c - token.value.length;\n        return token;\n    };\n    this.setUndoManager = function(undoManager)
{\n        this.$undoManager = undoManager;\n        this.$deltas = [];\n        this.$deltasDoc = [];\n
this.$deltasFold = [];\n\n        if (this.$informUndoManager)\n            this.$informUndoManager.cancel();\n\n        if
(undoManager) {\n            var self = this;\n\n            this.$syncInformUndoManager = function() {\n
self.$informUndoManager.cancel();\n\n                if (self.$deltasFold.length) {\n                    self.$deltas.push({\n
                group: \"fold\",\n                    deltas: self.$deltasFold\n                });\n                    self.$deltasFold =
[];\n                }\n\n                if (self.$deltasDoc.length) {\n                    self.$deltas.push({\n                    group:
\"doc\",\n                    deltas: self.$deltasDoc\n                });\n                    self.$deltasDoc = [];\n                }\n\n
            if (self.$deltas.length > 0) {\n                    undoManager.execute({\n                    action: \"aceupdate\",\n
                    args: [self.$deltas, self],\n                    merge: self.mergeUndoDeltas\n                });\n                }\n
            self.mergeUndoDeltas = false;\n                self.$deltas = [];\n            };\n            this.$informUndoManager =
lang.delayedCall(this.$syncInformUndoManager);\n        }\n    };\n    this.markUndoGroup = function() {\n        if
(this.$syncInformUndoManager)\n            this.$syncInformUndoManager();\n    };\n    \n
this.$defaultUndoManager = {\n        undo: function() {},\n        redo: function() {},\n        reset: function() {}\n
};\n    this.getUndoManager = function() {\n        return this.$undoManager || this.$defaultUndoManager;\n    };\n
this.getTabString = function() {\n        if (this.getUseSoftTabs()) {\n            return lang.stringRepeat(\" \",
this.getTabSize());\n        } else {\n            return \"\\t\";\n        }\n    };\n    this.setUseSoftTabs = function(val) {\n
 this.setOption(\"useSoftTabs\", val);\n    };\n    this.getUseSoftTabs = function() {\n        return this.$useSoftTabs
&& !this.$mode.$indentWithTabs;\n    };\n    this.setTabSize = function(tabSize) {\n        this.setOption(\"tabSize\",
tabSize);\n    };\n    this.getTabSize = function() {\n        return this.$tabSize;\n    };\n    this.isTabStop =
function(position) {\n        return this.$useSoftTabs && (position.column % this.$tabSize === 0);\n    };\n
this.setNavigateWithinSoftTabs = function (navigateWithinSoftTabs) {\n
this.setOption(\"navigateWithinSoftTabs\", navigateWithinSoftTabs);\n    };\n    this.getNavigateWithinSoftTabs =
function() {\n        return this.$navigateWithinSoftTabs;\n    };\n\n    this.$overwrite = false;\n    this.setOverwrite =
function(overwrite) {\n        this.setOption(\"overwrite\", overwrite);\n    };\n    this.getOverwrite = function() {\n
return this.$overwrite;\n    };\n    this.toggleOverwrite = function() {\n        this.setOverwrite(!this.$overwrite);\n
};\n    this.addGutterDecoration = function(row, className) {\n        if (!this.$decorations[row])\n
this.$decorations[row] = \"\";\n        this.$decorations[row] += \" \" + className;\n
this._signal(\"changeBreakpoint\", {});\n    };\n    this.removeGutterDecoration = function(row, className) {\n
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this.$decorations[row] = (this.$decorations[row] || \"\").replace(\" \" + className, \"\");\n
this._signal(\"changeBreakpoint\", {});\n    };\n    this.getBreakpoints = function() {\n        return
this.$breakpoints;\n    };\n    this.setBreakpoints = function(rows) {\n        this.$breakpoints = [];\n        for (var i=0;
i<rows.length; i++) {\n            this.$breakpoints[rows[i]] = \"ace_breakpoint\";\n        }\n
this._signal(\"changeBreakpoint\", {});\n    };\n    this.clearBreakpoints = function() {\n        this.$breakpoints = [];\n
    this._signal(\"changeBreakpoint\", {});\n    };\n    this.setBreakpoint = function(row, className) {\n        if
(className === undefined)\n            className = \"ace_breakpoint\";\n        if (className)\n
this.$breakpoints[row] = className;\n        else\n            delete this.$breakpoints[row];\n
this._signal(\"changeBreakpoint\", {});\n    };\n    this.clearBreakpoint = function(row) {\n        delete
this.$breakpoints[row];\n        this._signal(\"changeBreakpoint\", {});\n    };\n    this.addMarker = function(range,
clazz, type, inFront) {\n        var id = this.$markerId++;\n\n        var marker = {\n            range : range,\n            type
: type || \"line\",\n            renderer: typeof type == \"function\" ? type : null,\n            clazz : clazz,\n            inFront:
!!inFront,\n            id: id\n        };\n\n        if (inFront) {\n            this.$frontMarkers[id] = marker;\n
this._signal(\"changeFrontMarker\");\n        } else {\n            this.$backMarkers[id] = marker;\n
this._signal(\"changeBackMarker\");\n        }\n\n        return id;\n    };\n    this.addDynamicMarker =
function(marker, inFront) {\n        if (!marker.update)\n            return;\n        var id = this.$markerId++;\n
marker.id = id;\n        marker.inFront = !!inFront;\n\n        if (inFront) {\n            this.$frontMarkers[id] = marker;\n
        this._signal(\"changeFrontMarker\");\n        } else {\n            this.$backMarkers[id] = marker;\n
this._signal(\"changeBackMarker\");\n        }\n\n        return marker;\n    };\n    this.removeMarker =
function(markerId) {\n        var marker = this.$frontMarkers[markerId] || this.$backMarkers[markerId];\n        if
(!marker)\n            return;\n\n        var markers = marker.inFront ? this.$frontMarkers : this.$backMarkers;\n        if
(marker) {\n            delete (markers[markerId]);\n            this._signal(marker.inFront ? \"changeFrontMarker\" :
\"changeBackMarker\");\n        }\n    };\n    this.getMarkers = function(inFront) {\n        return inFront ?
this.$frontMarkers : this.$backMarkers;\n    };\n\n    this.highlight = function(re) {\n        if (!this.$searchHighlight)
{\n            var highlight = new SearchHighlight(null, \"ace_selected-word\", \"text\");\n            this.$searchHighlight
= this.addDynamicMarker(highlight);\n        }\n        this.$searchHighlight.setRegexp(re);\n    };\n
this.highlightLines = function(startRow, endRow, clazz, inFront) {\n        if (typeof endRow != \"number\") {\n
 clazz = endRow;\n            endRow = startRow;\n        }\n        if (!clazz)\n            clazz = \"ace_step\";\n\n        var
range = new Range(startRow, 0, endRow, Infinity);\n        range.id = this.addMarker(range, clazz, \"fullLine\",
inFront);\n        return range;\n    };\n    this.setAnnotations = function(annotations) {\n        this.$annotations =
annotations;\n        this._signal(\"changeAnnotation\", {});\n    };\n    this.getAnnotations = function() {\n        return
this.$annotations || [];\n    };\n    this.clearAnnotations = function() {\n        this.setAnnotations([]);\n    };\n
this.$detectNewLine = function(text) {\n        var match = text.match(/^.*?(\\r?\\n)/m);\n        if (match) {\n
this.$autoNewLine = match[1];\n        } else {\n            this.$autoNewLine = \"\\n\";\n        }\n    };\n
this.getWordRange = function(row, column) {\n        var line = this.getLine(row);\n\n        var inToken = false;\n
if (column > 0)\n            inToken = !!line.charAt(column - 1).match(this.tokenRe);\n\n        if (!inToken)\n
inToken = !!line.charAt(column).match(this.tokenRe);\n\n        if (inToken)\n            var re = this.tokenRe;\n
else if (/^\\s+$/.test(line.slice(column-1, column+1)))\n            var re = /\\s/;\n        else\n            var re =
this.nonTokenRe;\n\n        var start = column;\n        if (start > 0) {\n            do {\n                start--;\n            }\n
  while (start >= 0 && line.charAt(start).match(re));\n            start++;\n        }\n\n        var end = column;\n
while (end < line.length && line.charAt(end).match(re)) {\n            end++;\n        }\n\n        return new Range(row,
start, row, end);\n    };\n    this.getAWordRange = function(row, column) {\n        var wordRange =
this.getWordRange(row, column);\n        var line = this.getLine(wordRange.end.row);\n\n        while
(line.charAt(wordRange.end.column).match(/[ \\t]/)) {\n            wordRange.end.column += 1;\n        }\n        return
wordRange;\n    };\n    this.setNewLineMode = function(newLineMode) {\n
this.doc.setNewLineMode(newLineMode);\n    };\n    this.getNewLineMode = function() {\n        return
this.doc.getNewLineMode();\n    };\n    this.setUseWorker = function(useWorker) { this.setOption(\"useWorker\",
useWorker); };\n    this.getUseWorker = function() { return this.$useWorker; };\n    this.onReloadTokenizer =
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function(e) {\n        var rows = e.data;\n        this.bgTokenizer.start(rows.first);\n
this._signal(\"tokenizerUpdate\", e);\n    };\n\n    this.$modes = {};\n    this.$mode = null;\n    this.$modeId = null;\n
 this.setMode = function(mode, cb) {\n        if (mode && typeof mode === \"object\") {\n            if
(mode.getTokenizer)\n                return this.$onChangeMode(mode);\n            var options = mode;\n            var path
= options.path;\n        } else {\n            path = mode || \"ace/mode/text\";\n        }\n        if
(!this.$modes[\"ace/mode/text\"])\n            this.$modes[\"ace/mode/text\"] = new TextMode();\n\n        if
(this.$modes[path] && !options) {\n            this.$onChangeMode(this.$modes[path]);\n            cb && cb();\n
return;\n        }\n        this.$modeId = path;\n        config.loadModule([\"mode\", path], function(m) {\n            if
(this.$modeId !== path)\n                return cb && cb();\n            if (this.$modes[path] && !options) {\n
this.$onChangeMode(this.$modes[path]);\n            } else if (m && m.Mode) {\n                m = new
m.Mode(options);\n                if (!options) {\n                    this.$modes[path] = m;\n                    m.$id = path;\n
        }\n                this.$onChangeMode(m);\n            }\n            cb && cb();\n        }.bind(this));\n        if
(!this.$mode)\n            this.$onChangeMode(this.$modes[\"ace/mode/text\"], true);\n    };\n\n
this.$onChangeMode = function(mode, $isPlaceholder) {\n        if (!$isPlaceholder)\n            this.$modeId =
mode.$id;\n        if (this.$mode === mode) \n            return;\n\n        this.$mode = mode;\n\n
this.$stopWorker();\n\n        if (this.$useWorker)\n            this.$startWorker();\n\n        var tokenizer =
mode.getTokenizer();\n\n        if(tokenizer.addEventListener !== undefined) {\n            var onReloadTokenizer =
this.onReloadTokenizer.bind(this);\n            tokenizer.addEventListener(\"update\", onReloadTokenizer);\n
}\n\n        if (!this.bgTokenizer) {\n            this.bgTokenizer = new BackgroundTokenizer(tokenizer);\n            var
_self = this;\n            this.bgTokenizer.addEventListener(\"update\", function(e) {\n
_self._signal(\"tokenizerUpdate\", e);\n            });\n        } else {\n
this.bgTokenizer.setTokenizer(tokenizer);\n        }\n\n        this.bgTokenizer.setDocument(this.getDocument());\n\n
    this.tokenRe = mode.tokenRe;\n        this.nonTokenRe = mode.nonTokenRe;\n\n        \n        if (!$isPlaceholder)
{\n            if (mode.attachToSession)\n                mode.attachToSession(this);\n
this.$options.wrapMethod.set.call(this, this.$wrapMethod);\n            this.$setFolding(mode.foldingRules);\n
this.bgTokenizer.start(0);\n            this._emit(\"changeMode\");\n        }\n    };\n\n    this.$stopWorker = function()
{\n        if (this.$worker) {\n            this.$worker.terminate();\n            this.$worker = null;\n        }\n    };\n\n
this.$startWorker = function() {\n        try {\n            this.$worker = this.$mode.createWorker(this);\n        } catch (e)
{\n            config.warn(\"Could not load worker\", e);\n            this.$worker = null;\n        }\n    };\n    this.getMode =
function() {\n        return this.$mode;\n    };\n\n    this.$scrollTop = 0;\n    this.setScrollTop = function(scrollTop) {\n
    if (this.$scrollTop === scrollTop || isNaN(scrollTop))\n            return;\n\n        this.$scrollTop = scrollTop;\n
this._signal(\"changeScrollTop\", scrollTop);\n    };\n    this.getScrollTop = function() {\n        return
this.$scrollTop;\n    };\n\n    this.$scrollLeft = 0;\n    this.setScrollLeft = function(scrollLeft) {\n        if
(this.$scrollLeft === scrollLeft || isNaN(scrollLeft))\n            return;\n\n        this.$scrollLeft = scrollLeft;\n
this._signal(\"changeScrollLeft\", scrollLeft);\n    };\n    this.getScrollLeft = function() {\n        return
this.$scrollLeft;\n    };\n    this.getScreenWidth = function() {\n        this.$computeWidth();\n        if
(this.lineWidgets) \n            return Math.max(this.getLineWidgetMaxWidth(), this.screenWidth);\n        return
this.screenWidth;\n    };\n    \n    this.getLineWidgetMaxWidth = function() {\n        if (this.lineWidgetsWidth !=
null) return this.lineWidgetsWidth;\n        var width = 0;\n        this.lineWidgets.forEach(function(w) {\n            if (w
&& w.screenWidth > width)\n                width = w.screenWidth;\n        });\n        return this.lineWidgetWidth =
width;\n    };\n\n    this.$computeWidth = function(force) {\n        if (this.$modified || force) {\n
this.$modified = false;\n\n            if (this.$useWrapMode)\n                return this.screenWidth = this.$wrapLimit;\n\n
        var lines = this.doc.getAllLines();\n            var cache = this.$rowLengthCache;\n            var longestScreenLine
= 0;\n            var foldIndex = 0;\n            var foldLine = this.$foldData[foldIndex];\n            var foldStart = foldLine
? foldLine.start.row : Infinity;\n            var len = lines.length;\n\n            for (var i = 0; i < len; i++) {\n                if (i
> foldStart) {\n                    i = foldLine.end.row + 1;\n                    if (i >= len)\n                        break;\n
foldLine = this.$foldData[foldIndex++];\n                    foldStart = foldLine ? foldLine.start.row : Infinity;\n
}\n\n                if (cache[i] == null)\n                    cache[i] = this.$getStringScreenWidth(lines[i])[0];\n\n                if
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(cache[i] > longestScreenLine)\n                    longestScreenLine = cache[i];\n            }\n            this.screenWidth =
longestScreenLine;\n        }\n    };\n    this.getLine = function(row) {\n        return this.doc.getLine(row);\n    };\n
this.getLines = function(firstRow, lastRow) {\n        return this.doc.getLines(firstRow, lastRow);\n    };\n
this.getLength = function() {\n        return this.doc.getLength();\n    };\n    this.getTextRange = function(range) {\n
  return this.doc.getTextRange(range || this.selection.getRange());\n    };\n    this.insert = function(position, text) {\n
    return this.doc.insert(position, text);\n    };\n    this.remove = function(range) {\n        return
this.doc.remove(range);\n    };\n    this.removeFullLines = function(firstRow, lastRow){\n        return
this.doc.removeFullLines(firstRow, lastRow);\n    };\n    this.undoChanges = function(deltas, dontSelect) {\n        if
(!deltas.length)\n            return;\n\n        this.$fromUndo = true;\n        var lastUndoRange = null;\n        for (var i =
deltas.length - 1; i != -1; i--) {\n            var delta = deltas[i];\n            if (delta.group == \"doc\") {\n
this.doc.revertDeltas(delta.deltas);\n                lastUndoRange =\n                    this.$getUndoSelection(delta.deltas,
true, lastUndoRange);\n            } else {\n                delta.deltas.forEach(function(foldDelta) {\n
this.addFolds(foldDelta.folds);\n                }, this);\n            }\n        }\n        this.$fromUndo = false;\n
lastUndoRange &&\n            this.$undoSelect &&\n            !dontSelect &&\n
this.selection.setSelectionRange(lastUndoRange);\n        return lastUndoRange;\n    };\n    this.redoChanges =
function(deltas, dontSelect) {\n        if (!deltas.length)\n            return;\n\n        this.$fromUndo = true;\n        var
lastUndoRange = null;\n        for (var i = 0; i < deltas.length; i++) {\n            var delta = deltas[i];\n            if
(delta.group == \"doc\") {\n                this.doc.applyDeltas(delta.deltas);\n                lastUndoRange =\n
this.$getUndoSelection(delta.deltas, false, lastUndoRange);\n            }\n        }\n        this.$fromUndo = false;\n
lastUndoRange &&\n            this.$undoSelect &&\n            !dontSelect &&\n
this.selection.setSelectionRange(lastUndoRange);\n        return lastUndoRange;\n    };\n    this.setUndoSelect =
function(enable) {\n        this.$undoSelect = enable;\n    };\n\n    this.$getUndoSelection = function(deltas, isUndo,
lastUndoRange) {\n        function isInsert(delta) {\n            return isUndo ? delta.action !== \"insert\" : delta.action
=== \"insert\";\n        }\n\n        var delta = deltas[0];\n        var range, point;\n        var lastDeltaIsInsert = false;\n
if (isInsert(delta)) {\n            range = Range.fromPoints(delta.start, delta.end);\n            lastDeltaIsInsert = true;\n
} else {\n            range = Range.fromPoints(delta.start, delta.start);\n            lastDeltaIsInsert = false;\n        }\n\n
for (var i = 1; i < deltas.length; i++) {\n            delta = deltas[i];\n            if (isInsert(delta)) {\n                point =
delta.start;\n                if (range.compare(point.row, point.column) == -1) {\n                    range.setStart(point);\n
        }\n                point = delta.end;\n                if (range.compare(point.row, point.column) == 1) {\n
range.setEnd(point);\n                }\n                lastDeltaIsInsert = true;\n            } else {\n                point =
delta.start;\n                if (range.compare(point.row, point.column) == -1) {\n                    range =
Range.fromPoints(delta.start, delta.start);\n                }\n                lastDeltaIsInsert = false;\n            }\n        }\n
if (lastUndoRange != null) {\n            if (Range.comparePoints(lastUndoRange.start, range.start) === 0) {\n
lastUndoRange.start.column += range.end.column - range.start.column;\n                lastUndoRange.end.column +=
range.end.column - range.start.column;\n            }\n\n            var cmp = lastUndoRange.compareRange(range);\n
    if (cmp == 1) {\n                range.setStart(lastUndoRange.start);\n            } else if (cmp == -1) {\n
range.setEnd(lastUndoRange.end);\n            }\n        }\n\n        return range;\n    };\n    this.replace = function(range,
text) {\n        return this.doc.replace(range, text);\n    };\n    this.moveText = function(fromRange, toPosition, copy)
{\n        var text = this.getTextRange(fromRange);\n        var folds = this.getFoldsInRange(fromRange);\n\n        var
toRange = Range.fromPoints(toPosition, toPosition);\n        if (!copy) {\n            this.remove(fromRange);\n
var rowDiff = fromRange.start.row - fromRange.end.row;\n            var collDiff = rowDiff ? -fromRange.end.column
: fromRange.start.column - fromRange.end.column;\n            if (collDiff) {\n                if (toRange.start.row ==
fromRange.end.row && toRange.start.column > fromRange.end.column)\n                    toRange.start.column +=
collDiff;\n                if (toRange.end.row == fromRange.end.row && toRange.end.column >
fromRange.end.column)\n                    toRange.end.column += collDiff;\n            }\n            if (rowDiff &&
toRange.start.row >= fromRange.end.row) {\n                toRange.start.row += rowDiff;\n                toRange.end.row
+= rowDiff;\n            }\n        }\n\n        toRange.end = this.insert(toRange.start, text);\n        if (folds.length) {\n
  var oldStart = fromRange.start;\n            var newStart = toRange.start;\n            var rowDiff = newStart.row -
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oldStart.row;\n            var collDiff = newStart.column - oldStart.column;\n
this.addFolds(folds.map(function(x) {\n                x = x.clone();\n                if (x.start.row == oldStart.row)\n
    x.start.column += collDiff;\n                if (x.end.row == oldStart.row)\n                    x.end.column += collDiff;\n
        x.start.row += rowDiff;\n                x.end.row += rowDiff;\n                return x;\n            }));\n        }\n\n
return toRange;\n    };\n    this.indentRows = function(startRow, endRow, indentString) {\n        indentString =
indentString.replace(/\\t/g, this.getTabString());\n        for (var row=startRow; row<=endRow; row++)\n
this.doc.insertInLine({row: row, column: 0}, indentString);\n    };\n    this.outdentRows = function (range) {\n
var rowRange = range.collapseRows();\n        var deleteRange = new Range(0, 0, 0, 0);\n        var size =
this.getTabSize();\n\n        for (var i = rowRange.start.row; i <= rowRange.end.row; ++i) {\n            var line =
this.getLine(i);\n\n            deleteRange.start.row = i;\n            deleteRange.end.row = i;\n            for (var j = 0; j <
size; ++j)\n                if (line.charAt(j) != ' ')\n                    break;\n            if (j < size && line.charAt(j) == '\\t') {\n
        deleteRange.start.column = j;\n                deleteRange.end.column = j + 1;\n            } else {\n
deleteRange.start.column = 0;\n                deleteRange.end.column = j;\n            }\n
this.remove(deleteRange);\n        }\n    };\n\n    this.$moveLines = function(firstRow, lastRow, dir) {\n        firstRow
= this.getRowFoldStart(firstRow);\n        lastRow = this.getRowFoldEnd(lastRow);\n        if (dir < 0) {\n            var
row = this.getRowFoldStart(firstRow + dir);\n            if (row < 0) return 0;\n            var diff = row-firstRow;\n        }
else if (dir > 0) {\n            var row = this.getRowFoldEnd(lastRow + dir);\n            if (row > this.doc.getLength()-1)
return 0;\n            var diff = row-lastRow;\n        } else {\n            firstRow =
this.$clipRowToDocument(firstRow);\n            lastRow = this.$clipRowToDocument(lastRow);\n            var diff =
lastRow - firstRow + 1;\n        }\n\n        var range = new Range(firstRow, 0, lastRow, Number.MAX_VALUE);\n
  var folds = this.getFoldsInRange(range).map(function(x){\n            x = x.clone();\n            x.start.row += diff;\n
    x.end.row += diff;\n            return x;\n        });\n        \n        var lines = dir == 0\n            ?
this.doc.getLines(firstRow, lastRow)\n            : this.doc.removeFullLines(firstRow, lastRow);\n
this.doc.insertFullLines(firstRow+diff, lines);\n        folds.length && this.addFolds(folds);\n        return diff;\n    };\n
  this.moveLinesUp = function(firstRow, lastRow) {\n        return this.$moveLines(firstRow, lastRow, -1);\n    };\n
this.moveLinesDown = function(firstRow, lastRow) {\n        return this.$moveLines(firstRow, lastRow, 1);\n    };\n
this.duplicateLines = function(firstRow, lastRow) {\n        return this.$moveLines(firstRow, lastRow, 0);\n
};\n\n\n    this.$clipRowToDocument = function(row) {\n        return Math.max(0, Math.min(row,
this.doc.getLength()-1));\n    };\n\n    this.$clipColumnToRow = function(row, column) {\n        if (column < 0)\n
    return 0;\n        return Math.min(this.doc.getLine(row).length, column);\n    };\n\n\n
this.$clipPositionToDocument = function(row, column) {\n        column = Math.max(0, column);\n\n        if (row <
0) {\n            row = 0;\n            column = 0;\n        } else {\n            var len = this.doc.getLength();\n            if (row
>= len) {\n                row = len - 1;\n                column = this.doc.getLine(len-1).length;\n            } else {\n
column = Math.min(this.doc.getLine(row).length, column);\n            }\n        }\n\n        return {\n            row: row,\n
        column: column\n        };\n    };\n\n    this.$clipRangeToDocument = function(range) {\n        if
(range.start.row < 0) {\n            range.start.row = 0;\n            range.start.column = 0;\n        } else {\n
range.start.column = this.$clipColumnToRow(\n                range.start.row,\n                range.start.column\n
);\n        }\n\n        var len = this.doc.getLength() - 1;\n        if (range.end.row > len) {\n            range.end.row =
len;\n            range.end.column = this.doc.getLine(len).length;\n        } else {\n            range.end.column =
this.$clipColumnToRow(\n                range.end.row,\n                range.end.column\n            );\n        }\n        return
range;\n    };\n    this.$wrapLimit = 80;\n    this.$useWrapMode = false;\n    this.$wrapLimitRange = {\n        min :
null,\n        max : null\n    };\n    this.setUseWrapMode = function(useWrapMode) {\n        if (useWrapMode !=
this.$useWrapMode) {\n            this.$useWrapMode = useWrapMode;\n            this.$modified = true;\n
this.$resetRowCache(0);\n            if (useWrapMode) {\n                var len = this.getLength();\n
this.$wrapData = Array(len);\n                this.$updateWrapData(0, len - 1);\n            }\n\n
this._signal(\"changeWrapMode\");\n        }\n    };\n    this.getUseWrapMode = function() {\n        return
this.$useWrapMode;\n    };\n    this.setWrapLimitRange = function(min, max) {\n        if (this.$wrapLimitRange.min
!== min || this.$wrapLimitRange.max !== max) {\n            this.$wrapLimitRange = { min: min, max: max };\n
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this.$modified = true;\n            this.$bidiHandler.markAsDirty();\n            if (this.$useWrapMode)\n
this._signal(\"changeWrapMode\");\n        }\n    };\n    this.adjustWrapLimit = function(desiredLimit, $printMargin)
{\n        var limits = this.$wrapLimitRange;\n        if (limits.max < 0)\n            limits = {min: $printMargin, max:
$printMargin};\n        var wrapLimit = this.$constrainWrapLimit(desiredLimit, limits.min, limits.max);\n        if
(wrapLimit != this.$wrapLimit && wrapLimit > 1) {\n            this.$wrapLimit = wrapLimit;\n            this.$modified
= true;\n            if (this.$useWrapMode) {\n                this.$updateWrapData(0, this.getLength() - 1);\n
this.$resetRowCache(0);\n                this._signal(\"changeWrapLimit\");\n            }\n            return true;\n        }\n
 return false;\n    };\n\n    this.$constrainWrapLimit = function(wrapLimit, min, max) {\n        if (min)\n
wrapLimit = Math.max(min, wrapLimit);\n\n        if (max)\n            wrapLimit = Math.min(max, wrapLimit);\n\n
 return wrapLimit;\n    };\n    this.getWrapLimit = function() {\n        return this.$wrapLimit;\n    };\n
this.setWrapLimit = function (limit) {\n        this.setWrapLimitRange(limit, limit);\n    };\n
this.getWrapLimitRange = function() {\n        return {\n            min : this.$wrapLimitRange.min,\n            max :
this.$wrapLimitRange.max\n        };\n    };\n\n    this.$updateInternalDataOnChange = function(delta) {\n        var
useWrapMode = this.$useWrapMode;\n        var action = delta.action;\n        var start = delta.start;\n        var end =
delta.end;\n        var firstRow = start.row;\n        var lastRow = end.row;\n        var len = lastRow - firstRow;\n
var removedFolds = null;\n        \n        this.$updating = true;\n        if (len != 0) {\n            if (action === \"remove\")
{\n                this[useWrapMode ? \"$wrapData\" : \"$rowLengthCache\"].splice(firstRow, len);\n\n                var
foldLines = this.$foldData;\n                removedFolds = this.getFoldsInRange(delta);\n
this.removeFolds(removedFolds);\n\n                var foldLine = this.getFoldLine(end.row);\n                var idx = 0;\n
            if (foldLine) {\n                    foldLine.addRemoveChars(end.row, end.column, start.column - end.column);\n
                foldLine.shiftRow(-len);\n\n                    var foldLineBefore = this.getFoldLine(firstRow);\n
if (foldLineBefore && foldLineBefore !== foldLine) {\n                        foldLineBefore.merge(foldLine);\n
        foldLine = foldLineBefore;\n                    }\n                    idx = foldLines.indexOf(foldLine) + 1;\n
}\n\n                for (idx; idx < foldLines.length; idx++) {\n                    var foldLine = foldLines[idx];\n                    if
(foldLine.start.row >= end.row) {\n                        foldLine.shiftRow(-len);\n                    }\n                }\n\n
lastRow = firstRow;\n            } else {\n                var args = Array(len);\n                args.unshift(firstRow, 0);\n
    var arr = useWrapMode ? this.$wrapData : this.$rowLengthCache;\n                arr.splice.apply(arr, args);\n
  var foldLines = this.$foldData;\n                var foldLine = this.getFoldLine(firstRow);\n                var idx = 0;\n
        if (foldLine) {\n                    var cmp = foldLine.range.compareInside(start.row, start.column);\n                    if
(cmp == 0) {\n                        foldLine = foldLine.split(start.row, start.column);\n                        if (foldLine) {\n
                    foldLine.shiftRow(len);\n                        foldLine.addRemoveChars(lastRow, 0, end.column -
start.column);\n                        }\n                    } else\n                    if (cmp == -1) {\n
foldLine.addRemoveChars(firstRow, 0, end.column - start.column);\n                        foldLine.shiftRow(len);\n
        }\n                    idx = foldLines.indexOf(foldLine) + 1;\n                }\n\n                for (idx; idx <
foldLines.length; idx++) {\n                    var foldLine = foldLines[idx];\n                    if (foldLine.start.row >=
firstRow) {\n                        foldLine.shiftRow(len);\n                    }\n                }\n            }\n        } else {\n
len = Math.abs(delta.start.column - delta.end.column);\n            if (action === \"remove\") {\n
removedFolds = this.getFoldsInRange(delta);\n                this.removeFolds(removedFolds);\n\n                len = -
len;\n            }\n            var foldLine = this.getFoldLine(firstRow);\n            if (foldLine) {\n
foldLine.addRemoveChars(firstRow, start.column, len);\n            }\n        }\n\n        if (useWrapMode &&
this.$wrapData.length != this.doc.getLength()) {\n            console.error(\"doc.getLength() and $wrapData.length
have to be the same!\");\n        }\n        this.$updating = false;\n\n        if (useWrapMode)\n
this.$updateWrapData(firstRow, lastRow);\n        else\n            this.$updateRowLengthCache(firstRow,
lastRow);\n\n        return removedFolds;\n    };\n\n    this.$updateRowLengthCache = function(firstRow, lastRow, b)
{\n        this.$rowLengthCache[firstRow] = null;\n        this.$rowLengthCache[lastRow] = null;\n    };\n\n
this.$updateWrapData = function(firstRow, lastRow) {\n        var lines = this.doc.getAllLines();\n        var tabSize =
this.getTabSize();\n        var wrapData = this.$wrapData;\n        var wrapLimit = this.$wrapLimit;\n        var
tokens;\n        var foldLine;\n\n        var row = firstRow;\n        lastRow = Math.min(lastRow, lines.length - 1);\n
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while (row <= lastRow) {\n            foldLine = this.getFoldLine(row, foldLine);\n            if (!foldLine) {\n
tokens = this.$getDisplayTokens(lines[row]);\n                wrapData[row] = this.$computeWrapSplits(tokens,
wrapLimit, tabSize);\n                row ++;\n            } else {\n                tokens = [];\n
foldLine.walk(function(placeholder, row, column, lastColumn) {\n                    var walkTokens;\n
if (placeholder != null) {\n                        walkTokens = this.$getDisplayTokens(\n
placeholder, tokens.length);\n                        walkTokens[0] = PLACEHOLDER_START;\n                        for
(var i = 1; i < walkTokens.length; i++) {\n                        walkTokens[i] = PLACEHOLDER_BODY;\n
            }\n                    } else {\n                        walkTokens = this.$getDisplayTokens(\n
lines[row].substring(lastColumn, column),\n                        tokens.length);\n                    }\n
tokens = tokens.concat(walkTokens);\n                }.bind(this),\n                foldLine.end.row,\n
lines[foldLine.end.row].length + 1\n                );\n\n                wrapData[foldLine.start.row] =
this.$computeWrapSplits(tokens, wrapLimit, tabSize);\n                row = foldLine.end.row + 1;\n            }\n        }\n
 };\n    var CHAR = 1,\n        CHAR_EXT = 2,\n        PLACEHOLDER_START = 3,\n
PLACEHOLDER_BODY =  4,\n        PUNCTUATION = 9,\n        SPACE = 10,\n        TAB = 11,\n
TAB_SPACE = 12;\n\n\n    this.$computeWrapSplits = function(tokens, wrapLimit, tabSize) {\n        if
(tokens.length == 0) {\n            return [];\n        }\n\n        var splits = [];\n        var displayLength = tokens.length;\n
    var lastSplit = 0, lastDocSplit = 0;\n\n        var isCode = this.$wrapAsCode;\n\n        var indentedSoftWrap =
this.$indentedSoftWrap;\n        var maxIndent = wrapLimit <= Math.max(2 * tabSize, 8)\n            ||
indentedSoftWrap === false ? 0 : Math.floor(wrapLimit / 2);\n\n        function getWrapIndent() {\n            var
indentation = 0;\n            if (maxIndent === 0)\n                return indentation;\n            if (indentedSoftWrap) {\n
        for (var i = 0; i < tokens.length; i++) {\n                    var token = tokens[i];\n                    if (token == SPACE)\n
                    indentation += 1;\n                    else if (token == TAB)\n                    indentation += tabSize;\n
        else if (token == TAB_SPACE)\n                    continue;\n                    else\n                    break;\n
}\n            }\n            if (isCode && indentedSoftWrap !== false)\n                indentation += tabSize;\n            return
Math.min(indentation, maxIndent);\n        }\n        function addSplit(screenPos) {\n            var displayed =
tokens.slice(lastSplit, screenPos);\n            var len = displayed.length;\n            displayed.join(\"\")\n
.replace(/12/g, function() {\n                len -= 1;\n                })\n                .replace(/2/g, function() {\n
len -= 1;\n                });\n\n            if (!splits.length) {\n                indent = getWrapIndent();\n                splits.indent
= indent;\n            }\n            lastDocSplit += len;\n            splits.push(lastDocSplit);\n            lastSplit = screenPos;\n
        }\n        var indent = 0;\n        while (displayLength - lastSplit > wrapLimit - indent) {\n            var split =
lastSplit + wrapLimit - indent;\n            if (tokens[split - 1] >= SPACE && tokens[split] >= SPACE) {\n
addSplit(split);\n                continue;\n            }\n            if (tokens[split] == PLACEHOLDER_START ||
tokens[split] == PLACEHOLDER_BODY) {\n                for (split; split != lastSplit - 1; split--) {\n                    if
(tokens[split] == PLACEHOLDER_START) {\n                        break;\n                    }\n                }\n                if
(split > lastSplit) {\n                    addSplit(split);\n                    continue;\n                }\n                split = lastSplit +
wrapLimit;\n                for (split; split < tokens.length; split++) {\n                    if (tokens[split] !=
PLACEHOLDER_BODY) {\n                        break;\n                    }\n                }\n                if (split ==
tokens.length) {\n                    break;  // Breaks the while-loop.\n                }\n                addSplit(split);\n
continue;\n            }\n            var minSplit = Math.max(split - (wrapLimit -(wrapLimit>>2)), lastSplit - 1);\n
while (split > minSplit && tokens[split] < PLACEHOLDER_START) {\n                split --;\n            }\n            if
(isCode) {\n                while (split > minSplit && tokens[split] < PLACEHOLDER_START) {\n                    split --
;\n                }\n                while (split > minSplit && tokens[split] == PUNCTUATION) {\n                    split --;\n
            }\n            } else {\n                while (split > minSplit && tokens[split] < SPACE) {\n                    split --;\n
            }\n            }\n            if (split > minSplit) {\n                addSplit(++split);\n                continue;\n            }\n
  split = lastSplit + wrapLimit;\n            if (tokens[split] == CHAR_EXT)\n                split--;\n            addSplit(split -
indent);\n        }\n        return splits;\n    };\n    this.$getDisplayTokens = function(str, offset) {\n        var arr = [];\n
  var tabSize;\n        offset = offset || 0;\n\n        for (var i = 0; i < str.length; i++) {\n            var c =
str.charCodeAt(i);\n            if (c == 9) {\n                tabSize = this.getScreenTabSize(arr.length + offset);\n
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arr.push(TAB);\n            for (var n = 1; n < tabSize; n++) {\n                arr.push(TAB_SPACE);\n            }\n
        }\n        else if (c == 32) {\n            arr.push(SPACE);\n        } else if((c > 39 && c < 48) || (c > 57 && c
< 64)) {\n            arr.push(PUNCTUATION);\n        }\n        else if (c >= 0x1100 && isFullWidth(c)) {\n
        arr.push(CHAR, CHAR_EXT);\n        } else {\n            arr.push(CHAR);\n        }\n    }\n    return
arr;\n    };\n    this.$getStringScreenWidth = function(str, maxScreenColumn, screenColumn) {\n    if
(maxScreenColumn == 0)\n        return [0, 0];\n    if (maxScreenColumn == null)\n        maxScreenColumn =
Infinity;\n    screenColumn = screenColumn || 0;\n\n    var c, column;\n    for (column = 0; column <
str.length; column++) {\n        c = str.charCodeAt(column);\n        if (c == 9) {\n            screenColumn +=
this.getScreenTabSize(screenColumn);\n        }\n        else if (c >= 0x1100 && isFullWidth(c)) {\n
screenColumn += 2;\n        } else {\n            screenColumn += 1;\n        }\n        if (screenColumn >
maxScreenColumn) {\n            break;\n        }\n    }\n\n    return [screenColumn, column];\n    };\n\n
this.lineWidgets = null;\n    this.getRowLength = function(row) {\n    if (this.lineWidgets)\n        var h =
this.lineWidgets[row] && this.lineWidgets[row].rowCount || 0;\n    else \n        h = 0;\n    if
(!this.$useWrapMode || !this.$wrapData[row]) {\n        return 1 + h;\n    } else {\n        return
this.$wrapData[row].length + 1 + h;\n    }\n    };\n    this.getRowLineCount = function(row) {\n    if
(!this.$useWrapMode || !this.$wrapData[row]) {\n        return 1;\n    } else {\n        return
this.$wrapData[row].length + 1;\n    }\n    };\n\n    this.getRowWrapIndent = function(screenRow) {\n    if
(this.$useWrapMode) {\n        var pos = this.screenToDocumentPosition(screenRow, Number.MAX_VALUE);\n
        var splits = this.$wrapData[pos.row];\n        return splits.length && splits[0] < pos.column ? splits.indent :
0;\n    } else {\n        return 0;\n    }\n    };\n    this.getScreenLastRowColumn = function(screenRow) {\n
var pos = this.screenToDocumentPosition(screenRow, Number.MAX_VALUE);\n    return
this.documentToScreenColumn(pos.row, pos.column);\n    };\n    this.getDocumentLastRowColumn =
function(docRow, docColumn) {\n    var screenRow = this.documentToScreenRow(docRow, docColumn);\n
return this.getScreenLastRowColumn(screenRow);\n    };\n    this.getDocumentLastRowColumnPosition =
function(docRow, docColumn) {\n    var screenRow = this.documentToScreenRow(docRow, docColumn);\n
return this.screenToDocumentPosition(screenRow, Number.MAX_VALUE / 10);\n    };\n    this.getRowSplitData =
function(row) {\n    if (!this.$useWrapMode) {\n        return undefined;\n    } else {\n        return
this.$wrapData[row];\n    }\n    };\n    this.getScreenTabSize = function(screenColumn) {\n    return
this.$tabSize - screenColumn % this.$tabSize;\n    };\n\n\n    this.screenToDocumentRow = function(screenRow,
screenColumn) {\n    return this.screenToDocumentPosition(screenRow, screenColumn).row;\n    };\n\n\n
this.screenToDocumentColumn = function(screenRow, screenColumn) {\n    return
this.screenToDocumentPosition(screenRow, screenColumn).column;\n    };\n    this.screenToDocumentPosition =
function(screenRow, screenColumn, offsetX) {\n    if (screenRow < 0)\n        return {row: 0, column: 0};\n\n
  var line;\n    var docRow = 0;\n    var docColumn = 0;\n    var column;\n    var row = 0;\n    var
rowLength = 0;\n\n    var rowCache = this.$screenRowCache;\n    var i = this.$getRowCacheIndex(rowCache,
screenRow);\n    var l = rowCache.length;\n    if (l && i >= 0) {\n        var row = rowCache[i];\n        var
docRow = this.$docRowCache[i];\n        var doCache = screenRow > rowCache[l - 1];\n    } else {\n        var
doCache = !l;\n    }\n\n    var maxRow = this.getLength() - 1;\n    var foldLine =
this.getNextFoldLine(docRow);\n    var foldStart = foldLine ? foldLine.start.row : Infinity;\n\n    while (row <=
screenRow) {\n        rowLength = this.getRowLength(docRow);\n        if (row + rowLength > screenRow ||
docRow >= maxRow) {\n            break;\n        } else {\n            row += rowLength;\n            docRow++;\n
            if (docRow > foldStart) {\n                docRow = foldLine.end.row+1;\n                foldLine =
this.getNextFoldLine(docRow, foldLine);\n                foldStart = foldLine ? foldLine.start.row : Infinity;\n
  }\n        }\n\n        if (doCache) {\n            this.$docRowCache.push(docRow);\n
this.$screenRowCache.push(row);\n        }\n    }\n\n    if (foldLine && foldLine.start.row <= docRow) {\n
    line = this.getFoldDisplayLine(foldLine);\n        docRow = foldLine.start.row;\n    } else if (row +
rowLength <= screenRow || docRow > maxRow) {\n        return {\n            row: maxRow,\n            column:
this.getLine(maxRow).length\n        };\n    } else {\n        line = this.getLine(docRow);\n        foldLine =
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null;\n        }\n        var wrapIndent = 0, splitIndex = Math.floor(screenRow - row);\n        if (this.$useWrapMode)
{\n            var splits = this.$wrapData[docRow];\n            if (splits) {\n                column = splits[splitIndex];\n
    if(splitIndex > 0 && splits.length) {\n                    wrapIndent = splits.indent;\n                    docColumn =
splits[splitIndex - 1] || splits[splits.length - 1];\n                    line = line.substring(docColumn);\n                }\n
}\n        }\n\n        if (offsetX !== undefined && this.$bidiHandler.isBidiRow(row + splitIndex, docRow,
splitIndex))\n            screenColumn = this.$bidiHandler.offsetToCol(offsetX);\n\n        docColumn +=
this.$getStringScreenWidth(line, screenColumn - wrapIndent)[1];\n        if (this.$useWrapMode && docColumn >=
column)\n            docColumn = column - 1;\n\n        if (foldLine)\n            return
foldLine.idxToPosition(docColumn);\n\n        return {row: docRow, column: docColumn};\n    };\n
this.documentToScreenPosition = function(docRow, docColumn) {\n        if (typeof docColumn ===
\"undefined\")\n            var pos = this.$clipPositionToDocument(docRow.row, docRow.column);\n        else\n
pos = this.$clipPositionToDocument(docRow, docColumn);\n\n        docRow = pos.row;\n        docColumn =
pos.column;\n\n        var screenRow = 0;\n        var foldStartRow = null;\n        var fold = null;\n        fold =
this.getFoldAt(docRow, docColumn, 1);\n        if (fold) {\n            docRow = fold.start.row;\n            docColumn =
fold.start.column;\n        }\n\n        var rowEnd, row = 0;\n\n\n        var rowCache = this.$docRowCache;\n        var i
= this.$getRowCacheIndex(rowCache, docRow);\n        var l = rowCache.length;\n        if (l && i >= 0) {\n
var row = rowCache[i];\n            var screenRow = this.$screenRowCache[i];\n            var doCache = docRow >
rowCache[l - 1];\n        } else {\n            var doCache = !l;\n        }\n\n        var foldLine =
this.getNextFoldLine(row);\n        var foldStart = foldLine ?foldLine.start.row :Infinity;\n\n        while (row <
docRow) {\n            if (row >= foldStart) {\n                rowEnd = foldLine.end.row + 1;\n                if (rowEnd >
docRow)\n                    break;\n                foldLine = this.getNextFoldLine(rowEnd, foldLine);\n                foldStart
= foldLine ?foldLine.start.row :Infinity;\n            }\n            else {\n                rowEnd = row + 1;\n            }\n\n
 screenRow += this.getRowLength(row);\n            row = rowEnd;\n\n            if (doCache) {\n
this.$docRowCache.push(row);\n                this.$screenRowCache.push(screenRow);\n            }\n        }\n        var
textLine = \"\";\n        if (foldLine && row >= foldStart) {\n            textLine = this.getFoldDisplayLine(foldLine,
docRow, docColumn);\n            foldStartRow = foldLine.start.row;\n        } else {\n            textLine =
this.getLine(docRow).substring(0, docColumn);\n            foldStartRow = docRow;\n        }\n        var wrapIndent =
0;\n        if (this.$useWrapMode) {\n            var wrapRow = this.$wrapData[foldStartRow];\n            if (wrapRow)
{\n                var screenRowOffset = 0;\n                while (textLine.length >= wrapRow[screenRowOffset]) {\n
        screenRow ++;\n                    screenRowOffset++;\n                }\n                textLine = textLine.substring(\n
            wrapRow[screenRowOffset - 1] || 0, textLine.length\n                );\n                wrapIndent = screenRowOffset
> 0 ? wrapRow.indent : 0;\n            }\n        }\n\n        return {\n            row: screenRow,\n            column:
wrapIndent + this.$getStringScreenWidth(textLine)[0]\n        };\n    };\n    this.documentToScreenColumn =
function(row, docColumn) {\n        return this.documentToScreenPosition(row, docColumn).column;\n    };\n
this.documentToScreenRow = function(docRow, docColumn) {\n        return
this.documentToScreenPosition(docRow, docColumn).row;\n    };\n    this.getScreenLength = function() {\n        var
screenRows = 0;\n        var fold = null;\n        if (!this.$useWrapMode) {\n            screenRows = this.getLength();\n
        var foldData = this.$foldData;\n            for (var i = 0; i < foldData.length; i++) {\n                fold =
foldData[i];\n                screenRows -= fold.end.row - fold.start.row;\n            }\n        } else {\n            var lastRow =
this.$wrapData.length;\n            var row = 0, i = 0;\n            var fold = this.$foldData[i++];\n            var foldStart =
fold ? fold.start.row :Infinity;\n\n            while (row < lastRow) {\n                var splits = this.$wrapData[row];\n
        screenRows += splits ? splits.length + 1 : 1;\n                row ++;\n                if (row > foldStart) {\n
row = fold.end.row+1;\n                    fold = this.$foldData[i++];\n                    foldStart = fold ?fold.start.row
:Infinity;\n                }\n            }\n        }\n        if (this.lineWidgets)\n            screenRows +=
this.$getWidgetScreenLength();\n\n        return screenRows;\n    };\n    this.$setFontMetrics = function(fm) {\n
if (!this.$enableVarChar) return;\n        this.$getStringScreenWidth = function(str, maxScreenColumn,
screenColumn) {\n            if (maxScreenColumn === 0)\n                return [0, 0];\n            if (!maxScreenColumn)\n
            maxScreenColumn = Infinity;\n            screenColumn = screenColumn || 0;\n            \n            var c,
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column;\n for (column = 0; column < str.length; column++) {\n c = str.charAt(column);\n if (c === \"\\t\") {\n screenColumn += this.getScreenTabSize(screenColumn);\n } else {\n screenColumn += fm.getCharacterWidth(c);\n }\n if (screenColumn > maxScreenColumn) {\n break;\n }\n }\n \n return [screenColumn, column];\n };\n };\n \n this.destroy = function() {\n if (this.bgTokenizer) {\n this.bgTokenizer.setDocument(null);\n this.bgTokenizer = null;\n }\n this.$stopWorker();\n };\n\n this.isFullWidth = isFullWidth;\n function isFullWidth(c) {\n if (c < 0x1100)\n return false;\n return c >= 0x1100 && c <= 0x115F ||\n c >= 0x11A3 && c <= 0x11A7 ||\n c >= 0x11FA && c <= 0x11FF ||\n c >= 0x2329 && c <= 0x232A ||\n c >= 0x2E80 && c <= 0x2E99 ||\n c >= 0x2E9B && c <= 0x2EF3 ||\n c >= 0x2F00 && c <= 0x2FD5 ||\n c >= 0x2FF0 && c <= 0x2FFB ||\n c >= 0x3000 && c <= 0x303E ||\n c >= 0x3041 && c <= 0x3096 ||\n c >= 0x3099 && c <= 0x30FF ||\n c >= 0x3105 && c <= 0x312D ||\n c >= 0x3131 && c <= 0x318E ||\n c >= 0x3190 && c <= 0x31BA ||\n c >= 0x31C0 && c <= 0x31E3 ||\n c >= 0x31F0 && c <= 0x321E ||\n c >= 0x3220 && c <= 0x3247 ||\n c >= 0x3250 && c <= 0x32FE ||\n c >= 0x3300 && c <= 0x4DBF ||\n c >= 0x4E00 && c <= 0xA48C ||\n c >= 0xA490 && c <= 0xA4C6 ||\n c >= 0xA960 && c <= 0xA97C ||\n c >= 0xAC00 && c <= 0xD7A3 ||\n c >= 0xD7B0 && c <= 0xD7C6 ||\n c >= 0xD7CB && c <= 0xD7FB ||\n c >= 0xF900 && c <= 0xFAFF ||\n c >= 0xFE10 && c <= 0xFE19 ||\n c >= 0xFE30 && c <= 0xFE52 ||\n c >= 0xFE54 && c <= 0xFE66 ||\n c >= 0xFE68 && c <= 0xFE6B ||\n c >= 0xFF01 && c <= 0xFF60 ||\n c >= 0xFFE0 && c <= 0xFFE6;\n }\n\n}).call(EditSession.prototype);\n\nacequire(\"./edit_session/folding\").Folding.call(EditSession.prototype);\nacequire(\"./edit_session/bracket_match\").BracketMatch.call(EditSession.prototype);\n\n\nconfig.defineOptions(EditSession.prototype, \"session\", {\n wrap: {\n set: function(value) {\n if (!value || value == \"off\")\n value = false;\n else if (value == \"free\")\n value = true;\n else if (value == \"printMargin\")\n value = -1;\n else if (typeof value == \"string\")\n value = parseInt(value, 10) || false;\n\n if (this.$wrap == value)\n return;\n this.$wrap = value;\n if (!value) {\n this.setUseWrapMode(false);\n } else {\n var col = typeof value == \"number\" ? value : null;\n this.setWrapLimitRange(col, col);\n this.setUseWrapMode(true);\n }\n },\n get: function() {\n if (this.getUseWrapMode()) {\n if (this.$wrap == -1)\n return \"printMargin\";\n if (!this.getWrapLimitRange().min)\n return \"free\";\n return this.$wrap;\n }\n return \"off\";\n },\n handlesSet: true\n }, \n wrapMethod: {\n set: function(val) {\n val = val == \"auto\"\n ? this.$mode.type != \"text\"\n : val != \"text\";\n if (val != this.$wrapAsCode) {\n this.$wrapAsCode = val;\n if (this.$useWrapMode) {\n this.$modified = true;\n this.$resetRowCache(0);\n this.$updateWrapData(0, this.getLength() - 1);\n }\n }\n },\n initialValue: \"auto\"\n },\n indentedSoftWrap: { initialValue: true },\n firstLineNumber: {\n set: function() {this._signal(\"changeBreakpoint\");},\n initialValue: 1\n },\n useWorker: {\n set: function(useWorker) {\n this.$useWorker = useWorker;\n\n this.$stopWorker();\n if (useWorker)\n this.$startWorker();\n },\n initialValue: true\n },\n useSoftTabs: {initialValue: true},\n tabSize: {\n set: function(tabSize) {\n if (isNaN(tabSize) || this.$tabSize === tabSize) return;\n\n this.$modified = true;\n this.$rowLengthCache = [];\n this.$tabSize = tabSize;\n this._signal(\"changeTabSize\");\n },\n initialValue: 4,\n handlesSet: true\n },\n navigateWithinSoftTabs: {initialValue: false},\n overwrite: {\n set: function(val) {this._signal(\"changeOverwrite\");},\n initialValue: false\n },\n newLineMode: {\n set: function(val) {this.doc.setNewLineMode(val);},\n get: function() {return this.doc.getNewLineMode();},\n handlesSet: true\n },\n mode: {\n set: function(val) { this.setMode(val); },\n get: function() { return this.$modeId; }\n }\n});\n\nexports.EditSession = EditSession;\n});\n\nace.define(\"ace/search\",[\"require\",\"exports\",\"module\",\"ace/lib/lang\",\"ace/lib/oop\",\"ace/range\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar lang = acequire(\"./lib/lang\");\nvar oop =

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acequire(\"./lib/oop\");\nvar Range = acequire(\"./range\").Range;\n\nvar Search = function() {\n    this.$options =
{};\n};\n\n(function() {\n    this.set = function(options) {\n        oop.mixin(this.$options, options);\n        return
this;\n    };\n    this.getOptions = function() {\n        return lang.copyObject(this.$options);\n    };\n    this.setOptions
= function(options) {\n        this.$options = options;\n    };\n    this.find = function(session) {\n        var options =
this.$options;\n        var iterator = this.$matchIterator(session, options);\n        if (!iterator)\n            return false;\n\n
    var firstRange = null;\n        iterator.forEach(function(sr, sc, er, ec) {\n            firstRange = new Range(sr, sc, er,
ec);\n            if (sc == ec && options.start && options.start.start\n                && options.skipCurrent != false &&
firstRange.isEqual(options.start)\n            ) {\n                firstRange = null;\n                return false;\n            }\n\n
    return true;\n        });\n\n        return firstRange;\n    };\n    this.findAll = function(session) {\n        var options =
this.$options;\n        if (!options.needle)\n            return [];\n        this.$assembleRegExp(options);\n\n        var range
= options.range;\n        var lines = range\n            ? session.getLines(range.start.row, range.end.row)\n            :
session.doc.getAllLines();\n\n        var ranges = [];\n        var re = options.re;\n        if (options.$isMultiLine) {\n
   var len = re.length;\n            var maxRow = lines.length - len;\n            var prevRange;\n            outer: for (var row
= re.offset || 0; row <= maxRow; row++) {\n                for (var j = 0; j < len; j++)\n                    if (lines[row +
j].search(re[j]) == -1)\n                        continue outer;\n                \n                var startLine = lines[row];\n
var line = lines[row + len - 1];\n                var startIndex = startLine.length - startLine.match(re[0])[0].length;\n
     var endIndex = line.match(re[len - 1])[0].length;\n                \n                if (prevRange && prevRange.end.row
=== row &&\n                    prevRange.end.column > startIndex\n                ) {\n                    continue;\n                }\n
            ranges.push(prevRange = new Range(\n                    row, startIndex, row + len - 1, endIndex\n
));\n                if (len > 2)\n                    row = row + len - 2;\n            }\n        } else {\n            for (var i = 0; i <
lines.length; i++) {\n                var matches = lang.getMatchOffsets(lines[i], re);\n                for (var j = 0; j <
matches.length; j++) {\n                    var match = matches[j];\n                    ranges.push(new Range(i, match.offset, i,
match.offset + match.length));\n                }\n            }\n        }\n\n        if (range) {\n            var startColumn =
range.start.column;\n            var endColumn = range.start.column;\n            var i = 0, j = ranges.length - 1;\n
while (i < j && ranges[i].start.column < startColumn && ranges[i].start.row == range.start.row)\n                i++;\n\n
        while (i < j && ranges[j].end.column > endColumn && ranges[j].end.row == range.end.row)\n                j--;\n
        \n            ranges = ranges.slice(i, j + 1);\n            for (i = 0, j = ranges.length; i < j; i++) {\n
ranges[i].start.row += range.start.row;\n                ranges[i].end.row += range.start.row;\n            }\n        }\n\n
return ranges;\n    };\n    this.replace = function(input, replacement) {\n        var options = this.$options;\n\n        var
re = this.$assembleRegExp(options);\n        if (options.$isMultiLine)\n            return replacement;\n\n        if (!re)\n
        return;\n\n        var match = re.exec(input);\n        if (!match || match[0].length != input.length)\n            return
null;\n        \n        replacement = input.replace(re, replacement);\n        if (options.preserveCase) {\n
replacement = replacement.split(\"\");\n            for (var i = Math.min(input.length, input.length); i--; ) {\n
var ch = input[i];\n                if (ch && ch.toLowerCase() != ch)\n                    replacement[i] =
replacement[i].toUpperCase();\n                else\n                    replacement[i] = replacement[i].toLowerCase();\n
 }\n            replacement = replacement.join(\"\");\n        }\n        \n        return replacement;\n    };\n\n
this.$assembleRegExp = function(options, $disableFakeMultiline) {\n        if (options.needle instanceof RegExp)\n
        return options.re = options.needle;\n\n        var needle = options.needle;\n\n        if (!options.needle)\n
return options.re = false;\n\n        if (!options.regExp)\n            needle = lang.escapeRegExp(needle);\n\n        if
(options.wholeWord)\n            needle = addWordBoundary(needle, options);\n\n        var modifier =
options.caseSensitive ? \"gm\" : \"gmi\";\n\n        options.$isMultiLine = !$disableFakeMultiline &&
/[\\n\\r]/.test(needle);\n        if (options.$isMultiLine)\n            return options.re =
this.$assembleMultilineRegExp(needle, modifier);\n\n        try {\n            var re = new RegExp(needle, modifier);\n
    } catch(e) {\n            re = false;\n        }\n        return options.re = re;\n    };\n\n    this.$assembleMultilineRegExp
= function(needle, modifier) {\n        var parts = needle.replace(/\\r\\n|\\r|\\n/g, \"$\\n^\").split(\"\\n\");\n        var re =
[];\n        for (var i = 0; i < parts.length; i++) try {\n            re.push(new RegExp(parts[i], modifier));\n        } catch(e)
{\n            return false;\n        }\n        return re;\n    };\n\n    this.$matchIterator = function(session, options) {\n
var re = this.$assembleRegExp(options);\n        if (!re)\n            return false;\n        var backwards =
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options.backwards == true;\n        var skipCurrent = options.skipCurrent != false;\n\n        var range =
options.range;\n        var start = options.start;\n        if (!start)\n            start = range ? range[backwards ? \"end\" :
\"start\"] : session.selection.getRange();\n        \n        if (start.start)\n            start = start[skipCurrent != backwards ?
\"end\" : \"start\"];\n\n        var firstRow = range ? range.start.row : 0;\n        var lastRow = range ? range.end.row :
session.getLength() - 1;\n\n        if (backwards) {\n            var forEach = function(callback) {\n                var row =
start.row;\n                if (forEachInLine(row, start.column, callback))\n                    return;\n                for (row--; row
>= firstRow; row--)\n                    if (forEachInLine(row, Number.MAX_VALUE, callback))\n
return;\n                if (options.wrap == false)\n                    return;\n                for (row = lastRow, firstRow =
start.row; row >= firstRow; row--)\n                    if (forEachInLine(row, Number.MAX_VALUE, callback))\n
            return;\n            };\n        }\n        else {\n            var forEach = function(callback) {\n                var row =
start.row;\n                if (forEachInLine(row, start.column, callback))\n                    return;\n                for (row = row
+ 1; row <= lastRow; row++)\n                    if (forEachInLine(row, 0, callback))\n                        return;\n
if (options.wrap == false)\n                    return;\n                for (row = firstRow, lastRow = start.row; row <=
lastRow; row++)\n                    if (forEachInLine(row, 0, callback))\n                        return;\n            };\n        }\n
\n        if (options.$isMultiLine) {\n            var len = re.length;\n            var forEachInLine = function(row, offset,
callback) {\n                var startRow = backwards ? row - len + 1 : row;\n                if (startRow < 0) return;\n
  var line = session.getLine(startRow);\n                var startIndex = line.search(re[0]);\n                if (!backwards &&
startIndex < offset || startIndex === -1) return;\n                for (var i = 1; i < len; i++) {\n                    line =
session.getLine(startRow + i);\n                    if (line.search(re[i]) == -1)\n                        return;\n                }\n
   var endIndex = line.match(re[len - 1])[0].length;\n                if (backwards && endIndex > offset) return;\n
 if (callback(startRow, startIndex, startRow + len - 1, endIndex))\n                    return true;\n            };\n        }\n
else if (backwards) {\n            var forEachInLine = function(row, endIndex, callback) {\n                var line =
session.getLine(row);\n                var matches = [];\n                var m, last = 0;\n                re.lastIndex = 0;\n
while((m = re.exec(line))) {\n                    var length = m[0].length;\n                    last = m.index;\n                    if
(!length) {\n                        if (last >= line.length) break;\n                        re.lastIndex = last += 1;\n                    }\n
                if (m.index + length > endIndex)\n                        break;\n                    matches.push(m.index, length);\n
            }\n                for (var i = matches.length - 1; i >= 0; i -= 2) {\n                    var column = matches[i - 1];\n
        var length = matches[i];\n                    if (callback(row, column, row, column + length))\n                        return
true;\n                }\n            };\n        }\n        else {\n            var forEachInLine = function(row, startIndex, callback)
{\n                var line = session.getLine(row);\n                var m;\n                var last = startIndex;\n
re.lastIndex = startIndex;\n                while((m = re.exec(line))) {\n                    var length = m[0].length;\n
  last = m.index;\n                    if (callback(row, last, row,last + length))\n                        return true;\n                    if
(!length) {\n                        re.lastIndex = last += 1;\n                        if (last >= line.length) return false;\n
}\n                }\n            };\n        }\n        return {forEach: forEach};\n    };\n\n}).call(Search.prototype);\n\nfunction
addWordBoundary(needle, options) {\n    function wordBoundary(c) {\n        if (/\\w/.test(c) || options.regExp)
return \"\\\\b\";\n        return \"\";\n    }\n    return wordBoundary(needle[0]) + needle\n        +
wordBoundary(needle[needle.length - 1]);\n}\n\nexports.Search =
Search;\n});\n\nace.define(\"ace/keyboard/hash_handler\",[\"require\",\"exports\",\"module\",\"ace/lib/keys\",\"ace/li
b/useragent\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar keyUtil = acequire(\"../lib/keys\");\nvar
useragent = acequire(\"../lib/useragent\");\nvar KEY_MODS = keyUtil.KEY_MODS;\n\nfunction
HashHandler(config, platform) {\n    this.platform = platform || (useragent.isMac ? \"mac\" : \"win\");\n
this.commands = {};\n    this.commandKeyBinding = {};\n    this.addCommands(config);\n    this.$singleCommand
= true;\n}\n\nfunction MultiHashHandler(config, platform) {\n    HashHandler.call(this, config, platform);\n
this.$singleCommand = false;\n}\n\nMultiHashHandler.prototype = HashHandler.prototype;\n\n(function() {\n
\n\n    this.addCommand = function(command) {\n        if (this.commands[command.name])\n
this.removeCommand(command);\n\n        this.commands[command.name] = command;\n\n        if
(command.bindKey)\n            this._buildKeyHash(command);\n    };\n\n    this.removeCommand =
function(command, keepCommand) {\n        var name = command && (typeof command === 'string' ? command :
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command.name);\n        command = this.commands[name];\n        if (!keepCommand)\n            delete
this.commands[name];\n        var ckb = this.commandKeyBinding;\n        for (var keyId in ckb) {\n            var
cmdGroup = ckb[keyId];\n            if (cmdGroup == command) {\n                delete ckb[keyId];\n            } else if
(Array.isArray(cmdGroup)) {\n                var i = cmdGroup.indexOf(command);\n                if (i != -1) {\n
  cmdGroup.splice(i, 1);\n                    if (cmdGroup.length == 1)\n                        ckb[keyId] = cmdGroup[0];\n
    }\n            }\n        }\n    };\n\n    this.bindKey = function(key, command, position) {\n        if (typeof key ==
\"object\" && key) {\n            if (position == undefined)\n                position = key.position;\n            key =
key[this.platform];\n        }\n        if (!key)\n            return;\n        if (typeof command == \"function\")\n
return this.addCommand({exec: command, bindKey: key, name: command.name || key});\n        \n
key.split(\"|\").forEach(function(keyPart) {\n            var chain = \"\";\n            if (keyPart.indexOf(\" \") != -1) {\n
        var parts = keyPart.split(/\\s+/);\n                keyPart = parts.pop();\n                parts.forEach(function(keyPart)
{\n                    var binding = this.parseKeys(keyPart);\n                    var id = KEY_MODS[binding.hashId] +
binding.key;\n                    chain += (chain ? \" \" : \"\") + id;\n                    this._addCommandToBinding(chain,
\"chainKeys\");\n                }, this);\n                chain += \" \";\n            }\n            var binding =
this.parseKeys(keyPart);\n            var id = KEY_MODS[binding.hashId] + binding.key;\n
this._addCommandToBinding(chain + id, command, position);\n        }, this);\n    };\n    \n    function
getPosition(command) {\n        return typeof command == \"object\" && command.bindKey\n            &&
command.bindKey.position\n            || (command.isDefault ? -100 : 0);\n    }\n    this._addCommandToBinding =
function(keyId, command, position) {\n        var ckb = this.commandKeyBinding, i;\n        if (!command) {\n
delete ckb[keyId];\n        } else if (!ckb[keyId] || this.$singleCommand) {\n            ckb[keyId] = command;\n        }
else {\n            if (!Array.isArray(ckb[keyId])) {\n                ckb[keyId] = [ckb[keyId]];\n            } else if ((i =
ckb[keyId].indexOf(command)) != -1) {\n                ckb[keyId].splice(i, 1);\n            }\n\n            if (typeof position
!= \"number\") {\n                position = getPosition(command);\n            }\n\n            var commands = ckb[keyId];\n
        for (i = 0; i < commands.length; i++) {\n                var other = commands[i];\n                var otherPos =
getPosition(other);\n                if (otherPos > position)\n                    break;\n            }\n            commands.splice(i, 0,
command);\n        }\n    };\n\n    this.addCommands = function(commands) {\n        commands &&
Object.keys(commands).forEach(function(name) {\n            var command = commands[name];\n            if
(!command)\n                return;\n            \n            if (typeof command === \"string\")\n                return
this.bindKey(command, name);\n\n            if (typeof command === \"function\")\n                command = { exec:
command };\n\n            if (typeof command !== \"object\")\n                return;\n\n            if (!command.name)\n
    command.name = name;\n\n            this.addCommand(command);\n        }, this);\n    };\n\n
this.removeCommands = function(commands) {\n        Object.keys(commands).forEach(function(name) {\n
this.removeCommand(commands[name]);\n        }, this);\n    };\n\n    this.bindKeys = function(keyList) {\n
Object.keys(keyList).forEach(function(key) {\n            this.bindKey(key, keyList[key]);\n        }, this);\n    };\n\n
this._buildKeyHash = function(command) {\n        this.bindKey(command.bindKey, command);\n    };\n
this.parseKeys = function(keys) {\n        var parts = keys.toLowerCase().split(/[\\-\\+]([\\-
\\+])?/).filter(function(x){return x;});\n        var key = parts.pop();\n\n        var keyCode = keyUtil[key];\n        if
(keyUtil.FUNCTION_KEYS[keyCode])\n            key = keyUtil.FUNCTION_KEYS[keyCode].toLowerCase();\n
 else if (!parts.length)\n            return {key: key, hashId: -1};\n        else if (parts.length == 1 && parts[0] ==
\"shift\")\n            return {key: key.toUpperCase(), hashId: -1};\n\n        var hashId = 0;\n        for (var i =
parts.length; i--;) {\n            var modifier = keyUtil.KEY_MODS[parts[i]];\n            if (modifier == null) {\n
if (typeof console != \"undefined\")\n                console.error(\"invalid modifier \" + parts[i] + \" in \" + keys);\n
            return false;\n            }\n            hashId |= modifier;\n        }\n        return {key: key, hashId: hashId};\n    };\n\n
  this.findKeyCommand = function findKeyCommand(hashId, keyString) {\n        var key = KEY_MODS[hashId] +
keyString;\n        return this.commandKeyBinding[key];\n    };\n\n    this.handleKeyboard = function(data, hashId,
keyString, keyCode) {\n        if (keyCode < 0) return;\n        var key = KEY_MODS[hashId] + keyString;\n        var
command = this.commandKeyBinding[key];\n        if (data.$keyChain) {\n            data.$keyChain += \" \" + key;\n
        command = this.commandKeyBinding[data.$keyChain] || command;\n        }\n        \n        if (command) {\n
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    if (command == \"chainKeys\" || command[command.length - 1] == \"chainKeys\") {\n                data.$keyChain
= data.$keyChain || key;\n                return {command: \"null\"};\n            }\n        }\n        \n        if (data.$keyChain)
{\n            if ((!hashId || hashId == 4) && keyString.length == 1)\n                data.$keyChain =
data.$keyChain.slice(0, -key.length - 1); // wait for input\n            else if (hashId == -1 || keyCode > 0)\n
data.$keyChain = \"\"; // reset keyChain\n        }\n        return {command: command};\n    };\n    \n
this.getStatusText = function(editor, data) {\n        return data.$keyChain || \"\";\n
};\n\n}).call(HashHandler.prototype);\n\nexports.HashHandler = HashHandler;\nexports.MultiHashHandler =
MultiHashHandler;\n});\n\nace.define(\"ace/commands/command_manager\",[\"require\",\"exports\",\"module\",\"a
ce/lib/oop\",\"ace/keyboard/hash_handler\",\"ace/lib/event_emitter\"], function(acequire, exports, module) {\n\"use
strict\";\n\nvar oop = acequire(\"../lib/oop\");\nvar MultiHashHandler =
acequire(\"../keyboard/hash_handler\").MultiHashHandler;\nvar EventEmitter =
acequire(\"../lib/event_emitter\").EventEmitter;\n\nvar CommandManager = function(platform, commands) {\n
MultiHashHandler.call(this, commands, platform);\n    this.byName = this.commands;\n
this.setDefaultHandler(\"exec\", function(e) {\n        return e.command.exec(e.editor, e.args || {});\n
});\n};\n\noop.inherits(CommandManager, MultiHashHandler);\n\n(function() {\n\n    oop.implement(this,
EventEmitter);\n\n    this.exec = function(command, editor, args) {\n        if (Array.isArray(command)) {\n
for (var i = command.length; i--; ) {\n                if (this.exec(command[i], editor, args)) return true;\n            }\n
 return false;\n        }\n\n        if (typeof command === \"string\")\n            command =
this.commands[command];\n\n        if (!command)\n            return false;\n\n        if (editor && editor.$readOnly &&
!command.readOnly)\n            return false;\n\n        if (command.isAvailable && !command.isAvailable(editor))\n
        return false;\n\n        var e = {editor: editor, command: command, args: args};\n        e.returnValue =
this._emit(\"exec\", e);\n        this._signal(\"afterExec\", e);\n\n        return e.returnValue === false ? false : true;\n
};\n\n    this.toggleRecording = function(editor) {\n        if (this.$inReplay)\n            return;\n\n        editor &&
editor._emit(\"changeStatus\");\n        if (this.recording) {\n            this.macro.pop();\n
this.removeEventListener(\"exec\", this.$addCommandToMacro);\n\n            if (!this.macro.length)\n
this.macro = this.oldMacro;\n\n            return this.recording = false;\n        }\n        if (!this.$addCommandToMacro)
{\n            this.$addCommandToMacro = function(e) {\n                this.macro.push([e.command, e.args]);\n
}.bind(this);\n        }\n\n        this.oldMacro = this.macro;\n        this.macro = [];\n        this.on(\"exec\",
this.$addCommandToMacro);\n        return this.recording = true;\n    };\n\n    this.replay = function(editor) {\n        if
(this.$inReplay || !this.macro)\n            return;\n\n        if (this.recording)\n            return
this.toggleRecording(editor);\n\n        try {\n            this.$inReplay = true;\n            this.macro.forEach(function(x)
{\n                if (typeof x == \"string\")\n                    this.exec(x, editor);\n                else\n
this.exec(x[0], editor, x[1]);\n            }, this);\n        } finally {\n            this.$inReplay = false;\n        }\n    };\n\n
this.trimMacro = function(m) {\n        return m.map(function(x){\n            if (typeof x[0] != \"string\")\n
x[0] = x[0].name;\n            if (!x[1])\n                x = x[0];\n            return x;\n        });\n
};\n\n}).call(CommandManager.prototype);\n\nexports.CommandManager =
CommandManager;\n\n});\n\nace.define(\"ace/commands/default_commands\",[\"require\",\"exports\",\"module\",\"
ace/lib/lang\",\"ace/config\",\"ace/range\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar lang =
acequire(\"../lib/lang\");\nvar config = acequire(\"../config\");\nvar Range =
acequire(\"../range\").Range;\n\nfunction bindKey(win, mac) {\n    return {win: win, mac:
mac};\n}\nexports.commands = [{\n    name: \"showSettingsMenu\",\n    bindKey: bindKey(\"Ctrl-,\", \"Command-
,\"),\n    exec: function(editor) {\n        config.loadModule(\"ace/ext/settings_menu\", function(module) {\n
module.init(editor);\n            editor.showSettingsMenu();\n        });\n    },\n    readOnly: true\n}, {\n    name:
\"goToNextError\",\n    bindKey: bindKey(\"Alt-E\", \"F4\"),\n    exec: function(editor) {\n
config.loadModule(\"ace/ext/error_marker\", function(module) {\n            module.showErrorMarker(editor, 1);\n
});\n    },\n    scrollIntoView: \"animate\",\n    readOnly: true\n}, {\n    name: \"goToPreviousError\",\n    bindKey:
bindKey(\"Alt-Shift-E\", \"Shift-F4\"),\n    exec: function(editor) {\n
config.loadModule(\"ace/ext/error_marker\", function(module) {\n            module.showErrorMarker(editor, -1);\n
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});\n },\n scrollIntoView: \"animate\",\n readOnly: true\n}, {\n name: \"selectall\",\n bindKey: bindKey(\"Ctrl-A\", \"Command-A\"),\n exec: function(editor) { editor.selectAll(); },\n readOnly: true\n}, {\n name: \"centerselection\",\n bindKey: bindKey(null, \"Ctrl-L\"),\n exec: function(editor) { editor.centerSelection(); },\n readOnly: true\n}, {\n name: \"gotoline\",\n bindKey: bindKey(\"Ctrl-L\", \"Command-L\"),\n exec: function(editor) {\n   var line = parseInt(prompt(\"Enter line number:\"), 10);\n   if (!isNaN(line)) {\n   editor.gotoLine(line);\n   }\n },\n readOnly: true\n}, {\n name: \"fold\",\n bindKey: bindKey(\"Alt-L|Ctrl-F1\", \"Command-Alt-L|Command-F1\"),\n exec: function(editor) { editor.session.toggleFold(false); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"center\",\n readOnly: true\n}, {\n name: \"unfold\",\n bindKey: bindKey(\"Alt-Shift-L|Ctrl-Shift-F1\", \"Command-Alt-Shift-L|Command-Shift-F1\"),\n exec: function(editor) { editor.session.toggleFold(true); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"center\",\n readOnly: true\n}, {\n name: \"toggleFoldWidget\",\n bindKey: bindKey(\"F2\", \"F2\"),\n exec: function(editor) { editor.session.toggleFoldWidget(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"center\",\n readOnly: true\n}, {\n name: \"toggleParentFoldWidget\",\n bindKey: bindKey(\"Alt-F2\", \"Alt-F2\"),\n exec: function(editor) { editor.session.toggleFoldWidget(true); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"center\",\n readOnly: true\n}, {\n name: \"foldall\",\n bindKey: bindKey(null, \"Ctrl-Command-Option-0\"),\n exec: function(editor) { editor.session.foldAll(); },\n scrollIntoView: \"center\",\n readOnly: true\n}, {\n name: \"foldOther\",\n bindKey: bindKey(\"Alt-0\", \"Command-Option-0\"),\n exec: function(editor) { \n   editor.session.foldAll();\n   editor.session.unfold(editor.selection.getAllRanges());\n },\n scrollIntoView: \"center\",\n readOnly: true\n}, {\n name: \"unfoldall\",\n bindKey: bindKey(\"Alt-Shift-0\", \"Command-Option-Shift-0\"),\n exec: function(editor) { editor.session.unfold(); },\n scrollIntoView: \"center\",\n readOnly: true\n}, {\n name: \"findnext\",\n bindKey: bindKey(\"Ctrl-K\", \"Command-G\"),\n exec: function(editor) { editor.findNext(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"center\",\n readOnly: true\n}, {\n name: \"findprevious\",\n bindKey: bindKey(\"Ctrl-Shift-K\", \"Command-Shift-G\"),\n exec: function(editor) { editor.findPrevious(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"center\",\n readOnly: true\n}, {\n name: \"selectOrFindNext\",\n bindKey: bindKey(\"Alt-K\", \"Ctrl-G\"),\n exec: function(editor) {\n   if (editor.selection.isEmpty())\n   editor.selection.selectWord();\n   else\n   editor.findNext(); \n },\n readOnly: true\n}, {\n name: \"selectOrFindPrevious\",\n bindKey: bindKey(\"Alt-Shift-K\", \"Ctrl-Shift-G\"),\n exec: function(editor) { \n   if (editor.selection.isEmpty())\n   editor.selection.selectWord();\n   else\n   editor.findPrevious();\n },\n readOnly: true\n}, {\n name: \"find\",\n bindKey: bindKey(\"Ctrl-F\", \"Command-F\"),\n exec: function(editor) {\n   config.loadModule(\"ace/ext/searchbox\", function(e) {e.Search(editor);});\n },\n readOnly: true\n}, {\n name: \"overwrite\",\n bindKey: \"Insert\",\n exec: function(editor) { editor.toggleOverwrite(); },\n readOnly: true\n}, {\n name: \"selecttostart\",\n bindKey: bindKey(\"Ctrl-Shift-Home\", \"Command-Shift-Home|Command-Shift-Up\"),\n exec: function(editor) { editor.getSelection().selectFileStart(); },\n multiSelectAction: \"forEach\",\n readOnly: true,\n scrollIntoView: \"animate\",\n aceCommandGroup: \"fileJump\"\n}, {\n name: \"gotostart\",\n bindKey: bindKey(\"Ctrl-Home\", \"Command-Home|Command-Up\"),\n exec: function(editor) { editor.navigateFileStart(); },\n multiSelectAction: \"forEach\",\n readOnly: true,\n scrollIntoView: \"animate\",\n aceCommandGroup: \"fileJump\"\n}, {\n name: \"selectup\",\n bindKey: bindKey(\"Shift-Up\", \"Shift-Up|Ctrl-Shift-P\"),\n exec: function(editor) { editor.getSelection().selectUp(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"golineup\",\n bindKey: bindKey(\"Up\", \"Up|Ctrl-P\"),\n exec: function(editor, args) { editor.navigateUp(args.times); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selecttoend\",\n bindKey: bindKey(\"Ctrl-Shift-End\", \"Command-Shift-End|Command-Shift-Down\"),\n exec: function(editor) { editor.getSelection().selectFileEnd(); },\n multiSelectAction: \"forEach\",\n readOnly: true,\n scrollIntoView: \"animate\",\n aceCommandGroup: \"fileJump\"\n}, {\n name: \"gotoend\",\n bindKey: bindKey(\"Ctrl-End\", \"Command-End|Command-Down\"),\n exec: function(editor) { editor.navigateFileEnd(); },\n multiSelectAction: \"forEach\",\n readOnly: true,\n scrollIntoView: \"animate\",\n aceCommandGroup: \"fileJump\"\n}, {\n name: \"selectdown\",\n

bindKey: bindKey(\"Shift-Down\", \"Shift-Down|Ctrl-Shift-N\"),\n exec: function(editor) { editor.getSelection().selectDown(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"golinedown\",\n bindKey: bindKey(\"Down\", \"Down|Ctrl-N\"),\n exec: function(editor, args) { editor.navigateDown(args.times); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectwordleft\",\n bindKey: bindKey(\"Ctrl-Shift-Left\", \"Option-Shift-Left\"),\n exec: function(editor) { editor.getSelection().selectWordLeft(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"gotowordleft\",\n bindKey: bindKey(\"Ctrl-Left\", \"Option-Left\"),\n exec: function(editor) { editor.navigateWordLeft(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selecttolinestart\",\n bindKey: bindKey(\"Alt-Shift-Left\", \"Command-Shift-Left|Ctrl-Shift-A\"),\n exec: function(editor) { editor.getSelection().selectLineStart(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"gotolinestart\",\n bindKey: bindKey(\"Alt-Left|Home\", \"Command-Left|Home|Ctrl-A\"),\n exec: function(editor) { editor.navigateLineStart(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectleft\",\n bindKey: bindKey(\"Shift-Left\", \"Shift-Left|Ctrl-Shift-B\"),\n exec: function(editor) { editor.getSelection().selectLeft(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"gotoleft\",\n bindKey: bindKey(\"Left\", \"Left|Ctrl-B\"),\n exec: function(editor, args) { editor.navigateLeft(args.times); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectwordright\",\n bindKey: bindKey(\"Ctrl-Shift-Right\", \"Option-Shift-Right\"),\n exec: function(editor) { editor.getSelection().selectWordRight(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"gotowordright\",\n bindKey: bindKey(\"Ctrl-Right\", \"Option-Right\"),\n exec: function(editor) { editor.navigateWordRight(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selecttolineend\",\n bindKey: bindKey(\"Alt-Shift-Right\", \"Command-Shift-Right|Shift-End|Ctrl-Shift-E\"),\n exec: function(editor) { editor.getSelection().selectLineEnd(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"gotolineend\",\n bindKey: bindKey(\"Alt-Right|End\", \"Command-Right|End|Ctrl-E\"),\n exec: function(editor) { editor.navigateLineEnd(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectright\",\n bindKey: bindKey(\"Shift-Right\", \"Shift-Right\"),\n exec: function(editor) { editor.getSelection().selectRight(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"gotoright\",\n bindKey: bindKey(\"Right\", \"Right|Ctrl-F\"),\n exec: function(editor, args) { editor.navigateRight(args.times); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectpagedown\",\n bindKey: \"Shift-PageDown\",\n exec: function(editor) { editor.selectPageDown(); },\n readOnly: true\n}, {\n name: \"pagedown\",\n bindKey: bindKey(null, \"Option-PageDown\"),\n exec: function(editor) { editor.scrollPageDown(); },\n readOnly: true\n}, {\n name: \"gotopagedown\",\n bindKey: bindKey(\"PageDown\", \"PageDown|Ctrl-V\"),\n exec: function(editor) { editor.gotoPageDown(); },\n readOnly: true\n}, {\n name: \"selectpageup\",\n bindKey: \"Shift-PageUp\",\n exec: function(editor) { editor.selectPageUp(); },\n readOnly: true\n}, {\n name: \"pageup\",\n bindKey: bindKey(null, \"Option-PageUp\"),\n exec: function(editor) { editor.scrollPageUp(); },\n readOnly: true\n}, {\n name: \"gotopageup\",\n bindKey: \"PageUp\",\n exec: function(editor) { editor.gotoPageUp(); },\n readOnly: true\n}, {\n name: \"scrollup\",\n bindKey: bindKey(\"Ctrl-Up\", null),\n exec: function(e) { e.renderer.scrollBy(0, -2 * e.renderer.layerConfig.lineHeight); },\n readOnly: true\n}, {\n name: \"scrolldown\",\n bindKey: bindKey(\"Ctrl-Down\", null),\n exec: function(e) { e.renderer.scrollBy(0, 2 * e.renderer.layerConfig.lineHeight); },\n readOnly: true\n}, {\n name: \"selectlinestart\",\n bindKey: \"Shift-Home\",\n exec: function(editor) { editor.getSelection().selectLineStart(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectlineend\",\n bindKey: \"Shift-End\",\n exec: function(editor) { editor.getSelection().selectLineEnd(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"togglerecording\",\n bindKey: bindKey(\"Ctrl-Alt-

E\", \"Command-Option-E\"),\n exec: function(editor) { editor.commands.toggleRecording(editor); },\n readOnly: true\n}, {\n name: \"replaymacro\",\n bindKey: bindKey(\"Ctrl-Shift-E\", \"Command-Shift-E\"),\n exec: function(editor) { editor.commands.replay(editor); },\n readOnly: true\n}, {\n name: \"jumptomatching\",\n bindKey: bindKey(\"Ctrl-P\", \"Ctrl-P\"),\n exec: function(editor) { editor.jumpToMatching(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"animate\",\n readOnly: true\n}, {\n name: \"selecttomatching\",\n bindKey: bindKey(\"Ctrl-Shift-P\", \"Ctrl-Shift-P\"),\n exec: function(editor) { editor.jumpToMatching(true); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"animate\",\n readOnly: true\n}, {\n name: \"expandToMatching\",\n bindKey: bindKey(\"Ctrl-Shift-M\", \"Ctrl-Shift-M\"),\n exec: function(editor) { editor.jumpToMatching(true, true); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"animate\",\n readOnly: true\n}, {\n name: \"passKeysToBrowser\",\n bindKey: bindKey(null, null),\n exec: function() {},\n passEvent: true,\n readOnly: true\n}, {\n name: \"copy\",\n exec: function(editor) {\n },\n readOnly: true\n},\n{\n name: \"cut\",\n exec: function(editor) {\n var range = editor.getSelectionRange();\n editor._emit(\"cut\", range);\n\n if (!editor.selection.isEmpty()) {\n editor.session.remove(range);\n editor.clearSelection();\n }\n },\n scrollIntoView: \"cursor\",\n multiSelectAction: \"forEach\"\n}, {\n name: \"paste\",\n exec: function(editor, args) {\n editor.$handlePaste(args);\n },\n scrollIntoView: \"cursor\"\n}, {\n name: \"removeline\",\n bindKey: bindKey(\"Ctrl-D\", \"Command-D\"),\n exec: function(editor) { editor.removeLines(); },\n scrollIntoView: \"cursor\",\n multiSelectAction: \"forEachLine\"\n}, {\n name: \"duplicateSelection\",\n bindKey: bindKey(\"Ctrl-Shift-D\", \"Command-Shift-D\"),\n exec: function(editor) { editor.duplicateSelection(); },\n scrollIntoView: \"cursor\",\n multiSelectAction: \"forEach\"\n}, {\n name: \"sortlines\",\n bindKey: bindKey(\"Ctrl-Alt-S\", \"Command-Alt-S\"),\n exec: function(editor) { editor.sortLines(); },\n scrollIntoView: \"selection\",\n multiSelectAction: \"forEachLine\"\n}, {\n name: \"togglecomment\",\n bindKey: bindKey(\"Ctrl-/\", \"Command-/\"),\n exec: function(editor) { editor.toggleCommentLines(); },\n multiSelectAction: \"forEachLine\",\n scrollIntoView: \"selectionPart\"\n}, {\n name: \"toggleBlockComment\",\n bindKey: bindKey(\"Ctrl-Shift-/\", \"Command-Shift-/\"),\n exec: function(editor) { editor.toggleBlockComment(); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"selectionPart\"\n}, {\n name: \"modifyNumberUp\",\n bindKey: bindKey(\"Ctrl-Shift-Up\", \"Alt-Shift-Up\"),\n exec: function(editor) { editor.modifyNumber(1); },\n scrollIntoView: \"cursor\",\n multiSelectAction: \"forEach\"\n}, {\n name: \"modifyNumberDown\",\n bindKey: bindKey(\"Ctrl-Shift-Down\", \"Alt-Shift-Down\"),\n exec: function(editor) { editor.modifyNumber(-1); },\n scrollIntoView: \"cursor\",\n multiSelectAction: \"forEach\"\n}, {\n name: \"replace\",\n bindKey: bindKey(\"Ctrl-H\", \"Command-Option-F\"),\n exec: function(editor) {\n config.loadModule(\"ace/ext/searchbox\", function(e) {e.Search(editor, true);});\n }\n}, {\n name: \"undo\",\n bindKey: bindKey(\"Ctrl-Z\", \"Command-Z\"),\n exec: function(editor) { editor.undo(); }\n}, {\n name: \"redo\",\n bindKey: bindKey(\"Ctrl-Shift-Z|Ctrl-Y\", \"Command-Shift-Z|Command-Y\"),\n exec: function(editor) { editor.redo(); }\n}, {\n name: \"copylinesup\",\n bindKey: bindKey(\"Alt-Shift-Up\", \"Command-Option-Up\"),\n exec: function(editor) { editor.copyLinesUp(); },\n scrollIntoView: \"cursor\"\n}, {\n name: \"movelinesup\",\n bindKey: bindKey(\"Alt-Up\", \"Option-Up\"),\n exec: function(editor) { editor.moveLinesUp(); },\n scrollIntoView: \"cursor\"\n}, {\n name: \"copylinesdown\",\n bindKey: bindKey(\"Alt-Shift-Down\", \"Command-Option-Down\"),\n exec: function(editor) { editor.copyLinesDown(); },\n scrollIntoView: \"cursor\"\n}, {\n name: \"movelinesdown\",\n bindKey: bindKey(\"Alt-Down\", \"Option-Down\"),\n exec: function(editor) { editor.moveLinesDown(); },\n scrollIntoView: \"cursor\"\n}, {\n name: \"del\",\n bindKey: bindKey(\"Delete\", \"Delete|Ctrl-D|Shift-Delete\"),\n exec: function(editor) { editor.remove(\"right\"); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\"\n}, {\n name: \"backspace\",\n bindKey: bindKey(\n \"Shift-Backspace|Backspace\",\n \"Ctrl-Backspace|Shift-Backspace|Backspace|Ctrl-H\"\n),\n exec: function(editor) { editor.remove(\"left\"); },\n multiSelectAction: \"forEach\",\n scrollIntoView: \"cursor\"\n}, {\n name: \"cut_or_delete\",\n bindKey: bindKey(\"Shift-Delete\", null),\n exec: function(editor) { \n if (editor.selection.isEmpty()) {\n editor.remove(\"left\");\n } else {\n return false;\n }\n },\n

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multiSelectAction: \"forEach\",\n    scrollIntoView: \"cursor\"\n}, {\n    name: \"removetolinestart\",\n    bindKey:
bindKey(\"Alt-Backspace\", \"Command-Backspace\"),\n    exec: function(editor) { editor.removeToLineStart();
},\n    multiSelectAction: \"forEach\",\n    scrollIntoView: \"cursor\"\n}, {\n    name: \"removetolineend\",\n
bindKey: bindKey(\"Alt-Delete\", \"Ctrl-K|Command-Delete\"),\n    exec: function(editor) {
editor.removeToLineEnd(); },\n    multiSelectAction: \"forEach\",\n    scrollIntoView: \"cursor\"\n}, {\n    name:
\"removetolinestarthard\",\n    bindKey: bindKey(\"Ctrl-Shift-Backspace\", null),\n    exec: function(editor) {\n
var range = editor.selection.getRange();\n        range.start.column = 0;\n        editor.session.remove(range);\n    },\n
multiSelectAction: \"forEach\",\n    scrollIntoView: \"cursor\"\n}, {\n    name: \"removetolineendhard\",\n
bindKey: bindKey(\"Ctrl-Shift-Delete\", null),\n    exec: function(editor) {\n        var range =
editor.selection.getRange();\n        range.end.column = Number.MAX_VALUE;\n
editor.session.remove(range);\n    },\n    multiSelectAction: \"forEach\",\n    scrollIntoView: \"cursor\"\n}, {\n
name: \"removewordleft\",\n    bindKey: bindKey(\"Ctrl-Backspace\", \"Alt-Backspace|Ctrl-Alt-Backspace\"),\n
exec: function(editor) { editor.removeWordLeft(); },\n    multiSelectAction: \"forEach\",\n    scrollIntoView:
\"cursor\"\n}, {\n    name: \"removewordright\",\n    bindKey: bindKey(\"Ctrl-Delete\", \"Alt-Delete\"),\n    exec:
function(editor) { editor.removeWordRight(); },\n    multiSelectAction: \"forEach\",\n    scrollIntoView:
\"cursor\"\n}, {\n    name: \"outdent\",\n    bindKey: bindKey(\"Shift-Tab\", \"Shift-Tab\"),\n    exec: function(editor)
{ editor.blockOutdent(); },\n    multiSelectAction: \"forEach\",\n    scrollIntoView: \"selectionPart\"\n}, {\n    name:
\"indent\",\n    bindKey: bindKey(\"Tab\", \"Tab\"),\n    exec: function(editor) { editor.indent(); },\n
multiSelectAction: \"forEach\",\n    scrollIntoView: \"selectionPart\"\n}, {\n    name: \"blockoutdent\",\n    bindKey:
bindKey(\"Ctrl-[\", \"Ctrl-[\"),\n    exec: function(editor) { editor.blockOutdent(); },\n    multiSelectAction:
\"forEachLine\",\n    scrollIntoView: \"selectionPart\"\n}, {\n    name: \"blockindent\",\n    bindKey: bindKey(\"Ctrl-
]\", \"Ctrl-]\"),\n    exec: function(editor) { editor.blockIndent(); },\n    multiSelectAction: \"forEachLine\",\n
scrollIntoView: \"selectionPart\"\n}, {\n    name: \"insertstring\",\n    exec: function(editor, str) { editor.insert(str);
},\n    multiSelectAction: \"forEach\",\n    scrollIntoView: \"cursor\"\n}, {\n    name: \"inserttext\",\n    exec:
function(editor, args) {\n        editor.insert(lang.stringRepeat(args.text  || \"\", args.times || 1));\n    },\n
multiSelectAction: \"forEach\",\n    scrollIntoView: \"cursor\"\n}, {\n    name: \"splitline\",\n    bindKey:
bindKey(null, \"Ctrl-O\"),\n    exec: function(editor) { editor.splitLine(); },\n    multiSelectAction: \"forEach\",\n
scrollIntoView: \"cursor\"\n}, {\n    name: \"transposeletters\",\n    bindKey: bindKey(\"Alt-Shift-X\", \"Ctrl-T\"),\n
exec: function(editor) { editor.transposeLetters(); },\n    multiSelectAction: function(editor)
{editor.transposeSelections(1); },\n    scrollIntoView: \"cursor\"\n}, {\n    name: \"touppercase\",\n    bindKey:
bindKey(\"Ctrl-U\", \"Ctrl-U\"),\n    exec: function(editor) { editor.toUpperCase(); },\n    multiSelectAction:
\"forEach\",\n    scrollIntoView: \"cursor\"\n}, {\n    name: \"tolowercase\",\n    bindKey: bindKey(\"Ctrl-Shift-U\",
\"Ctrl-Shift-U\"),\n    exec: function(editor) { editor.toLowerCase(); },\n    multiSelectAction: \"forEach\",\n
scrollIntoView: \"cursor\"\n}, {\n    name: \"expandtoline\",\n    bindKey: bindKey(\"Ctrl-Shift-L\", \"Command-
Shift-L\"),\n    exec: function(editor) {\n        var range = editor.selection.getRange();\n\n        range.start.column =
range.end.column = 0;\n        range.end.row++;\n        editor.selection.setRange(range, false);\n    },\n
multiSelectAction: \"forEach\",\n    scrollIntoView: \"cursor\",\n    readOnly: true\n}, {\n    name: \"joinlines\",\n
bindKey: bindKey(null, null),\n    exec: function(editor) {\n        var isBackwards =
editor.selection.isBackwards();\n        var selectionStart = isBackwards ? editor.selection.getSelectionLead() :
editor.selection.getSelectionAnchor();\n        var selectionEnd = isBackwards ?
editor.selection.getSelectionAnchor() : editor.selection.getSelectionLead();\n        var firstLineEndCol =
editor.session.doc.getLine(selectionStart.row).length;\n        var selectedText =
editor.session.doc.getTextRange(editor.selection.getRange());\n        var selectedCount =
selectedText.replace(/\\n\\s*/, \" \").length;\n        var insertLine = editor.session.doc.getLine(selectionStart.row);\n\n
    for (var i = selectionStart.row + 1; i <= selectionEnd.row + 1; i++) {\n            var curLine =
lang.stringTrimLeft(lang.stringTrimRight(editor.session.doc.getLine(i)));\n            if (curLine.length !== 0) {\n
    curLine = \" \" + curLine;\n            }\n            insertLine += curLine;\n        }\n\n        if (selectionEnd.row + 1 <
(editor.session.doc.getLength() - 1)) {\n            insertLine += editor.session.doc.getNewLineCharacter();\n        }\n\n
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editor.clearSelection();\n editor.session.doc.replace(new Range(selectionStart.row, 0, selectionEnd.row + 2, 0), insertLine);\n\n if (selectedCount > 0) {\n editor.selection.moveCursorTo(selectionStart.row, selectionStart.column);\n editor.selection.selectTo(selectionStart.row, selectionStart.column + selectedCount);\n } else {\n firstLineEndCol = editor.session.doc.getLine(selectionStart.row).length > firstLineEndCol ? (firstLineEndCol + 1) : firstLineEndCol;\n editor.selection.moveCursorTo(selectionStart.row, firstLineEndCol);\n }\n },\n multiSelectAction: \"forEach\",\n readOnly: true\n}, {\n name: \"invertSelection\",\n bindKey: bindKey(null, null),\n exec: function(editor) {\n var endRow = editor.session.doc.getLength() - 1;\n var endCol = editor.session.doc.getLine(endRow).length;\n var ranges = editor.selection.rangeList.ranges;\n var newRanges = [];\n if (ranges.length < 1) {\n ranges = [editor.selection.getRange()];\n }\n\n for (var i = 0; i < ranges.length; i++) {\n if (i == (ranges.length - 1)) {\n if (!(ranges[i].end.row === endRow && ranges[i].end.column === endCol)) {\n newRanges.push(new Range(ranges[i].end.row, ranges[i].end.column, endRow, endCol));\n }\n }\n\n if (i === 0) {\n if (!(ranges[i].start.row === 0 && ranges[i].start.column === 0)) {\n newRanges.push(new Range(0, 0, ranges[i].start.row, ranges[i].start.column));\n }\n } else {\n newRanges.push(new Range(ranges[i-1].end.row, ranges[i-1].end.column, ranges[i].start.row, ranges[i].start.column));\n }\n }\n\n editor.exitMultiSelectMode();\n editor.clearSelection();\n\n for(var i = 0; i < newRanges.length; i++) {\n editor.selection.addRange(newRanges[i], false);\n }\n },\n readOnly: true,\n scrollIntoView: \"none\"\n}];\n\n});\n\nace.define(\"ace/editor\",[\"require\",\"exports\",\"module\",\"ace/lib/fixoldbrowsers\",\"ace/lib/oop\",\"ace/lib/dom\",\"ace/lib/lang\",\"ace/lib/useragent\",\"ace/keyboard/textinput\",\"ace/mouse/mouse_handler\",\"ace/mouse/fold_handler\",\"ace/keyboard/keybinding\",\"ace/edit_session\",\"ace/search\",\"ace/range\",\"ace/lib/event_emitter\",\"ace/commands/command_manager\",\"ace/commands/default_commands\",\"ace/config\",\"ace/token_iterator\"], function(acequire, exports, module) {\n\"use strict\";\n\nacequire(\"./lib/fixoldbrowsers\");\n\nvar oop = acequire(\"./lib/oop\");\nvar dom = acequire(\"./lib/dom\");\nvar lang = acequire(\"./lib/lang\");\nvar useragent = acequire(\"./lib/useragent\");\nvar TextInput = acequire(\"./keyboard/textinput\").TextInput;\nvar MouseHandler = acequire(\"./mouse/mouse_handler\").MouseHandler;\nvar FoldHandler = acequire(\"./mouse/fold_handler\").FoldHandler;\nvar KeyBinding = acequire(\"./keyboard/keybinding\").KeyBinding;\nvar EditSession = acequire(\"./edit_session\").EditSession;\nvar Search = acequire(\"./search\").Search;\nvar Range = acequire(\"./range\").Range;\nvar EventEmitter = acequire(\"./lib/event_emitter\").EventEmitter;\nvar CommandManager = acequire(\"./commands/command_manager\").CommandManager;\nvar defaultCommands = acequire(\"./commands/default_commands\").commands;\nvar config = acequire(\"./config\");\nvar TokenIterator = acequire(\"./token_iterator\").TokenIterator;\nvar Editor = function(renderer, session) {\n var container = renderer.getContainerElement();\n this.container = container;\n this.renderer = renderer;\n this.id = \"editor\" + (++Editor.$uid);\n\n this.commands = new CommandManager(useragent.isMac ? \"mac\" : \"win\", defaultCommands);\n if (typeof document == \"object\") {\n this.textInput = new TextInput(renderer.getTextAreaContainer(), this);\n this.renderer.textarea = this.textInput.getElement();\n this.$mouseHandler = new MouseHandler(this);\n new FoldHandler(this);\n }\n\n this.keyBinding = new KeyBinding(this);\n\n this.$blockScrolling = 0;\n this.$search = new Search().set({\n wrap: true\n });\n\n this.$historyTracker = this.$historyTracker.bind(this);\n this.commands.on(\"exec\", this.$historyTracker);\n\n this.$initOperationListeners();\n \n this._$emitInputEvent = lang.delayedCall(function() {\n this._signal(\"input\", {});\n if (this.session && this.session.bgTokenizer)\n this.session.bgTokenizer.scheduleStart();\n }.bind(this));\n \n this.on(\"change\", function(_, _self) {\n _self._$emitInputEvent.schedule(31);\n });\n\n this.setSession(session || new EditSession(\"\"));\n config.resetOptions(this);\n config._signal(\"editor\", this);\n};\n\nEditor.$uid = 0;\n\n(function(){\n\n oop.implement(this, EventEmitter);\n\n this.$initOperationListeners = function() {\n function last(a) {return a[a.length - 1];}\n\n this.selections = [];\n this.commands.on(\"exec\", this.startOperation.bind(this), true);\n

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this.commands.on(\"afterExec\", this.endOperation.bind(this), true);\n\n        this.$opResetTimer =
lang.delayedCall(this.endOperation.bind(this));\n\n        this.on(\"change\", function() {\n            this.curOp ||
this.startOperation();\n            this.curOp.docChanged = true;\n        }.bind(this), true);\n\n
this.on(\"changeSelection\", function() {\n            this.curOp || this.startOperation();\n
this.curOp.selectionChanged = true;\n        }.bind(this), true);\n    };\n\n    this.curOp = null;\n    this.prevOp = {};\n
this.startOperation = function(commadEvent) {\n        if (this.curOp) {\n            if (!commadEvent ||
this.curOp.command)\n                return;\n            this.prevOp = this.curOp;\n        }\n        if (!commadEvent) {\n
    this.previousCommand = null;\n            commadEvent = {};\n        }\n\n        this.$opResetTimer.schedule();\n
 this.curOp = {\n            command: commadEvent.command || {},\n            args: commadEvent.args,\n
scrollTop: this.renderer.scrollTop\n        };\n        if (this.curOp.command.name &&
this.curOp.command.scrollIntoView !== undefined)\n            this.$blockScrolling++;\n    };\n\n    this.endOperation
= function(e) {\n        if (this.curOp) {\n            if (e && e.returnValue === false)\n                return this.curOp =
null;\n            this._signal(\"beforeEndOperation\");\n            var command = this.curOp.command;\n            if
(command.name && this.$blockScrolling > 0)\n                this.$blockScrolling--;\n            var scrollIntoView =
command && command.scrollIntoView;\n            if (scrollIntoView) {\n                switch (scrollIntoView) {\n
        case \"center-animate\":\n                    scrollIntoView = \"animate\";\n                case \"center\":\n
        this.renderer.scrollCursorIntoView(null, 0.5);\n                    break;\n                case \"animate\":\n
   case \"cursor\":\n                    this.renderer.scrollCursorIntoView();\n                    break;\n                case
\"selectionPart\":\n                    var range = this.selection.getRange();\n                    var config =
this.renderer.layerConfig;\n                    if (range.start.row >= config.lastRow || range.end.row <=
config.firstRow) {\n                        this.renderer.scrollSelectionIntoView(this.selection.anchor,
this.selection.lead);\n                    }\n                    break;\n                default:\n                    break;\n
}\n            if (scrollIntoView == \"animate\")\n
this.renderer.animateScrolling(this.curOp.scrollTop);\n            }\n            \n            this.prevOp = this.curOp;\n
this.curOp = null;\n        }\n    };\n    this.$mergeableCommands = [\"backspace\", \"del\", \"insertstring\"];\n
this.$historyTracker = function(e) {\n        if (!this.$mergeUndoDeltas)\n            return;\n\n        var prev =
this.prevOp;\n        var mergeableCommands = this.$mergeableCommands;\n        var shouldMerge =
prev.command && (e.command.name == prev.command.name);\n        if (e.command.name == \"insertstring\") {\n
        var text = e.args;\n            if (this.mergeNextCommand === undefined)\n                this.mergeNextCommand =
true;\n\n            shouldMerge = shouldMerge\n                && this.mergeNextCommand // previous command allows
to coalesce with\n                && (!/\\s/.test(text) || /\\s/.test(prev.args)); // previous insertion was of same type\n\n
   this.mergeNextCommand = true;\n        } else {\n            shouldMerge = shouldMerge\n                &&
mergeableCommands.indexOf(e.command.name) !== -1; // the command is mergeable\n        }\n\n        if (\n
this.$mergeUndoDeltas != \"always\"\n            && Date.now() - this.sequenceStartTime > 2000\n        ) {\n
shouldMerge = false; // the sequence is too long\n        }\n\n        if (shouldMerge)\n
this.session.mergeUndoDeltas = true;\n        else if (mergeableCommands.indexOf(e.command.name) !== -1)\n
  this.sequenceStartTime = Date.now();\n    };\n    this.setKeyboardHandler = function(keyboardHandler, cb) {\n
if (keyboardHandler && typeof keyboardHandler === \"string\") {\n            this.$keybindingId =
keyboardHandler;\n            var _self = this;\n            config.loadModule([\"keybinding\", keyboardHandler],
function(module) {\n                if (_self.$keybindingId == keyboardHandler)\n
_self.keyBinding.setKeyboardHandler(module && module.handler);\n                cb && cb();\n            });\n        }
else {\n            this.$keybindingId = null;\n            this.keyBinding.setKeyboardHandler(keyboardHandler);\n
cb && cb();\n        }\n    };\n    this.getKeyboardHandler = function() {\n        return
this.keyBinding.getKeyboardHandler();\n    };\n    this.setSession = function(session) {\n        if (this.session ==
session)\n            return;\n        if (this.curOp) this.endOperation();\n        this.curOp = {};\n\n        var oldSession =
this.session;\n        if (oldSession) {\n            this.session.off(\"change\", this.$onDocumentChange);\n
this.session.off(\"changeMode\", this.$onChangeMode);\n            this.session.off(\"tokenizerUpdate\",
this.$onTokenizerUpdate);\n            this.session.off(\"changeTabSize\", this.$onChangeTabSize);\n
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this.session.off(\"changeWrapLimit\", this.$onChangeWrapLimit);\n            this.session.off(\"changeWrapMode\",
this.$onChangeWrapMode);\n            this.session.off(\"changeFold\", this.$onChangeFold);\n
this.session.off(\"changeFrontMarker\", this.$onChangeFrontMarker);\n
this.session.off(\"changeBackMarker\", this.$onChangeBackMarker);\n
this.session.off(\"changeBreakpoint\", this.$onChangeBreakpoint);\n            this.session.off(\"changeAnnotation\",
this.$onChangeAnnotation);\n            this.session.off(\"changeOverwrite\", this.$onCursorChange);\n
this.session.off(\"changeScrollTop\", this.$onScrollTopChange);\n            this.session.off(\"changeScrollLeft\",
this.$onScrollLeftChange);\n\n            var selection = this.session.getSelection();\n
selection.off(\"changeCursor\", this.$onCursorChange);\n            selection.off(\"changeSelection\",
this.$onSelectionChange);\n        }\n\n        this.session = session;\n        if (session) {\n
this.$onDocumentChange = this.onDocumentChange.bind(this);\n            session.on(\"change\",
this.$onDocumentChange);\n            this.renderer.setSession(session);\n    \n            this.$onChangeMode =
this.onChangeMode.bind(this);\n            session.on(\"changeMode\", this.$onChangeMode);\n    \n
this.$onTokenizerUpdate = this.onTokenizerUpdate.bind(this);\n            session.on(\"tokenizerUpdate\",
this.$onTokenizerUpdate);\n    \n            this.$onChangeTabSize =
this.renderer.onChangeTabSize.bind(this.renderer);\n            session.on(\"changeTabSize\",
this.$onChangeTabSize);\n    \n            this.$onChangeWrapLimit = this.onChangeWrapLimit.bind(this);\n
session.on(\"changeWrapLimit\", this.$onChangeWrapLimit);\n    \n            this.$onChangeWrapMode =
this.onChangeWrapMode.bind(this);\n            session.on(\"changeWrapMode\", this.$onChangeWrapMode);\n    \n
        this.$onChangeFold = this.onChangeFold.bind(this);\n            session.on(\"changeFold\",
this.$onChangeFold);\n    \n            this.$onChangeFrontMarker = this.onChangeFrontMarker.bind(this);\n
this.session.on(\"changeFrontMarker\", this.$onChangeFrontMarker);\n    \n            this.$onChangeBackMarker =
this.onChangeBackMarker.bind(this);\n            this.session.on(\"changeBackMarker\",
this.$onChangeBackMarker);\n    \n            this.$onChangeBreakpoint = this.onChangeBreakpoint.bind(this);\n
  this.session.on(\"changeBreakpoint\", this.$onChangeBreakpoint);\n    \n            this.$onChangeAnnotation =
this.onChangeAnnotation.bind(this);\n            this.session.on(\"changeAnnotation\", this.$onChangeAnnotation);\n
\n            this.$onCursorChange = this.onCursorChange.bind(this);\n            this.session.on(\"changeOverwrite\",
this.$onCursorChange);\n    \n            this.$onScrollTopChange = this.onScrollTopChange.bind(this);\n
this.session.on(\"changeScrollTop\", this.$onScrollTopChange);\n    \n            this.$onScrollLeftChange =
this.onScrollLeftChange.bind(this);\n            this.session.on(\"changeScrollLeft\", this.$onScrollLeftChange);\n    \n
        this.selection = session.getSelection();\n            this.selection.on(\"changeCursor\", this.$onCursorChange);\n
\n            this.$onSelectionChange = this.onSelectionChange.bind(this);\n
this.selection.on(\"changeSelection\", this.$onSelectionChange);\n    \n            this.onChangeMode();\n    \n
this.$blockScrolling += 1;\n            this.onCursorChange();\n            this.$blockScrolling -= 1;\n    \n
this.onScrollTopChange();\n            this.onScrollLeftChange();\n            this.onSelectionChange();\n
this.onChangeFrontMarker();\n            this.onChangeBackMarker();\n            this.onChangeBreakpoint();\n
this.onChangeAnnotation();\n            this.session.getUseWrapMode() && this.renderer.adjustWrapLimit();\n
this.renderer.updateFull();\n        } else {\n            this.selection = null;\n            this.renderer.setSession(session);\n
    }\n\n        this._signal(\"changeSession\", {\n            session: session,\n            oldSession: oldSession\n        });\n
    \n        this.curOp = null;\n        \n        oldSession && oldSession._signal(\"changeEditor\", {oldEditor: this});\n
  session && session._signal(\"changeEditor\", {editor: this});\n\n        if (session && session.bgTokenizer)\n
session.bgTokenizer.scheduleStart();\n    };\n    this.getSession = function() {\n        return this.session;\n    };\n
this.setValue = function(val, cursorPos) {\n        this.session.doc.setValue(val);\n\n        if (!cursorPos)\n
this.selectAll();\n        else if (cursorPos == 1)\n            this.navigateFileEnd();\n        else if (cursorPos == -1)\n
  this.navigateFileStart();\n\n        return val;\n    };\n    this.getValue = function() {\n        return
this.session.getValue();\n    };\n    this.getSelection = function() {\n        return this.selection;\n    };\n    this.resize =
function(force) {\n        this.renderer.onResize(force);\n    };\n    this.setTheme = function(theme, cb) {\n
this.renderer.setTheme(theme, cb);\n    };\n    this.getTheme = function() {\n        return this.renderer.getTheme();\n
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};\n    this.setStyle = function(style) {\n        this.renderer.setStyle(style);\n    };\n    this.unsetStyle = function(style)
{\n        this.renderer.unsetStyle(style);\n    };\n    this.getFontSize = function () {\n        return
this.getOption(\"fontSize\") ||\n            dom.computedStyle(this.container, \"fontSize\");\n    };\n    this.setFontSize =
function(size) {\n        this.setOption(\"fontSize\", size);\n    };\n\n    this.$highlightBrackets = function() {\n        if
(this.session.$bracketHighlight) {\n            this.session.removeMarker(this.session.$bracketHighlight);\n
this.session.$bracketHighlight = null;\n        }\n\n        if (this.$highlightPending) {\n            return;\n        }\n
var self = this;\n        this.$highlightPending = true;\n        setTimeout(function() {\n            self.$highlightPending =
false;\n            var session = self.session;\n            if (!session || !session.bgTokenizer) return;\n            var pos =
session.findMatchingBracket(self.getCursorPosition());\n            if (pos) {\n                var range = new
Range(pos.row, pos.column, pos.row, pos.column + 1);\n            } else if (session.$mode.getMatching) {\n
var range = session.$mode.getMatching(self.session);\n            }\n            if (range)\n
session.$bracketHighlight = session.addMarker(range, \"ace_bracket\", \"text\");\n        }, 50);\n    };\n
this.$highlightTags = function() {\n        if (this.$highlightTagPending)\n            return;\n        var self = this;\n
this.$highlightTagPending = true;\n        setTimeout(function() {\n            self.$highlightTagPending = false;\n
 \n            var session = self.session;\n            if (!session || !session.bgTokenizer) return;\n            \n            var pos =
self.getCursorPosition();\n            var iterator = new TokenIterator(self.session, pos.row, pos.column);\n            var
token = iterator.getCurrentToken();\n            \n            if (!token || !/\\b(?:tag-open|tag-name)/.test(token.type)) {\n
        session.removeMarker(session.$tagHighlight);\n                session.$tagHighlight = null;\n                return;\n
    }\n            \n            if (token.type.indexOf(\"tag-open\") != -1) {\n                token = iterator.stepForward();\n
        if (!token)\n                    return;\n            }\n            \n            var tag = token.value;\n            var depth = 0;\n
    var prevToken = iterator.stepBackward();\n            \n            if (prevToken.value == '<'){\n                do {\n
        prevToken = token;\n                    token = iterator.stepForward();\n                    \n                    if (token &&
token.value === tag && token.type.indexOf('tag-name') !== -1) {\n                        if (prevToken.value === '<'){\n
                    depth++;\n                        } else if (prevToken.value === '</'){\n                        depth--;\n
    }\n                }\n                \n                } while (token && depth >= 0);\n            } else {\n                do {\n
            token = prevToken;\n                    prevToken = iterator.stepBackward();\n                    \n                    if
(token && token.value === tag && token.type.indexOf('tag-name') !== -1) {\n                        if (prevToken.value
=== '<') {\n                            depth++;\n                        } else if (prevToken.value === '</') {\n
depth--;\n                        }\n                }\n                } while (prevToken && depth <= 0);\n
iterator.stepForward();\n            }\n            \n            if (!token) {\n
session.removeMarker(session.$tagHighlight);\n                session.$tagHighlight = null;\n                return;\n
}\n            \n            var row = iterator.getCurrentTokenRow();\n            var column =
iterator.getCurrentTokenColumn();\n            var range = new Range(row, column, row,
column+token.value.length);\n            var sbm = session.$backMarkers[session.$tagHighlight];\n            if
(session.$tagHighlight && sbm != undefined && range.compareRange(sbm.range) !== 0) {\n
session.removeMarker(session.$tagHighlight);\n                session.$tagHighlight = null;\n            }\n            \n
if (range && !session.$tagHighlight)\n                session.$tagHighlight = session.addMarker(range, \"ace_bracket\",
\"text\");\n        }, 50);\n    };\n    this.focus = function() {\n        var _self = this;\n        setTimeout(function() {\n
    _self.textInput.focus();\n        });\n        this.textInput.focus();\n    };\n    this.isFocused = function() {\n        return
this.textInput.isFocused();\n    };\n    this.blur = function() {\n        this.textInput.blur();\n    };\n    this.onFocus =
function(e) {\n        if (this.$isFocused)\n            return;\n        this.$isFocused = true;\n
this.renderer.showCursor();\n        this.renderer.visualizeFocus();\n        this._emit(\"focus\", e);\n    };\n
this.onBlur = function(e) {\n        if (!this.$isFocused)\n            return;\n        this.$isFocused = false;\n
this.renderer.hideCursor();\n        this.renderer.visualizeBlur();\n        this._emit(\"blur\", e);\n    };\n\n
this.$cursorChange = function() {\n        this.renderer.updateCursor();\n    };\n    this.onDocumentChange =
function(delta) {\n        var wrap = this.session.$useWrapMode;\n        var lastRow = (delta.start.row ==
delta.end.row ? delta.end.row : Infinity);\n        this.renderer.updateLines(delta.start.row, lastRow, wrap);\n\n
this._signal(\"change\", delta);\n        this.$cursorChange();\n        this.$updateHighlightActiveLine();\n    };\n\n
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this.onTokenizerUpdate = function(e) {\n        var rows = e.data;\n        this.renderer.updateLines(rows.first,
rows.last);\n    };\n\n\n    this.onScrollTopChange = function() {\n
this.renderer.scrollToY(this.session.getScrollTop());\n    };\n\n    this.onScrollLeftChange = function() {\n
this.renderer.scrollToX(this.session.getScrollLeft());\n    };\n    this.onCursorChange = function() {\n
this.$cursorChange();\n\n        if (!this.$blockScrolling) {\n            config.warn(\"Automatically scrolling cursor into
view after selection change\",\n                \"this will be disabled in the next version\",\n                \"set
editor.$blockScrolling = Infinity to disable this message\"\n            );\n
this.renderer.scrollCursorIntoView();\n        }\n\n        this.$highlightBrackets();\n        this.$highlightTags();\n
this.$updateHighlightActiveLine();\n        this._signal(\"changeSelection\");\n    };\n\n
this.$updateHighlightActiveLine = function() {\n        var session = this.getSession();\n\n        var highlight;\n        if
(this.$highlightActiveLine) {\n            if ((this.$selectionStyle != \"line\" || !this.selection.isMultiLine()))\n
highlight = this.getCursorPosition();\n            if (this.renderer.$maxLines && this.session.getLength() === 1 &&
!(this.renderer.$minLines > 1))\n                highlight = false;\n        }\n\n        if (session.$highlightLineMarker &&
!highlight) {\n            session.removeMarker(session.$highlightLineMarker.id);\n
session.$highlightLineMarker = null;\n        } else if (!session.$highlightLineMarker && highlight) {\n            var
range = new Range(highlight.row, highlight.column, highlight.row, Infinity);\n            range.id =
session.addMarker(range, \"ace_active-line\", \"screenLine\");\n            session.$highlightLineMarker = range;\n
} else if (highlight) {\n            session.$highlightLineMarker.start.row = highlight.row;\n
session.$highlightLineMarker.end.row = highlight.row;\n            session.$highlightLineMarker.start.column =
highlight.column;\n            session._signal(\"changeBackMarker\");\n        }\n    };\n\n    this.onSelectionChange =
function(e) {\n        var session = this.session;\n\n        if (session.$selectionMarker) {\n
session.removeMarker(session.$selectionMarker);\n        }\n        session.$selectionMarker = null;\n\n        if
(!this.selection.isEmpty()) {\n            var range = this.selection.getRange();\n            var style =
this.getSelectionStyle();\n            session.$selectionMarker = session.addMarker(range, \"ace_selection\", style);\n
  } else {\n            this.$updateHighlightActiveLine();\n        }\n\n        var re = this.$highlightSelectedWord &&
this.$getSelectionHighLightRegexp();\n        this.session.highlight(re);\n\n        this._signal(\"changeSelection\");\n
};\n\n    this.$getSelectionHighLightRegexp = function() {\n        var session = this.session;\n\n        var selection =
this.getSelectionRange();\n        if (selection.isEmpty() || selection.isMultiLine())\n            return;\n\n        var
startOuter = selection.start.column - 1;\n        var endOuter = selection.end.column + 1;\n        var line =
session.getLine(selection.start.row);\n        var lineCols = line.length;\n        var needle =
line.substring(Math.max(startOuter, 0),\n                                Math.min(endOuter, lineCols));\n        if ((startOuter
>= 0 && /^[\\w\\d]/.test(needle)) ||\n            (endOuter <= lineCols && /[\\w\\d]$/.test(needle)))\n            return;\n\n
    needle = line.substring(selection.start.column, selection.end.column);\n        if (!/^[\\w\\d]+$/.test(needle))\n
 return;\n\n        var re = this.$search.$assembleRegExp({\n            wholeWord: true,\n            caseSensitive: true,\n
        needle: needle\n        });\n\n        return re;\n    };\n\n\n    this.onChangeFrontMarker = function() {\n
this.renderer.updateFrontMarkers();\n    };\n\n    this.onChangeBackMarker = function() {\n
this.renderer.updateBackMarkers();\n    };\n\n\n    this.onChangeBreakpoint = function() {\n
this.renderer.updateBreakpoints();\n    };\n\n    this.onChangeAnnotation = function() {\n
this.renderer.setAnnotations(this.session.getAnnotations());\n    };\n\n\n    this.onChangeMode = function(e) {\n
this.renderer.updateText();\n        this._emit(\"changeMode\", e);\n    };\n\n\n    this.onChangeWrapLimit =
function() {\n        this.renderer.updateFull();\n    };\n\n    this.onChangeWrapMode = function() {\n
this.renderer.onResize(true);\n    };\n\n\n    this.onChangeFold = function() {\n
this.$updateHighlightActiveLine();\n        this.renderer.updateFull();\n    };\n    this.getSelectedText = function() {\n
    return this.session.getTextRange(this.getSelectionRange());\n    };\n    this.getCopyText = function() {\n        var
text = this.getSelectedText();\n        this._signal(\"copy\", text);\n        return text;\n    };\n    this.onCopy = function()
{\n        this.commands.exec(\"copy\", this);\n    };\n    this.onCut = function() {\n        this.commands.exec(\"cut\",
this);\n    };\n    this.onPaste = function(text, event) {\n        var e = {text: text, event: event};\n
this.commands.exec(\"paste\", this, e);\n    };\n    \n    this.$handlePaste = function(e) {\n        if (typeof e ==
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\"string\") \n            e = {text: e};\n        this._signal(\"paste\", e);\n        var text = e.text;\n        if
(!this.inMultiSelectMode || this.inVirtualSelectionMode) {\n            this.insert(text);\n        } else {\n            var lines
= text.split(/\\r\\n|\\r|\\n/);\n            var ranges = this.selection.rangeList.ranges;\n    \n            if (lines.length >
ranges.length || lines.length < 2 || !lines[1])\n                return this.commands.exec(\"insertstring\", this, text);\n    \n
        for (var i = ranges.length; i--;) {\n                var range = ranges[i];\n                if (!range.isEmpty())\n
this.session.remove(range);\n    \n                this.session.insert(range.start, lines[i]);\n            }\n        }\n    };\n\n
this.execCommand = function(command, args) {\n        return this.commands.exec(command, this, args);\n    };\n
this.insert = function(text, pasted) {\n        var session = this.session;\n        var mode = session.getMode();\n        var
cursor = this.getCursorPosition();\n\n        if (this.getBehaviorsEnabled() && !pasted) {\n            var transform =
mode.transformAction(session.getState(cursor.row), 'insertion', this, session, text);\n            if (transform) {\n
  if (text !== transform.text) {\n                this.session.mergeUndoDeltas = false;\n
this.$mergeNextCommand = false;\n                }\n                text = transform.text;\n\n            }\n        }\n        \n
if (text == \"\\t\")\n            text = this.session.getTabString();\n        if (!this.selection.isEmpty()) {\n            var range
= this.getSelectionRange();\n            cursor = this.session.remove(range);\n            this.clearSelection();\n        }\n
 else if (this.session.getOverwrite() && text.indexOf(\"\\n\") == -1) {\n            var range = new
Range.fromPoints(cursor, cursor);\n            range.end.column += text.length;\n            this.session.remove(range);\n
    }\n\n        if (text == \"\\n\" || text == \"\\r\\n\") {\n            var line = session.getLine(cursor.row);\n            if
(cursor.column > line.search(/\\S|$/)) {\n                var d = line.substr(cursor.column).search(/\\S|$/);\n
session.doc.removeInLine(cursor.row, cursor.column, cursor.column + d);\n            }\n        }\n
this.clearSelection();\n\n        var start = cursor.column;\n        var lineState = session.getState(cursor.row);\n        var
line = session.getLine(cursor.row);\n        var shouldOutdent = mode.checkOutdent(lineState, line, text);\n        var
end = session.insert(cursor, text);\n\n        if (transform && transform.selection) {\n            if
(transform.selection.length == 2) { // Transform relative to the current column\n
this.selection.setSelectionRange(\n                new Range(cursor.row, start + transform.selection[0],\n
    cursor.row, start + transform.selection[1]));\n            } else { // Transform relative to the current row.\n
this.selection.setSelectionRange(\n                new Range(cursor.row + transform.selection[0],\n
transform.selection[1],\n                cursor.row + transform.selection[2],\n
transform.selection[3]));\n            }\n        }\n\n        if (session.getDocument().isNewLine(text)) {\n            var
lineIndent = mode.getNextLineIndent(lineState, line.slice(0, cursor.column), session.getTabString());\n\n
session.insert({row: cursor.row+1, column: 0}, lineIndent);\n        }\n        if (shouldOutdent)\n
mode.autoOutdent(lineState, session, cursor.row);\n    };\n\n    this.onTextInput = function(text) {\n
this.keyBinding.onTextInput(text);\n    };\n\n    this.onCommandKey = function(e, hashId, keyCode) {\n
this.keyBinding.onCommandKey(e, hashId, keyCode);\n    };\n    this.setOverwrite = function(overwrite) {\n
this.session.setOverwrite(overwrite);\n    };\n    this.getOverwrite = function() {\n        return
this.session.getOverwrite();\n    };\n    this.toggleOverwrite = function() {\n        this.session.toggleOverwrite();\n
};\n    this.setScrollSpeed = function(speed) {\n        this.setOption(\"scrollSpeed\", speed);\n    };\n
this.getScrollSpeed = function() {\n        return this.getOption(\"scrollSpeed\");\n    };\n    this.setDragDelay =
function(dragDelay) {\n        this.setOption(\"dragDelay\", dragDelay);\n    };\n    this.getDragDelay = function() {\n
    return this.getOption(\"dragDelay\");\n    };\n    this.setSelectionStyle = function(val) {\n
this.setOption(\"selectionStyle\", val);\n    };\n    this.getSelectionStyle = function() {\n        return
this.getOption(\"selectionStyle\");\n    };\n    this.setHighlightActiveLine = function(shouldHighlight) {\n
this.setOption(\"highlightActiveLine\", shouldHighlight);\n    };\n    this.getHighlightActiveLine = function() {\n
return this.getOption(\"highlightActiveLine\");\n    };\n    this.setHighlightGutterLine = function(shouldHighlight)
{\n        this.setOption(\"highlightGutterLine\", shouldHighlight);\n    };\n\n    this.getHighlightGutterLine =
function() {\n        return this.getOption(\"highlightGutterLine\");\n    };\n    this.setHighlightSelectedWord =
function(shouldHighlight) {\n        this.setOption(\"highlightSelectedWord\", shouldHighlight);\n    };\n
this.getHighlightSelectedWord = function() {\n        return this.$highlightSelectedWord;\n    };\n\n
this.setAnimatedScroll = function(shouldAnimate){\n        this.renderer.setAnimatedScroll(shouldAnimate);\n
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};\n\n    this.getAnimatedScroll = function(){\n        return this.renderer.getAnimatedScroll();\n    };\n
this.setShowInvisibles = function(showInvisibles) {\n        this.renderer.setShowInvisibles(showInvisibles);\n    };\n
 this.getShowInvisibles = function() {\n        return this.renderer.getShowInvisibles();\n    };\n\n
this.setDisplayIndentGuides = function(display) {\n        this.renderer.setDisplayIndentGuides(display);\n    };\n\n
this.getDisplayIndentGuides = function() {\n        return this.renderer.getDisplayIndentGuides();\n    };\n
this.setShowPrintMargin = function(showPrintMargin) {\n
this.renderer.setShowPrintMargin(showPrintMargin);\n    };\n    this.getShowPrintMargin = function() {\n
return this.renderer.getShowPrintMargin();\n    };\n    this.setPrintMarginColumn = function(showPrintMargin) {\n
   this.renderer.setPrintMarginColumn(showPrintMargin);\n    };\n    this.getPrintMarginColumn = function() {\n
return this.renderer.getPrintMarginColumn();\n    };\n    this.setReadOnly = function(readOnly) {\n
this.setOption(\"readOnly\", readOnly);\n    };\n    this.getReadOnly = function() {\n        return
this.getOption(\"readOnly\");\n    };\n    this.setBehavioursEnabled = function (enabled) {\n
this.setOption(\"behavioursEnabled\", enabled);\n    };\n    this.getBehavioursEnabled = function () {\n        return
this.getOption(\"behavioursEnabled\");\n    };\n    this.setWrapBehavioursEnabled = function (enabled) {\n
this.setOption(\"wrapBehavioursEnabled\", enabled);\n    };\n    this.getWrapBehavioursEnabled = function () {\n
 return this.getOption(\"wrapBehavioursEnabled\");\n    };\n    this.setShowFoldWidgets = function(show) {\n
this.setOption(\"showFoldWidgets\", show);\n\n    };\n    this.getShowFoldWidgets = function() {\n        return
this.getOption(\"showFoldWidgets\");\n    };\n\n    this.setFadeFoldWidgets = function(fade) {\n
this.setOption(\"fadeFoldWidgets\", fade);\n    };\n\n    this.getFadeFoldWidgets = function() {\n        return
this.getOption(\"fadeFoldWidgets\");\n    };\n    this.remove = function(dir) {\n        if (this.selection.isEmpty()){\n
        if (dir == \"left\")\n                this.selection.selectLeft();\n            else\n                this.selection.selectRight();\n
  }\n\n        var range = this.getSelectionRange();\n        if (this.getBehavioursEnabled()) {\n            var session =
this.session;\n            var state = session.getState(range.start.row);\n            var new_range =
session.getMode().transformAction(state, 'deletion', this, session, range);\n\n            if (range.end.column === 0) {\n
            var text = session.getTextRange(range);\n                if (text[text.length - 1] == \"\\n\") {\n                    var
line = session.getLine(range.end.row);\n                    if (/^\\s+$/.test(line)) {\n                        range.end.column =
line.length;\n                    }\n                }\n            }\n            if (new_range)\n                range = new_range;\n
}\n\n        this.session.remove(range);\n        this.clearSelection();\n    };\n    this.removeWordRight = function() {\n
   if (this.selection.isEmpty())\n            this.selection.selectWordRight();\n\n
this.session.remove(this.getSelectionRange());\n        this.clearSelection();\n    };\n    this.removeWordLeft =
function() {\n        if (this.selection.isEmpty())\n            this.selection.selectWordLeft();\n\n
this.session.remove(this.getSelectionRange());\n        this.clearSelection();\n    };\n    this.removeToLineStart =
function() {\n        if (this.selection.isEmpty())\n            this.selection.selectLineStart();\n\n
this.session.remove(this.getSelectionRange());\n        this.clearSelection();\n    };\n    this.removeToLineEnd =
function() {\n        if (this.selection.isEmpty())\n            this.selection.selectLineEnd();\n\n        var range =
this.getSelectionRange();\n        if (range.start.column == range.end.column && range.start.row == range.end.row)
{\n            range.end.column = 0;\n            range.end.row++;\n        }\n\n        this.session.remove(range);\n
this.clearSelection();\n    };\n    this.splitLine = function() {\n        if (!this.selection.isEmpty()) {\n
this.session.remove(this.getSelectionRange());\n            this.clearSelection();\n        }\n\n        var cursor =
this.getCursorPosition();\n        this.insert(\"\\n\");\n        this.moveCursorToPosition(cursor);\n    };\n
this.transposeLetters = function() {\n        if (!this.selection.isEmpty()) {\n            return;\n        }\n\n        var cursor
= this.getCursorPosition();\n        var column = cursor.column;\n        if (column === 0)\n            return;\n\n        var
line = this.session.getLine(cursor.row);\n        var swap, range;\n        if (column < line.length) {\n            swap =
line.charAt(column) + line.charAt(column-1);\n            range = new Range(cursor.row, column-1, cursor.row,
column+1);\n        }\n        else {\n            swap = line.charAt(column-1) + line.charAt(column-2);\n            range =
new Range(cursor.row, column-2, cursor.row, column);\n        }\n        this.session.replace(range, swap);\n
this.session.selection.moveToPosition(range.end);\n    };\n    this.toLowerCase = function() {\n        var
originalRange = this.getSelectionRange();\n        if (this.selection.isEmpty()) {\n
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this.selection.selectWord();\n        }\n\n        var range = this.getSelectionRange();\n        var text =
this.session.getTextRange(range);\n        this.session.replace(range, text.toLowerCase());\n
this.selection.setSelectionRange(originalRange);\n    };\n    this.toUpperCase = function() {\n        var originalRange
= this.getSelectionRange();\n        if (this.selection.isEmpty()) {\n            this.selection.selectWord();\n        }\n\n
var range = this.getSelectionRange();\n        var text = this.session.getTextRange(range);\n
this.session.replace(range, text.toUpperCase());\n        this.selection.setSelectionRange(originalRange);\n    };\n
this.indent = function() {\n        var session = this.session;\n        var range = this.getSelectionRange();\n\n        if
(range.start.row < range.end.row) {\n            var rows = this.$getSelectedRows();\n
session.indentRows(rows.first, rows.last, \"\\t\");\n            return;\n        } else if (range.start.column <
range.end.column) {\n            var text = session.getTextRange(range);\n            if (!/^\\s+$/.test(text)) {\n
var rows = this.$getSelectedRows();\n                session.indentRows(rows.first, rows.last, \"\\t\");\n
return;\n            }\n        }\n        \n        var line = session.getLine(range.start.row);\n        var position =
range.start;\n        var size = session.getTabSize();\n        var column =
session.documentToScreenColumn(position.row, position.column);\n\n        if (this.session.getUseSoftTabs()) {\n
    var count = (size - column % size);\n            var indentString = lang.stringRepeat(\" \", count);\n        } else {\n
    var count = column % size;\n            while (line[range.start.column - 1] == \" \" && count) {\n
range.start.column--;\n                count--;\n            }\n            this.selection.setSelectionRange(range);\n
indentString = \"\\t\";\n        }\n        return this.insert(indentString);\n    };\n    this.blockIndent = function() {\n
var rows = this.$getSelectedRows();\n        this.session.indentRows(rows.first, rows.last, \"\\t\");\n    };\n
this.blockOutdent = function() {\n        var selection = this.session.getSelection();\n
this.session.outdentRows(selection.getRange());\n    };\n    this.sortLines = function() {\n        var rows =
this.$getSelectedRows();\n        var session = this.session;\n\n        var lines = [];\n        for (var i = rows.first; i <=
rows.last; i++)\n            lines.push(session.getLine(i));\n\n        lines.sort(function(a, b) {\n            if
(a.toLowerCase() < b.toLowerCase()) return -1;\n            if (a.toLowerCase() > b.toLowerCase()) return 1;\n
return 0;\n        });\n\n        var deleteRange = new Range(0, 0, 0, 0);\n        for (var i = rows.first; i <= rows.last; i++)
{\n            var line = session.getLine(i);\n            deleteRange.start.row = i;\n            deleteRange.end.row = i;\n
 deleteRange.end.column = line.length;\n            session.replace(deleteRange, lines[i-rows.first]);\n        }\n    };\n
this.toggleCommentLines = function() {\n        var state = this.session.getState(this.getCursorPosition().row);\n
var rows = this.$getSelectedRows();\n        this.session.getMode().toggleCommentLines(state, this.session,
rows.first, rows.last);\n    };\n\n    this.toggleBlockComment = function() {\n        var cursor =
this.getCursorPosition();\n        var state = this.session.getState(cursor.row);\n        var range =
this.getSelectionRange();\n        this.session.getMode().toggleBlockComment(state, this.session, range, cursor);\n
};\n    this.getNumberAt = function(row, column) {\n        var _numberRx = /[\\-]?[0-9]+(?:\\.[0-9]+)?/g;\n
_numberRx.lastIndex = 0;\n\n        var s = this.session.getLine(row);\n        while (_numberRx.lastIndex < column)
{\n            var m = _numberRx.exec(s);\n            if(m.index <= column && m.index+m[0].length >= column){\n
        var number = {\n                value: m[0],\n                start: m.index,\n                end:
m.index+m[0].length\n                };\n                return number;\n            }\n        }\n        return null;\n    };\n
this.modifyNumber = function(amount) {\n        var row = this.selection.getCursor().row;\n        var column =
this.selection.getCursor().column;\n        var charRange = new Range(row, column-1, row, column);\n\n        var c =
this.session.getTextRange(charRange);\n        if (!isNaN(parseFloat(c)) && isFinite(c)) {\n            var nr =
this.getNumberAt(row, column);\n            if (nr) {\n                var fp = nr.value.indexOf(\".\") >= 0 ? nr.start +
nr.value.indexOf(\".\") + 1 : nr.end;\n                var decimals = nr.start + nr.value.length - fp;\n\n                var t =
parseFloat(nr.value);\n                t *= Math.pow(10, decimals);\n\n\n                if(fp !== nr.end && column < fp){\n
                amount *= Math.pow(10, nr.end - column - 1);\n                } else {\n                amount *= Math.pow(10,
nr.end - column);\n                }\n\n                t += amount;\n                t /= Math.pow(10, decimals);\n                var
nnr = t.toFixed(decimals);\n                var replaceRange = new Range(row, nr.start, row, nr.end);\n
this.session.replace(replaceRange, nnr);\n                this.moveCursorTo(row, Math.max(nr.start +1, column +
nnr.length - nr.value.length));\n\n            }\n        }\n    };\n    this.removeLines = function() {\n        var rows =
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this.$getSelectedRows();\n        this.session.removeFullLines(rows.first, rows.last);\n        this.clearSelection();\n
};\n\n    this.duplicateSelection = function() {\n        var sel = this.selection;\n        var doc = this.session;\n        var
range = sel.getRange();\n        var reverse = sel.isBackwards();\n        if (range.isEmpty()) {\n            var row =
range.start.row;\n            doc.duplicateLines(row, row);\n        } else {\n            var point = reverse ? range.start :
range.end;\n            var endPoint = doc.insert(point, doc.getTextRange(range), false);\n            range.start = point;\n
        range.end = endPoint;\n\n            sel.setSelectionRange(range, reverse);\n        }\n    };\n
this.moveLinesDown = function() {\n        this.$moveLines(1, false);\n    };\n    this.moveLinesUp = function() {\n
   this.$moveLines(-1, false);\n    };\n    this.moveText = function(range, toPosition, copy) {\n        return
this.session.moveText(range, toPosition, copy);\n    };\n    this.copyLinesUp = function() {\n        this.$moveLines(-
1, true);\n    };\n    this.copyLinesDown = function() {\n        this.$moveLines(1, true);\n    };\n    this.$moveLines =
function(dir, copy) {\n        var rows, moved;\n        var selection = this.selection;\n        if
(!selection.inMultiSelectMode || this.inVirtualSelectionMode) {\n            var range = selection.toOrientedRange();\n
        rows = this.$getSelectedRows(range);\n            moved = this.session.$moveLines(rows.first, rows.last, copy ?
0 : dir);\n            if (copy && dir == -1) moved = 0;\n            range.moveBy(moved, 0);\n
selection.fromOrientedRange(range);\n        } else {\n            var ranges = selection.rangeList.ranges;\n
selection.rangeList.detach(this.session);\n            this.inVirtualSelectionMode = true;\n            \n            var diff =
0;\n            var totalDiff = 0;\n            var l = ranges.length;\n            for (var i = 0; i < l; i++) {\n                var
rangeIndex = i;\n                ranges[i].moveBy(diff, 0);\n                rows = this.$getSelectedRows(ranges[i]);\n
  var first = rows.first;\n                var last = rows.last;\n                while (++i < l) {\n                    if (totalDiff)
ranges[i].moveBy(totalDiff, 0);\n                    var subRows = this.$getSelectedRows(ranges[i]);\n                    if
(copy && subRows.first != last)\n                        break;\n                    else if (!copy && subRows.first > last + 1)\n
                    break;\n                    last = subRows.last;\n                }\n                i--;\n                diff =
this.session.$moveLines(first, last, copy ? 0 : dir);\n                if (copy && dir == -1) rangeIndex = i + 1;\n
while (rangeIndex <= i) {\n                    ranges[rangeIndex].moveBy(diff, 0);\n                    rangeIndex++;\n
 }\n                if (!copy) diff = 0;\n                totalDiff += diff;\n            }\n            \n
selection.fromOrientedRange(selection.ranges[0]);\n            selection.rangeList.attach(this.session);\n
this.inVirtualSelectionMode = false;\n        }\n    };\n    this.$getSelectedRows = function(range) {\n        range =
(range || this.getSelectionRange()).collapseRows();\n\n        return {\n            first:
this.session.getRowFoldStart(range.start.row),\n            last: this.session.getRowFoldEnd(range.end.row)\n        };\n
 };\n\n    this.onCompositionStart = function(text) {\n
this.renderer.showComposition(this.getCursorPosition());\n    };\n\n    this.onCompositionUpdate = function(text)
{\n        this.renderer.setCompositionText(text);\n    };\n\n    this.onCompositionEnd = function() {\n
this.renderer.hideComposition();\n    };\n    this.getFirstVisibleRow = function() {\n        return
this.renderer.getFirstVisibleRow();\n    };\n    this.getLastVisibleRow = function() {\n        return
this.renderer.getLastVisibleRow();\n    };\n    this.isRowVisible = function(row) {\n        return (row >=
this.getFirstVisibleRow() && row <= this.getLastVisibleRow());\n    };\n    this.isRowFullyVisible = function(row)
{\n        return (row >= this.renderer.getFirstFullyVisibleRow() && row <=
this.renderer.getLastFullyVisibleRow());\n    };\n    this.$getVisibleRowCount = function() {\n        return
this.renderer.getScrollBottomRow() - this.renderer.getScrollTopRow() + 1;\n    };\n\n    this.$moveByPage =
function(dir, select) {\n        var renderer = this.renderer;\n        var config = this.renderer.layerConfig;\n        var
rows = dir * Math.floor(config.height / config.lineHeight);\n\n        this.$blockScrolling++;\n        if (select ===
true) {\n            this.selection.$moveSelection(function(){\n                this.moveCursorBy(rows, 0);\n            });\n
} else if (select === false) {\n            this.selection.moveCursorBy(rows, 0);\n
this.selection.clearSelection();\n        }\n        this.$blockScrolling--;\n\n        var scrollTop = renderer.scrollTop;\n\n
    renderer.scrollBy(0, rows * config.lineHeight);\n        if (select != null)\n
renderer.scrollCursorIntoView(null, 0.5);\n\n        renderer.animateScrolling(scrollTop);\n    };\n
this.selectPageDown = function() {\n        this.$moveByPage(1, true);\n    };\n    this.selectPageUp = function() {\n
   this.$moveByPage(-1, true);\n    };\n    this.gotoPageDown = function() {\n        this.$moveByPage(1, false);\n
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};\n    this.gotoPageUp = function() {\n        this.$moveByPage(-1, false);\n    };\n    this.scrollPageDown =
function() {\n        this.$moveByPage(1);\n    };\n    this.scrollPageUp = function() {\n        this.$moveByPage(-1);\n
 };\n    this.scrollToRow = function(row) {\n        this.renderer.scrollToRow(row);\n    };\n    this.scrollToLine =
function(line, center, animate, callback) {\n        this.renderer.scrollToLine(line, center, animate, callback);\n    };\n
this.centerSelection = function() {\n        var range = this.getSelectionRange();\n        var pos = {\n            row:
Math.floor(range.start.row + (range.end.row - range.start.row) / 2),\n            column: Math.floor(range.start.column
+ (range.end.column - range.start.column) / 2)\n        };\n        this.renderer.alignCursor(pos, 0.5);\n    };\n
this.getCursorPosition = function() {\n        return this.selection.getCursor();\n    };\n    this.getCursorPositionScreen
= function() {\n        return this.session.documentToScreenPosition(this.getCursorPosition());\n    };\n
this.getSelectionRange = function() {\n        return this.selection.getRange();\n    };\n    this.selectAll = function() {\n
      this.$blockScrolling += 1;\n        this.selection.selectAll();\n        this.$blockScrolling -= 1;\n    };\n
this.clearSelection = function() {\n        this.selection.clearSelection();\n    };\n    this.moveCursorTo = function(row,
column) {\n        this.selection.moveCursorTo(row, column);\n    };\n    this.moveCursorToPosition = function(pos)
{\n        this.selection.moveCursorToPosition(pos);\n    };\n    this.jumpToMatching = function(select, expand) {\n
  var cursor = this.getCursorPosition();\n        var iterator = new TokenIterator(this.session, cursor.row,
cursor.column);\n        var prevToken = iterator.getCurrentToken();\n        var token = prevToken ||
iterator.stepForward();\n\n        if (!token) return;\n        var matchType;\n        var found = false;\n        var depth =
{};\n        var i = cursor.column - token.start;\n        var bracketType;\n        var brackets = {\n            \")\": \"(\",\n
    \"(\": \"(\",\n            \"]\": \"[\",\n            \"[\": \"[\",\n            \"{\": \"{\",\n            \"}\": \"{\"\n        };\n        \n
do {\n            if (token.value.match(/[{}()\\[\\]]/g)) {\n                for (; i < token.value.length && !found; i++) {\n
            if (!brackets[token.value[i]]) {\n                    continue;\n                }\n\n                    bracketType =
brackets[token.value[i]] + '.' + token.type.replace(\"rparen\", \"lparen\");\n\n                    if
(isNaN(depth[bracketType])) {\n                        depth[bracketType] = 0;\n                    }\n\n                    switch
(token.value[i]) {\n                        case '(':\n                        case '[':\n                        case '{':\n
depth[bracketType]++;\n                        break;\n                        case ')':\n                        case ']':\n
case '}':\n                        depth[bracketType]--;\n\n                        if (depth[bracketType] === -1) {\n
            matchType = 'bracket';\n                        found = true;\n                        }\n                        break;\n
        }\n                }\n            }\n            else if (token && token.type.indexOf('tag-name') !== -1) {\n                if
(isNaN(depth[token.value])) {\n                    depth[token.value] = 0;\n                }\n                \n                if
(prevToken.value === '<') {\n                    depth[token.value]++;\n                }\n                else if (prevToken.value
=== '</') {\n                    depth[token.value]--;\n                }\n                \n                if (depth[token.value] === -1)
{\n                    matchType = 'tag';\n                    found = true;\n                }\n            }\n\n            if (!found) {\n
    prevToken = token;\n                token = iterator.stepForward();\n                i = 0;\n            }\n        } while (token
&& !found);\n        if (!matchType)\n            return;\n\n        var range, pos;\n        if (matchType === 'bracket') {\n
      range = this.session.getBracketRange(cursor);\n            if (!range) {\n                range = new Range(\n
 iterator.getCurrentTokenRow(),\n                    iterator.getCurrentTokenColumn() + i - 1,\n
iterator.getCurrentTokenRow(),\n                    iterator.getCurrentTokenColumn() + i - 1\n                );\n                pos
= range.start;\n                if (expand || pos.row === cursor.row && Math.abs(pos.column - cursor.column) < 2)\n
            range = this.session.getBracketRange(pos);\n            }\n        }\n        else if (matchType === 'tag') {\n
if (token && token.type.indexOf('tag-name') !== -1) \n                var tag = token.value;\n            else\n
return;\n\n            range = new Range(\n                iterator.getCurrentTokenRow(),\n
iterator.getCurrentTokenColumn() - 2,\n                iterator.getCurrentTokenRow(),\n
iterator.getCurrentTokenColumn() - 2\n            );\n            if (range.compare(cursor.row, cursor.column) === 0) {\n
            found = false;\n                do {\n                    token = prevToken;\n                    prevToken =
iterator.stepBackward();\n                    \n                    if (prevToken) {\n                        if
(prevToken.type.indexOf('tag-close') !== -1) {\n                            range.setEnd(iterator.getCurrentTokenRow(),
iterator.getCurrentTokenColumn() + 1);\n                        }\n\n                        if (token.value === tag &&
token.type.indexOf('tag-name') !== -1) {\n                            if (prevToken.value === '<') {\n
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depth[tag]++;\n                    }\n                    else if (prevToken.value === '</') {\n
depth[tag]--;\n                    }\n                    \n                    if (depth[tag] === 0)\n
found = true;\n                    }\n                    }\n                    } while (prevToken && !found);\n                    }\n                    if
(token && token.type.indexOf('tag-name')) {\n                    pos = range.start;\n                    if (pos.row == cursor.row &&
Math.abs(pos.column - cursor.column) < 2)\n                    pos = range.end;\n                    }\n                    }\n\n                    pos = range
&& range.cursor || pos;\n                    if (pos) {\n                    if (select) {\n                    if (range && expand) {\n
this.selection.setRange(range);\n                    } else if (range && range.isEqual(this.getSelectionRange())) {\n
  this.clearSelection();\n                    } else {\n                    this.selection.selectTo(pos.row, pos.column);\n
}\n                    } else {\n                    this.selection.moveTo(pos.row, pos.column);\n                    }\n                    }\n    };\n
this.gotoLine = function(lineNumber, column, animate) {\n                    this.selection.clearSelection();\n
this.session.unfold({row: lineNumber - 1, column: column || 0});\n\n                    this.$blockScrolling += 1;\n
this.exitMultiSelectMode && this.exitMultiSelectMode();\n                    this.moveCursorTo(lineNumber - 1, column || 0);\n
    this.$blockScrolling -= 1;\n\n                    if (!this.isRowFullyVisible(lineNumber - 1))\n
this.scrollToLine(lineNumber - 1, true, animate);\n    };\n    this.navigateTo = function(row, column) {\n
this.selection.moveTo(row, column);\n    };\n    this.navigateUp = function(times) {\n                    if
(this.selection.isMultiLine() && !this.selection.isBackwards()) {\n                    var selectionStart =
this.selection.anchor.getPosition();\n                    return this.moveCursorToPosition(selectionStart);\n                    }\n
this.selection.clearSelection();\n                    this.selection.moveCursorBy(-times || -1, 0);\n    };\n    this.navigateDown =
function(times) {\n                    if (this.selection.isMultiLine() && this.selection.isBackwards()) {\n                    var selectionEnd
= this.selection.anchor.getPosition();\n                    return this.moveCursorToPosition(selectionEnd);\n                    }\n
this.selection.clearSelection();\n                    this.selection.moveCursorBy(times || 1, 0);\n    };\n    this.navigateLeft =
function(times) {\n                    if (!this.selection.isEmpty()) {\n                    var selectionStart = this.getSelectionRange().start;\n
                    this.moveCursorToPosition(selectionStart);\n                    }\n                    else {\n                    times = times || 1;\n                    while
(times--) {\n                    this.selection.moveCursorLeft();\n                    }\n                    }\n                    this.clearSelection();\n    };\n
this.navigateRight = function(times) {\n                    if (!this.selection.isEmpty()) {\n                    var selectionEnd =
this.getSelectionRange().end;\n                    this.moveCursorToPosition(selectionEnd);\n                    }\n                    else {\n
times = times || 1;\n                    while (times--) {\n                    this.selection.moveCursorRight();\n                    }\n                    }\n
this.clearSelection();\n    };\n    this.navigateLineStart = function() {\n                    this.selection.moveCursorLineStart();\n
  this.clearSelection();\n    };\n    this.navigateLineEnd = function() {\n                    this.selection.moveCursorLineEnd();\n
   this.clearSelection();\n    };\n    this.navigateFileEnd = function() {\n                    this.selection.moveCursorFileEnd();\n
  this.clearSelection();\n    };\n    this.navigateFileStart = function() {\n                    this.selection.moveCursorFileStart();\n
  this.clearSelection();\n    };\n    this.navigateWordRight = function() {\n
this.selection.moveCursorWordRight();\n                    this.clearSelection();\n    };\n    this.navigateWordLeft = function()
{\n                    this.selection.moveCursorWordLeft();\n                    this.clearSelection();\n    };\n    this.replace =
function(replacement, options) {\n                    if (options)\n                    this.$search.set(options);\n\n                    var range =
this.$search.find(this.session);\n                    var replaced = 0;\n                    if (!range)\n                    return replaced;\n\n                    if
(this.$tryReplace(range, replacement)) {\n                    replaced = 1;\n                    }\n                    if (range !== null) {\n
this.selection.setSelectionRange(range);\n                    this.renderer.scrollSelectionIntoView(range.start, range.end);\n
}\n\n                    return replaced;\n    };\n    this.replaceAll = function(replacement, options) {\n                    if (options) {\n
this.$search.set(options);\n                    }\n\n                    var ranges = this.$search.findAll(this.session);\n                    var replaced = 0;\n
  if (!ranges.length)\n                    return replaced;\n\n                    this.$blockScrolling += 1;\n\n                    var selection =
this.getSelectionRange();\n                    this.selection.moveTo(0, 0);\n\n                    for (var i = ranges.length - 1; i >= 0; --i) {\n
    if(this.$tryReplace(ranges[i], replacement)) {\n                    replaced++;\n                    }\n                    }\n\n
this.selection.setSelectionRange(selection);\n                    this.$blockScrolling -= 1;\n\n                    return replaced;\n    };\n\n
this.$tryReplace = function(range, replacement) {\n                    var input = this.session.getTextRange(range);\n
replacement = this.$search.replace(input, replacement);\n                    if (replacement !== null) {\n                    range.end =
this.session.replace(range, replacement);\n                    return range;\n                    } else {\n                    return null;\n                    }\n    };\n
this.getLastSearchOptions = function() {\n                    return this.$search.getOptions();\n    };\n    this.find =
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function(needle, options, animate) {\n        if (!options)\n            options = {};\n\n        if (typeof needle == \"string\"
|| needle instanceof RegExp)\n            options.needle = needle;\n        else if (typeof needle == \"object\")\n
oop.mixin(options, needle);\n\n        var range = this.selection.getRange();\n        if (options.needle == null) {\n
 needle = this.session.getTextRange(range)\n                || this.$search.$options.needle;\n            if (!needle) {\n
   range = this.session.getWordRange(range.start.row, range.start.column);\n                needle =
this.session.getTextRange(range);\n            }\n            this.$search.set({needle: needle});\n        }\n\n
this.$search.set(options);\n        if (!options.start)\n            this.$search.set({start: range});\n\n        var newRange =
this.$search.find(this.session);\n        if (options.preventScroll)\n            return newRange;\n        if (newRange) {\n
        this.revealRange(newRange, animate);\n            return newRange;\n        }\n        if (options.backwards)\n
range.start = range.end;\n        else\n            range.end = range.start;\n        this.selection.setRange(range);\n    };\n
this.findNext = function(options, animate) {\n        this.find({skipCurrent: true, backwards: false}, options,
animate);\n    };\n    this.findPrevious = function(options, animate) {\n        this.find(options, {skipCurrent: true,
backwards: true}, animate);\n    };\n\n    this.revealRange = function(range, animate) {\n        this.$blockScrolling
+= 1;\n        this.session.unfold(range);\n        this.selection.setSelectionRange(range);\n        this.$blockScrolling -=
1;\n\n        var scrollTop = this.renderer.scrollTop;\n        this.renderer.scrollSelectionIntoView(range.start,
range.end, 0.5);\n        if (animate !== false)\n            this.renderer.animateScrolling(scrollTop);\n    };\n    this.undo
= function() {\n        this.$blockScrolling++;\n        this.session.getUndoManager().undo();\n
this.$blockScrolling--;\n        this.renderer.scrollCursorIntoView(null, 0.5);\n    };\n    this.redo = function() {\n
this.$blockScrolling++;\n        this.session.getUndoManager().redo();\n        this.$blockScrolling--;\n
this.renderer.scrollCursorIntoView(null, 0.5);\n    };\n    this.destroy = function() {\n        this.renderer.destroy();\n
  this._signal(\"destroy\", this);\n        if (this.session) {\n            this.session.destroy();\n        }\n    };\n
this.setAutoScrollEditorIntoView = function(enable) {\n        if (!enable)\n            return;\n        var rect;\n        var
self = this;\n        var shouldScroll = false;\n        if (!this.$scrollAnchor)\n            this.$scrollAnchor =
document.createElement(\"div\");\n        var scrollAnchor = this.$scrollAnchor;\n        scrollAnchor.style.cssText =
\"position:absolute\";\n        this.container.insertBefore(scrollAnchor, this.container.firstChild);\n        var
onChangeSelection = this.on(\"changeSelection\", function() {\n            shouldScroll = true;\n        });\n        var
onBeforeRender = this.renderer.on(\"beforeRender\", function() {\n            if (shouldScroll)\n                rect =
self.renderer.container.getBoundingClientRect();\n        });\n        var onAfterRender =
this.renderer.on(\"afterRender\", function() {\n            if (shouldScroll && rect && (self.isFocused()\n                ||
self.searchBox && self.searchBox.isFocused())\n            ) {\n                var renderer = self.renderer;\n                var
pos = renderer.$cursorLayer.$pixelPos;\n                var config = renderer.layerConfig;\n                var top = pos.top -
config.offset;\n                if (pos.top >= 0 && top + rect.top < 0) {\n                    shouldScroll = true;\n                }
else if (pos.top < config.height &&\n                    pos.top + rect.top + config.lineHeight > window.innerHeight) {\n
                shouldScroll = false;\n                } else {\n                    shouldScroll = null;\n                }\n                if
(shouldScroll != null) {\n                    scrollAnchor.style.top = top + \"px\";\n                    scrollAnchor.style.left =
pos.left + \"px\";\n                    scrollAnchor.style.height = config.lineHeight + \"px\";\n
scrollAnchor.scrollIntoView(shouldScroll);\n                }\n                shouldScroll = rect = null;\n            }\n
});\n        this.setAutoScrollEditorIntoView = function(enable) {\n            if (enable)\n                return;\n
delete this.setAutoScrollEditorIntoView;\n            this.off(\"changeSelection\", onChangeSelection);\n
this.renderer.off(\"afterRender\", onAfterRender);\n            this.renderer.off(\"beforeRender\", onBeforeRender);\n
   };\n    };\n\n\n    this.$resetCursorStyle = function() {\n        var style = this.$cursorStyle || \"ace\";\n        var
cursorLayer = this.renderer.$cursorLayer;\n        if (!cursorLayer)\n            return;\n
cursorLayer.setSmoothBlinking(/smooth/.test(style));\n        cursorLayer.isBlinking = !this.$readOnly && style !=
\"wide\";\n        dom.setCssClass(cursorLayer.element, \"ace_slim-cursors\", /slim/.test(style));\n
};\n\n}).call(Editor.prototype);\n\n\n\nconfig.defineOptions(Editor.prototype, \"editor\", {\n    selectionStyle: {\n
set: function(style) {\n            this.onSelectionChange();\n            this._signal(\"changeSelectionStyle\", {data:
style});\n        },\n        initialValue: \"line\"\n    },\n    highlightActiveLine: {\n        set: function()
{this.$updateHighlightActiveLine();},\n        initialValue: true\n    },\n    highlightSelectedWord: {\n        set:
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function(shouldHighlight) {this.$onSelectionChange();},\n        initialValue: true\n    },\n    readOnly: {\n        set:
function(readOnly) {\n            this.$resetCursorStyle(); \n        },\n        initialValue: false\n    },\n    cursorStyle: {\n
    set: function(val) { this.$resetCursorStyle(); },\n        values: [\"ace\", \"slim\", \"smooth\", \"wide\"],\n
initialValue: \"ace\"\n    },\n    mergeUndoDeltas: {\n        values: [false, true, \"always\"],\n        initialValue: true\n
},\n    behavioursEnabled: {initialValue: true},\n    wrapBehavioursEnabled: {initialValue: true},\n
autoScrollEditorIntoView: {\n        set: function(val) {this.setAutoScrollEditorIntoView(val);}\n    },\n
keyboardHandler: {\n        set: function(val) { this.setKeyboardHandler(val); },\n        get: function() { return
this.keybindingId; },\n        handlesSet: true\n    },\n\n    hScrollBarAlwaysVisible: \"renderer\",\n
vScrollBarAlwaysVisible: \"renderer\",\n    highlightGutterLine: \"renderer\",\n    animatedScroll: \"renderer\",\n
showInvisibles: \"renderer\",\n    showPrintMargin: \"renderer\",\n    printMarginColumn: \"renderer\",\n
printMargin: \"renderer\",\n    fadeFoldWidgets: \"renderer\",\n    showFoldWidgets: \"renderer\",\n
showLineNumbers: \"renderer\",\n    showGutter: \"renderer\",\n    displayIndentGuides: \"renderer\",\n    fontSize:
\"renderer\",\n    fontFamily: \"renderer\",\n    maxLines: \"renderer\",\n    minLines: \"renderer\",\n    scrollPastEnd:
\"renderer\",\n    fixedWidthGutter: \"renderer\",\n    theme: \"renderer\",\n\n    scrollSpeed: \"$mouseHandler\",\n
dragDelay: \"$mouseHandler\",\n    dragEnabled: \"$mouseHandler\",\n    focusTimout: \"$mouseHandler\",\n
tooltipFollowsMouse: \"$mouseHandler\",\n\n    firstLineNumber: \"session\",\n    overwrite: \"session\",\n
newLineMode: \"session\",\n    useWorker: \"session\",\n    useSoftTabs: \"session\",\n    tabSize: \"session\",\n
wrap: \"session\",\n    indentedSoftWrap: \"session\",\n    foldStyle: \"session\",\n    mode:
\"session\"\n});\n\nexports.Editor =
Editor;\n});\n\nace.define(\"ace/undomanager\",[\"require\",\"exports\",\"module\"], function(acequire, exports,
module) {\n\"use strict\";\nvar UndoManager = function() {\n    this.reset();\n};\n\n(function() {\n    this.execute =
function(options) {\n        var deltaSets = options.args[0];\n        this.$doc  = options.args[1];\n        if (options.merge
&& this.hasUndo()){\n            this.dirtyCounter--;\n            deltaSets = this.$undoStack.pop().concat(deltaSets);\n
 }\n        this.$undoStack.push(deltaSets);\n        this.$redoStack = [];\n        if (this.dirtyCounter < 0) {\n
this.dirtyCounter = NaN;\n        }\n        this.dirtyCounter++;\n    };\n    this.undo = function(dontSelect) {\n        var
deltaSets = this.$undoStack.pop();\n        var undoSelectionRange = null;\n        if (deltaSets) {\n
undoSelectionRange = this.$doc.undoChanges(deltaSets, dontSelect);\n            this.$redoStack.push(deltaSets);\n
    this.dirtyCounter--;\n        }\n\n        return undoSelectionRange;\n    };\n    this.redo = function(dontSelect) {\n
  var deltaSets = this.$redoStack.pop();\n        var redoSelectionRange = null;\n        if (deltaSets) {\n
redoSelectionRange =\n                this.$doc.redoChanges(this.$deserializeDeltas(deltaSets), dontSelect);\n
this.$undoStack.push(deltaSets);\n            this.dirtyCounter++;\n        }\n        return redoSelectionRange;\n    };\n
this.reset = function() {\n        this.$undoStack = [];\n        this.$redoStack = [];\n        this.dirtyCounter = 0;\n    };\n
this.hasUndo = function() {\n        return this.$undoStack.length > 0;\n    };\n    this.hasRedo = function() {\n
return this.$redoStack.length > 0;\n    };\n    this.markClean = function() {\n        this.dirtyCounter = 0;\n    };\n
this.isClean = function() {\n        return this.dirtyCounter === 0;\n    };\n    this.$serializeDeltas = function(deltaSets)
{\n        return cloneDeltaSetsObj(deltaSets, $serializeDelta);\n    };\n    this.$deserializeDeltas = function(deltaSets)
{\n        return cloneDeltaSetsObj(deltaSets, $deserializeDelta);\n    };\n    \n    function $serializeDelta(delta){\n
return {\n            action: delta.action,\n            start: delta.start,\n            end: delta.end,\n            lines:
delta.lines.length == 1 ? null : delta.lines,\n            text: delta.lines.length == 1 ? delta.lines[0] : null\n        };\n    }\n
    \n    function $deserializeDelta(delta) {\n        return {\n            action: delta.action,\n            start: delta.start,\n
    end: delta.end,\n            lines: delta.lines || [delta.text]\n        };\n    }\n    \n    function
cloneDeltaSetsObj(deltaSets_old, fnGetModifiedDelta) {\n        var deltaSets_new = new
Array(deltaSets_old.length);\n        for (var i = 0; i < deltaSets_old.length; i++) {\n            var deltaSet_old =
deltaSets_old[i];\n            var deltaSet_new = { group: deltaSet_old.group, deltas: new
Array(deltaSet_old.length)};\n            \n            for (var j = 0; j < deltaSet_old.deltas.length; j++) {\n                var
delta_old = deltaSet_old.deltas[j];\n                deltaSet_new.deltas[j] = fnGetModifiedDelta(delta_old);\n            }\n
        \n            deltaSets_new[i] = deltaSet_new;\n        }\n        return deltaSets_new;\n    }\n
\n}).call(UndoManager.prototype);\n\nexports.UndoManager =
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UndoManager;\n});\n\nace.define(\"ace/layer/gutter\",[\"require\",\"exports\",\"module\",\"ace/lib/dom\",\"ace/lib/oo
p\",\"ace/lib/lang\",\"ace/lib/event_emitter\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar dom =
acequire(\"../lib/dom\");\nvar oop = acequire(\"../lib/oop\");\nvar lang = acequire(\"../lib/lang\");\nvar EventEmitter
= acequire(\"../lib/event_emitter\").EventEmitter;\n\nvar Gutter = function(parentEl) {\n    this.element =
dom.createElement(\"div\");\n    this.element.className = \"ace_layer ace_gutter-layer\";\n
parentEl.appendChild(this.element);\n    this.setShowFoldWidgets(this.$showFoldWidgets);\n    \n
this.gutterWidth = 0;\n\n    this.$annotations = [];\n    this.$updateAnnotations =
this.$updateAnnotations.bind(this);\n\n    this.$cells = [];\n};\n\n(function() {\n\n    oop.implement(this,
EventEmitter);\n\n    this.setSession = function(session) {\n        if (this.session)\n
this.session.removeEventListener(\"change\", this.$updateAnnotations);\n        this.session = session;\n        if
(session)\n            session.on(\"change\", this.$updateAnnotations);\n    };\n\n    this.addGutterDecoration =
function(row, className){\n        if (window.console)\n            console.warn && console.warn(\"deprecated use
session.addGutterDecoration\");\n        this.session.addGutterDecoration(row, className);\n    };\n\n
this.removeGutterDecoration = function(row, className){\n        if (window.console)\n            console.warn &&
console.warn(\"deprecated use session.removeGutterDecoration\");\n        this.session.removeGutterDecoration(row,
className);\n    };\n\n    this.setAnnotations = function(annotations) {\n        this.$annotations = [];\n        for (var i
= 0; i < annotations.length; i++) {\n            var annotation = annotations[i];\n            var row = annotation.row;\n
   var rowInfo = this.$annotations[row];\n            if (!rowInfo)\n                rowInfo = this.$annotations[row] = {text:
[]};\n            \n            var annoText = annotation.text;\n            annoText = annoText ? lang.escapeHTML(annoText)
: annotation.html || \"\";\n\n            if (rowInfo.text.indexOf(annoText) === -1)\n
rowInfo.text.push(annoText);\n\n            var type = annotation.type;\n            if (type == \"error\")\n
rowInfo.className = \" ace_error\";\n            else if (type == \"warning\" && rowInfo.className != \"
ace_error\")\n                rowInfo.className = \" ace_warning\";\n            else if (type == \"info\" &&
(!rowInfo.className))\n                rowInfo.className = \" ace_info\";\n        }\n    };\n\n    this.$updateAnnotations
= function (delta) {\n        if (!this.$annotations.length)\n            return;\n        var firstRow = delta.start.row;\n
var len = delta.end.row - firstRow;\n        if (len === 0) {\n        } else if (delta.action == 'remove') {\n
this.$annotations.splice(firstRow, len + 1, null);\n        } else {\n            var args = new Array(len + 1);\n
args.unshift(firstRow, 1);\n            this.$annotations.splice.apply(this.$annotations, args);\n        }\n    };\n\n
this.update = function(config) {\n        var session = this.session;\n        var firstRow = config.firstRow;\n        var
lastRow = Math.min(config.lastRow + config.gutterOffset,  // needed to compensate for hor scollbar\n
session.getLength() - 1);\n        var fold = session.getNextFoldLine(firstRow);\n        var foldStart = fold ?
fold.start.row : Infinity;\n        var foldWidgets = this.$showFoldWidgets && session.foldWidgets;\n        var
breakpoints = session.$breakpoints;\n        var decorations = session.$decorations;\n        var firstLineNumber =
session.$firstLineNumber;\n        var lastLineNumber = 0;\n        \n        var gutterRenderer = session.gutterRenderer
|| this.$renderer;\n\n        var cell = null;\n        var index = -1;\n        var row = firstRow;\n        while (true) {\n
if (row > foldStart) {\n                row = fold.end.row + 1;\n                fold = session.getNextFoldLine(row, fold);\n
        foldStart = fold ? fold.start.row : Infinity;\n            }\n            if (row > lastRow) {\n                while
(this.$cells.length > index + 1) {\n                    cell = this.$cells.pop();\n
this.element.removeChild(cell.element);\n                }\n                break;\n            }\n\n            cell =
this.$cells[++index];\n            if (!cell) {\n                cell = {element: null, textNode: null, foldWidget: null};\n
    cell.element = dom.createElement(\"div\");\n                cell.textNode = document.createTextNode('');\n
cell.element.appendChild(cell.textNode);\n                this.element.appendChild(cell.element);\n
this.$cells[index] = cell;\n            }\n\n            var className = \"ace_gutter-cell \";\n            if (breakpoints[row])\n
            className += breakpoints[row];\n            if (decorations[row])\n                className +=
decorations[row];\n            if (this.$annotations[row])\n                className +=
this.$annotations[row].className;\n            if (cell.element.className != className)\n
cell.element.className = className;\n\n            var height = session.getRowLength(row) * config.lineHeight +
\"px\";\n            if (height != cell.element.style.height)\n                cell.element.style.height = height;\n\n            if
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(foldWidgets) {\n var c = foldWidgets[row];\n if (c == null)\n c = foldWidgets[row] = session.getFoldWidget(row);\n }\n\n if (c) {\n if (!cell.foldWidget) {\n cell.foldWidget = dom.createElement(\"span\");\n cell.element.appendChild(cell.foldWidget);\n }\n var className = \"ace_fold-widget ace_\" + c;\n if (c == \"start\" && row == foldStart && row < fold.end.row)\n className += \" ace_closed\";\n else\n className += \" ace_open\";\n if (cell.foldWidget.className != className)\n cell.foldWidget.className = className;\n\n var height = config.lineHeight + \"px\";\n if (cell.foldWidget.style.height != height)\n cell.foldWidget.style.height = height;\n } else {\n if (cell.foldWidget) {\n cell.element.removeChild(cell.foldWidget);\n cell.foldWidget = null;\n }\n }\n \n var text = lastLineNumber = gutterRenderer\n ? gutterRenderer.getText(session, row)\n : row + firstLineNumber;\n if (text !== cell.textNode.data)\n cell.textNode.data = text;\n\n row++;\n }\n\n this.element.style.height = config.minHeight + \"px\";\n\n if (this.$fixedWidth || session.$useWrapMode)\n lastLineNumber = session.getLength() + firstLineNumber;\n\n var gutterWidth = gutterRenderer \n ? gutterRenderer.getWidth(session, lastLineNumber, config)\n : lastLineNumber.toString().length * config.characterWidth;\n \n var padding = this.$padding || this.$computePadding();\n gutterWidth += padding.left + padding.right;\n if (gutterWidth !== this.gutterWidth && !isNaN(gutterWidth)) {\n this.gutterWidth = gutterWidth;\n this.element.style.width = Math.ceil(this.gutterWidth) + \"px\";\n this._emit(\"changeGutterWidth\", gutterWidth);\n }\n };\n\n this.$fixedWidth = false;\n \n this.$showLineNumbers = true;\n this.$renderer = \"\";\n this.setShowLineNumbers = function(show) {\n this.$renderer = !show && {\n getWidth: function() {return \"\";},\n getText: function() {return \"\";}\n };\n };\n \n this.getShowLineNumbers = function() {\n return this.$showLineNumbers;\n };\n \n this.$showFoldWidgets = true;\n this.setShowFoldWidgets = function(show) {\n if (show)\n dom.addCssClass(this.element, \"ace_folding-enabled\");\n else\n dom.removeCssClass(this.element, \"ace_folding-enabled\");\n\n this.$showFoldWidgets = show;\n this.$padding = null;\n };\n \n this.getShowFoldWidgets = function() {\n return this.$showFoldWidgets;\n };\n\n this.$computePadding = function() {\n if (!this.element.firstChild)\n return {left: 0, right: 0};\n var style = dom.computedStyle(this.element.firstChild);\n this.$padding = {};\n this.$padding.left = parseInt(style.paddingLeft) + 1 || 0;\n this.$padding.right = parseInt(style.paddingRight) || 0;\n return this.$padding;\n };\n\n this.getRegion = function(point) {\n var padding = this.$padding || this.$computePadding();\n var rect = this.element.getBoundingClientRect();\n if (point.x < padding.left + rect.left)\n return \"markers\";\n if (this.$showFoldWidgets && point.x > rect.right - padding.right)\n return \"foldWidgets\";\n };\n\n}).call(Gutter.prototype);\n\nexports.Gutter = Gutter;\n\n});\n\nace.define(\"ace/layer/marker\",[\"require\",\"exports\",\"module\",\"ace/range\",\"ace/lib/dom\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar Range = acequire(\"../range\").Range;\nvar dom = acequire(\"../lib/dom\");\n\nvar Marker = function(parentEl) {\n this.element = dom.createElement(\"div\");\n this.element.className = \"ace_layer ace_marker-layer\";\n parentEl.appendChild(this.element);\n};\n\n(function() {\n\n this.$padding = 0;\n\n this.setPadding = function(padding) {\n this.$padding = padding;\n };\n this.setSession = function(session) {\n this.session = session;\n };\n \n this.setMarkers = function(markers) {\n this.markers = markers;\n };\n\n this.update = function(config) {\n if (!config) return;\n\n this.config = config;\n\n\n var html = [];\n for (var key in this.markers) {\n var marker = this.markers[key];\n\n if (!marker.range) {\n marker.update(html, this, this.session, config);\n continue;\n }\n\n var range = marker.range.clipRows(config.firstRow, config.lastRow);\n if (range.isEmpty()) continue;\n\n range = range.toScreenRange(this.session);\n if (marker.renderer) {\n var top = this.$getTop(range.start.row, config);\n var left = this.$padding + (this.session.$bidiHandler.isBidiRow(range.start.row)\n ? this.session.$bidiHandler.getPosLeft(range.start.column)\n : range.start.column * config.characterWidth);\n marker.renderer(html, range, left, top, config);\n } else if (marker.type ==

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\"fullLine\") {\n                this.drawFullLineMarker(html, range, marker.clazz, config);\n            } else if
(marker.type == \"screenLine\") {\n                this.drawScreenLineMarker(html, range, marker.clazz, config);\n
 } else if (range.isMultiLine()) {\n                if (marker.type == \"text\")\n                    this.drawTextMarker(html,
range, marker.clazz, config);\n                else\n                    this.drawMultiLineMarker(html, range, marker.clazz,
config);\n            } else {\n                if (this.session.$bidiHandler.isBidiRow(range.start.row)) {\n
this.drawBidiSingleLineMarker(html, range, marker.clazz + \" ace_start\" + \" ace_br15\", config);\n                } else
{\n                    this.drawSingleLineMarker(html, range, marker.clazz + \" ace_start\" + \" ace_br15\", config);\n
        }\n            }\n        }\n        this.element.innerHTML = html.join(\"\");\n    };\n\n    this.$getTop = function(row,
layerConfig) {\n        return (row - layerConfig.firstRowScreen) * layerConfig.lineHeight;\n    };\n\n    function
getBorderClass(tl, tr, br, bl) {\n        return (tl ? 1 : 0) | (tr ? 2 : 0) | (br ? 4 : 0) | (bl ? 8 : 0);\n    }\n
this.drawTextMarker = function(stringBuilder, range, clazz, layerConfig, extraStyle) {\n        var session =
this.session;\n        var start = range.start.row;\n        var end = range.end.row;\n        var row = start;\n        var prev
= 0; \n        var curr = 0;\n        var next = session.getScreenLastRowColumn(row);\n        var clazzModified =
null;\n        var lineRange = new Range(row, range.start.column, row, curr);\n        for (; row <= end; row++) {\n
    lineRange.start.row = lineRange.end.row = row;\n            lineRange.start.column = row == start ?
range.start.column : session.getRowWrapIndent(row);\n            lineRange.end.column = next;\n            prev =
curr;\n            curr = next;\n            next = row + 1 < end ? session.getScreenLastRowColumn(row + 1) : row == end
? 0 : range.end.column;\n            clazzModified = clazz + (row == start  ? \" ace_start\" : \"\") + \" ace_br\"\n
 + getBorderClass(row == start || row == start + 1 && range.start.column, prev < curr, curr > next, row == end);\n\n
        if (this.session.$bidiHandler.isBidiRow(row)) {\n                this.drawBidiSingleLineMarker(stringBuilder,
lineRange, clazzModified,\n                    layerConfig, row == end ? 0 : 1, extraStyle);\n            } else {\n
this.drawSingleLineMarker(stringBuilder, lineRange, clazzModified,\n                    layerConfig, row == end ? 0 : 1,
extraStyle);\n            }\n        }\n    };\n    this.drawMultiLineMarker = function(stringBuilder, range, clazz, config,
extraStyle) {\n        var padding = this.$padding;\n        var height, top, left;\n        extraStyle = extraStyle || \"\";\n
if (this.session.$bidiHandler.isBidiRow(range.start.row)) {\n            var range1 = range.clone();\n
range1.end.row = range1.start.row;\n            range1.end.column = this.session.getLine(range1.start.row).length;\n
   this.drawBidiSingleLineMarker(stringBuilder, range1, clazz + \" ace_br1 ace_start\", config, null, extraStyle);\n
  } else {\n            height = config.lineHeight;\n            top = this.$getTop(range.start.row, config);\n            left =
padding + range.start.column * config.characterWidth;\n            stringBuilder.push(\n                \"<div class='\", clazz,
\" ace_br1 ace_start' style='\",\n                \"height:\", height, \"px;\",\n                \"right:0;\",\n                \"top:\", top,
\"px;\",\n                \"left:\", left, \"px;\", extraStyle, \"'></div>\"\n            );\n        }\n        if
(this.session.$bidiHandler.isBidiRow(range.end.row)) {\n            var range1 = range.clone();\n
range1.start.row = range1.end.row;\n            range1.start.column = 0;\n
this.drawBidiSingleLineMarker(stringBuilder, range1, clazz + \" ace_br12\", config, null, extraStyle);\n        } else
{\n            var width = range.end.column * config.characterWidth;\n            height = config.lineHeight;\n            top =
this.$getTop(range.end.row, config);\n            stringBuilder.push(\n                \"<div class='\", clazz, \" ace_br12'
style='\",\n                \"height:\", height, \"px;\",\n                \"width:\", width, \"px;\",\n                \"top:\", top, \"px;\",\n
            \"left:\", padding, \"px;\", extraStyle, \"'></div>\"\n            );\n        }\n        height = (range.end.row -
range.start.row - 1) * config.lineHeight;\n        if (height <= 0)\n            return;\n        top =
this.$getTop(range.start.row + 1, config);\n        \n        var radiusClass = (range.start.column ? 1 : 0) |
(range.end.column ? 0 : 8);\n\n        stringBuilder.push(\n            \"<div class='\", clazz, (radiusClass ? \" ace_br\" +
radiusClass : \"\"), \"' style='\",\n            \"height:\", height, \"px;\",\n            \"right:0;\",\n            \"top:\", top,
\"px;\",\n            \"left:\", padding, \"px;\", extraStyle, \"'></div>\"\n        );\n    };\n    this.drawSingleLineMarker =
function(stringBuilder, range, clazz, config, extraLength, extraStyle) {\n        var height = config.lineHeight;\n
var width = (range.end.column + (extraLength || 0) - range.start.column) * config.characterWidth;\n\n        var top =
this.$getTop(range.start.row, config);\n        var left = this.$padding + range.start.column *
config.characterWidth;\n\n        stringBuilder.push(\n            \"<div class='\", clazz, \"' style='\",\n            \"height:\",
height, \"px;\",\n            \"width:\", width, \"px;\",\n            \"top:\", top, \"px;\",\n            \"left:\", left, \"px;\",
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extraStyle || \"\", \"'></div>\"\n        );\n    };\n    this.drawBidiSingleLineMarker = function(stringBuilder, range,
clazz, config, extraLength, extraStyle) {\n        var height = config.lineHeight, top = this.$getTop(range.start.row,
config), padding = this.$padding;\n        var selections = this.session.$bidiHandler.getSelections(range.start.column,
range.end.column);\n\n        selections.forEach(function(selection) {\n            stringBuilder.push(\n                \"<div
class='\", clazz, \"' style='\",\n                \"height:\", height, \"px;\",\n                \"width:\", selection.width +
(extraLength || 0), \"px;\",\n                \"top:\", top, \"px;\",\n                \"left:\", padding + selection.left, \"px;\",
extraStyle || \"\", \"'></div>\"\n            );\n        });\n    };\n\n    this.drawFullLineMarker = function(stringBuilder,
range, clazz, config, extraStyle) {\n        var top = this.$getTop(range.start.row, config);\n        var height =
config.lineHeight;\n        if (range.start.row != range.end.row)\n            height += this.$getTop(range.end.row,
config) - top;\n\n        stringBuilder.push(\n            \"<div class='\", clazz, \"' style='\",\n            \"height:\", height,
\"px;\",\n            \"top:\", top, \"px;\",\n            \"left:0;right:0;\", extraStyle || \"\", \"'></div>\"\n        );\n    };\n    \n
this.drawScreenLineMarker = function(stringBuilder, range, clazz, config, extraStyle) {\n        var top =
this.$getTop(range.start.row, config);\n        var height = config.lineHeight;\n\n        stringBuilder.push(\n
\"<div class='\", clazz, \"' style='\",\n            \"height:\", height, \"px;\",\n            \"top:\", top, \"px;\",\n
\"left:0;right:0;\", extraStyle || \"\", \"'></div>\"\n        );\n    };\n\n}).call(Marker.prototype);\n\nexports.Marker =
Marker;\n\n});\n\nace.define(\"ace/layer/text\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/lib/dom\",\"a
ce/lib/lang\",\"ace/lib/useragent\",\"ace/lib/event_emitter\"], function(acequire, exports, module) {\n\"use
strict\";\n\nvar oop = acequire(\"../lib/oop\");\nvar dom = acequire(\"../lib/dom\");\nvar lang =
acequire(\"../lib/lang\");\nvar useragent = acequire(\"../lib/useragent\");\nvar EventEmitter =
acequire(\"../lib/event_emitter\").EventEmitter;\n\nvar Text = function(parentEl) {\n    this.element =
dom.createElement(\"div\");\n    this.element.className = \"ace_layer ace_text-layer\";\n
parentEl.appendChild(this.element);\n    this.$updateEolChar = this.$updateEolChar.bind(this);\n};\n\n(function()
{\n\n    oop.implement(this, EventEmitter);\n\n    this.EOF_CHAR = \"\\xB6\";\n    this.EOL_CHAR_LF =
\"\\xAC\";\n    this.EOL_CHAR_CRLF = \"\\xa4\";\n    this.EOL_CHAR = this.EOL_CHAR_LF;\n
this.TAB_CHAR = \"\\u2014\"; //\"\\u21E5\";\n    this.SPACE_CHAR = \"\\xB7\";\n    this.$padding = 0;\n\n
this.$updateEolChar = function() {\n        var EOL_CHAR = this.session.doc.getNewLineCharacter() == \"\\n\"\n
    ? this.EOL_CHAR_LF\n            : this.EOL_CHAR_CRLF;\n        if (this.EOL_CHAR != EOL_CHAR) {\n
this.EOL_CHAR = EOL_CHAR;\n            return true;\n        }\n    };\n\n    this.setPadding = function(padding) {\n
   this.$padding = padding;\n        this.element.style.padding = \"0 \" + padding + \"px\";\n    };\n\n
this.getLineHeight = function() {\n        return this.$fontMetrics.$characterSize.height || 0;\n    };\n\n
this.getCharacterWidth = function() {\n        return this.$fontMetrics.$characterSize.width || 0;\n    };\n    \n
this.$setFontMetrics = function(measure) {\n        this.$fontMetrics = measure;\n
this.$fontMetrics.on(\"changeCharacterSize\", function(e) {\n            this._signal(\"changeCharacterSize\", e);\n
}.bind(this));\n        this.$pollSizeChanges();\n    };\n\n    this.checkForSizeChanges = function() {\n
this.$fontMetrics.checkForSizeChanges();\n    };\n    this.$pollSizeChanges = function() {\n        return
this.$pollSizeChangesTimer = this.$fontMetrics.$pollSizeChanges();\n    };\n    this.setSession = function(session)
{\n        this.session = session;\n        if (session)\n            this.$computeTabString();\n    };\n\n    this.showInvisibles
= false;\n    this.setShowInvisibles = function(showInvisibles) {\n        if (this.showInvisibles == showInvisibles)\n
        return false;\n\n        this.showInvisibles = showInvisibles;\n        this.$computeTabString();\n        return true;\n
 };\n\n    this.displayIndentGuides = true;\n    this.setDisplayIndentGuides = function(display) {\n        if
(this.displayIndentGuides == display)\n            return false;\n\n        this.displayIndentGuides = display;\n
this.$computeTabString();\n        return true;\n    };\n\n    this.$tabStrings = [];\n    this.onChangeTabSize =\n
this.$computeTabString = function() {\n        var tabSize = this.session.getTabSize();\n        this.tabSize = tabSize;\n
    var tabStr = this.$tabStrings = [0];\n        for (var i = 1; i < tabSize + 1; i++) {\n            if (this.showInvisibles) {\n
            tabStr.push(\"<span class='ace_invisible ace_invisible_tab'>\"\n                    +
lang.stringRepeat(this.TAB_CHAR, i)\n                    + \"</span>\");\n            } else {\n
tabStr.push(lang.stringRepeat(\" \", i));\n            }\n        }\n        if (this.displayIndentGuides) {\n
this.$indentGuideRe =  /\\s\\S| \\t|\\t |\\s$/;\n            var className = \"ace_indent-guide\";\n            var spaceClass =
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\"\";\n            var tabClass = \"\";\n            if (this.showInvisibles) {\n                className += \" ace_invisible\";\n
        spaceClass = \" ace_invisible_space\";\n                tabClass = \" ace_invisible_tab\";\n                var
spaceContent = lang.stringRepeat(this.SPACE_CHAR, this.tabSize);\n                var tabContent =
lang.stringRepeat(this.TAB_CHAR, this.tabSize);\n            } else{\n                var spaceContent =
lang.stringRepeat(\" \", this.tabSize);\n                var tabContent = spaceContent;\n            }\n\n
this.$tabStrings[\" \"] = \"<span class='\" + className + spaceClass + \"'>\" + spaceContent + \"</span>\";\n
this.$tabStrings[\"\\t\"] = \"<span class='\" + className + tabClass + \"'>\" + tabContent + \"</span>\";\n        }\n
};\n\n    this.updateLines = function(config, firstRow, lastRow) {\n        if (this.config.lastRow != config.lastRow ||\n
        this.config.firstRow != config.firstRow) {\n            this.scrollLines(config);\n        }\n        this.config =
config;\n\n        var first = Math.max(firstRow, config.firstRow);\n        var last = Math.min(lastRow,
config.lastRow);\n\n        var lineElements = this.element.childNodes;\n        var lineElementsIdx = 0;\n\n        for
(var row = config.firstRow; row < first; row++) {\n            var foldLine = this.session.getFoldLine(row);\n            if
(foldLine) {\n                if (foldLine.containsRow(first)) {\n                    first = foldLine.start.row;\n
break;\n                } else {\n                    row = foldLine.end.row;\n                }\n            }\n            lineElementsIdx
++;\n        }\n\n        var row = first;\n        var foldLine = this.session.getNextFoldLine(row);\n        var foldStart =
foldLine ? foldLine.start.row : Infinity;\n\n        while (true) {\n            if (row > foldStart) {\n                row =
foldLine.end.row+1;\n                foldLine = this.session.getNextFoldLine(row, foldLine);\n                foldStart =
foldLine ? foldLine.start.row :Infinity;\n            }\n            if (row > last)\n                break;\n\n            var
lineElement = lineElements[lineElementsIdx++];\n            if (lineElement) {\n                var html = [];\n
this.$renderLine(\n                    html, row, !this.$useLineGroups(), row == foldStart ? foldLine : false\n                );\n
            lineElement.style.height = config.lineHeight * this.session.getRowLength(row) + \"px\";\n
lineElement.innerHTML = html.join(\"\");\n            }\n            row++;\n        }\n    };\n\n    this.scrollLines =
function(config) {\n        var oldConfig = this.config;\n        this.config = config;\n\n        if (!oldConfig ||
oldConfig.lastRow < config.firstRow)\n            return this.update(config);\n\n        if (config.lastRow <
oldConfig.firstRow)\n            return this.update(config);\n\n        var el = this.element;\n        if (oldConfig.firstRow
< config.firstRow)\n            for (var row=this.session.getFoldedRowCount(oldConfig.firstRow, config.firstRow - 1);
row>0; row--)\n                el.removeChild(el.firstChild);\n\n        if (oldConfig.lastRow > config.lastRow)\n
for (var row=this.session.getFoldedRowCount(config.lastRow + 1, oldConfig.lastRow); row>0; row--)\n
el.removeChild(el.lastChild);\n\n        if (config.firstRow < oldConfig.firstRow) {\n            var fragment =
this.$renderLinesFragment(config, config.firstRow, oldConfig.firstRow - 1);\n            if (el.firstChild)\n
el.insertBefore(fragment, el.firstChild);\n            else\n                el.appendChild(fragment);\n        }\n\n        if
(config.lastRow > oldConfig.lastRow) {\n            var fragment = this.$renderLinesFragment(config,
oldConfig.lastRow + 1, config.lastRow);\n            el.appendChild(fragment);\n        }\n    };\n\n
this.$renderLinesFragment = function(config, firstRow, lastRow) {\n        var fragment =
this.element.ownerDocument.createDocumentFragment();\n        var row = firstRow;\n        var foldLine =
this.session.getNextFoldLine(row);\n        var foldStart = foldLine ? foldLine.start.row : Infinity;\n\n        while
(true) {\n            if (row > foldStart) {\n                row = foldLine.end.row+1;\n                foldLine =
this.session.getNextFoldLine(row, foldLine);\n                foldStart = foldLine ? foldLine.start.row : Infinity;\n
}\n            if (row > lastRow)\n                break;\n\n            var container = dom.createElement(\"div\");\n\n
var html = [];\n            this.$renderLine(html, row, false, row == foldStart ? foldLine : false);\n
container.innerHTML = html.join(\"\");\n            if (this.$useLineGroups()) {\n                container.className =
'ace_line_group';\n                fragment.appendChild(container);\n                container.style.height = config.lineHeight
* this.session.getRowLength(row) + \"px\";\n\n            } else {\n                while(container.firstChild)\n
fragment.appendChild(container.firstChild);\n            }\n\n            row++;\n        }\n        return fragment;\n    };\n\n
this.update = function(config) {\n        this.config = config;\n\n        var html = [];\n        var firstRow =
config.firstRow, lastRow = config.lastRow;\n\n        var row = firstRow;\n        var foldLine =
this.session.getNextFoldLine(row);\n        var foldStart = foldLine ? foldLine.start.row : Infinity;\n\n        while
(true) {\n            if (row > foldStart) {\n                row = foldLine.end.row+1;\n                foldLine =
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this.session.getNextFoldLine(row, foldLine);\n                foldStart = foldLine ? foldLine.start.row :Infinity;\n
}\n            if (row > lastRow)\n                break;\n\n            if (this.$useLineGroups())\n                html.push(\"<div
class='ace_line_group' style='height:\", config.lineHeight*this.session.getRowLength(row), \"px'>\");\n\n
this.$renderLine(html, row, false, row == foldStart ? foldLine : false);\n\n            if (this.$useLineGroups())\n
  html.push(\"</div>\"); // end the line group\n\n            row++;\n        }\n        this.element.innerHTML =
html.join(\"\");\n    };\n\n    this.$textToken = {\n        \"text\": true,\n        \"rparen\": true,\n        \"lparen\": true\n
};\n\n    this.$renderToken = function(stringBuilder, screenColumn, token, value) {\n        var self = this;\n        var
replaceReg = /\\t|&|<|>|( +)|([\\x00-\\x1f\\x80-\\xa0\\xad\\u1680\\u180E\\u2000-
\\u200f\\u2028\\u2029\\u202F\\u205F\\u3000\\uFEFF\\uFFF9-\\uFFFC])|[\\u1100-\\u115F\\u11A3-
\\u11A7\\u11FA-\\u11FF\\u2329-\\u232A\\u2E80-\\u2E99\\u2E9B-\\u2EF3\\u2F00-\\u2FD5\\u2FF0-
\\u2FFB\\u3000-\\u303E\\u3041-\\u3096\\u3099-\\u30FF\\u3105-\\u312D\\u3131-\\u318E\\u3190-\\u31BA\\u31C0-
\\u31E3\\u31F0-\\u321E\\u3220-\\u3247\\u3250-\\u32FE\\u3300-\\u4DBF\\u4E00-\\uA48C\\uA490-
\\uA4C6\\uA960-\\uA97C\\uAC00-\\uD7A3\\uD7B0-\\uD7C6\\uD7CB-\\uD7FB\\uF900-\\uFAFF\\uFE10-
\\uFE19\\uFE30-\\uFE52\\uFE54-\\uFE66\\uFE68-\\uFE6B\\uFF01-\\uFF60\\uFFE0-\\uFFE6]|[\\uD800-
\\uDBFF][\\uDC00-\\uDFFF]/g;\n        var replaceFunc = function(c, a, b, tabIdx, idx4) {\n            if (a) {\n
return self.showInvisibles\n                ? \"<span class='ace_invisible ace_invisible_space'>\" +
lang.stringRepeat(self.SPACE_CHAR, c.length) + \"</span>\"\n                : c;\n            } else if (c == \"&\") {\n
        return \"&#38;\";\n            } else if (c == \"<\") {\n                return \"&#60;\";\n            } else if (c == \">\")
{\n                return \"&#62;\";\n            } else if (c == \"\\t\") {\n                var tabSize =
self.session.getScreenTabSize(screenColumn + tabIdx);\n                screenColumn += tabSize - 1;\n                return
self.$tabStrings[tabSize];\n            } else if (c == \"\\u3000\") {\n                var classToUse = self.showInvisibles ?
\"ace_cjk ace_invisible ace_invisible_space\" : \"ace_cjk\";\n                var space = self.showInvisibles ?
self.SPACE_CHAR : \"\";\n                screenColumn += 1;\n                return \"<span class='\" + classToUse + \"'
style='width:\" +\n                    (self.config.characterWidth * 2) +\n                    \"px'>\" + space + \"</span>\";\n
  } else if (b) {\n                return \"<span class='ace_invisible ace_invisible_space ace_invalid'>\" +
self.SPACE_CHAR + \"</span>\";\n            } else {\n                screenColumn += 1;\n                return \"<span
class='ace_cjk' style='width:\" +\n                    (self.config.characterWidth * 2) +\n                    \"px'>\" + c +
\"</span>\";\n            }\n        };\n\n        var output = value.replace(replaceReg, replaceFunc);\n\n        if
(!this.$textToken[token.type]) {\n            var classes = \"ace_\" + token.type.replace(/\\./g, \" ace_\");\n            var
style = \"\";\n            if (token.type == \"fold\")\n                style = \" style='width:\" + (token.value.length *
this.config.characterWidth) + \"px;' \";\n            stringBuilder.push(\"<span class='\", classes, \"'\", style, \">\",
output, \"</span>\");\n        }\n        else {\n            stringBuilder.push(output);\n        }\n        return screenColumn +
value.length;\n    };\n\n    this.renderIndentGuide = function(stringBuilder, value, max) {\n        var cols =
value.search(this.$indentGuideRe);\n        if (cols <= 0 || cols >= max)\n            return value;\n        if (value[0] == \"
\") {\n            cols -= cols % this.tabSize;\n            stringBuilder.push(lang.stringRepeat(this.$tabStrings[\" \"],
cols/this.tabSize));\n            return value.substr(cols);\n        } else if (value[0] == \"\\t\") {\n
stringBuilder.push(lang.stringRepeat(this.$tabStrings[\"\\t\"], cols));\n            return value.substr(cols);\n        }\n
return value;\n    };\n\n    this.$renderWrappedLine = function(stringBuilder, tokens, splits, onlyContents) {\n
var chars = 0;\n        var split = 0;\n        var splitChars = splits[0];\n        var screenColumn = 0;\n\n        for (var i =
0; i < tokens.length; i++) {\n            var token = tokens[i];\n            var value = token.value;\n            if (i == 0 &&
this.displayIndentGuides) {\n                chars = value.length;\n                value =
this.renderIndentGuide(stringBuilder, value, splitChars);\n                if (!value)\n                    continue;\n
chars -= value.length;\n            }\n\n            if (chars + value.length < splitChars) {\n                screenColumn =
this.$renderToken(stringBuilder, screenColumn, token, value);\n                chars += value.length;\n            } else {\n
            while (chars + value.length >= splitChars) {\n                    screenColumn = this.$renderToken(\n
  stringBuilder, screenColumn,\n                    token, value.substring(0, splitChars - chars)\n                );\n
      value = value.substring(splitChars - chars);\n                    chars = splitChars;\n\n                    if (!onlyContents)
{\n                    stringBuilder.push(\"</div>\",\n                    \"<div class='ace_line' style='height:\",\n
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            this.config.lineHeight, \"px'>\"\n                    );\n                }\n\n
stringBuilder.push(lang.stringRepeat(\"\\xa0\", splits.indent));\n\n                split ++;\n                screenColumn
= 0;\n                splitChars = splits[split] || Number.MAX_VALUE;\n            }\n            if (value.length != 0)
{\n                chars += value.length;\n                screenColumn = this.$renderToken(\n
stringBuilder, screenColumn, token, value\n                );\n            }\n        }\n    }\n\n
this.$renderSimpleLine = function(stringBuilder, tokens) {\n        var screenColumn = 0;\n        var token =
tokens[0];\n        var value = token.value;\n        if (this.displayIndentGuides)\n            value =
this.renderIndentGuide(stringBuilder, value);\n        if (value)\n            screenColumn =
this.$renderToken(stringBuilder, screenColumn, token, value);\n        for (var i = 1; i < tokens.length; i++) {\n
token = tokens[i];\n            value = token.value;\n            screenColumn = this.$renderToken(stringBuilder,
screenColumn, token, value);\n        }\n    };\n    this.$renderLine = function(stringBuilder, row, onlyContents,
foldLine) {\n        if (!foldLine && foldLine != false)\n            foldLine = this.session.getFoldLine(row);\n\n        if
(foldLine)\n            var tokens = this.$getFoldLineTokens(row, foldLine);\n        else\n            var tokens =
this.session.getTokens(row);\n\n\n        if (!onlyContents) {\n            stringBuilder.push(\n                \"<div
class='ace_line' style='height:\", \n                this.config.lineHeight * (\n                    this.$useLineGroups() ? 1
:this.session.getRowLength(row)\n                ), \"px'>\"\n            );\n        }\n\n        if (tokens.length) {\n
var splits = this.session.getRowSplitData(row);\n            if (splits && splits.length)\n
this.$renderWrappedLine(stringBuilder, tokens, splits, onlyContents);\n            else\n
this.$renderSimpleLine(stringBuilder, tokens);\n        }\n\n        if (this.showInvisibles) {\n            if (foldLine)\n
        row = foldLine.end.row;\n\n            stringBuilder.push(\n                \"<span class='ace_invisible
ace_invisible_eol'>\",\n                row == this.session.getLength() - 1 ? this.EOF_CHAR : this.EOL_CHAR,\n
    \"</span>\"\n            );\n        }\n        if (!onlyContents)\n            stringBuilder.push(\"</div>\");\n    };\n\n
this.$getFoldLineTokens = function(row, foldLine) {\n        var session = this.session;\n        var renderTokens =
[];\n\n        function addTokens(tokens, from, to) {\n            var idx = 0, col = 0;\n            while ((col +
tokens[idx].value.length) < from) {\n                col += tokens[idx].value.length;\n                idx++;\n\n                if
(idx == tokens.length)\n                    return;\n            }\n            if (col != from) {\n                var value =
tokens[idx].value.substring(from - col);\n                if (value.length > (to - from))\n                    value =
value.substring(0, to - from);\n\n                renderTokens.push({\n                    type: tokens[idx].type,\n
value: value\n                });\n\n                col = from + value.length;\n                idx += 1;\n            }\n\n            while
(col < to && idx < tokens.length) {\n                var value = tokens[idx].value;\n                if (value.length + col > to)
{\n                    renderTokens.push({\n                        type: tokens[idx].type,\n                        value:
value.substring(0, to - col)\n                    });\n                } else\n                    renderTokens.push(tokens[idx]);\n
    col += value.length;\n                idx += 1;\n            }\n        }\n\n        var tokens = session.getTokens(row);\n
foldLine.walk(function(placeholder, row, column, lastColumn, isNewRow) {\n            if (placeholder != null) {\n
        renderTokens.push({\n                    type: \"fold\",\n                    value: placeholder\n                });\n            }
else {\n                if (isNewRow)\n                    tokens = session.getTokens(row);\n\n                if (tokens.length)\n
            addTokens(tokens, lastColumn, column);\n            }\n        }, foldLine.end.row,
this.session.getLine(foldLine.end.row).length);\n\n        return renderTokens;\n    };\n\n    this.$useLineGroups =
function() {\n        return this.session.getUseWrapMode();\n    };\n\n    this.destroy = function() {\n
clearInterval(this.$pollSizeChangesTimer);\n        if (this.$measureNode)\n
this.$measureNode.parentNode.removeChild(this.$measureNode);\n        delete this.$measureNode;\n
};\n\n}).call(Text.prototype);\n\nexports.Text =
Text;\n\n});\n\nace.define(\"ace/layer/cursor\",[\"require\",\"exports\",\"module\",\"ace/lib/dom\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar dom = acequire(\"../lib/dom\");\nvar isIE8;\n\nvar
Cursor = function(parentEl) {\n    this.element = dom.createElement(\"div\");\n    this.element.className =
\"ace_layer ace_cursor-layer\";\n    parentEl.appendChild(this.element);\n    \n    if (isIE8 === undefined)\n
isIE8 = !(\"opacity\" in this.element.style);\n\n    this.isVisible = false;\n    this.isBlinking = true;\n
this.blinkInterval = 1000;\n    this.smoothBlinking = false;\n\n    this.cursors = [];\n    this.cursor =
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this.addCursor();\n    dom.addCssClass(this.element, \"ace_hidden-cursors\");\n    this.$updateCursors = (isIE8\n
? this.$updateVisibility\n        : this.$updateOpacity).bind(this);\n};\n\n(function() {\n    \n    this.$updateVisibility =
function(val) {\n        var cursors = this.cursors;\n        for (var i = cursors.length; i--; )\n
cursors[i].style.visibility = val ? \"\" : \"hidden\";\n    };\n    this.$updateOpacity = function(val) {\n        var cursors
= this.cursors;\n        for (var i = cursors.length; i--; )\n            cursors[i].style.opacity = val ? \"\" : \"0\";\n    };\n
\n\n    this.$padding = 0;\n    this.setPadding = function(padding) {\n        this.$padding = padding;\n    };\n\n
this.setSession = function(session) {\n        this.session = session;\n    };\n\n    this.setBlinking = function(blinking)
{\n        if (blinking != this.isBlinking){\n            this.isBlinking = blinking;\n            this.restartTimer();\n        }\n
};\n\n    this.setBlinkInterval = function(blinkInterval) {\n        if (blinkInterval != this.blinkInterval){\n
this.blinkInterval = blinkInterval;\n            this.restartTimer();\n        }\n    };\n\n    this.setSmoothBlinking =
function(smoothBlinking) {\n        if (smoothBlinking != this.smoothBlinking && !isIE8) {\n
this.smoothBlinking = smoothBlinking;\n            dom.setCssClass(this.element, \"ace_smooth-blinking\",
smoothBlinking);\n            this.$updateCursors(true);\n            this.$updateCursors =
(this.$updateOpacity).bind(this);\n            this.restartTimer();\n        }\n    };\n\n    this.addCursor = function() {\n
var el = dom.createElement(\"div\");\n        el.className = \"ace_cursor\";\n        this.element.appendChild(el);\n
this.cursors.push(el);\n        return el;\n    };\n\n    this.removeCursor = function() {\n        if (this.cursors.length > 1)
{\n            var el = this.cursors.pop();\n            el.parentNode.removeChild(el);\n            return el;\n        }\n    };\n\n
this.hideCursor = function() {\n        this.isVisible = false;\n        dom.addCssClass(this.element, \"ace_hidden-
cursors\");\n        this.restartTimer();\n    };\n\n    this.showCursor = function() {\n        this.isVisible = true;\n
dom.removeCssClass(this.element, \"ace_hidden-cursors\");\n        this.restartTimer();\n    };\n\n    this.restartTimer
= function() {\n        var update = this.$updateCursors;\n        clearInterval(this.intervalId);\n
clearTimeout(this.timeoutId);\n        if (this.smoothBlinking) {\n            dom.removeCssClass(this.element,
\"ace_smooth-blinking\");\n        }\n        \n        update(true);\n\n        if (!this.isBlinking || !this.blinkInterval ||
!this.isVisible)\n            return;\n\n        if (this.smoothBlinking) {\n            setTimeout(function(){\n
dom.addCssClass(this.element, \"ace_smooth-blinking\");\n            }.bind(this));\n        }\n        \n        var blink =
function(){\n            this.timeoutId = setTimeout(function() {\n                update(false);\n            }, 0.6 *
this.blinkInterval);\n        }.bind(this);\n\n        this.intervalId = setInterval(function() {\n            update(true);\n
 blink();\n        }, this.blinkInterval);\n\n        blink();\n    };\n\n    this.getPixelPosition = function(position,
onScreen) {\n        if (!this.config || !this.session)\n            return {left : 0, top : 0};\n\n        if (!position)\n
position = this.session.selection.getCursor();\n        var pos = this.session.documentToScreenPosition(position);\n
 var cursorLeft = this.$padding + (this.session.$bidiHandler.isBidiRow(pos.row, position.row)\n            ?
this.session.$bidiHandler.getPosLeft(pos.column)\n            : pos.column * this.config.characterWidth);\n\n        var
cursorTop = (pos.row - (onScreen ? this.config.firstRowScreen : 0)) *\n            this.config.lineHeight;\n\n        return
{left : cursorLeft, top : cursorTop};\n    };\n\n    this.update = function(config) {\n        this.config = config;\n\n
var selections = this.session.$selectionMarkers;\n        var i = 0, cursorIndex = 0;\n\n        if (selections ===
undefined || selections.length === 0){\n            selections = [{cursor: null}];\n        }\n\n        for (var i = 0, n =
selections.length; i < n; i++) {\n            var pixelPos = this.getPixelPosition(selections[i].cursor, true);\n            if
((pixelPos.top > config.height + config.offset ||\n                pixelPos.top < 0) && i > 1) {\n                continue;\n
   }\n\n            var style = (this.cursors[cursorIndex++] || this.addCursor()).style;\n            \n            if
(!this.drawCursor) {\n                style.left = pixelPos.left + \"px\";\n                style.top = pixelPos.top + \"px\";\n
      style.width = config.characterWidth + \"px\";\n                style.height = config.lineHeight + \"px\";\n            }
else {\n                this.drawCursor(style, pixelPos, config, selections[i], this.session);\n            }\n        }\n        while
(this.cursors.length > cursorIndex)\n            this.removeCursor();\n\n        var overwrite =
this.session.getOverwrite();\n        this.$setOverwrite(overwrite);\n        this.$pixelPos = pixelPos;\n
this.restartTimer();\n    };\n    \n    this.drawCursor = null;\n\n    this.$setOverwrite = function(overwrite) {\n        if
(overwrite != this.overwrite) {\n            this.overwrite = overwrite;\n            if (overwrite)\n
dom.addCssClass(this.element, \"ace_overwrite-cursors\");\n            else\n
dom.removeCssClass(this.element, \"ace_overwrite-cursors\");\n        }\n    };\n\n    this.destroy = function() {\n
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clearInterval(this.intervalId);\n clearTimeout(this.timeoutId);\n
};\n\n}).call(Cursor.prototype);\n\nexports.Cursor =
Cursor;\n\n});\n\nace.define(\"ace/scrollbar\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/lib/dom\",\"ace
/lib/event\",\"ace/lib/event_emitter\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar oop =
acequire(\"./lib/oop\");\nvar dom = acequire(\"./lib/dom\");\nvar event = acequire(\"./lib/event\");\nvar EventEmitter
= acequire(\"./lib/event_emitter\").EventEmitter;\nvar MAX_SCROLL_H = 0x8000;\nvar ScrollBar =
function(parent) {\n this.element = dom.createElement(\"div\");\n this.element.className = \"ace_scrollbar
ace_scrollbar\" + this.classSuffix;\n\n this.inner = dom.createElement(\"div\");\n this.inner.className =
\"ace_scrollbar-inner\";\n this.element.appendChild(this.inner);\n\n parent.appendChild(this.element);\n\n
this.setVisible(false);\n this.skipEvent = false;\n\n event.addListener(this.element, \"scroll\",
this.onScroll.bind(this));\n event.addListener(this.element, \"mousedown\",
event.preventDefault);\n};\n\n(function() {\n oop.implement(this, EventEmitter);\n\n this.setVisible =
function(isVisible) {\n this.element.style.display = isVisible ? \"\" : \"none\";\n this.isVisible = isVisible;\n
this.coeff = 1;\n };\n}).call(ScrollBar.prototype);\nvar VScrollBar = function(parent, renderer) {\n
ScrollBar.call(this, parent);\n this.scrollTop = 0;\n this.scrollHeight = 0;\n renderer.$scrollbarWidth = \n
this.width = dom.scrollbarWidth(parent.ownerDocument);\n this.inner.style.width =\n this.element.style.width =
(this.width || 15) + 5 + \"px\";\n this.$minWidth = 0;\n};\n\noop.inherits(VScrollBar, ScrollBar);\n\n(function()
{\n\n this.classSuffix = '-v';\n this.onScroll = function() {\n if (!this.skipEvent) {\n this.scrollTop =
this.element.scrollTop;\n if (this.coeff != 1) {\n var h = this.element.clientHeight /
this.scrollHeight;\n this.scrollTop = this.scrollTop * (1 - h) / (this.coeff - h);\n }\n
this._emit(\"scroll\", {data: this.scrollTop});\n }\n this.skipEvent = false;\n };\n this.getWidth =
function() {\n return Math.max(this.isVisible ? this.width : 0, this.$minWidth || 0);\n };\n this.setHeight =
function(height) {\n this.element.style.height = height + \"px\";\n };\n this.setInnerHeight =\n
this.setScrollHeight = function(height) {\n this.scrollHeight = height;\n if (height > MAX_SCROLL_H) {\n
this.coeff = MAX_SCROLL_H / height;\n height = MAX_SCROLL_H;\n } else if (this.coeff != 1)
{\n this.coeff = 1;\n }\n this.inner.style.height = height + \"px\";\n };\n this.setScrollTop =
function(scrollTop) {\n if (this.scrollTop != scrollTop) {\n this.skipEvent = true;\n this.scrollTop
= scrollTop;\n this.element.scrollTop = scrollTop * this.coeff;\n }\n
};\n\n}).call(VScrollBar.prototype);\nvar HScrollBar = function(parent, renderer) {\n ScrollBar.call(this,
parent);\n this.scrollLeft = 0;\n this.height = renderer.$scrollbarWidth;\n this.inner.style.height =\n
this.element.style.height = (this.height || 15) + 5 + \"px\";\n};\n\noop.inherits(HScrollBar, ScrollBar);\n\n(function()
{\n\n this.classSuffix = '-h';\n this.onScroll = function() {\n if (!this.skipEvent) {\n this.scrollLeft =
this.element.scrollLeft;\n this._emit(\"scroll\", {data: this.scrollLeft});\n }\n this.skipEvent = false;\n
};\n this.getHeight = function() {\n return this.isVisible ? this.height : 0;\n };\n this.setWidth =
function(width) {\n this.element.style.width = width + \"px\";\n };\n this.setInnerWidth = function(width)
{\n this.inner.style.width = width + \"px\";\n };\n this.setScrollWidth = function(width) {\n
this.inner.style.width = width + \"px\";\n };\n this.setScrollLeft = function(scrollLeft) {\n if (this.scrollLeft
!= scrollLeft) {\n this.skipEvent = true;\n this.scrollLeft = this.element.scrollLeft = scrollLeft;\n
}\n };\n\n}).call(HScrollBar.prototype);\n\n\nexports.ScrollBar = VScrollBar; // backward
compatibility\nexports.ScrollBarV = VScrollBar; // backward compatibility\nexports.ScrollBarH = HScrollBar; //
backward compatibility\n\nexports.VScrollBar = VScrollBar;\nexports.HScrollBar =
HScrollBar;\n});\n\nace.define(\"ace/renderloop\",[\"require\",\"exports\",\"module\",\"ace/lib/event\"],
function(acequire, exports, module) {\n\"use strict\";\n\nvar event = acequire(\"./lib/event\");\n\n\nvar RenderLoop =
function(onRender, win) {\n this.onRender = onRender;\n this.pending = false;\n this.changes = 0;\n
this.window = win || window;\n};\n\n(function() {\n\n\n this.schedule = function(change) {\n this.changes =
this.changes | change;\n if (!this.pending && this.changes) {\n this.pending = true;\n var _self =
this;\n event.nextFrame(function() {\n _self.pending = false;\n var changes;\n
while (changes = _self.changes) {\n _self.changes = 0;\n _self.onRender(changes);\n

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 }\n            }, this.window);\n        }\n    };\n\n}).call(RenderLoop.prototype);\n\nexports.RenderLoop =
RenderLoop;\n});\n\nace.define(\"ace/layer/font_metrics\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/li
b/dom\",\"ace/lib/lang\",\"ace/lib/useragent\",\"ace/lib/event_emitter\"], function(acequire, exports, module) {\n\nvar
oop = acequire(\"../lib/oop\");\nvar dom = acequire(\"../lib/dom\");\nvar lang = acequire(\"../lib/lang\");\nvar
useragent = acequire(\"../lib/useragent\");\nvar EventEmitter =
acequire(\"../lib/event_emitter\").EventEmitter;\n\nvar CHAR_COUNT = 0;\n\nvar FontMetrics =
exports.FontMetrics = function(parentEl) {\n    this.el = dom.createElement(\"div\");\n
this.$setMeasureNodeStyles(this.el.style, true);\n    \n    this.$main = dom.createElement(\"div\");\n
this.$setMeasureNodeStyles(this.$main.style);\n    \n    this.$measureNode = dom.createElement(\"div\");\n
this.$setMeasureNodeStyles(this.$measureNode.style);\n    \n    \n    this.el.appendChild(this.$main);\n
this.el.appendChild(this.$measureNode);\n    parentEl.appendChild(this.el);\n    \n    if (!CHAR_COUNT)\n
this.$testFractionalRect();\n    this.$measureNode.innerHTML = lang.stringRepeat(\"X\", CHAR_COUNT);\n    \n
this.$characterSize = {width: 0, height: 0};\n    this.checkForSizeChanges();\n};\n\n(function() {\n\n
oop.implement(this, EventEmitter);\n        \n    this.$characterSize = {width: 0, height: 0};\n    \n
this.$testFractionalRect = function() {\n        var el = dom.createElement(\"div\");\n
this.$setMeasureNodeStyles(el.style);\n        el.style.width = \"0.2px\";\n
document.documentElement.appendChild(el);\n        var w = el.getBoundingClientRect().width;\n        if (w > 0 &&
w < 1)\n            CHAR_COUNT = 50;\n        else\n            CHAR_COUNT = 100;\n
el.parentNode.removeChild(el);\n    };\n    \n    this.$setMeasureNodeStyles = function(style, isRoot) {\n
style.width = style.height = \"auto\";\n        style.left = style.top = \"0px\";\n        style.visibility = \"hidden\";\n
style.position = \"absolute\";\n        style.whiteSpace = \"pre\";\n\n        if (useragent.isIE < 8) {\n            style[\"font-
family\"] = \"inherit\";\n        } else {\n            style.font = \"inherit\";\n        }\n        style.overflow = isRoot ?
\"hidden\" : \"visible\";\n    };\n\n    this.checkForSizeChanges = function() {\n        var size =
this.$measureSizes();\n        if (size && (this.$characterSize.width !== size.width || this.$characterSize.height !==
size.height)) {\n            this.$measureNode.style.fontWeight = \"bold\";\n            var boldSize =
this.$measureSizes();\n            this.$measureNode.style.fontWeight = \"\";\n            this.$characterSize = size;\n
  this.charSizes = Object.create(null);\n            this.allowBoldFonts = boldSize && boldSize.width === size.width
&& boldSize.height === size.height;\n            this._emit(\"changeCharacterSize\", {data: size});\n        }\n    };\n\n
this.$pollSizeChanges = function() {\n        if (this.$pollSizeChangesTimer)\n            return
this.$pollSizeChangesTimer;\n        var self = this;\n        return this.$pollSizeChangesTimer = setInterval(function()
{\n            self.checkForSizeChanges();\n        }, 500);\n    };\n    \n    this.setPolling = function(val) {\n        if (val)
{\n            this.$pollSizeChanges();\n        } else if (this.$pollSizeChangesTimer) {\n
clearInterval(this.$pollSizeChangesTimer);\n            this.$pollSizeChangesTimer = 0;\n        }\n    };\n\n
this.$measureSizes = function() {\n        if (CHAR_COUNT === 50) {\n            var rect = null;\n            try { \n
    rect = this.$measureNode.getBoundingClientRect();\n            } catch(e) {\n                rect = {width: 0, height:0
};\n            }\n            var size = {\n                height: rect.height,\n                width: rect.width / CHAR_COUNT\n
    };\n        } else {\n            var size = {\n                height: this.$measureNode.clientHeight,\n                width:
this.$measureNode.clientWidth / CHAR_COUNT\n            };\n        }\n        if (size.width === 0 || size.height ===
0)\n            return null;\n        return size;\n    };\n\n    this.$measureCharWidth = function(ch) {\n
this.$main.innerHTML = lang.stringRepeat(ch, CHAR_COUNT);\n        var rect =
this.$main.getBoundingClientRect();\n        return rect.width / CHAR_COUNT;\n    };\n    \n
this.getCharacterWidth = function(ch) {\n        var w = this.charSizes[ch];\n        if (w === undefined) {\n            w
= this.charSizes[ch] = this.$measureCharWidth(ch) / this.$characterSize.width;\n        }\n        return w;\n    };\n\n
this.destroy = function() {\n        clearInterval(this.$pollSizeChangesTimer);\n        if (this.el &&
this.el.parentNode)\n            this.el.parentNode.removeChild(this.el);\n
};\n\n}).call(FontMetrics.prototype);\n\n});\n\nace.define(\"ace/virtual_renderer\",[\"require\",\"exports\",\"module\"
,\"ace/lib/oop\",\"ace/lib/dom\",\"ace/config\",\"ace/lib/useragent\",\"ace/layer/gutter\",\"ace/layer/marker\",\"ace/lay
er/text\",\"ace/layer/cursor\",\"ace/scrollbar\",\"ace/scrollbar\",\"ace/renderloop\",\"ace/layer/font_metrics\",\"ace/lib/
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event_emitter\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar oop = acequire(\"./lib/oop\");\nvar dom = acequire(\"./lib/dom\");\nvar config = acequire(\"./config\");\nvar useragent = acequire(\"./lib/useragent\");\nvar GutterLayer = acequire(\"./layer/gutter\").Gutter;\nvar MarkerLayer = acequire(\"./layer/marker\").Marker;\nvar TextLayer = acequire(\"./layer/text\").Text;\nvar CursorLayer = acequire(\"./layer/cursor\").Cursor;\nvar HScrollBar = acequire(\"./scrollbar\").HScrollBar;\nvar VScrollBar = acequire(\"./scrollbar\").VScrollBar;\nvar RenderLoop = acequire(\"./renderloop\").RenderLoop;\nvar FontMetrics = acequire(\"./layer/font_metrics\").FontMetrics;\nvar EventEmitter = acequire(\"./lib/event_emitter\").EventEmitter;\nvar editorCss = \".ace_editor {\\\\nposition: relative;\\\\noverflow: hidden;\\\\nfont: 12px/normal 'Monaco', 'Menlo', 'Ubuntu Mono', 'Consolas', 'source-code-pro', monospace;\\\\ndirection: ltr;\\\\ntext-align: left;\\\\n-webkit-tap-highlight-color: rgba(0, 0, 0, 0);\\\\n}\\\\n.ace_scroller {\\\\nposition: absolute;\\\\noverflow: hidden;\\\\ntop: 0;\\\\nbottom: 0;\\\\nbackground-color: inherit;\\\\n-ms-user-select: none;\\\\n-moz-user-select: none;\\\\n-webkit-user-select: none;\\\\nuser-select: none;\\\\ncursor: text;\\\\n}\\\\n.ace_content {\\\\nposition: absolute;\\\\n-moz-box-sizing: border-box;\\\\n-webkit-box-sizing: border-box;\\\\nbox-sizing: border-box;\\\\nmin-width: 100%;\\\\n}\\\\n.ace_dragging .ace_scroller:before{\\\\nposition: absolute;\\\\ntop: 0;\\\\nleft: 0;\\\\nright: 0;\\\\nbottom: 0;\\\\ncontent: \";\\\\nbackground: rgba(250, 250, 250, 0.01);\\\\nz-index: 1000;\\\\n}\\\\n.ace_dragging.ace_dark .ace_scroller:before{\\\\nbackground: rgba(0, 0, 0, 0.01);\\\\n}\\\\n.ace_selecting, .ace_selecting * {\\\\ncursor: text !important;\\\\n}\\\\n.ace_gutter {\\\\nposition: absolute;\\\\noverflow : hidden;\\\\nwidth: auto;\\\\ntop: 0;\\\\nbottom: 0;\\\\nleft: 0;\\\\ncursor: default;\\\\nz-index: 4;\\\\n-ms-user-select: none;\\\\n-moz-user-select: none;\\\\n-webkit-user-select: none;\\\\nuser-select: none;\\\\n}\\\\n.ace_gutter-active-line {\\\\nposition: absolute;\\\\nleft: 0;\\\\nright: 0;\\\\n}\\\\n.ace_scroller.ace_scroll-left {\\\\nbox-shadow: 17px 0 16px -16px rgba(0, 0, 0, 0.4) inset;\\\\n}\\\\n.ace_gutter-cell {\\\\npadding-left: 19px;\\\\npadding-right: 6px;\\\\nbackground-repeat: no-repeat;\\\\n}\\\\n.ace_gutter-cell.ace_error {\\\\nbackground-image: url(\\\"\\\");\\\\nbackground-repeat: no-repeat;\\\\nbackground-position: 2px center;\\\\n}\\\\n.ace_gutter-cell.ace_warning {\\\\nbackground-image: url(\\\"\\\");\\\\nbackground-position: 2px center;\\\\n}\\\\n.ace_gutter-cell.ace_info {\\\\nbackground-image: url(\\\"

AAAASUVORK5CYII=\\\");\\\nbackground-position: 2px center;\\\n}\\\n.ace_dark .ace_gutter-cell.ace_info {\\\nbackground-image: url(\\\"\\\");\\\n}\\\n.ace_scrollbar {\\\nposition: absolute;\\\nright: 0;\\\nbottom: 0;\\\nz-index: 6;\\\n}\\\n.ace_scrollbar-inner {\\\nposition: absolute;\\\ncursor: text;\\\nleft: 0;\\\ntop: 0;\\\n}\\\n.ace_scrollbar-v{\\\noverflow-x: hidden;\\\noverflow-y: scroll;\\\ntop: 0;\\\n}\\\n.ace_scrollbar-h {\\\noverflow-x: scroll;\\\noverflow-y: hidden;\\\nleft: 0;\\\n}\\\n.ace_print-margin {\\\nposition: absolute;\\\nheight: 100%;\\\n}\\\n.ace_text-input {\\\nposition: absolute;\\\nz-index: 0;\\\nwidth: 0.5em;\\\nheight: 1em;\\\nopacity: 0;\\\nbackground: transparent;\\\n-moz-appearance: none;\\\nappearance: none;\\\nborder: none;\\\nresize: none;\\\noutline: none;\\\noverflow: hidden;\\\nfont: inherit;\\\npadding: 0 1px;\\\nmargin: 0 -1px;\\\ntext-indent: -1em;\\\n-ms-user-select: text;\\\n-moz-user-select: text;\\\n-webkit-user-select: text;\\\nuser-select: text;\\\nwhite-space: pre!important;\\\n}\\\n.ace_text-input.ace_composition {\\\nbackground: inherit;\\\ncolor: inherit;\\\nz-index: 1000;\\\nopacity: 1;\\\ntext-indent: 0;\\\n}\\\n.ace_layer {\\\nz-index: 1;\\\nposition: absolute;\\\noverflow: hidden;\\\nword-wrap: normal;\\\nwhite-space: pre;\\\nheight: 100%;\\\nwidth: 100%;\\\n-moz-box-sizing: border-box;\\\n-webkit-box-sizing: border-box;\\\nbox-sizing: border-box;\\\npointer-events: none;\\\n}\\\n.ace_gutter-layer {\\\nposition: relative;\\\nwidth: auto;\\\ntext-align: right;\\\npointer-events: auto;\\\n}\\\n.ace_text-layer {\\\nfont: inherit !important;\\\n}\\\n.ace_cjk {\\\ndisplay: inline-block;\\\ntext-align: center;\\\n}\\\n.ace_cursor-layer {\\\nz-index: 4;\\\n}\\\n.ace_cursor {\\\nz-index: 4;\\\nposition: absolute;\\\n-moz-box-sizing: border-box;\\\n-webkit-box-sizing: border-box;\\\nbox-sizing: border-box;\\\nborder-left: 2px solid;\\\ntransform: translatez(0);\\\n}\\\n.ace_multiselect .ace_cursor {\\\nborder-left-width: 1px;\\\n}\\\n.ace_slim-cursors .ace_cursor {\\\nborder-left-width: 1px;\\\n}\\\n.ace_overwrite-cursors .ace_cursor {\\\nborder-left-width: 0;\\\nborder-bottom: 1px solid;\\\n}\\\n.ace_hidden-cursors .ace_cursor {\\\nopacity: 0.2;\\\n}\\\n.ace_smooth-blinking .ace_cursor {\\\n-webkit-transition: opacity 0.18s;\\\ntransition: opacity 0.18s;\\\n}\\\n.ace_marker-layer .ace_step, .ace_marker-layer .ace_stack {\\\nposition: absolute;\\\nz-index: 3;\\\n}\\\n.ace_marker-layer .ace_selection {\\\nposition: absolute;\\\nz-index: 5;\\\n}\\\n.ace_marker-layer .ace_bracket {\\\nposition: absolute;\\\nz-index: 6;\\\n}\\\n.ace_marker-layer .ace_active-line {\\\nposition: absolute;\\\nz-index: 2;\\\n}\\\n.ace_marker-layer .ace_selected-word {\\\nposition: absolute;\\\nz-index: 4;\\\n-moz-box-sizing: border-box;\\\n-webkit-box-sizing: border-box;\\\nbox-sizing: border-box;\\\n}\\\n.ace_line .ace_fold {\\\n-moz-box-sizing: border-box;\\\n-webkit-box-sizing: border-box;\\\nbox-sizing: border-box;\\\ndisplay: inline-block;\\\nheight: 11px;\\\nmargin-top: -2px;\\\nvertical-align: middle;\\\nbackground-image:\\\nurl(\\\"\\\"),\\\nurl(\\\"\\\");\\\nbackground-repeat: no-repeat, repeat-x;\\\nbackground-position: center center, top left;\\\ncolor: transparent;\\\nborder: 1px solid black;\\\nborder-radius: 2px;\\\ncursor: pointer;\\\npointer-events: auto;\\\n}\\\n.ace_dark .ace_fold {\\\n}\\\n.ace_fold:hover{\\\nbackground-image:\\\nurl(\\\"\\\"),\\\nurl(\\\"

uQmCC\\\");\\\n}\\\n.ace_tooltip {\\\nbackground-color: #FFF;\\\nbackground-image: -webkit-linear-gradient(top, transparent, rgba(0, 0, 0, 0.1));\\\nbackground-image: linear-gradient(to bottom, transparent, rgba(0, 0, 0, 0.1));\\\nborder: 1px solid gray;\\\nborder-radius: 1px;\\\nbox-shadow: 0 1px 2px rgba(0, 0, 0, 0.3);\\\ncolor: black;\\\nmax-width: 100%;\\\npadding: 3px 4px;\\\nposition: fixed;\\\nz-index: 999999;\\\n-moz-box-sizing: border-box;\\\n-webkit-box-sizing: border-box;\\\nbox-sizing: border-box;\\\ncursor: default;\\\nwhite-space: pre;\\\nword-wrap: break-word;\\\nline-height: normal;\\\nfont-style: normal;\\\nfont-weight: normal;\\\nletter-spacing: normal;\\\npointer-events: none;\\\n}\\\n.ace_folding-enabled > .ace_gutter-cell {\\\npadding-right: 13px;\\\n}\\\n.ace_fold-widget {\\\n-moz-box-sizing: border-box;\\\n-webkit-box-sizing: border-box;\\\nbox-sizing: border-box;\\\nmargin: 0 -12px 0 1px;\\\ndisplay: none;\\\nwidth: 11px;\\\nvertical-align: top;\\\nbackground-image: url(\\\"\\\");\\\nbackground-repeat: no-repeat;\\\nbackground-position: center;\\\nborder-radius: 3px;\\\nborder: 1px solid transparent;\\\ncursor: pointer;\\\n}\\\n.ace_folding-enabled .ace_fold-widget {\\\ndisplay: inline-block; \\\n}\\\n.ace_fold-widget.ace_end {\\\nbackground-image: url(\\\"\\\");\\\n}\\\n.ace_fold-widget.ace_closed {\\\nbackground-image: url(\\\"\\\");\\\n}\\\n.ace_fold-widget:hover {\\\nborder: 1px solid rgba(0, 0, 0, 0.3);\\\nbackground-color: rgba(255, 255, 255, 0.2);\\\nbox-shadow: 0 1px 1px rgba(255, 255, 255, 0.7);\\\n}\\\n.ace_fold-widget:active {\\\nborder: 1px solid rgba(0, 0, 0, 0.4);\\\nbackground-color: rgba(0, 0, 0, 0.05);\\\nbox-shadow: 0 1px 1px rgba(255, 255, 255, 0.8);\\\n}\\\n.ace_dark .ace_fold-widget {\\\nbackground-image: url(\\\"\\\");\\\n}\\\n.ace_dark .ace_fold-widget.ace_end {\\\nbackground-image: url(\\\"\\\");\\\n}\\\n.ace_dark .ace_fold-widget.ace_closed {\\\nbackground-image: url(\\\"\\\");\\\n}\\\n.ace_dark .ace_fold-widget:hover {\\\nbox-shadow: 0 1px 1px rgba(255, 255, 255, 0.2);\\\nbackground-color: rgba(255, 255, 255, 0.1);\\\n}\\\n.ace_dark .ace_fold-widget:active {\\\nbox-shadow: 0 1px 1px rgba(255, 255, 255, 0.2);\\\n}\\\n.ace_fold-widget.ace_invalid {\\\nbackground-color: #FFB4B4;\\\nborder-color: #DE5555;\\\n}\\\n.ace_fade-fold-widgets .ace_fold-widget {\\\n-webkit-transition: opacity 0.4s ease 0.05s;\\\ntransition: opacity 0.4s ease 0.05s;\\\nopacity: 0;\\\n}\\\n.ace_fade-fold-widgets:hover .ace_fold-widget {\\\n-webkit-transition: opacity 0.05s ease 0.05s;\\\ntransition: opacity 0.05s ease 0.05s;\\\nopacity:1;\\\n}\\\n.ace_underline {\\\ntext-decoration: underline;\\\n}\\\n.ace_bold {\\\nfont-weight: bold;\\\n}\\\n.ace_nobold .ace_bold {\\\nfont-weight: normal;\\\n}\\\n.ace_italic {\\\nfont-style: italic;\\\n}\\\n.ace_error-marker {\\\nbackground-color: rgba(255, 0, 0,0.2);\\\nposition: absolute;\\\nz-index: 9;\\\n}\\\n.ace_highlight-marker {\\\nbackground-color: rgba(255, 255, 0,0.2);\\\nposition: absolute;\\\nz-index: 8;\\\n}\\\n.ace_br1 {border-top-left-radius : 3px;}\\\n.ace_br2 {border-top-right-radius : 3px;}\\\n.ace_br3 {border-top-left-radius : 3px; border-top-right-radius: 3px;}\\\n.ace_br4 {border-bottom-right-radius: 3px;}\\\n.ace_br5 {border-top-left-radius : 3px; border-bottom-right-radius: 3px;}\\\n.ace_br6 {border-top-right-radius : 3px; border-bottom-right-radius: 3px;}\\\n.ace_br7 {border-top-left-radius : 3px; border-top-right-radius: 3px; border-bottom-right-radius: 3px;}\\\n.ace_br8 {border-bottom-left-radius : 3px;}\\\n.ace_br9 {border-top-left-radius : 3px; border-bottom-left-radius: 3px;}\\\n.ace_br10{border-top-right-radius : 3px; border-bottom-left-

radius: 3px;}\\\n.ace_br11{border-top-left-radius : 3px; border-top-right-radius: 3px; border-bottom-left-radius: 3px;}\\\n.ace_br12{border-bottom-right-radius: 3px; border-bottom-left-radius: 3px;}\\\n.ace_br13{border-top-left-radius : 3px; border-bottom-right-radius: 3px; border-bottom-left-radius: 3px;}\\\n.ace_br14{border-top-right-radius : 3px; border-bottom-right-radius: 3px; border-bottom-left-radius: 3px;}\\\n.ace_br15{border-top-left-radius : 3px; border-top-right-radius: 3px; border-bottom-right-radius: 3px; border-bottom-left-radius: 3px;}\\\n.ace_text-input-ios {\\\nposition: absolute !important;\\\ntop: -100000px !important;\\\nleft: -100000px !important;\\\n}\\\n\";\n\ndom.importCssString(editorCss, \"ace_editor.css\");\n\nvar VirtualRenderer = function(container, theme) {\n var _self = this;\n\n this.container = container || dom.createElement(\"div\");\n this.$keepTextAreaAtCursor = !useragent.isOldIE;\n\n dom.addCssClass(this.container, \"ace_editor\");\n\n this.setTheme(theme);\n\n this.$gutter = dom.createElement(\"div\");\n this.$gutter.className = \"ace_gutter\";\n this.container.appendChild(this.$gutter);\n this.$gutter.setAttribute(\"aria-hidden\", true);\n\n this.scroller = dom.createElement(\"div\");\n this.scroller.className = \"ace_scroller\";\n this.container.appendChild(this.scroller);\n\n this.content = dom.createElement(\"div\");\n this.content.className = \"ace_content\";\n this.scroller.appendChild(this.content);\n\n this.$gutterLayer = new GutterLayer(this.$gutter);\n this.$gutterLayer.on(\"changeGutterWidth\", this.onGutterResize.bind(this));\n\n this.$markerBack = new MarkerLayer(this.content);\n\n var textLayer = this.$textLayer = new TextLayer(this.content);\n this.canvas = textLayer.element;\n\n this.$markerFront = new MarkerLayer(this.content);\n\n this.$cursorLayer = new CursorLayer(this.content);\n this.$horizScroll = false;\n this.$vScroll = false;\n\n this.scrollBar = \n this.scrollBarV = new VScrollBar(this.container, this);\n this.scrollBarH = new HScrollBar(this.container, this);\n this.scrollBarV.addEventListener(\"scroll\", function(e) {\n if (!_self.$scrollAnimation)\n _self.session.setScrollTop(e.data - _self.scrollMargin.top);\n });\n this.scrollBarH.addEventListener(\"scroll\", function(e) {\n if (!_self.$scrollAnimation)\n _self.session.setScrollLeft(e.data - _self.scrollMargin.left);\n });\n\n this.scrollTop = 0;\n this.scrollLeft = 0;\n\n this.cursorPos = {\n row : 0,\n column : 0\n };\n\n this.$fontMetrics = new FontMetrics(this.container);\n this.$textLayer.$setFontMetrics(this.$fontMetrics);\n this.$textLayer.addEventListener(\"changeCharacterSize\", function(e) {\n _self.updateCharacterSize();\n _self.onResize(true, _self.gutterWidth, _self.$size.width, _self.$size.height);\n _self._signal(\"changeCharacterSize\", e);\n });\n\n this.$size = {\n width: 0,\n height: 0,\n scrollerHeight: 0,\n scrollerWidth: 0,\n $dirty: true\n };\n\n this.layerConfig = {\n width : 1,\n padding : 0,\n firstRow : 0,\n firstRowScreen: 0,\n lastRow : 0,\n lineHeight : 0,\n characterWidth : 0,\n minHeight : 1,\n maxHeight : 1,\n offset : 0,\n height : 1,\n gutterOffset: 1\n };\n \n this.scrollMargin = {\n left: 0,\n right: 0,\n top: 0,\n bottom: 0,\n v: 0,\n h: 0\n };\n\n this.$loop = new RenderLoop(\n this.$renderChanges.bind(this),\n this.container.ownerDocument.defaultView\n);\n this.$loop.schedule(this.CHANGE_FULL);\n\n this.updateCharacterSize();\n this.setPadding(4);\n config.resetOptions(this);\n config._emit(\"renderer\", this);\n};\n\n(function() {\n\n this.CHANGE_CURSOR = 1;\n this.CHANGE_MARKER = 2;\n this.CHANGE_GUTTER = 4;\n this.CHANGE_SCROLL = 8;\n this.CHANGE_LINES = 16;\n this.CHANGE_TEXT = 32;\n this.CHANGE_SIZE = 64;\n this.CHANGE_MARKER_BACK = 128;\n this.CHANGE_MARKER_FRONT = 256;\n this.CHANGE_FULL = 512;\n this.CHANGE_H_SCROLL = 1024;\n\n oop.implement(this, EventEmitter);\n\n this.updateCharacterSize = function() {\n if (this.$textLayer.allowBoldFonts != this.$allowBoldFonts) {\n this.$allowBoldFonts = this.$textLayer.allowBoldFonts;\n this.setStyle(\"ace_nobold\", !this.$allowBoldFonts);\n }\n\n this.layerConfig.characterWidth =\n this.characterWidth = this.$textLayer.getCharacterWidth();\n this.layerConfig.lineHeight =\n this.lineHeight = this.$textLayer.getLineHeight();\n this.$updatePrintMargin();\n };\n this.setSession = function(session) {\n if (this.session)\n this.session.doc.off(\"changeNewLineMode\", this.onChangeNewLineMode);\n \n this.session = session;\n if (session && this.scrollMargin.top && session.getScrollTop() <= 0)\n session.setScrollTop(-this.scrollMargin.top);\n\n this.$cursorLayer.setSession(session);\n this.$markerBack.setSession(session);\n

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    this.$markerFront.setSession(session);\n        this.$gutterLayer.setSession(session);\n
this.$textLayer.setSession(session);\n        if (!session)\n            return;\n        \n
this.$loop.schedule(this.CHANGE_FULL);\n        this.session.$setFontMetrics(this.$fontMetrics);\n
this.scrollBarH.scrollLeft = this.scrollBarV.scrollTop = null;\n        \n        this.onChangeNewLineMode =
this.onChangeNewLineMode.bind(this);\n        this.onChangeNewLineMode();\n
this.session.doc.on(\"changeNewLineMode\", this.onChangeNewLineMode);\n    };\n    this.updateLines =
function(firstRow, lastRow, force) {\n        if (lastRow === undefined)\n            lastRow = Infinity;\n\n        if
(!this.$changedLines) {\n            this.$changedLines = {\n                firstRow: firstRow,\n                lastRow:
lastRow\n            };\n        }\n        else {\n            if (this.$changedLines.firstRow > firstRow)\n
this.$changedLines.firstRow = firstRow;\n\n            if (this.$changedLines.lastRow < lastRow)\n
this.$changedLines.lastRow = lastRow;\n        }\n        if (this.$changedLines.lastRow < this.layerConfig.firstRow)
{\n            if (force)\n                this.$changedLines.lastRow = this.layerConfig.lastRow;\n            else\n
return;\n        }\n        if (this.$changedLines.firstRow > this.layerConfig.lastRow)\n            return;\n
this.$loop.schedule(this.CHANGE_LINES);\n    };\n\n    this.onChangeNewLineMode = function() {\n
this.$loop.schedule(this.CHANGE_TEXT);\n        this.$textLayer.$updateEolChar();\n
this.session.$bidiHandler.setEolChar(this.$textLayer.EOL_CHAR);\n    };\n    \n    this.onChangeTabSize =
function() {\n        this.$loop.schedule(this.CHANGE_TEXT | this.CHANGE_MARKER);\n
this.$textLayer.onChangeTabSize();\n    };\n    this.updateText = function() {\n
this.$loop.schedule(this.CHANGE_TEXT);\n    };\n    this.updateFull = function(force) {\n        if (force)\n
this.$renderChanges(this.CHANGE_FULL, true);\n        else\n            this.$loop.schedule(this.CHANGE_FULL);\n
 };\n    this.updateFontSize = function() {\n        this.$textLayer.checkForSizeChanges();\n    };\n\n    this.$changes =
0;\n    this.$updateSizeAsync = function() {\n        if (this.$loop.pending)\n            this.$size.$dirty = true;\n
else\n            this.onResize();\n    };\n    this.onResize = function(force, gutterWidth, width, height) {\n        if
(this.resizing > 2)\n            return;\n        else if (this.resizing > 0)\n            this.resizing++;\n        else\n
this.resizing = force ? 1 : 0;\n        var el = this.container;\n        if (!height)\n            height = el.clientHeight ||
el.scrollHeight;\n        if (!width)\n            width = el.clientWidth || el.scrollWidth;\n        var changes =
this.$updateCachedSize(force, gutterWidth, width, height);\n\n        \n        if (!this.$size.scrollerHeight || (!width
&& !height))\n            return this.resizing = 0;\n\n        if (force)\n            this.$gutterLayer.$padding = null;\n\n
if (force)\n            this.$renderChanges(changes | this.$changes, true);\n        else\n
this.$loop.schedule(changes | this.$changes);\n\n        if (this.resizing)\n            this.resizing = 0;\n
this.scrollBarV.scrollLeft = this.scrollBarV.scrollTop = null;\n    };\n    \n    this.$updateCachedSize =
function(force, gutterWidth, width, height) {\n        height -= (this.$extraHeight || 0);\n        var changes = 0;\n
var size = this.$size;\n        var oldSize = {\n            width: size.width,\n            height: size.height,\n
scrollerHeight: size.scrollerHeight,\n            scrollerWidth: size.scrollerWidth\n        };\n        if (height && (force ||
size.height != height)) {\n            size.height = height;\n            changes |= this.CHANGE_SIZE;\n\n
size.scrollerHeight = size.height;\n            if (this.$horizScroll)\n                size.scrollerHeight -=
this.scrollBarH.getHeight();\n            this.scrollBarV.element.style.bottom = this.scrollBarH.getHeight() +
\"px\";\n\n            changes = changes | this.CHANGE_SCROLL;\n        }\n\n        if (width && (force || size.width !=
width)) {\n            changes |= this.CHANGE_SIZE;\n            size.width = width;\n            \n            if (gutterWidth
== null)\n                gutterWidth = this.$showGutter ? this.$gutter.offsetWidth : 0;\n            \n
this.gutterWidth = gutterWidth;\n            \n            this.scrollBarH.element.style.left = \n            this.scroller.style.left
= gutterWidth + \"px\";\n            size.scrollerWidth = Math.max(0, width - gutterWidth -
this.scrollBarV.getWidth());            \n            \n            this.scrollBarH.element.style.right = \n
this.scroller.style.right = this.scrollBarV.getWidth() + \"px\";\n            this.scroller.style.bottom =
this.scrollBarH.getHeight() + \"px\";\n\n            if (this.session && this.session.getUseWrapMode() &&
this.adjustWrapLimit() || force)\n                changes |= this.CHANGE_FULL;\n        }\n        \n        size.$dirty =
!width || !height;\n\n        if (changes)\n            this._signal(\"resize\", oldSize);\n\n        return changes;\n    };\n\n
this.onGutterResize = function() {\n        var gutterWidth = this.$showGutter ? this.$gutter.offsetWidth : 0;\n        if
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(gutterWidth != this.gutterWidth)\n            this.$changes |= this.$updateCachedSize(true, gutterWidth,
this.$size.width, this.$size.height);\n\n        if (this.session.getUseWrapMode() && this.adjustWrapLimit()) {\n
  this.$loop.schedule(this.CHANGE_FULL);\n        } else if (this.$size.$dirty) {\n
this.$loop.schedule(this.CHANGE_FULL);\n        } else {\n            this.$computeLayerConfig();\n
this.$loop.schedule(this.CHANGE_MARKER);\n        }\n    };\n    this.adjustWrapLimit = function() {\n        var
availableWidth = this.$size.scrollerWidth - this.$padding * 2;\n        var limit = Math.floor(availableWidth /
this.characterWidth);\n        return this.session.adjustWrapLimit(limit, this.$showPrintMargin &&
this.$printMarginColumn);\n    };\n    this.setAnimatedScroll = function(shouldAnimate){\n
this.setOption(\"animatedScroll\", shouldAnimate);\n    };\n    this.getAnimatedScroll = function() {\n        return
this.$animatedScroll;\n    };\n    this.setShowInvisibles = function(showInvisibles) {\n
this.setOption(\"showInvisibles\", showInvisibles);\n
this.session.$bidiHandler.setShowInvisibles(showInvisibles);\n    };\n    this.getShowInvisibles = function() {\n
return this.getOption(\"showInvisibles\");\n    };\n    this.getDisplayIndentGuides = function() {\n        return
this.getOption(\"displayIndentGuides\");\n    };\n\n    this.setDisplayIndentGuides = function(display) {\n
this.setOption(\"displayIndentGuides\", display);\n    };\n    this.setShowPrintMargin = function(showPrintMargin)
{\n        this.setOption(\"showPrintMargin\", showPrintMargin);\n    };\n    this.getShowPrintMargin = function() {\n
    return this.getOption(\"showPrintMargin\");\n    };\n    this.setPrintMarginColumn = function(showPrintMargin)
{\n        this.setOption(\"printMarginColumn\", showPrintMargin);\n    };\n    this.getPrintMarginColumn =
function() {\n        return this.getOption(\"printMarginColumn\");\n    };\n    this.getShowGutter = function(){\n
return this.getOption(\"showGutter\");\n    };\n    this.setShowGutter = function(show){\n        return
this.setOption(\"showGutter\", show);\n    };\n\n    this.getFadeFoldWidgets = function(){\n        return
this.getOption(\"fadeFoldWidgets\");\n    };\n\n    this.setFadeFoldWidgets = function(show) {\n
this.setOption(\"fadeFoldWidgets\", show);\n    };\n\n    this.setHighlightGutterLine = function(shouldHighlight) {\n
    this.setOption(\"highlightGutterLine\", shouldHighlight);\n    };\n\n    this.getHighlightGutterLine = function()
{\n        return this.getOption(\"highlightGutterLine\");\n    };\n\n    this.$updateGutterLineHighlight = function() {\n
    var pos = this.$cursorLayer.$pixelPos;\n        var height = this.layerConfig.lineHeight;\n        if
(this.session.getUseWrapMode()) {\n            var cursor = this.session.selection.getCursor();\n            cursor.column
= 0;\n            pos = this.$cursorLayer.getPixelPosition(cursor, true);\n            height *=
this.session.getRowLength(cursor.row);\n        }\n        this.$gutterLineHighlight.style.top = pos.top -
this.layerConfig.offset + \"px\";\n        this.$gutterLineHighlight.style.height = height + \"px\";\n    };\n\n
this.$updatePrintMargin = function() {\n        if (!this.$showPrintMargin && !this.$printMarginEl)\n
return;\n\n        if (!this.$printMarginEl) {\n            var containerEl = dom.createElement(\"div\");\n
containerEl.className = \"ace_layer ace_print-margin-layer\";\n            this.$printMarginEl =
dom.createElement(\"div\");\n            this.$printMarginEl.className = \"ace_print-margin\";\n
containerEl.appendChild(this.$printMarginEl);\n            this.content.insertBefore(containerEl,
this.content.firstChild);\n        }\n\n        var style = this.$printMarginEl.style;\n        style.left =
((this.characterWidth * this.$printMarginColumn) + this.$padding) + \"px\";\n        style.visibility =
this.$showPrintMargin ? \"visible\" : \"hidden\";\n        \n        if (this.session && this.session.$wrap == -1)\n
this.adjustWrapLimit();\n    };\n    this.getContainerElement = function() {\n        return this.container;\n    };\n
this.getMouseEventTarget = function() {\n        return this.scroller;\n    };\n    this.getTextAreaContainer = function()
{\n        return this.container;\n    };\n    this.$moveTextAreaToCursor = function() {\n        if
(!this.$keepTextAreaAtCursor)\n            return;\n        var config = this.layerConfig;\n        var posTop =
this.$cursorLayer.$pixelPos.top;\n        var posLeft = this.$cursorLayer.$pixelPos.left;\n        posTop -=
config.offset;\n\n        var style = this.textarea.style;\n        var h = this.lineHeight;\n        if (posTop < 0 || posTop >
config.height - h) {\n            style.top = style.left = \"0\";\n            return;\n        }\n\n        var w =
this.characterWidth;\n        if (this.$composition) {\n            var val = this.textarea.value.replace(/^\\x01+/, \"\");\n
    w *= (this.session.$getStringScreenWidth(val)[0]+2);\n            h += 2;\n        }\n        posLeft -=
this.scrollLeft;\n        if (posLeft > this.$size.scrollerWidth - w)\n            posLeft = this.$size.scrollerWidth - w;\n\n
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    posLeft += this.gutterWidth;\n        style.height = h + \"px\";\n        style.width = w + \"px\";\n        style.left =
Math.min(posLeft, this.$size.scrollerWidth - w) + \"px\";\n        style.top = Math.min(posTop, this.$size.height - h)
+ \"px\";\n    };\n    this.getFirstVisibleRow = function() {\n        return this.layerConfig.firstRow;\n    };\n
this.getFirstFullyVisibleRow = function() {\n        return this.layerConfig.firstRow + (this.layerConfig.offset === 0
? 0 : 1);\n    };\n    this.getLastFullyVisibleRow = function() {\n        var config = this.layerConfig;\n        var
lastRow = config.lastRow;\n        var top = this.session.documentToScreenRow(lastRow, 0) * config.lineHeight;\n
   if (top - this.session.getScrollTop() > config.height - config.lineHeight)\n            return lastRow - 1;\n        return
lastRow;\n    };\n    this.getLastVisibleRow = function() {\n        return this.layerConfig.lastRow;\n    };\n\n
this.$padding = null;\n    this.setPadding = function(padding) {\n        this.$padding = padding;\n
this.$textLayer.setPadding(padding);\n        this.$cursorLayer.setPadding(padding);\n
this.$markerFront.setPadding(padding);\n        this.$markerBack.setPadding(padding);\n
this.$loop.schedule(this.CHANGE_FULL);\n        this.$updatePrintMargin();\n    };\n    \n    this.setScrollMargin =
function(top, bottom, left, right) {\n        var sm = this.scrollMargin;\n        sm.top = top|0;\n        sm.bottom =
bottom|0;\n        sm.right = right|0;\n        sm.left = left|0;\n        sm.v = sm.top + sm.bottom;\n        sm.h = sm.left +
sm.right;\n        if (sm.top && this.scrollTop <= 0 && this.session)\n            this.session.setScrollTop(-sm.top);\n
 this.updateFull();\n    };\n    this.getHScrollBarAlwaysVisible = function() {\n        return
this.$hScrollBarAlwaysVisible;\n    };\n    this.setHScrollBarAlwaysVisible = function(alwaysVisible) {\n
this.setOption(\"hScrollBarAlwaysVisible\", alwaysVisible);\n    };\n    this.getVScrollBarAlwaysVisible =
function() {\n        return this.$vScrollBarAlwaysVisible;\n    };\n    this.setVScrollBarAlwaysVisible =
function(alwaysVisible) {\n        this.setOption(\"vScrollBarAlwaysVisible\", alwaysVisible);\n    };\n\n
this.$updateScrollBarV = function() {\n        var scrollHeight = this.layerConfig.maxHeight;\n        var
scrollerHeight = this.$size.scrollerHeight;\n        if (!this.$maxLines && this.$scrollPastEnd) {\n            scrollHeight
-= (scrollerHeight - this.lineHeight) * this.$scrollPastEnd;\n            if (this.scrollTop > scrollHeight - scrollerHeight)
{\n                scrollHeight = this.scrollTop + scrollerHeight;\n                this.scrollBarV.scrollTop = null;\n            }\n
    }\n        this.scrollBarV.setScrollHeight(scrollHeight + this.scrollMargin.v);\n
this.scrollBarV.setScrollTop(this.scrollTop + this.scrollMargin.top);\n    };\n    this.$updateScrollBarH = function()
{\n        this.scrollBarH.setScrollWidth(this.layerConfig.width + 2 * this.$padding + this.scrollMargin.h);\n
this.scrollBarH.setScrollLeft(this.scrollLeft + this.scrollMargin.left);\n    };\n    \n    this.$frozen = false;\n
this.freeze = function() {\n        this.$frozen = true;\n    };\n    \n    this.unfreeze = function() {\n        this.$frozen =
false;\n    };\n\n    this.$renderChanges = function(changes, force) {\n        if (this.$changes) {\n            changes |=
this.$changes;\n            this.$changes = 0;\n        }\n        if ((!this.session || !this.container.offsetWidth ||
this.$frozen) || (!changes && !force)) {\n            this.$changes |= changes;\n            return; \n        } \n        if
(this.$size.$dirty) {\n            this.$changes |= changes;\n            return this.onResize(true);\n        }\n        if
(!this.lineHeight) {\n            this.$textLayer.checkForSizeChanges();\n        }\n        \n
this._signal(\"beforeRender\");\n\n        if (this.session && this.session.$bidiHandler)\n
this.session.$bidiHandler.updateCharacterWidths(this.$fontMetrics);\n\n        var config = this.layerConfig;\n        if
(changes & this.CHANGE_FULL ||\n            changes & this.CHANGE_SIZE ||\n            changes &
this.CHANGE_TEXT ||\n            changes & this.CHANGE_LINES ||\n            changes & this.CHANGE_SCROLL
||\n            changes & this.CHANGE_H_SCROLL\n        ) {\n            changes |= this.$computeLayerConfig();\n
  if (config.firstRow != this.layerConfig.firstRow && config.firstRowScreen == this.layerConfig.firstRowScreen)
{\n                var st = this.scrollTop + (config.firstRow - this.layerConfig.firstRow) * this.lineHeight;\n                if
(st > 0) {\n                    this.scrollTop = st;\n                    changes = changes | this.CHANGE_SCROLL;\n
changes |= this.$computeLayerConfig();\n                }\n            }\n            config = this.layerConfig;\n
this.$updateScrollBarV();\n            if (changes & this.CHANGE_H_SCROLL)\n
this.$updateScrollBarH();\n            this.$gutterLayer.element.style.marginTop = (-config.offset) + \"px\";\n
this.content.style.marginTop = (-config.offset) + \"px\";\n            this.content.style.width = config.width + 2 *
this.$padding + \"px\";\n            this.content.style.height = config.minHeight + \"px\";\n        }\n        if (changes &
this.CHANGE_H_SCROLL) {\n            this.content.style.marginLeft = -this.scrollLeft + \"px\";\n
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this.scroller.className = this.scrollLeft <= 0 ? \"ace_scroller\" : \"ace_scroller ace_scroll-left\";\n        }\n        if
(changes & this.CHANGE_FULL) {\n            this.$textLayer.update(config);\n            if (this.$showGutter)\n
   this.$gutterLayer.update(config);\n            this.$markerBack.update(config);\n
this.$markerFront.update(config);\n            this.$cursorLayer.update(config);\n
this.$moveTextAreaToCursor();\n            this.$highlightGutterLine && this.$updateGutterLineHighlight();\n
this._signal(\"afterRender\");\n            return;\n        }\n        if (changes & this.CHANGE_SCROLL) {\n            if
(changes & this.CHANGE_TEXT || changes & this.CHANGE_LINES)\n                this.$textLayer.update(config);\n
        else\n                this.$textLayer.scrollLines(config);\n\n            if (this.$showGutter)\n
this.$gutterLayer.update(config);\n            this.$markerBack.update(config);\n
this.$markerFront.update(config);\n            this.$cursorLayer.update(config);\n            this.$highlightGutterLine &&
this.$updateGutterLineHighlight();\n            this.$moveTextAreaToCursor();\n
this._signal(\"afterRender\");\n            return;\n        }\n\n        if (changes & this.CHANGE_TEXT) {\n
this.$textLayer.update(config);\n            if (this.$showGutter)\n                this.$gutterLayer.update(config);\n        }\n
     else if (changes & this.CHANGE_LINES) {\n            if (this.$updateLines() || (changes &
this.CHANGE_GUTTER) && this.$showGutter)\n                this.$gutterLayer.update(config);\n        }\n        else if
(changes & this.CHANGE_TEXT || changes & this.CHANGE_GUTTER) {\n            if (this.$showGutter)\n
 this.$gutterLayer.update(config);\n        }\n\n        if (changes & this.CHANGE_CURSOR) {\n
this.$cursorLayer.update(config);\n            this.$moveTextAreaToCursor();\n            this.$highlightGutterLine &&
this.$updateGutterLineHighlight();\n        }\n\n        if (changes & (this.CHANGE_MARKER |
this.CHANGE_MARKER_FRONT)) {\n            this.$markerFront.update(config);\n        }\n\n        if (changes &
(this.CHANGE_MARKER | this.CHANGE_MARKER_BACK)) {\n            this.$markerBack.update(config);\n
}\n\n        this._signal(\"afterRender\");\n    };\n\n    \n    this.$autosize = function() {\n        var height =
this.session.getScreenLength() * this.lineHeight;\n        var maxHeight = this.$maxLines * this.lineHeight;\n        var
desiredHeight = Math.min(maxHeight,\n            Math.max((this.$minLines || 1) * this.lineHeight, height)\n        ) +
this.scrollMargin.v + (this.$extraHeight || 0);\n        if (this.$horizScroll)\n            desiredHeight +=
this.scrollBarH.getHeight();\n        if (this.$maxPixelHeight && desiredHeight > this.$maxPixelHeight)\n
desiredHeight = this.$maxPixelHeight;\n        var vScroll = height > maxHeight;\n        \n        if (desiredHeight !=
this.desiredHeight ||\n            this.$size.height != this.desiredHeight || vScroll != this.$vScroll) {\n            if (vScroll
!= this.$vScroll) {\n                this.$vScroll = vScroll;\n                this.scrollBarV.setVisible(vScroll);\n            }\n
     \n            var w = this.container.clientWidth;\n            this.container.style.height = desiredHeight + \"px\";\n
this.$updateCachedSize(true, this.$gutterWidth, w, desiredHeight);\n            this.desiredHeight = desiredHeight;\n
     \n            this._signal(\"autosize\");\n        }\n    };\n    \n    this.$computeLayerConfig = function() {\n        var
session = this.session;\n        var size = this.$size;\n        \n        var hideScrollbars = size.height <= 2 *
this.lineHeight;\n        var screenLines = this.session.getScreenLength();\n        var maxHeight = screenLines *
this.lineHeight;\n\n        var longestLine = this.$getLongestLine();\n        \n        var horizScroll = !hideScrollbars
&& (this.$hScrollBarAlwaysVisible ||\n            size.scrollerWidth - longestLine - 2 * this.$padding < 0);\n\n        var
hScrollChanged = this.$horizScroll !== horizScroll;\n        if (hScrollChanged) {\n            this.$horizScroll =
horizScroll;\n            this.scrollBarH.setVisible(horizScroll);\n        }\n        var vScrollBefore = this.$vScroll; //
autosize can change vscroll value in which case we need to update longestLine\n        if (this.$maxLines &&
this.lineHeight > 1)\n            this.$autosize();\n\n        var offset = this.scrollTop % this.lineHeight;\n        var
minHeight = size.scrollerHeight + this.lineHeight;\n        \n        var scrollPastEnd = !this.$maxLines &&
this.$scrollPastEnd\n            ? (size.scrollerHeight - this.lineHeight) * this.$scrollPastEnd\n            : 0;\n
maxHeight += scrollPastEnd;\n        \n        var sm = this.scrollMargin;\n        this.session.setScrollTop(Math.max(-
sm.top,\n            Math.min(this.scrollTop, maxHeight - size.scrollerHeight + sm.bottom)));\n\n
this.session.setScrollLeft(Math.max(-sm.left, Math.min(this.scrollLeft, \n            longestLine + 2 * this.$padding -
size.scrollerWidth + sm.right)));\n        \n        var vScroll = !hideScrollbars && (this.$vScrollBarAlwaysVisible ||\n
        size.scrollerHeight - maxHeight + scrollPastEnd < 0 || this.scrollTop > sm.top);\n        var vScrollChanged =
vScrollBefore !== vScroll;\n        if (vScrollChanged) {\n            this.$vScroll = vScroll;\n
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this.scrollBarV.setVisible(vScroll);\n        }\n\n        var lineCount = Math.ceil(minHeight / this.lineHeight) - 1;\n
 var firstRow = Math.max(0, Math.round((this.scrollTop - offset) / this.lineHeight));\n        var lastRow = firstRow +
lineCount;\n        var firstRowScreen, firstRowHeight;\n        var lineHeight = this.lineHeight;\n        firstRow =
session.screenToDocumentRow(firstRow, 0);\n        var foldLine = session.getFoldLine(firstRow);\n        if
(foldLine) {\n            firstRow = foldLine.start.row;\n        }\n\n        firstRowScreen =
session.documentToScreenRow(firstRow, 0);\n        firstRowHeight = session.getRowLength(firstRow) *
lineHeight;\n\n        lastRow = Math.min(session.screenToDocumentRow(lastRow, 0), session.getLength() - 1);\n
 minHeight = size.scrollerHeight + session.getRowLength(lastRow) * lineHeight +\n
firstRowHeight;\n\n        offset = this.scrollTop - firstRowScreen * lineHeight;\n\n        var changes = 0;\n        if
(this.layerConfig.width != longestLine) \n            changes = this.CHANGE_H_SCROLL;\n        if (hScrollChanged
|| vScrollChanged) {\n            changes = this.$updateCachedSize(true, this.gutterWidth, size.width, size.height);\n
    this._signal(\"scrollbarVisibilityChanged\");\n            if (vScrollChanged)\n                longestLine =
this.$getLongestLine();\n        }\n        \n        this.layerConfig = {\n            width : longestLine,\n            padding :
this.$padding,\n            firstRow : firstRow,\n            firstRowScreen: firstRowScreen,\n            lastRow : lastRow,\n
            lineHeight : lineHeight,\n            characterWidth : this.characterWidth,\n            minHeight : minHeight,\n
   maxHeight : maxHeight,\n            offset : offset,\n            gutterOffset : lineHeight ? Math.max(0, Math.ceil((offset
+ size.height - size.scrollerHeight) / lineHeight)) : 0,\n            height : this.$size.scrollerHeight\n        };\n\n
return changes;\n    };\n\n    this.$updateLines = function() {\n        if (!this.$changedLines) return;\n        var
firstRow = this.$changedLines.firstRow;\n        var lastRow = this.$changedLines.lastRow;\n
this.$changedLines = null;\n\n        var layerConfig = this.layerConfig;\n\n        if (firstRow > layerConfig.lastRow +
1) { return; }\n        if (lastRow < layerConfig.firstRow) { return; }\n        if (lastRow === Infinity) {\n            if
(this.$showGutter)\n                this.$gutterLayer.update(layerConfig);\n
this.$textLayer.update(layerConfig);\n            return;\n        }\n        this.$textLayer.updateLines(layerConfig,
firstRow, lastRow);\n        return true;\n    };\n\n    this.$getLongestLine = function() {\n        var charCount =
this.session.getScreenWidth();\n        if (this.showInvisibles && !this.session.$useWrapMode)\n            charCount
+= 1;\n\n        return Math.max(this.$size.scrollerWidth - 2 * this.$padding, Math.round(charCount *
this.characterWidth));\n    };\n    this.updateFrontMarkers = function() {\n
this.$markerFront.setMarkers(this.session.getMarkers(true));\n
this.$loop.schedule(this.CHANGE_MARKER_FRONT);\n    };\n    this.updateBackMarkers = function() {\n
this.$markerBack.setMarkers(this.session.getMarkers());\n
this.$loop.schedule(this.CHANGE_MARKER_BACK);\n    };\n    this.addGutterDecoration = function(row,
className){\n        this.$gutterLayer.addGutterDecoration(row, className);\n    };\n
this.removeGutterDecoration = function(row, className){\n        this.$gutterLayer.removeGutterDecoration(row,
className);\n    };\n    this.updateBreakpoints = function(rows) {\n
this.$loop.schedule(this.CHANGE_GUTTER);\n    };\n    this.setAnnotations = function(annotations) {\n
this.$gutterLayer.setAnnotations(annotations);\n        this.$loop.schedule(this.CHANGE_GUTTER);\n    };\n
this.updateCursor = function() {\n        this.$loop.schedule(this.CHANGE_CURSOR);\n    };\n    this.hideCursor =
function() {\n        this.$cursorLayer.hideCursor();\n    };\n    this.showCursor = function() {\n
this.$cursorLayer.showCursor();\n    };\n\n    this.scrollSelectionIntoView = function(anchor, lead, offset) {\n
this.scrollCursorIntoView(anchor, offset);\n        this.scrollCursorIntoView(lead, offset);\n    };\n
this.scrollCursorIntoView = function(cursor, offset, $viewMargin) {\n        if (this.$size.scrollerHeight === 0)\n
   return;\n\n        var pos = this.$cursorLayer.getPixelPosition(cursor);\n\n        var left = pos.left;\n        var top =
pos.top;\n        \n        var topMargin = $viewMargin && $viewMargin.top || 0;\n        var bottomMargin =
$viewMargin && $viewMargin.bottom || 0;\n        \n        var scrollTop = this.$scrollAnimation ?
this.session.getScrollTop() : this.scrollTop;\n        \n        if (scrollTop + topMargin > top) {\n            if (offset &&
scrollTop + topMargin > top + this.lineHeight)\n                top -= offset * this.$size.scrollerHeight;\n            if (top
=== 0)\n                top = -this.scrollMargin.top;\n            this.session.setScrollTop(top);\n        } else if (scrollTop +
this.$size.scrollerHeight - bottomMargin < top + this.lineHeight) {\n            if (offset && scrollTop +
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this.$size.scrollerHeight - bottomMargin < top -  this.lineHeight)\n                top += offset *
this.$size.scrollerHeight;\n            this.session.setScrollTop(top + this.lineHeight - this.$size.scrollerHeight);\n
}\n\n        var scrollLeft = this.scrollLeft;\n\n        if (scrollLeft > left) {\n            if (left < this.$padding + 2 *
this.layerConfig.characterWidth)\n                left = -this.scrollMargin.left;\n            this.session.setScrollLeft(left);\n
    } else if (scrollLeft + this.$size.scrollerWidth < left + this.characterWidth) {\n
this.session.setScrollLeft(Math.round(left + this.characterWidth - this.$size.scrollerWidth));\n        } else if
(scrollLeft <= this.$padding && left - scrollLeft < this.characterWidth) {\n            this.session.setScrollLeft(0);\n
 }\n    };\n    this.getScrollTop = function() {\n        return this.session.getScrollTop();\n    };\n    this.getScrollLeft =
function() {\n        return this.session.getScrollLeft();\n    };\n    this.getScrollTopRow = function() {\n        return
this.scrollTop / this.lineHeight;\n    };\n    this.getScrollBottomRow = function() {\n        return Math.max(0,
Math.floor((this.scrollTop + this.$size.scrollerHeight) / this.lineHeight) - 1);\n    };\n    this.scrollToRow =
function(row) {\n        this.session.setScrollTop(row * this.lineHeight);\n    };\n\n    this.alignCursor =
function(cursor, alignment) {\n        if (typeof cursor == \"number\")\n            cursor = {row: cursor, column: 0};\n\n
      var pos = this.$cursorLayer.getPixelPosition(cursor);\n        var h = this.$size.scrollerHeight - this.lineHeight;\n
    var offset = pos.top - h * (alignment || 0);\n\n        this.session.setScrollTop(offset);\n        return offset;\n    };\n\n
this.STEPS = 8;\n    this.$calcSteps = function(fromValue, toValue){\n        var i = 0;\n        var l = this.STEPS;\n
 var steps = [];\n\n        var func  = function(t, x_min, dx) {\n            return dx * (Math.pow(t - 1, 3) + 1) + x_min;\n
    };\n\n        for (i = 0; i < l; ++i)\n            steps.push(func(i / this.STEPS, fromValue, toValue - fromValue));\n\n
 return steps;\n    };\n    this.scrollToLine = function(line, center, animate, callback) {\n        var pos =
this.$cursorLayer.getPixelPosition({row: line, column: 0});\n        var offset = pos.top;\n        if (center)\n
offset -= this.$size.scrollerHeight / 2;\n\n        var initialScroll = this.scrollTop;\n
this.session.setScrollTop(offset);\n        if (animate !== false)\n            this.animateScrolling(initialScroll,
callback);\n    };\n\n    this.animateScrolling = function(fromValue, callback) {\n        var toValue = this.scrollTop;\n
      if (!this.$animatedScroll)\n            return;\n        var _self = this;\n        \n        if (fromValue == toValue)\n
return;\n        \n        if (this.$scrollAnimation) {\n            var oldSteps = this.$scrollAnimation.steps;\n            if
(oldSteps.length) {\n                fromValue = oldSteps[0];\n                if (fromValue == toValue)\n
return;\n            }\n        }\n        \n        var steps = _self.$calcSteps(fromValue, toValue);\n
this.$scrollAnimation = {from: fromValue, to: toValue, steps: steps};\n\n        clearInterval(this.$timer);\n\n
_self.session.setScrollTop(steps.shift());\n        _self.session.$scrollTop = toValue;\n        this.$timer =
setInterval(function() {\n            if (steps.length) {\n                _self.session.setScrollTop(steps.shift());\n
_self.session.$scrollTop = toValue;\n            } else if (toValue != null) {\n                _self.session.$scrollTop = -1;\n
            _self.session.setScrollTop(toValue);\n                toValue = null;\n            } else {\n                _self.$timer =
clearInterval(_self.$timer);\n                _self.$scrollAnimation = null;\n                callback && callback();\n
}\n        }, 10);\n    };\n    this.scrollToY = function(scrollTop) {\n        if (this.scrollTop !== scrollTop) {\n
this.$loop.schedule(this.CHANGE_SCROLL);\n            this.scrollTop = scrollTop;\n        }\n    };\n    this.scrollToX
= function(scrollLeft) {\n        if (this.scrollLeft !== scrollLeft)\n            this.scrollLeft = scrollLeft;\n
this.$loop.schedule(this.CHANGE_H_SCROLL);\n    };\n    this.scrollTo = function(x, y) {\n
this.session.setScrollTop(y);\n        this.session.setScrollLeft(y);\n    };\n    this.scrollBy = function(deltaX, deltaY)
{\n        deltaY && this.session.setScrollTop(this.session.getScrollTop() + deltaY);\n        deltaX &&
this.session.setScrollLeft(this.session.getScrollLeft() + deltaX);\n    };\n    this.isScrollableBy = function(deltaX,
deltaY) {\n        if (deltaY < 0 && this.session.getScrollTop() >= 1 - this.scrollMargin.top)\n            return true;\n
if (deltaY > 0 && this.session.getScrollTop() + this.$size.scrollerHeight\n            - this.layerConfig.maxHeight < -1
+ this.scrollMargin.bottom)\n            return true;\n        if (deltaX < 0 && this.session.getScrollLeft() >= 1 -
this.scrollMargin.left)\n            return true;\n        if (deltaX > 0 && this.session.getScrollLeft() +
this.$size.scrollerWidth\n            - this.layerConfig.width < -1 + this.scrollMargin.right)\n            return true;\n
};\n\n    this.pixelToScreenCoordinates = function(x, y) {\n        var canvasPos =
this.scroller.getBoundingClientRect();\n\n        var offsetX = x + this.scrollLeft - canvasPos.left - this.$padding;\n
 var offset = offsetX / this.characterWidth;\n        var row = Math.floor((y + this.scrollTop - canvasPos.top) /
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this.lineHeight);\n        var col = Math.round(offset);\n\n        return {row: row, column: col, side: offset - col > 0 ? 1
: -1, offsetX:  offsetX};\n    };\n\n    this.screenToTextCoordinates = function(x, y) {\n        var canvasPos =
this.scroller.getBoundingClientRect();\n        var offsetX = x + this.scrollLeft - canvasPos.left - this.$padding;\n\n
 var col = Math.round(offsetX / this.characterWidth);\n\n        var row = (y + this.scrollTop - canvasPos.top) /
this.lineHeight;\n\n        return this.session.screenToDocumentPosition(row, Math.max(col, 0), offsetX);\n    };\n
this.textToScreenCoordinates = function(row, column) {\n        var canvasPos =
this.scroller.getBoundingClientRect();\n        var pos = this.session.documentToScreenPosition(row, column);\n\n
 var x = this.$padding + (this.session.$bidiHandler.isBidiRow(pos.row, row)\n            ?
this.session.$bidiHandler.getPosLeft(pos.column)\n            : Math.round(pos.column * this.characterWidth));\n\n
  var y = pos.row * this.lineHeight;\n\n        return {\n            pageX: canvasPos.left + x - this.scrollLeft,\n
pageY: canvasPos.top + y - this.scrollTop\n        };\n    };\n    this.visualizeFocus = function() {\n
dom.addCssClass(this.container, \"ace_focus\");\n    };\n    this.visualizeBlur = function() {\n
dom.removeCssClass(this.container, \"ace_focus\");\n    };\n    this.showComposition = function(position) {\n        if
(!this.$composition)\n            this.$composition = {\n                keepTextAreaAtCursor:
this.$keepTextAreaAtCursor,\n                cssText: this.textarea.style.cssText\n            };\n\n
this.$keepTextAreaAtCursor = true;\n        dom.addCssClass(this.textarea, \"ace_composition\");\n
this.textarea.style.cssText = \"\";\n        this.$moveTextAreaToCursor();\n    };\n    this.setCompositionText =
function(text) {\n        this.$moveTextAreaToCursor();\n    };\n    this.hideComposition = function() {\n        if
(!this.$composition)\n            return;\n\n        dom.removeCssClass(this.textarea, \"ace_composition\");\n
this.$keepTextAreaAtCursor = this.$composition.keepTextAreaAtCursor;\n        this.textarea.style.cssText =
this.$composition.cssText;\n        this.$composition = null;\n    };\n    this.setTheme = function(theme, cb) {\n
var _self = this;\n        this.$themeId = theme;\n        _self._dispatchEvent('themeChange',{theme:theme});\n\n        if
(!theme || typeof theme == \"string\") {\n            var moduleName = theme || this.$options.theme.initialValue;\n
  config.loadModule([\"theme\", moduleName], afterLoad);\n        } else {\n            afterLoad(theme);\n        }\n\n
 function afterLoad(module) {\n            if (_self.$themeId != theme)\n                return cb && cb();\n            if
(!module || !module.cssClass)\n                throw new Error(\"couldn't load module \" + theme + \" or it didn't call
define\");\n            dom.importCssString(\n                module.cssText,\n                module.cssClass,\n
_self.container.ownerDocument\n            );\n\n            if (_self.theme)\n
dom.removeCssClass(_self.container, _self.theme.cssClass);\n\n            var padding = \"padding\" in module ?
module.padding \n                : \"padding\" in (_self.theme || {}) ? 4 : _self.$padding;\n            if (_self.$padding &&
padding != _self.$padding)\n                _self.setPadding(padding);\n            _self.$theme = module.cssClass;\n\n
   _self.theme = module;\n            dom.addCssClass(_self.container, module.cssClass);\n
dom.setCssClass(_self.container, \"ace_dark\", module.isDark);\n            if (_self.$size) {\n
_self.$size.width = 0;\n                _self.$updateSizeAsync();\n            }\n\n
_self._dispatchEvent('themeLoaded', {theme:module});\n            cb && cb();\n        }\n    };\n    this.getTheme =
function() {\n        return this.$themeId;\n    };\n    this.setStyle = function(style, include) {\n
dom.setCssClass(this.container, style, include !== false);\n    };\n    this.unsetStyle = function(style) {\n
dom.removeCssClass(this.container, style);\n    };\n    \n    this.setCursorStyle = function(style) {\n        if
(this.scroller.style.cursor != style)\n            this.scroller.style.cursor = style;\n    };\n    this.setMouseCursor =
function(cursorStyle) {\n        this.scroller.style.cursor = cursorStyle;\n    };\n    this.destroy = function() {\n
this.$textLayer.destroy();\n        this.$cursorLayer.destroy();\n
};\n\n}).call(VirtualRenderer.prototype);\n\n\nconfig.defineOptions(VirtualRenderer.prototype, \"renderer\", {\n
animatedScroll: {initialValue: false},\n    showInvisibles: {\n        set: function(value) {\n            if
(this.$textLayer.setShowInvisibles(value))\n                this.$loop.schedule(this.CHANGE_TEXT);\n        },\n
initialValue: false\n    },\n    showPrintMargin: {\n        set: function() { this.$updatePrintMargin(); },\n
initialValue: true\n    },\n    printMarginColumn: {\n        set: function() { this.$updatePrintMargin(); },\n
initialValue: 80\n    },\n    printMargin: {\n        set: function(val) {\n            if (typeof val == \"number\")\n
this.$printMarginColumn = val;\n            this.$showPrintMargin = !!val;\n            this.$updatePrintMargin();\n
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},\n        get: function() {\n            return this.$showPrintMargin && this.$printMarginColumn; \n        }\n    },\n
showGutter: {\n        set: function(show){\n            this.$gutter.style.display = show ? \"block\" : \"none\";\n
this.$loop.schedule(this.CHANGE_FULL);\n            this.onGutterResize();\n        },\n        initialValue: true\n    },\n
 fadeFoldWidgets: {\n        set: function(show) {\n            dom.setCssClass(this.$gutter, \"ace_fade-fold-widgets\",
show);\n        },\n        initialValue: false\n    },\n    showFoldWidgets: {\n        set: function(show)
{this.$gutterLayer.setShowFoldWidgets(show);},\n        initialValue: true\n    },\n    showLineNumbers: {\n        set:
function(show) {\n            this.$gutterLayer.setShowLineNumbers(show);\n
this.$loop.schedule(this.CHANGE_GUTTER);\n        },\n        initialValue: true\n    },\n    displayIndentGuides: {\n
    set: function(show) {\n            if (this.$textLayer.setDisplayIndentGuides(show))\n
this.$loop.schedule(this.CHANGE_TEXT);\n        },\n        initialValue: true\n    },\n    highlightGutterLine: {\n
set: function(shouldHighlight) {\n            if (!this.$gutterLineHighlight) {\n                this.$gutterLineHighlight =
dom.createElement(\"div\");\n                this.$gutterLineHighlight.className = \"ace_gutter-active-line\";\n
this.$gutter.appendChild(this.$gutterLineHighlight);\n                return;\n            }\n\n
this.$gutterLineHighlight.style.display = shouldHighlight ? \"\" : \"none\";\n            if
(this.$cursorLayer.$pixelPos)\n                this.$updateGutterLineHighlight();\n        },\n        initialValue: false,\n
value: true\n    },\n    hScrollBarAlwaysVisible: {\n        set: function(val) {\n            if
(!this.$hScrollBarAlwaysVisible || !this.$horizScroll)\n                this.$loop.schedule(this.CHANGE_SCROLL);\n
  },\n        initialValue: false\n    },\n    vScrollBarAlwaysVisible: {\n        set: function(val) {\n            if
(!this.$vScrollBarAlwaysVisible || !this.$vScroll)\n                this.$loop.schedule(this.CHANGE_SCROLL);\n
},\n        initialValue: false\n    },\n    fontSize:  {\n        set: function(size) {\n            if (typeof size == \"number\")\n
            size = size + \"px\";\n            this.container.style.fontSize = size;\n            this.updateFontSize();\n        },\n
    initialValue: 12\n    },\n    fontFamily: {\n        set: function(name) {\n            this.container.style.fontFamily =
name;\n            this.updateFontSize();\n        }\n    },\n    maxLines: {\n        set: function(val) {\n
this.updateFull();\n        }\n    },\n    minLines: {\n        set: function(val) {\n            this.updateFull();\n        }\n
},\n    maxPixelHeight: {\n        set: function(val) {\n            this.updateFull();\n        },\n        initialValue: 0\n    },\n
 scrollPastEnd: {\n        set: function(val) {\n            val = +val || 0;\n            if (this.$scrollPastEnd == val)\n
return;\n            this.$scrollPastEnd = val;\n            this.$loop.schedule(this.CHANGE_SCROLL);\n        },\n
initialValue: 0,\n        handlesSet: true\n    },\n    fixedWidthGutter: {\n        set: function(val) {\n
this.$gutterLayer.$fixedWidth = !!val;\n            this.$loop.schedule(this.CHANGE_GUTTER);\n        }\n    },\n
theme: {\n        set: function(val) { this.setTheme(val); },\n        get: function() { return this.$themeId || this.theme;
},\n        initialValue: \"./theme/textmate\",\n        handlesSet: true\n    }\n});\n\nexports.VirtualRenderer =
VirtualRenderer;\n});\n\nace.define(\"ace/worker/worker_client\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",
\"ace/lib/net\",\"ace/lib/event_emitter\",\"ace/config\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar
oop = acequire(\"../lib/oop\");\nvar net = acequire(\"../lib/net\");\nvar EventEmitter =
acequire(\"../lib/event_emitter\").EventEmitter;\nvar config = acequire(\"../config\");\n\nfunction
$workerBlob(workerUrl, mod) {\n    var script = mod.src;\"importScripts('\" + net.qualifyURL(workerUrl) +
\'');\";\n    try {\n        return new Blob([script], {\"type\": \"application/javascript\"});\n    } catch (e) { // Backwards-
compatibility\n        var BlobBuilder = window.BlobBuilder || window.WebKitBlobBuilder ||
window.MozBlobBuilder;\n        var blobBuilder = new BlobBuilder();\n        blobBuilder.append(script);\n
return blobBuilder.getBlob(\"application/javascript\");\n    }\n}\n\nfunction createWorker(workerUrl, mod) {\n    var
blob = $workerBlob(workerUrl, mod);\n    var URL = window.URL || window.webkitURL;\n    var blobURL =
URL.createObjectURL(blob);\n    return new Worker(blobURL);\n}\n\nvar WorkerClient =
function(topLevelNamespaces, mod, classname, workerUrl, importScripts) {\n    this.$sendDeltaQueue =
this.$sendDeltaQueue.bind(this);\n    this.changeListener = this.changeListener.bind(this);\n    this.onMessage =
this.onMessage.bind(this);\n    if (acequire.nameToUrl && !acequire.toUrl)\n        acequire.toUrl =
acequire.nameToUrl;\n    \n    if (config.get(\"packaged\") || !acequire.toUrl) {\n        workerUrl = workerUrl ||
config.moduleUrl(mod.id, \"worker\");\n    } else {\n        var normalizePath = this.$normalizePath;\n        workerUrl
= workerUrl || normalizePath(acequire.toUrl(\"ace/worker/worker.js\", null, \"_\"));\n\n        var tlns = {};\n
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topLevelNamespaces.forEach(function(ns) {\n            tlns[ns] = normalizePath(acequire.toUrl(ns, null,
\"_\").replace(/(\\.js)?(\\?.*)?$/, \"\"));\n        });\n    }\n\n    this.$worker = createWorker(workerUrl, mod);\n    if
(importScripts) {\n        this.send(\"importScripts\", importScripts);\n    }\n    this.$worker.postMessage({\n        init :
true,\n        tlns : tlns,\n        module : mod.id,\n        classname : classname\n    });\n\n    this.callbackId = 1;\n
this.callbacks = {};\n\n    this.$worker.onmessage = this.onMessage;\n};\n\n(function(){\n\n    oop.implement(this,
EventEmitter);\n\n    this.onMessage = function(e) {\n        var msg = e.data;\n        switch (msg.type) {\n            case
\"event\":\n                this._signal(msg.name, {data: msg.data});\n                break;\n            case \"call\":\n
var callback = this.callbacks[msg.id];\n                if (callback) {\n                    callback(msg.data);\n
delete this.callbacks[msg.id];\n                }\n                break;\n            case \"error\":\n
this.reportError(msg.data);\n                break;\n            case \"log\":\n                window.console && console.log &&
console.log.apply(console, msg.data);\n                break;\n        }\n    };\n    \n    this.reportError = function(err) {\n
  window.console && console.error && console.error(err);\n    };\n\n    this.$normalizePath = function(path) {\n
return net.qualifyURL(path);\n    };\n\n    this.terminate = function() {\n        this._signal(\"terminate\", {});\n
this.deltaQueue = null;\n        this.$worker.terminate();\n        this.$worker = null;\n        if (this.$doc)\n
this.$doc.off(\"change\", this.changeListener);\n        this.$doc = null;\n    };\n\n    this.send = function(cmd, args)
{\n        this.$worker.postMessage({command: cmd, args: args});\n    };\n\n    this.call = function(cmd, args,
callback) {\n        if (callback) {\n            var id = this.callbackId++;\n            this.callbacks[id] = callback;\n
args.push(id);\n        }\n        this.send(cmd, args);\n    };\n\n    this.emit = function(event, data) {\n        try {\n
this.$worker.postMessage({event: event, data: {data: data.data}});\n        }\n        catch(ex) {\n
console.error(ex.stack);\n        }\n    };\n\n    this.attachToDocument = function(doc) {\n        if (this.$doc)\n
this.terminate();\n\n        this.$doc = doc;\n        this.call(\"setValue\", [doc.getValue()]);\n        doc.on(\"change\",
this.changeListener);\n    };\n\n    this.changeListener = function(delta) {\n        if (!this.deltaQueue) {\n
this.deltaQueue = [];\n            setTimeout(this.$sendDeltaQueue, 0);\n        }\n        if (delta.action == \"insert\")\n
    this.deltaQueue.push(delta.start, delta.lines);\n        else\n            this.deltaQueue.push(delta.start, delta.end);\n
};\n\n    this.$sendDeltaQueue = function() {\n        var q = this.deltaQueue;\n        if (!q) return;\n
this.deltaQueue = null;\n        if (q.length > 50 && q.length > this.$doc.getLength() >> 1) {\n
this.call(\"setValue\", [this.$doc.getValue()]);\n        } else\n            this.emit(\"change\", {data: q});\n
};\n\n}).call(WorkerClient.prototype);\n\n\nvar UIWorkerClient = function(topLevelNamespaces, mod, classname)
{\n    this.$sendDeltaQueue = this.$sendDeltaQueue.bind(this);\n    this.changeListener =
this.changeListener.bind(this);\n    this.callbackId = 1;\n    this.callbacks = {};\n    this.messageBuffer = [];\n\n    var
main = null;\n    var emitSync = false;\n    var sender = Object.create(EventEmitter);\n    var _self = this;\n\n
this.$worker = {};\n    this.$worker.terminate = function() {};\n    this.$worker.postMessage = function(e) {\n
_self.messageBuffer.push(e);\n        if (main) {\n            if (emitSync)\n                setTimeout(processNext);\n
else\n                processNext();\n        }\n    };\n    this.setEmitSync = function(val) { emitSync = val; };\n\n    var
processNext = function() {\n        var msg = _self.messageBuffer.shift();\n        if (msg.command)\n
main[msg.command].apply(main, msg.args);\n        else if (msg.event)\n            sender._signal(msg.event,
msg.data);\n    };\n\n    sender.postMessage = function(msg) {\n        _self.onMessage({data: msg});\n    };\n
sender.callback = function(data, callbackId) {\n        this.postMessage({type: \"call\", id: callbackId, data: data});\n
};\n    sender.emit = function(name, data) {\n        this.postMessage({type: \"event\", name: name, data: data});\n
};\n\n    config.loadModule([\"worker\", mod], function(Main) {\n        main = new Main[classname](sender);\n
while (_self.messageBuffer.length)\n            processNext();\n    });\n};\n\nUIWorkerClient.prototype =
WorkerClient.prototype;\n\nexports.UIWorkerClient = UIWorkerClient;\nexports.WorkerClient =
WorkerClient;\nexports.createWorker =
createWorker;\n\n\n});\n\nace.define(\"ace/placeholder\",[\"require\",\"exports\",\"module\",\"ace/range\",\"ace/lib/e
vent_emitter\",\"ace/lib/oop\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar Range =
acequire(\"./range\").Range;\nvar EventEmitter = acequire(\"./lib/event_emitter\").EventEmitter;\nvar oop =
acequire(\"./lib/oop\");\n\nvar PlaceHolder = function(session, length, pos, others, mainClass, othersClass) {\n    var
_self = this;\n    this.length = length;\n    this.session = session;\n    this.doc = session.getDocument();\n
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this.mainClass = mainClass;\n    this.othersClass = othersClass;\n    this.$onUpdate = this.onUpdate.bind(this);\n
this.doc.on(\"change\", this.$onUpdate);\n    this.$others = others;\n    \n    this.$onCursorChange = function() {\n
 setTimeout(function() {\n            _self.onCursorChange();\n        });\n    };\n    \n    this.$pos = pos;\n    var
undoStack = session.getUndoManager().$undoStack || session.getUndoManager().$undostack || {length: -1};\n
this.$undoStackDepth = undoStack.length;\n    this.setup();\n\n    session.selection.on(\"changeCursor\",
this.$onCursorChange);\n};\n\n(function() {\n\n    oop.implement(this, EventEmitter);\n    this.setup = function() {\n
    var _self = this;\n        var doc = this.doc;\n        var session = this.session;\n        \n        this.selectionBefore =
session.selection.toJSON();\n        if (session.selection.inMultiSelectMode)\n
session.selection.toSingleRange();\n\n        this.pos = doc.createAnchor(this.$pos.row, this.$pos.column);\n        var
pos = this.pos;\n        pos.$insertRight = true;\n        pos.detach();\n        pos.markerId = session.addMarker(new
Range(pos.row, pos.column, pos.row, pos.column + this.length), this.mainClass, null, false);\n        this.others = [];\n
    this.$others.forEach(function(other) {\n            var anchor = doc.createAnchor(other.row, other.column);\n
anchor.$insertRight = true;\n            anchor.detach();\n            _self.others.push(anchor);\n        });\n
session.setUndoSelect(false);\n    };\n    this.showOtherMarkers = function() {\n        if (this.othersActive) return;\n
   var session = this.session;\n        var _self = this;\n        this.othersActive = true;\n
this.others.forEach(function(anchor) {\n            anchor.markerId = session.addMarker(new Range(anchor.row,
anchor.column, anchor.row, anchor.column+_self.length), _self.othersClass, null, false);\n        });\n    };\n
this.hideOtherMarkers = function() {\n        if (!this.othersActive) return;\n        this.othersActive = false;\n        for
(var i = 0; i < this.others.length; i++) {\n            this.session.removeMarker(this.others[i].markerId);\n        }\n    };\n
 this.onUpdate = function(delta) {\n        if (this.$updating)\n            return this.updateAnchors(delta);\n            \n
var range = delta;\n        if (range.start.row !== range.end.row) return;\n        if (range.start.row !== this.pos.row)
return;\n        this.$updating = true;\n        var lengthDiff = delta.action === \"insert\" ? range.end.column -
range.start.column : range.start.column - range.end.column;\n        var inMainRange = range.start.column >=
this.pos.column && range.start.column <= this.pos.column + this.length + 1;\n        var distanceFromStart =
range.start.column - this.pos.column;\n        \n        this.updateAnchors(delta);\n        \n        if (inMainRange)\n
 this.length += lengthDiff;\n\n        if (inMainRange && !this.session.$fromUndo) {\n            if (delta.action ===
'insert') {\n                for (var i = this.others.length - 1; i >= 0; i--) {\n                    var otherPos = this.others[i];\n
        var newPos = {row: otherPos.row, column: otherPos.column + distanceFromStart};\n
this.doc.insertMergedLines(newPos, delta.lines);\n                }\n            } else if (delta.action === 'remove') {\n
    for (var i = this.others.length - 1; i >= 0; i--) {\n                    var otherPos = this.others[i];\n                    var
newPos = {row: otherPos.row, column: otherPos.column + distanceFromStart};\n                    this.doc.remove(new
Range(newPos.row, newPos.column, newPos.row, newPos.column - lengthDiff));\n                }\n            }\n        }\n
    \n        this.$updating = false;\n        this.updateMarkers();\n    };\n    \n    this.updateAnchors = function(delta) {\n
     this.pos.onChange(delta);\n        for (var i = this.others.length; i--;)\n            this.others[i].onChange(delta);\n
this.updateMarkers();\n    };\n    \n    this.updateMarkers = function() {\n        if (this.$updating)\n            return;\n
 var _self = this;\n        var session = this.session;\n        var updateMarker = function(pos, className) {\n
session.removeMarker(pos.markerId);\n            pos.markerId = session.addMarker(new Range(pos.row, pos.column,
pos.row, pos.column+_self.length), className, null, false);\n        };\n        updateMarker(this.pos,
this.mainClass);\n        for (var i = this.others.length; i--;)\n            updateMarker(this.others[i], this.othersClass);\n
};\n\n    this.onCursorChange = function(event) {\n        if (this.$updating || !this.session) return;\n        var pos =
this.session.selection.getCursor();\n        if (pos.row === this.pos.row && pos.column >= this.pos.column &&
pos.column <= this.pos.column + this.length) {\n            this.showOtherMarkers();\n
this._emit(\"cursorEnter\", event);\n        } else {\n            this.hideOtherMarkers();\n
this._emit(\"cursorLeave\", event);\n        }\n    };    \n    this.detach = function() {\n
this.session.removeMarker(this.pos && this.pos.markerId);\n        this.hideOtherMarkers();\n
this.doc.removeEventListener(\"change\", this.$onUpdate);\n
this.session.selection.removeEventListener(\"changeCursor\", this.$onCursorChange);\n
this.session.setUndoSelect(true);\n        this.session = null;\n    };\n    this.cancel = function() {\n        if
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(this.$undoStackDepth === -1)\n            return;\n        var undoManager = this.session.getUndoManager();\n        var
undosRequired = (undoManager.$undoStack || undoManager.$undostack).length - this.$undoStackDepth;\n        for
(var i = 0; i < undosRequired; i++) {\n            undoManager.undo(true);\n        }\n        if (this.selectionBefore)\n
    this.session.selection.fromJSON(this.selectionBefore);\n
};\n}).call(PlaceHolder.prototype);\n\n\nexports.PlaceHolder =
PlaceHolder;\n});\n\nace.define(\"ace/mouse/multi_select_handler\",[\"require\",\"exports\",\"module\",\"ace/lib/eve
nt\",\"ace/lib/useragent\"], function(acequire, exports, module) {\n\nvar event = acequire(\"../lib/event\");\nvar
useragent = acequire(\"../lib/useragent\");\nfunction isSamePoint(p1, p2) {\n    return p1.row == p2.row &&
p1.column == p2.column;\n}\n\nfunction onMouseDown(e) {\n    var ev = e.domEvent;\n    var alt = ev.altKey;\n
var shift = ev.shiftKey;\n    var ctrl = ev.ctrlKey;\n    var accel = e.getAccelKey();\n    var button = e.getButton();\n
\n    if (ctrl && useragent.isMac)\n        button = ev.button;\n\n    if (e.editor.inMultiSelectMode && button == 2)
{\n        e.editor.textInput.onContextMenu(e.domEvent);\n        return;\n    }\n    \n    if (!ctrl && !alt && !accel) {\n
    if (button === 0 && e.editor.inMultiSelectMode)\n            e.editor.exitMultiSelectMode();\n        return;\n    }\n
\n    if (button !== 0)\n        return;\n\n    var editor = e.editor;\n    var selection = editor.selection;\n    var
isMultiSelect = editor.inMultiSelectMode;\n    var pos = e.getDocumentPosition();\n    var cursor =
selection.getCursor();\n    var inSelection = e.inSelection() || (selection.isEmpty() && isSamePoint(pos, cursor));\n\n
  var mouseX = e.x, mouseY = e.y;\n    var onMouseSelection = function(e) {\n        mouseX = e.clientX;\n
mouseY = e.clientY;\n    };\n    \n    var session = editor.session;\n    var screenAnchor =
editor.renderer.pixelToScreenCoordinates(mouseX, mouseY);\n    var screenCursor = screenAnchor;\n    \n    var
selectionMode;\n    if (editor.$mouseHandler.$enableJumpToDef) {\n        if (ctrl && alt || accel && alt)\n
selectionMode = shift ? \"block\" : \"add\";\n        else if (alt && editor.$blockSelectEnabled)\n
selectionMode = \"block\";\n    } else {\n        if (accel && !alt) {\n            selectionMode = \"add\";\n            if
(!isMultiSelect && shift)\n                return;\n        } else if (alt && editor.$blockSelectEnabled) {\n
selectionMode = \"block\";\n        }\n    }\n    \n    if (selectionMode && useragent.isMac && ev.ctrlKey) {\n
editor.$mouseHandler.cancelContextMenu();\n    }\n\n    if (selectionMode == \"add\") {\n        if (!isMultiSelect
&& inSelection)\n            return; // dragging\n\n        if (!isMultiSelect) {\n            var range =
selection.toOrientedRange();\n            editor.addSelectionMarker(range);\n        }\n\n        var oldRange =
selection.rangeList.rangeAtPoint(pos);\n        \n        \n        editor.$blockScrolling++;\n
editor.inVirtualSelectionMode = true;\n        \n        if (shift) {\n            oldRange = null;\n            range =
selection.ranges[0] || range;\n            editor.removeSelectionMarker(range);\n        }\n        editor.once(\"mouseup\",
function() {\n            var tmpSel = selection.toOrientedRange();\n\n            if (oldRange && tmpSel.isEmpty() &&
isSamePoint(oldRange.cursor, tmpSel.cursor))\n                selection.substractPoint(tmpSel.cursor);\n            else {\n
            if (shift) {\n                    selection.substractPoint(range.cursor);\n                } else if (range) {\n
editor.removeSelectionMarker(range);\n                    selection.addRange(range);\n                }\n
selection.addRange(tmpSel);\n            }\n            editor.$blockScrolling--;\n            editor.inVirtualSelectionMode =
false;\n        });\n\n    } else if (selectionMode == \"block\") {\n        e.stop();\n        editor.inVirtualSelectionMode =
true;        \n        var initialRange;\n        var rectSel = [];\n        var blockSelect = function() {\n            var
newCursor = editor.renderer.pixelToScreenCoordinates(mouseX, mouseY);\n            var cursor =
session.screenToDocumentPosition(newCursor.row, newCursor.column, newCursor.offsetX);\n\n            if
(isSamePoint(screenCursor, newCursor) && isSamePoint(cursor, selection.lead))\n                return;\n
screenCursor = newCursor;\n            \n            editor.$blockScrolling++;\n
editor.selection.moveToPosition(cursor);\n            editor.renderer.scrollCursorIntoView();\n\n
editor.removeSelectionMarkers(rectSel);\n            rectSel = selection.rectangularRangeBlock(screenCursor,
screenAnchor);\n            if (editor.$mouseHandler.$clickSelection && rectSel.length == 1 &&
rectSel[0].isEmpty())\n                rectSel[0] = editor.$mouseHandler.$clickSelection.clone();\n
rectSel.forEach(editor.addSelectionMarker, editor);\n            editor.updateSelectionMarkers();\n
editor.$blockScrolling--;\n        };\n        editor.$blockScrolling++;\n        if (isMultiSelect && !accel) {\n
selection.toSingleRange();\n        } else if (!isMultiSelect && accel) {\n            initialRange =
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selection.toOrientedRange();\n editor.addSelectionMarker(initialRange);\n }\n \n if (shift)\n screenAnchor = session.documentToScreenPosition(selection.lead); \n else\n selection.moveToPosition(pos);\n editor.$blockScrolling--;\n \n screenCursor = {row: -1, column: -1};\n\n var onMouseSelectionEnd = function(e) {\n clearInterval(timerId);\n editor.removeSelectionMarkers(rectSel);\n if (!rectSel.length)\n rectSel = [selection.toOrientedRange()];\n editor.$blockScrolling++;\n if (initialRange) {\n editor.removeSelectionMarker(initialRange);\n selection.toSingleRange(initialRange);\n }\n for (var i = 0; i < rectSel.length; i++)\n selection.addRange(rectSel[i]);\n editor.inVirtualSelectionMode = false;\n editor.$mouseHandler.$clickSelection = null;\n editor.$blockScrolling--;\n };\n\n var onSelectionInterval = blockSelect;\n\n event.capture(editor.container, onMouseSelection, onMouseSelectionEnd);\n var timerId = setInterval(function() {onSelectionInterval();}, 20);\n\n return e.preventDefault();\n }\n}\n\n\nexports.onMouseDown = onMouseDown;\n\n});\n\nace.define(\"ace/commands/multi_select_commands\",[\"require\",\"exports\",\"module\", \"ace/keyboard/hash_handler\"], function(acequire, exports, module) {\nexports.defaultCommands = [{\n name: \"addCursorAbove\",\n exec: function(editor) { editor.selectMoreLines(-1); },\n bindKey: {win: \"Ctrl-Alt-Up\", mac: \"Ctrl-Alt-Up\"},\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"addCursorBelow\",\n exec: function(editor) { editor.selectMoreLines(1); },\n bindKey: {win: \"Ctrl-Alt-Down\", mac: \"Ctrl-Alt-Down\"},\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"addCursorAboveSkipCurrent\",\n exec: function(editor) { editor.selectMoreLines(-1, true); },\n bindKey: {win: \"Ctrl-Alt-Shift-Up\", mac: \"Ctrl-Alt-Shift-Up\"},\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"addCursorBelowSkipCurrent\",\n exec: function(editor) { editor.selectMoreLines(1, true); },\n bindKey: {win: \"Ctrl-Alt-Shift-Down\", mac: \"Ctrl-Alt-Shift-Down\"},\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectMoreBefore\",\n exec: function(editor) { editor.selectMore(-1); },\n bindKey: {win: \"Ctrl-Alt-Left\", mac: \"Ctrl-Alt-Left\"},\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectMoreAfter\",\n exec: function(editor) { editor.selectMore(1); },\n bindKey: {win: \"Ctrl-Alt-Right\", mac: \"Ctrl-Alt-Right\"},\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectNextBefore\",\n exec: function(editor) { editor.selectMore(-1, true); },\n bindKey: {win: \"Ctrl-Alt-Shift-Left\", mac: \"Ctrl-Alt-Shift-Left\"},\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"selectNextAfter\",\n exec: function(editor) { editor.selectMore(1, true); },\n bindKey: {win: \"Ctrl-Alt-Shift-Right\", mac: \"Ctrl-Alt-Shift-Right\"},\n scrollIntoView: \"cursor\",\n readOnly: true\n}, {\n name: \"splitIntoLines\",\n exec: function(editor) { editor.multiSelect.splitIntoLines(); },\n bindKey: {win: \"Ctrl-Alt-L\", mac: \"Ctrl-Alt-L\"},\n readOnly: true\n}, {\n name: \"alignCursors\",\n exec: function(editor) { editor.alignCursors(); },\n bindKey: {win: \"Ctrl-Alt-A\", mac: \"Ctrl-Alt-A\"},\n scrollIntoView: \"cursor\"\n}, {\n name: \"findAll\",\n exec: function(editor) { editor.findAll(); },\n bindKey: {win: \"Ctrl-Alt-K\", mac: \"Ctrl-Alt-G\"},\n scrollIntoView: \"cursor\",\n readOnly: true\n}];\nexports.multiSelectCommands = [{\n name: \"singleSelection\",\n bindKey: \"esc\",\n exec: function(editor) { editor.exitMultiSelectMode(); },\n scrollIntoView: \"cursor\",\n readOnly: true,\n isAvailable: function(editor) {return editor && editor.inMultiSelectMode;}\n}];\n\nvar HashHandler = acequire(\"../keyboard/hash_handler\").HashHandler;\nexports.keyboardHandler = new HashHandler(exports.multiSelectCommands);\n\n});\n\nace.define(\"ace/multi_select\",[\"require\",\"exports\",\"module\",\"ace/range_list\",\"ace/range\",\"ace/selection\",\"ace/mouse/multi_select_handler\",\"ace/lib/event\",\"ace/lib/lang\",\"ace/commands/multi_select_commands\",\"ace/search\",\"ace/edit_session\",\"ace/editor\",\"ace/config\"], function(acequire, exports, module) {\n\nvar RangeList = acequire(\"./range_list\").RangeList;\nvar Range = acequire(\"./range\").Range;\nvar Selection = acequire(\"./selection\").Selection;\nvar onMouseDown = acequire(\"./mouse/multi_select_handler\").onMouseDown;\nvar event = acequire(\"./lib/event\");\nvar lang = acequire(\"./lib/lang\");\nvar commands = acequire(\"./commands/multi_select_commands\");\nexports.commands = commands.defaultCommands.concat(commands.multiSelectCommands);\nvar Search = acequire(\"./search\").Search;\nvar search = new Search();\n\nfunction find(session, needle, dir) {\n

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search.$options.wrap = true;\n    search.$options.needle = needle;\n    search.$options.backwards = dir == -1;\n
return search.find(session);\n}\nvar EditSession = acequire(\"./edit_session\").EditSession;\n(function() {\n
this.getSelectionMarkers = function() {\n        return this.$selectionMarkers;\n
};\n}).call(EditSession.prototype);\n(function() {\n    this.ranges = null;\n    this.rangeList = null;\n    this.addRange
= function(range, $blockChangeEvents) {\n        if (!range)\n            return;\n\n        if (!this.inMultiSelectMode &&
this.rangeCount === 0) {\n            var oldRange = this.toOrientedRange();\n            this.rangeList.add(oldRange);\n
        this.rangeList.add(range);\n            if (this.rangeList.ranges.length != 2) {\n
this.rangeList.removeAll();\n                return $blockChangeEvents || this.fromOrientedRange(range);\n            }\n
      this.rangeList.removeAll();\n            this.rangeList.add(oldRange);\n            this.$onAddRange(oldRange);\n
}\n\n        if (!range.cursor)\n            range.cursor = range.end;\n\n        var removed = this.rangeList.add(range);\n\n
    this.$onAddRange(range);\n\n        if (removed.length)\n            this.$onRemoveRange(removed);\n\n        if
(this.rangeCount > 1 && !this.inMultiSelectMode) {\n            this._signal(\"multiSelect\");\n
this.inMultiSelectMode = true;\n            this.session.$undoSelect = false;\n
this.rangeList.attach(this.session);\n        }\n\n        return $blockChangeEvents || this.fromOrientedRange(range);\n
};\n\n    this.toSingleRange = function(range) {\n        range = range || this.ranges[0];\n        var removed =
this.rangeList.removeAll();\n        if (removed.length)\n            this.$onRemoveRange(removed);\n\n        range &&
this.fromOrientedRange(range);\n    };\n    this.substractPoint = function(pos) {\n        var removed =
this.rangeList.substractPoint(pos);\n        if (removed) {\n            this.$onRemoveRange(removed);\n            return
removed[0];\n        }\n    };\n    this.mergeOverlappingRanges = function() {\n        var removed =
this.rangeList.merge();\n        if (removed.length)\n            this.$onRemoveRange(removed);\n        else
if(this.ranges[0])\n            this.fromOrientedRange(this.ranges[0]);\n    };\n\n    this.$onAddRange = function(range)
{\n        this.rangeCount = this.rangeList.ranges.length;\n        this.ranges.unshift(range);\n
this._signal(\"addRange\", {range: range});\n    };\n\n    this.$onRemoveRange = function(removed) {\n
this.rangeCount = this.rangeList.ranges.length;\n        if (this.rangeCount == 1 && this.inMultiSelectMode) {\n
  var lastRange = this.rangeList.ranges.pop();\n            removed.push(lastRange);\n            this.rangeCount = 0;\n
}\n\n        for (var i = removed.length; i--; ) {\n            var index = this.ranges.indexOf(removed[i]);\n
this.ranges.splice(index, 1);\n        }\n\n        this._signal(\"removeRange\", {ranges: removed});\n\n        if
(this.rangeCount === 0 && this.inMultiSelectMode) {\n            this.inMultiSelectMode = false;\n
this._signal(\"singleSelect\");\n            this.session.$undoSelect = true;\n            this.rangeList.detach(this.session);\n
      }\n\n        lastRange = lastRange || this.ranges[0];\n        if (lastRange && !lastRange.isEqual(this.getRange()))\n
          this.fromOrientedRange(lastRange);\n    };\n    this.$initRangeList = function() {\n        if (this.rangeList)\n
    return;\n\n        this.rangeList = new RangeList();\n        this.ranges = [];\n        this.rangeCount = 0;\n    };\n
this.getAllRanges = function() {\n        return this.rangeCount ? this.rangeList.ranges.concat() : [this.getRange()];\n
};\n\n    this.splitIntoLines = function () {\n        if (this.rangeCount > 1) {\n            var ranges =
this.rangeList.ranges;\n            var lastRange = ranges[ranges.length - 1];\n            var range =
Range.fromPoints(ranges[0].start, lastRange.end);\n\n            this.toSingleRange();\n
this.setSelectionRange(range, lastRange.cursor == lastRange.start);\n        } else {\n            var range =
this.getRange();\n            var isBackwards = this.isBackwards();\n            var startRow = range.start.row;\n
var endRow = range.end.row;\n            if (startRow == endRow) {\n                if (isBackwards)\n                var
start = range.end, end = range.start;\n                else\n                var start = range.start, end = range.end;\n
\n                this.addRange(Range.fromPoints(end, end));\n                this.addRange(Range.fromPoints(start, start));\n
            return;\n            }\n\n            var rectSel = [];\n            var r = this.getLineRange(startRow, true);\n
r.start.column = range.start.column;\n            rectSel.push(r);\n\n            for (var i = startRow + 1; i < endRow;
i++)\n                rectSel.push(this.getLineRange(i, true));\n\n            r = this.getLineRange(endRow, true);\n
r.end.column = range.end.column;\n            rectSel.push(r);\n\n            rectSel.forEach(this.addRange, this);\n
}\n    };\n    this.toggleBlockSelection = function () {\n        if (this.rangeCount > 1) {\n            var ranges =
this.rangeList.ranges;\n            var lastRange = ranges[ranges.length - 1];\n            var range =
Range.fromPoints(ranges[0].start, lastRange.end);\n\n            this.toSingleRange();\n
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this.setSelectionRange(range, lastRange.cursor == lastRange.start);\n        } else {\n            var cursor =
this.session.documentToScreenPosition(this.selectionLead);\n            var anchor =
this.session.documentToScreenPosition(this.selectionAnchor);\n\n            var rectSel =
this.rectangularRangeBlock(cursor, anchor);\n            rectSel.forEach(this.addRange, this);\n        }\n    };\n
this.rectangularRangeBlock = function(screenCursor, screenAnchor, includeEmptyLines) {\n        var rectSel =
[];\n\n        var xBackwards = screenCursor.column < screenAnchor.column;\n        if (xBackwards) {\n            var
startColumn = screenCursor.column;\n            var endColumn = screenAnchor.column;\n            var startOffsetX =
screenCursor.offsetX;\n            var endOffsetX = screenAnchor.offsetX;\n        } else {\n            var startColumn =
screenAnchor.column;\n            var endColumn = screenCursor.column;\n            var startOffsetX =
screenAnchor.offsetX;\n            var endOffsetX = screenCursor.offsetX;\n        }\n\n        var yBackwards =
screenCursor.row < screenAnchor.row;\n        if (yBackwards) {\n            var startRow = screenCursor.row;\n
var endRow = screenAnchor.row;\n        } else {\n            var startRow = screenAnchor.row;\n            var endRow =
screenCursor.row;\n        }\n\n        if (startColumn < 0)\n            startColumn = 0;\n        if (startRow < 0)\n
startRow = 0;\n\n        if (startRow == endRow)\n            includeEmptyLines = true;\n\n        for (var row =
startRow; row <= endRow; row++) {\n            var range = Range.fromPoints(\n
this.session.screenToDocumentPosition(row, startColumn, startOffsetX),\n
this.session.screenToDocumentPosition(row, endColumn, endOffsetX)\n            );\n            if (range.isEmpty()) {\n
            if (docEnd && isSamePoint(range.end, docEnd))\n                break;\n                var docEnd = range.end;\n
        }\n            range.cursor = xBackwards ? range.start : range.end;\n            rectSel.push(range);\n        }\n\n
if (yBackwards)\n            rectSel.reverse();\n\n        if (!includeEmptyLines) {\n            var end = rectSel.length -
1;\n            while (rectSel[end].isEmpty() && end > 0)\n                end--;\n            if (end > 0) {\n                var start
= 0;\n                while (rectSel[start].isEmpty())\n                    start++;\n            }\n            for (var i = end; i >= start;
i--) {\n                if (rectSel[i].isEmpty())\n                    rectSel.splice(i, 1);\n            }\n        }\n\n        return
rectSel;\n    };\n}).call(Selection.prototype);\nvar Editor = acequire(\"./editor\").Editor;\n(function() {\n
this.updateSelectionMarkers = function() {\n        this.renderer.updateCursor();\n
this.renderer.updateBackMarkers();\n    };\n    this.addSelectionMarker = function(orientedRange) {\n        if
(!orientedRange.cursor)\n            orientedRange.cursor = orientedRange.end;\n\n        var style =
this.getSelectionStyle();\n        orientedRange.marker = this.session.addMarker(orientedRange, \"ace_selection\",
style);\n\n        this.session.$selectionMarkers.push(orientedRange);\n        this.session.selectionMarkerCount =
this.session.$selectionMarkers.length;\n        return orientedRange;\n    };\n    this.removeSelectionMarker =
function(range) {\n        if (!range.marker)\n            return;\n        this.session.removeMarker(range.marker);\n
var index = this.session.$selectionMarkers.indexOf(range);\n        if (index != -1)\n
this.session.$selectionMarkers.splice(index, 1);\n        this.session.selectionMarkerCount =
this.session.$selectionMarkers.length;\n    };\n\n    this.removeSelectionMarkers = function(ranges) {\n        var
markerList = this.session.$selectionMarkers;\n        for (var i = ranges.length; i--; ) {\n            var range =
ranges[i];\n            if (!range.marker)\n                continue;\n            this.session.removeMarker(range.marker);\n
   var index = markerList.indexOf(range);\n            if (index != -1)\n                markerList.splice(index, 1);\n        }\n
     this.session.selectionMarkerCount = markerList.length;\n    };\n\n    this.$onAddRange = function(e) {\n
this.addSelectionMarker(e.range);\n        this.renderer.updateCursor();\n        this.renderer.updateBackMarkers();\n
};\n\n    this.$onRemoveRange = function(e) {\n        this.removeSelectionMarkers(e.ranges);\n
this.renderer.updateCursor();\n        this.renderer.updateBackMarkers();\n    };\n\n    this.$onMultiSelect =
function(e) {\n        if (this.inMultiSelectMode)\n            return;\n        this.inMultiSelectMode = true;\n\n
this.setStyle(\"ace_multiselect\");\n        this.keyBinding.addKeyboardHandler(commands.keyboardHandler);\n
this.commands.setDefaultHandler(\"exec\", this.$onMultiSelectExec);\n\n        this.renderer.updateCursor();\n
this.renderer.updateBackMarkers();\n    };\n\n    this.$onSingleSelect = function(e) {\n        if
(this.session.multiSelect.inVirtualMode)\n            return;\n        this.inMultiSelectMode = false;\n\n
this.unsetStyle(\"ace_multiselect\");\n
this.keyBinding.removeKeyboardHandler(commands.keyboardHandler);\n\n
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this.commands.removeDefaultHandler(\"exec\", this.$onMultiSelectExec);\n        this.renderer.updateCursor();\n
this.renderer.updateBackMarkers();\n        this._emit(\"changeSelection\");\n    };\n\n    this.$onMultiSelectExec =
function(e) {\n        var command = e.command;\n        var editor = e.editor;\n        if (!editor.multiSelect)\n
return;\n        if (!command.multiSelectAction) {\n            var result = command.exec(editor, e.args || {});\n
editor.multiSelect.addRange(editor.multiSelect.toOrientedRange());\n
editor.multiSelect.mergeOverlappingRanges();\n        } else if (command.multiSelectAction == \"forEach\") {\n
  result = editor.forEachSelection(command, e.args);\n        } else if (command.multiSelectAction ==
\"forEachLine\") {\n            result = editor.forEachSelection(command, e.args, true);\n        } else if
(command.multiSelectAction == \"single\") {\n            editor.exitMultiSelectMode();\n            result =
command.exec(editor, e.args || {});\n        } else {\n            result = command.multiSelectAction(editor, e.args ||
{});\n        }\n        return result;\n    }; \n    this.forEachSelection = function(cmd, args, options) {\n        if
(this.inVirtualSelectionMode)\n            return;\n        var keepOrder = options && options.keepOrder;\n        var
$byLines = options == true || options && options.$byLines;\n        var session = this.session;\n        var selection =
this.selection;\n        var rangeList = selection.rangeList;\n        var ranges = (keepOrder ? selection :
rangeList).ranges;\n        var result;\n        \n        if (!ranges.length)\n            return cmd.exec ? cmd.exec(this, args ||
{}) : cmd(this, args || {});\n        \n        var reg = selection._eventRegistry;\n        selection._eventRegistry = {};\n\n
    var tmpSel = new Selection(session);\n        this.inVirtualSelectionMode = true;\n        for (var i = ranges.length;
i--;) {\n            if ($byLines) {\n                while (i > 0 && ranges[i].start.row == ranges[i - 1].end.row)\n
i--;\n            }\n            tmpSel.fromOrientedRange(ranges[i]);\n            tmpSel.index = i;\n            this.selection =
session.selection = tmpSel;\n            var cmdResult = cmd.exec ? cmd.exec(this, args || {}) : cmd(this, args || {});\n
        if (!result && cmdResult !== undefined)\n                result = cmdResult;\n
tmpSel.toOrientedRange(ranges[i]);\n        }\n        tmpSel.detach();\n\n        this.selection = session.selection =
selection;\n        this.inVirtualSelectionMode = false;\n        selection._eventRegistry = reg;\n
selection.mergeOverlappingRanges();\n        \n        var anim = this.renderer.$scrollAnimation;\n
this.onCursorChange();\n        this.onSelectionChange();\n        if (anim && anim.from == anim.to)\n
this.renderer.animateScrolling(anim.from);\n        \n        return result;\n    };\n    this.exitMultiSelectMode =
function() {\n        if (!this.inMultiSelectMode || this.inVirtualSelectionMode)\n            return;\n
this.multiSelect.toSingleRange();\n    };\n\n    this.getSelectedText = function() {\n        var text = \"\";\n        if
(this.inMultiSelectMode && !this.inVirtualSelectionMode) {\n            var ranges =
this.multiSelect.rangeList.ranges;\n            var buf = [];\n            for (var i = 0; i < ranges.length; i++) {\n
buf.push(this.session.getTextRange(ranges[i]));\n            }\n            var nl =
this.session.getDocument().getNewLineCharacter();\n            text = buf.join(nl);\n            if (text.length ==
(buf.length - 1) * nl.length)\n                text = \"\";\n        } else if (!this.selection.isEmpty()) {\n            text =
this.session.getTextRange(this.getSelectionRange());\n        }\n        return text;\n    };\n    \n
this.$checkMultiselectChange = function(e, anchor) {\n        if (this.inMultiSelectMode &&
!this.inVirtualSelectionMode) {\n            var range = this.multiSelect.ranges[0];\n            if
(this.multiSelect.isEmpty() && anchor == this.multiSelect.anchor)\n                return;\n            var pos = anchor ==
this.multiSelect.anchor\n                ? range.cursor == range.start ? range.end : range.start\n                : range.cursor;\n
        if (pos.row != anchor.row \n                || this.session.$clipPositionToDocument(pos.row, pos.column).column
!= anchor.column)\n                this.multiSelect.toSingleRange(this.multiSelect.toOrientedRange());\n        }\n    };\n
this.findAll = function(needle, options, additive) {\n        options = options || {};\n        options.needle = needle ||
options.needle;\n        if (options.needle == undefined) {\n            var range = this.selection.isEmpty()\n                ?
this.selection.getWordRange()\n                : this.selection.getRange();\n            options.needle =
this.session.getTextRange(range);\n        }    \n        this.$search.set(options);\n        \n        var ranges =
this.$search.findAll(this.session);\n        if (!ranges.length)\n            return 0;\n\n        this.$blockScrolling += 1;\n
 var selection = this.multiSelect;\n\n        if (!additive)\n            selection.toSingleRange(ranges[0]);\n\n        for (var
i = ranges.length; i--; )\n            selection.addRange(ranges[i], true);\n        if (range &&
selection.rangeList.rangeAtPoint(range.start))\n            selection.addRange(range, true);\n        \n
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this.$blockScrolling -= 1;\n\n        return ranges.length;\n    };\n    this.selectMoreLines = function(dir, skip) {\n
var range = this.selection.toOrientedRange();\n        var isBackwards = range.cursor == range.end;\n\n        var
screenLead = this.session.documentToScreenPosition(range.cursor);\n        if (this.selection.$desiredColumn)\n
  screenLead.column = this.selection.$desiredColumn;\n\n        var lead =
this.session.screenToDocumentPosition(screenLead.row + dir, screenLead.column);\n\n        if (!range.isEmpty())
{\n            var screenAnchor = this.session.documentToScreenPosition(isBackwards ? range.end : range.start);\n
   var anchor = this.session.screenToDocumentPosition(screenAnchor.row + dir, screenAnchor.column);\n        }
else {\n            var anchor = lead;\n        }\n\n        if (isBackwards) {\n            var newRange =
Range.fromPoints(lead, anchor);\n            newRange.cursor = newRange.start;\n        } else {\n            var newRange
= Range.fromPoints(anchor, lead);\n            newRange.cursor = newRange.end;\n        }\n\n
newRange.desiredColumn = screenLead.column;\n        if (!this.selection.inMultiSelectMode) {\n
this.selection.addRange(range);\n        } else {\n            if (skip)\n                var toRemove = range.cursor;\n
}\n\n        this.selection.addRange(newRange);\n        if (toRemove)\n
this.selection.substractPoint(toRemove);\n    };\n    this.transposeSelections = function(dir) {\n        var session =
this.session;\n        var sel = session.multiSelect;\n        var all = sel.ranges;\n\n        for (var i = all.length; i--; ) {\n
      var range = all[i];\n            if (range.isEmpty()) {\n                var tmp = session.getWordRange(range.start.row,
range.start.column);\n                range.start.row = tmp.start.row;\n                range.start.column = tmp.start.column;\n
            range.end.row = tmp.end.row;\n                range.end.column = tmp.end.column;\n            }\n        }\n
sel.mergeOverlappingRanges();\n\n        var words = [];\n        for (var i = all.length; i--; ) {\n            var range =
all[i];\n            words.unshift(session.getTextRange(range));\n        }\n\n        if (dir < 0)\n
words.unshift(words.pop());\n        else\n            words.push(words.shift());\n\n        for (var i = all.length; i--; ) {\n
       var range = all[i];\n            var tmp = range.clone();\n            session.replace(range, words[i]);\n
range.start.row = tmp.start.row;\n            range.start.column = tmp.start.column;\n        }\n    };\n    this.selectMore =
function(dir, skip, stopAtFirst) {\n        var session = this.session;\n        var sel = session.multiSelect;\n\n        var
range = sel.toOrientedRange();\n        if (range.isEmpty()) {\n            range = session.getWordRange(range.start.row,
range.start.column);\n            range.cursor = dir == -1 ? range.start : range.end;\n
this.multiSelect.addRange(range);\n            if (stopAtFirst)\n                return;\n        }\n        var needle =
session.getTextRange(range);\n\n        var newRange = find(session, needle, dir);\n        if (newRange) {\n
newRange.cursor = dir == -1 ? newRange.start : newRange.end;\n            this.$blockScrolling += 1;\n
this.session.unfold(newRange);\n            this.multiSelect.addRange(newRange);\n            this.$blockScrolling -=
1;\n            this.renderer.scrollCursorIntoView(null, 0.5);\n        }\n        if (skip)\n
this.multiSelect.substractPoint(range.cursor);\n    };\n    this.alignCursors = function() {\n        var session =
this.session;\n        var sel = session.multiSelect;\n        var ranges = sel.ranges;\n        var row = -1;\n        var
sameRowRanges = ranges.filter(function(r) {\n            if (r.cursor.row == row)\n                return true;\n            row
= r.cursor.row;\n        });\n        \n        if (!ranges.length || sameRowRanges.length == ranges.length - 1) {\n
var range = this.selection.getRange();\n            var fr = range.start.row, lr = range.end.row;\n            var guessRange
= fr == lr;\n            if (guessRange) {\n                var max = this.session.getLength();\n                var line;\n
do {\n                    line = this.session.getLine(lr);\n                } while (/[=:]/.test(line) && ++lr < max);\n                do
{\n                    line = this.session.getLine(fr);\n                } while (/[=:]/.test(line) && --fr > 0);\n                \n
  if (fr < 0) fr = 0;\n                if (lr >= max) lr = max - 1;\n            }\n            var lines =
this.session.removeFullLines(fr, lr);\n            lines = this.$reAlignText(lines, guessRange);\n
this.session.insert({row: fr, column: 0}, lines.join(\"\\n\") + \"\\n\");\n            if (!guessRange) {\n
range.start.column = 0;\n                range.end.column = lines[lines.length - 1].length;\n            }\n
this.selection.setRange(range);\n        } else {\n            sameRowRanges.forEach(function(r) {\n
sel.substractPoint(r.cursor);\n            });\n\n            var maxCol = 0;\n            var minSpace = Infinity;\n            var
spaceOffsets = ranges.map(function(r) {\n                var p = r.cursor;\n                var line = session.getLine(p.row);\n
            var spaceOffset = line.substr(p.column).search(/\\S/g);\n                if (spaceOffset == -1)\n
spaceOffset = 0;\n\n                if (p.column > maxCol)\n                    maxCol = p.column;\n                if (spaceOffset
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< minSpace)\n                    minSpace = spaceOffset;\n                return spaceOffset;\n            });\n
ranges.forEach(function(r, i) {\n                var p = r.cursor;\n                var l = maxCol - p.column;\n                var d =
spaceOffsets[i] - minSpace;\n                if (l > d)\n                    session.insert(p, lang.stringRepeat(\" \", l - d));\n
    else\n                    session.remove(new Range(p.row, p.column, p.row, p.column - l + d));\n\n
r.start.column = r.end.column = maxCol;\n                r.start.row = r.end.row = p.row;\n                r.cursor = r.end;\n
        });\n            sel.fromOrientedRange(ranges[0]);\n            this.renderer.updateCursor();\n
this.renderer.updateBackMarkers();\n        }\n    };\n\n    this.$reAlignText = function(lines, forceLeft) {\n        var
isLeftAligned = true, isRightAligned = true;\n        var startW, textW, endW;\n\n        return lines.map(function(line)
{\n            var m = line.match(/(\\s*)(.*?)(\\s*)([=:].*)/);\n            if (!m)\n                return [line];\n\n            if
(startW == null) {\n                startW = m[1].length;\n                textW = m[2].length;\n                endW =
m[3].length;\n                return m;\n            }\n\n            if (startW + textW + endW != m[1].length + m[2].length +
m[3].length)\n                isRightAligned = false;\n            if (startW != m[1].length)\n                isLeftAligned =
false;\n\n            if (startW > m[1].length)\n                startW = m[1].length;\n            if (textW < m[2].length)\n
    textW = m[2].length;\n            if (endW > m[3].length)\n                endW = m[3].length;\n\n            return m;\n
 }).map(forceLeft ? alignLeft :\n            isLeftAligned ? isRightAligned ? alignRight : alignLeft : unAlign);\n\n
function spaces(n) {\n            return lang.stringRepeat(\" \", n);\n        }\n\n        function alignLeft(m) {\n
return !m[2] ? m[0] : spaces(startW) + m[2]\n                + spaces(textW - m[2].length + endW)\n                +
m[4].replace(/^([=:])\\s+/, \"$1 \");\n        }\n        function alignRight(m) {\n            return !m[2] ? m[0] :
spaces(startW + textW - m[2].length) + m[2]\n                + spaces(endW, \" \")\n                +
m[4].replace(/^([=:])\\s+/, \"$1 \");\n        }\n        function unAlign(m) {\n            return !m[2] ? m[0] :
spaces(startW) + m[2]\n                + spaces(endW)\n                + m[4].replace(/^([=:])\\s+/, \"$1 \");\n        }\n
};\n}).call(Editor.prototype);\n\n\nfunction isSamePoint(p1, p2) {\n    return p1.row == p2.row && p1.column ==
p2.column;\n}\nexports.onSessionChange = function(e) {\n    var session = e.session;\n    if (session &&
!session.multiSelect) {\n        session.$selectionMarkers = [];\n        session.selection.$initRangeList();\n
session.multiSelect = session.selection;\n    }\n    this.multiSelect = session && session.multiSelect;\n\n    var
oldSession = e.oldSession;\n    if (oldSession) {\n        oldSession.multiSelect.off(\"addRange\",
this.$onAddRange);\n        oldSession.multiSelect.off(\"removeRange\", this.$onRemoveRange);\n
oldSession.multiSelect.off(\"multiSelect\", this.$onMultiSelect);\n        oldSession.multiSelect.off(\"singleSelect\",
this.$onSingleSelect);\n        oldSession.multiSelect.lead.off(\"change\", this.$checkMultiselectChange);\n
oldSession.multiSelect.anchor.off(\"change\", this.$checkMultiselectChange);\n    }\n\n    if (session) {\n
session.multiSelect.on(\"addRange\", this.$onAddRange);\n        session.multiSelect.on(\"removeRange\",
this.$onRemoveRange);\n        session.multiSelect.on(\"multiSelect\", this.$onMultiSelect);\n
session.multiSelect.on(\"singleSelect\", this.$onSingleSelect);\n        session.multiSelect.lead.on(\"change\",
this.$checkMultiselectChange);\n        session.multiSelect.anchor.on(\"change\", this.$checkMultiselectChange);\n
}\n\n    if (session && this.inMultiSelectMode != session.selection.inMultiSelectMode) {\n        if
(session.selection.inMultiSelectMode)\n            this.$onMultiSelect();\n        else\n            this.$onSingleSelect();\n
}\n};\nfunction MultiSelect(editor) {\n    if (editor.$multiselectOnSessionChange)\n        return;\n
editor.$onAddRange = editor.$onAddRange.bind(editor);\n    editor.$onRemoveRange =
editor.$onRemoveRange.bind(editor);\n    editor.$onMultiSelect = editor.$onMultiSelect.bind(editor);\n
editor.$onSingleSelect = editor.$onSingleSelect.bind(editor);\n    editor.$multiselectOnSessionChange =
exports.onSessionChange.bind(editor);\n    editor.$checkMultiselectChange =
editor.$checkMultiselectChange.bind(editor);\n\n    editor.$multiselectOnSessionChange(editor);\n
editor.on(\"changeSession\", editor.$multiselectOnSessionChange);\n\n    editor.on(\"mousedown\",
onMouseDown);\n    editor.commands.addCommands(commands.defaultCommands);\n\n
addAltCursorListeners(editor);\n}\n\nfunction addAltCursorListeners(editor){\n    var el =
editor.textInput.getElement();\n    var altCursor = false;\n    event.addListener(el, \"keydown\", function(e) {\n
var altDown = e.keyCode == 18 && !(e.ctrlKey || e.shiftKey || e.metaKey);\n        if (editor.$blockSelectEnabled
&& altDown) {\n            if (!altCursor) {\n                editor.renderer.setMouseCursor(\"crosshair\");\n
```

altCursor = true;\n   }\n   } else if (altCursor) {\n   reset();\n   }\n   });\n\n   event.addListener(el, \"keyup\", reset);\n   event.addListener(el, \"blur\", reset);\n   function reset(e) {\n   if (altCursor) {\n editor.renderer.setMouseCursor(\"\");\n   altCursor = false;\n   }\n   }\n}\n\nexports.MultiSelect = MultiSelect;\n\n\nacequire(\"./config\").defineOptions(Editor.prototype, \"editor\", {\n   enableMultiselect: {\n set: function(val) {\n   MultiSelect(this);\n   if (val) {\n   this.on(\"changeSession\", this.$multiselectOnSessionChange);\n   this.on(\"mousedown\", onMouseDown);\n   } else {\n this.off(\"changeSession\", this.$multiselectOnSessionChange);\n   this.off(\"mousedown\", onMouseDown);\n   }\n   },\n   value: true\n   },\n   enableBlockSelect: {\n   set: function(val) {\n   this.$blockSelectEnabled = val;\n   },\n   value: true\n }\n});\n\n\n\n});\n\nace.define(\"ace/mode/folding/fold_mode\",[\"require\",\"exports\",\"module\",\"ace/range\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar Range = acequire(\"../../range\").Range;\n\nvar FoldMode = exports.FoldMode = function() {};\n\n(function() {\n\n   this.foldingStartMarker = null;\n this.foldingStopMarker = null;\n   this.getFoldWidget = function(session, foldStyle, row) {\n   var line = session.getLine(row);\n   if (this.foldingStartMarker.test(line))\n   return \"start\";\n   if (foldStyle == \"markbeginend\"\n   && this.foldingStopMarker\n   && this.foldingStopMarker.test(line))\n return \"end\";\n   return \"\";\n   };\n\n   this.getFoldWidgetRange = function(session, foldStyle, row) {\n return null;\n   };\n\n   this.indentationBlock = function(session, row, column) {\n   var re = /\\S/;\n   var line = session.getLine(row);\n   var startLevel = line.search(re);\n   if (startLevel == -1)\n   return;\n\n var startColumn = column || line.length;\n   var maxRow = session.getLength();\n   var startRow = row;\n var endRow = row;\n\n   while (++row < maxRow) {\n   var level = session.getLine(row).search(re);\n\n   if (level == -1)\n   continue;\n\n   if (level <= startLevel)\n   break;\n\n   endRow = row;\n   }\n\n   if (endRow > startRow) {\n   var endColumn = session.getLine(endRow).length;\n return new Range(startRow, startColumn, endRow, endColumn);\n   }\n   };\n\n   this.openingBracketBlock = function(session, bracket, row, column, typeRe) {\n   var start = {row: row, column: column + 1};\n   var end = session.$findClosingBracket(bracket, start, typeRe);\n   if (!end)\n   return;\n\n   var fw = session.foldWidgets[end.row];\n   if (fw == null)\n   fw = session.getFoldWidget(end.row);\n\n   if (fw == \"start\" && end.row > start.row) {\n   end.row --;\n   end.column = session.getLine(end.row).length;\n   }\n   return Range.fromPoints(start, end);\n   };\n\n this.closingBracketBlock = function(session, bracket, row, column, typeRe) {\n   var end = {row: row, column: column};\n   var start = session.$findOpeningBracket(bracket, end);\n\n   if (!start)\n   return;\n\n start.column++;\n   end.column--;\n\n   return Range.fromPoints(start, end);\n };\n}).call(FoldMode.prototype);\n\n});\n\nace.define(\"ace/theme/textmate\",[\"require\",\"exports\",\"module\",\"ace/lib/dom\"], function(acequire, exports, module) {\n\"use strict\";\n\nexports.isDark = false;\nexports.cssClass = \"ace-tm\";\nexports.cssText = \".ace-tm .ace_gutter {\\\nbackground: #f0f0f0;\\\ncolor: #333;\\\n}\\\n.ace-tm .ace_print-margin {\\\nwidth: 1px;\\\nbackground: #e8e8e8;\\\n}\\\n.ace-tm .ace_fold {\\\nbackground-color: #6B72E6;\\\n}\\\n.ace-tm {\\\nbackground-color: #FFFFFF;\\\ncolor: black;\\\n}\\\n.ace-tm .ace_cursor {\\\ncolor: black;\\\n}\\\n.ace-tm .ace_invisible {\\\ncolor: rgb(191, 191, 191);\\\n}\\\n.ace-tm .ace_storage,\\\n.ace-tm .ace_keyword {\\\ncolor: blue;\\\n}\\\n.ace-tm .ace_constant {\\\ncolor: rgb(197, 6, 11);\\\n}\\\n.ace-tm .ace_constant.ace_buildin {\\\ncolor: rgb(88, 72, 246);\\\n}\\\n.ace-tm .ace_constant.ace_language {\\\ncolor: rgb(88, 92, 246);\\\n}\\\n.ace-tm .ace_constant.ace_library {\\\ncolor: rgb(6, 150, 14);\\\n}\\\n.ace-tm .ace_invalid {\\\nbackground-color: rgba(255, 0, 0, 0.1);\\\ncolor: red;\\\n}\\\n.ace-tm .ace_support.ace_function {\\\ncolor: rgb(60, 76, 114);\\\n}\\\n.ace-tm .ace_support.ace_constant {\\\ncolor: rgb(6, 150, 14);\\\n}\\\n.ace-tm .ace_support.ace_type,\\\n.ace-tm .ace_support.ace_class {\\\ncolor: rgb(109, 121, 222);\\\n}\\\n.ace-tm .ace_keyword.ace_operator {\\\ncolor: rgb(104, 118, 135);\\\n}\\\n.ace-tm .ace_string {\\\ncolor: rgb(3, 106, 7);\\\n}\\\n.ace-tm .ace_comment {\\\ncolor: rgb(76, 136, 107);\\\n}\\\n.ace-tm .ace_comment.ace_doc {\\\ncolor: rgb(0, 102, 255);\\\n}\\\n.ace-tm .ace_comment.ace_doc.ace_tag {\\\ncolor: rgb(128, 159, 191);\\\n}\\\n.ace-tm .ace_constant.ace_numeric {\\\ncolor: rgb(0, 0, 205);\\\n}\\\n.ace-tm .ace_variable {\\\ncolor: rgb(49, 132, 149);\\\n}\\\n.ace-tm .ace_xml-pe {\\\ncolor: rgb(104, 104, 91);\\\n}\\\n.ace-tm .ace_entity.ace_name.ace_function

{\\\ncolor: #0000A2;\\\n}\\\n.ace-tm .ace_heading {\\\ncolor: rgb(12, 7, 255);\\\n}\\\n.ace-tm .ace_list {\\\ncolor:rgb(185, 6, 144);\\\n}\\\n.ace-tm .ace_meta.ace_tag {\\\ncolor:rgb(0, 22, 142);\\\n}\\\n.ace-tm .ace_string.ace_regex {\\\ncolor: rgb(255, 0, 0)\\\n}\\\n.ace-tm .ace_marker-layer .ace_selection {\\\nbackground: rgb(181, 213, 255);\\\n}\\\n.ace-tm.ace_multiselect .ace_selection.ace_start {\\\nbox-shadow: 0 0 3px 0px white;\\\n}\\\n.ace-tm .ace_marker-layer .ace_step {\\\nbackground: rgb(252, 255, 0);\\\n}\\\n.ace-tm .ace_marker-layer .ace_stack {\\\nbackground: rgb(164, 229, 101);\\\n}\\\n.ace-tm .ace_marker-layer .ace_bracket {\\\nmargin: -1px 0 0 -1px;\\\nborder: 1px solid rgb(192, 192, 192);\\\n}\\\n.ace-tm .ace_marker-layer .ace_active-line {\\\nbackground: rgba(0, 0, 0, 0.07);\\\n}\\\n.ace-tm .ace_gutter-active-line {\\\nbackground-color : #dcdcdc;\\\n}\\\n.ace-tm .ace_marker-layer .ace_selected-word {\\\nbackground: rgb(250, 250, 255);\\\nborder: 1px solid rgb(200, 200, 250);\\\n}\\\n.ace-tm .ace_indent-guide {\\\nbackground: url(\\\"\\\") right repeat-y;\\\n}\\\n\";\n\nvar dom = acequire(\"../lib/dom\");\ndom.importCssString(exports.cssText, exports.cssClass);\n});\n\nace.define(\"ace/line_widgets\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/lib/dom\",\"ace/range\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar oop = acequire(\"./lib/oop\");\nvar dom = acequire(\"./lib/dom\");\nvar Range = acequire(\"./range\").Range;\n\n\nfunction LineWidgets(session) {\n   this.session = session;\n   this.session.widgetManager = this;\n   this.session.getRowLength = this.getRowLength;\n   this.session.$getWidgetScreenLength = this.$getWidgetScreenLength;\n   this.updateOnChange = this.updateOnChange.bind(this);\n   this.renderWidgets = this.renderWidgets.bind(this);\n   this.measureWidgets = this.measureWidgets.bind(this);\n   this.session._changedWidgets = [];\n   this.$onChangeEditor = this.$onChangeEditor.bind(this);\n   \n   this.session.on(\"change\", this.updateOnChange);\n   this.session.on(\"changeFold\", this.updateOnFold);\n   this.session.on(\"changeEditor\", this.$onChangeEditor);\n}\n\n(function() {\n   this.getRowLength = function(row) {\n   var h;\n   if (this.lineWidgets)\n   h = this.lineWidgets[row] && this.lineWidgets[row].rowCount || 0;\n   else \n   h = 0;\n   if (!this.$useWrapMode || !this.$wrapData[row]) {\n   return 1 + h;\n   } else {\n   return this.$wrapData[row].length + 1 + h;\n   }\n   };\n\n   this.$getWidgetScreenLength = function() {\n   var screenRows = 0;\n   this.lineWidgets.forEach(function(w){\n   if (w && w.rowCount && !w.hidden)\n   screenRows += w.rowCount;\n   });\n   return screenRows;\n   };   \n   \n   this.$onChangeEditor = function(e) {\n   this.attach(e.editor);\n   };\n   \n   this.attach = function(editor) {\n   if (editor && editor.widgetManager && editor.widgetManager != this)\n   editor.widgetManager.detach();\n\n   if (this.editor == editor)\n   return;\n\n   this.detach();\n   this.editor = editor;\n   \n   if (editor) {\n   editor.widgetManager = this;\n   editor.renderer.on(\"beforeRender\", this.measureWidgets);\n   editor.renderer.on(\"afterRender\", this.renderWidgets);\n   }\n   };\n   this.detach = function(e) {\n   var editor = this.editor;\n   if (!editor)\n   return;\n   \n   this.editor = null;\n   editor.widgetManager = null;\n   \n   editor.renderer.off(\"beforeRender\", this.measureWidgets);\n   editor.renderer.off(\"afterRender\", this.renderWidgets);\n   var lineWidgets = this.session.lineWidgets;\n   lineWidgets && lineWidgets.forEach(function(w) {\n   if (w && w.el && w.el.parentNode) {\n   w._inDocument = false;\n   w.el.parentNode.removeChild(w.el);\n   }\n   });\n   };\n\n   this.updateOnFold = function(e, session) {\n   var lineWidgets = session.lineWidgets;\n   if (!lineWidgets || !e.action)\n   return;\n   var fold = e.data;\n   var start = fold.start.row;\n   var end = fold.end.row;\n   var hide = e.action == \"add\";\n   for (var i = start + 1; i < end; i++) {\n   if (lineWidgets[i])\n   lineWidgets[i].hidden = hide;\n   }\n   if (lineWidgets[end]) {\n   if (hide) {\n   if (!lineWidgets[start])\n   lineWidgets[start] = lineWidgets[end];\n   else\n   lineWidgets[end].hidden = hide;\n   } else {\n   if (lineWidgets[start] == lineWidgets[end])\n   lineWidgets[start] = undefined;\n   lineWidgets[end].hidden = hide;\n   }\n   }\n   };\n   \n   this.updateOnChange = function(delta) {\n   var lineWidgets = this.session.lineWidgets;\n   if (!lineWidgets) return;\n   \n   var startRow = delta.start.row;\n   var len = delta.end.row - startRow;\n\n   if (len === 0) {\n   } else if (delta.action == 'remove') {\n   var removed = lineWidgets.splice(startRow + 1, len);\n

removed.forEach(function(w) {\n w && this.removeLineWidget(w);\n }, this);\n this.$updateRows();\n } else {\n var args = new Array(len);\n args.unshift(startRow, 0);\n lineWidgets.splice.apply(lineWidgets, args);\n this.$updateRows();\n }\n };\n \n this.$updateRows = function() {\n var lineWidgets = this.session.lineWidgets;\n if (!lineWidgets) return;\n var noWidgets = true;\n lineWidgets.forEach(function(w, i) {\n if (w) {\n noWidgets = false;\n w.row = i;\n while (w.$oldWidget) {\n w.$oldWidget.row = i;\n w = w.$oldWidget;\n }\n }\n });\n if (noWidgets)\n this.session.lineWidgets = null;\n };\n\n this.addLineWidget = function(w) {\n if (!this.session.lineWidgets)\n this.session.lineWidgets = new Array(this.session.getLength());\n \n var old = this.session.lineWidgets[w.row];\n if (old) {\n w.$oldWidget = old;\n if (old.el && old.el.parentNode) {\n old.el.parentNode.removeChild(old.el);\n old._inDocument = false;\n }\n }\n \n this.session.lineWidgets[w.row] = w;\n \n w.session = this.session;\n \n var renderer = this.editor.renderer;\n if (w.html && !w.el) {\n w.el = dom.createElement(\"div\");\n w.el.innerHTML = w.html;\n }\n if (w.el) {\n dom.addCssClass(w.el, \"ace_lineWidgetContainer\");\n w.el.style.position = \"absolute\";\n w.el.style.zIndex = 5;\n renderer.container.appendChild(w.el);\n w._inDocument = true;\n }\n \n if (!w.coverGutter) {\n w.el.style.zIndex = 3;\n }\n if (w.pixelHeight == null) {\n w.pixelHeight = w.el.offsetHeight;\n }\n if (w.rowCount == null) {\n w.rowCount = w.pixelHeight / renderer.layerConfig.lineHeight;\n }\n \n var fold = this.session.getFoldAt(w.row, 0);\n w.$fold = fold;\n if (fold) {\n var lineWidgets = this.session.lineWidgets;\n if (w.row == fold.end.row && !lineWidgets[fold.start.row])\n lineWidgets[fold.start.row] = w;\n else\n w.hidden = true;\n }\n \n this.session._emit(\"changeFold\", {data:{start:{row: w.row}}});\n \n this.$updateRows();\n this.renderWidgets(null, renderer);\n this.onWidgetChanged(w);\n return w;\n };\n \n this.removeLineWidget = function(w) {\n w._inDocument = false;\n w.session = null;\n if (w.el && w.el.parentNode)\n w.el.parentNode.removeChild(w.el);\n if (w.editor && w.editor.destroy) try {\n w.editor.destroy();\n } catch(e){}\n if (this.session.lineWidgets) {\n var w1 = this.session.lineWidgets[w.row];\n if (w1 == w) {\n this.session.lineWidgets[w.row] = w.$oldWidget;\n if (w.$oldWidget)\n this.onWidgetChanged(w.$oldWidget);\n } else {\n while (w1) {\n if (w1.$oldWidget == w) {\n w1.$oldWidget = w.$oldWidget;\n break;\n }\n w1 = w1.$oldWidget;\n }\n }\n }\n this.session._emit(\"changeFold\", {data:{start:{row: w.row}}});\n this.$updateRows();\n };\n \n this.getWidgetsAtRow = function(row) {\n var lineWidgets = this.session.lineWidgets;\n var w = lineWidgets && lineWidgets[row];\n var list = [];\n while (w) {\n list.push(w);\n w = w.$oldWidget;\n }\n return list;\n };\n \n this.onWidgetChanged = function(w) {\n this.session._changedWidgets.push(w);\n this.editor && this.editor.renderer.updateFull();\n };\n \n this.measureWidgets = function(e, renderer) {\n var changedWidgets = this.session._changedWidgets;\n var config = renderer.layerConfig;\n \n if (!changedWidgets || !changedWidgets.length) return;\n var min = Infinity;\n for (var i = 0; i < changedWidgets.length; i++) {\n var w = changedWidgets[i];\n if (!w || !w.el) continue;\n if (w.session != this.session) continue;\n if (!w._inDocument) {\n if (this.session.lineWidgets[w.row] != w)\n continue;\n w._inDocument = true;\n renderer.container.appendChild(w.el);\n }\n \n w.h = w.el.offsetHeight;\n \n if (!w.fixedWidth) {\n w.w = w.el.offsetWidth;\n w.screenWidth = Math.ceil(w.w / config.characterWidth);\n }\n \n var rowCount = w.h / config.lineHeight;\n if (w.coverLine) {\n rowCount -= this.session.getRowLineCount(w.row);\n if (rowCount < 0)\n rowCount = 0;\n }\n if (w.rowCount != rowCount) {\n w.rowCount = rowCount;\n if (w.row < min)\n min = w.row;\n }\n }\n if (min != Infinity) {\n this.session._emit(\"changeFold\", {data:{start:{row: min}}});\n this.session.lineWidgetWidth = null;\n }\n this.session._changedWidgets = [];\n };\n \n this.renderWidgets = function(e, renderer) {\n var

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config = renderer.layerConfig;\n        var lineWidgets = this.session.lineWidgets;\n        if (!lineWidgets)\n
return;\n        var first = Math.min(this.firstRow, config.firstRow);\n        var last = Math.max(this.lastRow,
config.lastRow, lineWidgets.length);\n        \n        while (first > 0 && !lineWidgets[first])\n            first--;\n        \n
   this.firstRow = config.firstRow;\n        this.lastRow = config.lastRow;\n\n        renderer.$cursorLayer.config =
config;\n        for (var i = first; i <= last; i++) {\n            var w = lineWidgets[i];\n            if (!w || !w.el) continue;\n
        if (w.hidden) {\n                w.el.style.top = -100 - (w.pixelHeight || 0) + \"px\";\n                continue;\n            }\n
          if (!w._inDocument) {\n                w._inDocument = true;\n                renderer.container.appendChild(w.el);\n
          }\n            var top = renderer.$cursorLayer.getPixelPosition({row: i, column:0}, true).top;\n            if
(!w.coverLine)\n                top += config.lineHeight * this.session.getRowLineCount(w.row);\n            w.el.style.top
= top - config.offset + \"px\";\n            \n            var left = w.coverGutter ? 0 : renderer.gutterWidth;\n            if
(!w.fixedWidth)\n                left -= renderer.scrollLeft;\n            w.el.style.left = left + \"px\";\n            \n            if
(w.fullWidth && w.screenWidth) {\n                w.el.style.minWidth = config.width + 2 * config.padding + \"px\";\n
          }\n            \n            if (w.fixedWidth) {\n                w.el.style.right = renderer.scrollBar.getWidth() + \"px\";\n
        } else {\n                w.el.style.right = \"\";\n            }\n        }\n    };\n
\n}).call(LineWidgets.prototype);\n\n\nexports.LineWidgets =
LineWidgets;\n\n});\n\nace.define(\"ace/ext/error_marker\",[\"require\",\"exports\",\"module\",\"ace/line_widgets\",\
"ace/lib/dom\",\"ace/range\"], function(acequire, exports, module) {\n\"use strict\";\nvar LineWidgets =
acequire(\"../line_widgets\").LineWidgets;\nvar dom = acequire(\"../lib/dom\");\nvar Range =
acequire(\"../range\").Range;\n\nfunction binarySearch(array, needle, comparator) {\n    var first = 0;\n    var last =
array.length - 1;\n\n    while (first <= last) {\n        var mid = (first + last) >> 1;\n        var c = comparator(needle,
array[mid]);\n        if (c > 0)\n            first = mid + 1;\n        else if (c < 0)\n            last = mid - 1;\n        else\n
return mid;\n    }\n    return -(first + 1);\n}\n\nfunction findAnnotations(session, row, dir) {\n    var annotations =
session.getAnnotations().sort(Range.comparePoints);\n    if (!annotations.length)\n        return;\n    \n    var i =
binarySearch(annotations, {row: row, column: -1}, Range.comparePoints);\n    if (i < 0)\n        i = -i - 1;\n    \n    if (i
>= annotations.length)\n        i = dir > 0 ? 0 : annotations.length - 1;\n    else if (i === 0 && dir < 0)\n        i =
annotations.length - 1;\n    \n    var annotation = annotations[i];\n    if (!annotation || !dir)\n        return;\n\n    if
(annotation.row === row) {\n        do {\n            annotation = annotations[i += dir];\n        } while (annotation &&
annotation.row === row);\n        if (!annotation)\n            return annotations.slice();\n    }\n    \n    \n    var matched =
[];\n    row = annotation.row;\n    do {\n        matched[dir < 0 ? \"unshift\" : \"push\"](annotation);\n        annotation =
annotations[i += dir];\n    } while (annotation && annotation.row == row);\n    return matched.length &&
matched;\n}\n\nexports.showErrorMarker = function(editor, dir) {\n    var session = editor.session;\n    if
(!session.widgetManager) {\n        session.widgetManager = new LineWidgets(session);\n
session.widgetManager.attach(editor);\n    }\n    \n    var pos = editor.getCursorPosition();\n    var row = pos.row;\n
var oldWidget = session.widgetManager.getWidgetsAtRow(row).filter(function(w) {\n        return w.type ==
\"errorMarker\";\n    })[0];\n    if (oldWidget) {\n        oldWidget.destroy();\n    } else {\n        row -= dir;\n    }\n
var annotations = findAnnotations(session, row, dir);\n    var gutterAnno;\n    if (annotations) {\n        var annotation
= annotations[0];\n        pos.column = (annotation.pos && typeof annotation.column != \"number\"\n            ?
annotation.pos.sc\n            : annotation.column) || 0;\n        pos.row = annotation.row;\n        gutterAnno =
editor.renderer.$gutterLayer.$annotations[pos.row];\n    } else if (oldWidget) {\n        return;\n    } else {\n
gutterAnno = {\n            text: [\"Looks good!\"],\n            className: \"ace_ok\"\n        };\n    }\n
editor.session.unfold(pos.row);\n    editor.selection.moveToPosition(pos);\n    \n    var w = {\n        row: pos.row, \n
    fixedWidth: true,\n        coverGutter: true,\n        el: dom.createElement(\"div\"),\n        type: \"errorMarker\"\n
};\n    var el = w.el.appendChild(dom.createElement(\"div\"));\n    var arrow =
w.el.appendChild(dom.createElement(\"div\"));\n    arrow.className = \"error_widget_arrow \" +
gutterAnno.className;\n    \n    var left = editor.renderer.$cursorLayer\n        .getPixelPosition(pos).left;\n
arrow.style.left = left + editor.renderer.gutterWidth - 5 + \"px\";\n    \n    w.el.className =
\"error_widget_wrapper\";\n    el.className = \"error_widget \" + gutterAnno.className;\n    el.innerHTML =
gutterAnno.text.join(\"<br>\");\n    \n    el.appendChild(dom.createElement(\"div\"));\n    \n    var kb = function(_,
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hashId, keyString) {\n        if (hashId === 0 && (keyString === \"esc\" || keyString === \"return\")) {\n
w.destroy();\n            return {command: \"null\"};\n        }\n    };\n    \n    w.destroy = function() {\n        if
(editor.$mouseHandler.isMousePressed)\n            return;\n        editor.keyBinding.removeKeyboardHandler(kb);\n
    session.widgetManager.removeLineWidget(w);\n        editor.off(\"changeSelection\", w.destroy);\n
editor.off(\"changeSession\", w.destroy);\n        editor.off(\"mouseup\", w.destroy);\n        editor.off(\"change\",
w.destroy);\n    };\n    \n    editor.keyBinding.addKeyboardHandler(kb);\n    editor.on(\"changeSelection\",
w.destroy);\n    editor.on(\"changeSession\", w.destroy);\n    editor.on(\"mouseup\", w.destroy);\n
editor.on(\"change\", w.destroy);\n    \n    editor.session.widgetManager.addLineWidget(w);\n    \n
w.el.onmousedown = editor.focus.bind(editor);\n    \n    editor.renderer.scrollCursorIntoView(null, 0.5, {bottom:
w.el.offsetHeight});\n};\n\n\ndom.importCssString(\"\\\n    .error_widget_wrapper {\\\n        background: inherit;\\\n
    color: inherit;\\\n        border:none\\\n    }\\\n    .error_widget {\\\n        border-top: solid 2px;\\\n        border-
bottom: solid 2px;\\\n        margin: 5px 0;\\\n        padding: 10px 40px;\\\n        white-space: pre-wrap;\\\n    }\\\n
.error_widget.ace_error, .error_widget_arrow.ace_error{\\\n        border-color: #ff5a5a\\\n    }\\\n
.error_widget.ace_warning, .error_widget_arrow.ace_warning{\\\n        border-color: #F1D817\\\n    }\\\n
.error_widget.ace_info, .error_widget_arrow.ace_info{\\\n        border-color: #5a5a5a\\\n    }\\\n
.error_widget.ace_ok, .error_widget_arrow.ace_ok{\\\n        border-color: #5aaa5a\\\n    }\\\n    .error_widget_arrow
{\\\n        position: absolute;\\\n        border: solid 5px;\\\n        border-top-color: transparent!important;\\\n
border-right-color: transparent!important;\\\n        border-left-color: transparent!important;\\\n        top: -5px;\\\n
}\\\n\",
\"");\n\n});\n\nace.define(\"ace/ace\",[\"require\",\"exports\",\"module\",\"ace/lib/fixoldbrowsers\",\"ace/lib/dom\",\"
ace/lib/event\",\"ace/editor\",\"ace/edit_session\",\"ace/undomanager\",\"ace/virtual_renderer\",\"ace/worker/worker
_client\",\"ace/keyboard/hash_handler\",\"ace/placeholder\",\"ace/multi_select\",\"ace/mode/folding/fold_mode\",\"a
ce/theme/textmate\",\"ace/ext/error_marker\",\"ace/config\"], function(acequire, exports, module) {\n\"use
strict\";\n\nacequire(\"./lib/fixoldbrowsers\");\n\nvar dom = acequire(\"./lib/dom\");\nvar event =
acequire(\"./lib/event\");\n\nvar Editor = acequire(\"./editor\").Editor;\nvar EditSession =
acequire(\"./edit_session\").EditSession;\nvar UndoManager = acequire(\"./undomanager\").UndoManager;\nvar
Renderer =
acequire(\"./virtual_renderer\").VirtualRenderer;\nacequire(\"./worker/worker_client\");\nacequire(\"./keyboard/hash
_handler\");\nacequire(\"./placeholder\");\nacequire(\"./multi_select\");\nacequire(\"./mode/folding/fold_mode\");\na
cequire(\"./theme/textmate\");\nacequire(\"./ext/error_marker\");\n\nexports.config =
acequire(\"./config\");\nexports.acequire = acequire;\n\nif (typeof define === \"function\")\n    exports.define =
define;\nexports.edit = function(el) {\n    if (typeof el == \"string\") {\n        var _id = el;\n        el =
document.getElementById(_id);\n        if (!el)\n            throw new Error(\"ace.edit can't find div #\" + _id);\n    }\n\n
 if (el && el.env && el.env.editor instanceof Editor)\n        return el.env.editor;\n\n    var value = \"\";\n    if (el &&
/input|textarea/i.test(el.tagName)) {\n        var oldNode = el;\n        value = oldNode.value;\n        el =
dom.createElement(\"pre\");\n        oldNode.parentNode.replaceChild(el, oldNode);\n    } else if (el) {\n        value =
dom.getInnerText(el);\n        el.innerHTML = \"\";\n    }\n\n    var doc = exports.createEditSession(value);\n\n    var
editor = new Editor(new Renderer(el));\n    editor.setSession(doc);\n\n    var env = {\n        document: doc,\n
editor: editor,\n        onResize: editor.resize.bind(editor, null)\n    };\n    if (oldNode) env.textarea = oldNode;\n
event.addListener(window, \"resize\", env.onResize);\n    editor.on(\"destroy\", function() {\n
event.removeListener(window, \"resize\", env.onResize);\n        env.editor.container.env = null; // prevent memory
leak on old ie\n    });\n    editor.container.env = editor.env = env;\n    return editor;\n};\nexports.createEditSession =
function(text, mode) {\n    var doc = new EditSession(text, mode);\n    doc.setUndoManager(new
UndoManager());\n    return doc;\n};\nexports.EditSession = EditSession;\nexports.UndoManager =
UndoManager;\nexports.version = \"1.2.9\";\n});\n            (function() {\n                ace.acequire([\"ace/ace\"],
function(a) {\n                    if (a) {\n                        a.config.init(true);\n                        a.define = ace.define;\n
        }\n                    if (!window.ace)\n                        window.ace = a;\n                    for (var key in a) if
(a.hasOwnProperty(key))\n                        window.ace[key] = a[key];\n                });\n            })();\n
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\nmodule.exports =
window.ace.acequire(\"ace/ace\");","ace.define(\"ace/mode/json_highlight_rules\",[\"require\",\"exports\",\"module\
",\"ace/lib/oop\",\"ace/mode/text_highlight_rules\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar oop
= acequire(\"../lib/oop\");\nvar TextHighlightRules = acequire(\"./text_highlight_rules\").TextHighlightRules;\n\nvar
JsonHighlightRules = function() {\n    this.$rules = {\n        \"start\" : [\n            {\n                token : \"variable\", //
single line\n                regex : '[\"](?:(?:\\\\\\\\.)|(?:[^\"\\\\\\\\]))*?[\"]\\\\s*(?=:)'\n            }, {\n                token :
\"string\", // single line\n                regex : '\"',\n                next  : \"string\"\n            }, {\n                token :
\"constant.numeric\", // hex\n                regex : \"0[xX][0-9a-fA-F]+\\\\b\"\n            }, {\n                token :
\"constant.numeric\", // float\n                regex : \"[+-]?\\\\d+(?:(?:\\\\.\\\\d*)?(?:[eE][+-]?\\\\d+)?)?\\\\b\"\n            },
{\n                token : \"constant.language.boolean\",\n                regex : \"(?:true|false)\\\\b\"\n            }, {\n
token : \"text\", // single quoted strings are not allowed\n                regex : \"['](?:(?:\\\\\\\\.)|(?:[^'\\\\\\\\]))*?[']\"\n
    }, {\n                token : \"comment\", // comments are not allowed, but who cares?\n                regex :
\"\\\\/\\\\/.*$\"\n            }, {\n                token : \"comment.start\", // comments are not allowed, but who cares?\n
        regex : \"\\\\/\\\\*\",\n                next  : \"comment\"\n            }, {\n                token : \"paren.lparen\",\n
regex : \"[[({]\"\n            }, {\n                token : \"paren.rparen\",\n                regex : \"[\\\\])}]\"\n            }, {\n
    token : \"text\",\n                regex : \"\\\\s+\"\n            }\n        ],\n        \"string\" : [\n            {\n                token :
\"constant.language.escape\",\n                regex : /\\\\(?:x[0-9a-fA-F]{2}|u[0-9a-fA-F]{4}|[\"\\\\\\/bfnrt])/\n            },
{\n                token : \"string\",\n                regex : '\"|$',\n                next  : \"start\"\n            }, {\n
defaultToken : \"string\"\n            }\n        ],\n        \"comment\" : [\n            {\n                token : \"comment.end\", //
comments are not allowed, but who cares?\n                regex : \"\\\\*\\\\/\",\n                next  : \"start\"\n            }, {\n
            defaultToken: \"comment\"\n            }\n        ]\n    };\n    \n};\n\noop.inherits(JsonHighlightRules,
TextHighlightRules);\n\nexports.JsonHighlightRules =
JsonHighlightRules;\n});\n\nace.define(\"ace/mode/matching_brace_outdent\",[\"require\",\"exports\",\"module\",\"a
ce/range\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar Range =
acequire(\"../range\").Range;\n\nvar MatchingBraceOutdent = function() {};\n\n(function() {\n\n
this.checkOutdent = function(line, input) {\n        if (! /^\\s+$/.test(line))\n            return false;\n\n        return
/^\\s*\\}/.test(input);\n    };\n\n    this.autoOutdent = function(doc, row) {\n        var line = doc.getLine(row);\n
var match = line.match(/^(\\s*\\})/);\n\n        if (!match) return 0;\n\n        var column = match[1].length;\n        var
openBracePos = doc.findMatchingBracket({row: row, column: column});\n\n        if (!openBracePos ||
openBracePos.row == row) return 0;\n\n        var indent = this.$getIndent(doc.getLine(openBracePos.row));\n
doc.replace(new Range(row, 0, row, column-1), indent);\n    };\n\n    this.$getIndent = function(line) {\n        return
line.match(/^\\s*/)[0];\n    };\n\n}).call(MatchingBraceOutdent.prototype);\n\nexports.MatchingBraceOutdent =
MatchingBraceOutdent;\n});\n\nace.define(\"ace/mode/folding/cstyle\",[\"require\",\"exports\",\"module\",\"ace/lib/
oop\",\"ace/range\",\"ace/mode/folding/fold_mode\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar
oop = acequire(\"../../lib/oop\");\nvar Range = acequire(\"../../range\").Range;\nvar BaseFoldMode =
acequire(\"./fold_mode\").FoldMode;\n\nvar FoldMode = exports.FoldMode = function(commentRegex) {\n    if
(commentRegex) {\n        this.foldingStartMarker = new RegExp(\n
this.foldingStartMarker.source.replace(/\\|[^|]*?$/, \"|\" + commentRegex.start)\n        );\n
this.foldingStopMarker = new RegExp(\n            this.foldingStopMarker.source.replace(/\\|[^|]*?$/, \"|\" +
commentRegex.end)\n        );\n    }\n};\noop.inherits(FoldMode, BaseFoldMode);\n\n(function() {\n    \n
this.foldingStartMarker = /([\\{\\[\\(])[^\\}\\]\\)]*$|^\\s*(\\/\\*)/;\n    this.foldingStopMarker =
/^[^\\[\\{\\(]*([\\}\\]\\)])|^[\\s\\*]*(\\*\\/)/;\n    this.singleLineBlockCommentRe= /^\\s*(\\/\\*).*\\*\\/\\s*$/;\n
this.tripleStarBlockCommentRe = /^\\s*(\\/\\*\\*\\*).*\\*\\/\\s*$/;\n    this.startRegionRe =
/^\\s*(\\/\\*|\\/\\/)#?region\\b/;\n    this._getFoldWidgetBase = this.getFoldWidget;\n    this.getFoldWidget =
function(session, foldStyle, row) {\n        var line = session.getLine(row);\n    \n        if
(this.singleLineBlockCommentRe.test(line)) {\n            if (!this.startRegionRe.test(line) &&
!this.tripleStarBlockCommentRe.test(line))\n                return \"\";\n        }\n    \n        var fw =
this._getFoldWidgetBase(session, foldStyle, row);\n    \n        if (!fw && this.startRegionRe.test(line))\n
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return \"start\"; // lineCommentRegionStart\n   \n   return fw;\n   };\n\n   this.getFoldWidgetRange = function(session, foldStyle, row, forceMultiline) {\n   var line = session.getLine(row);\n   \n   if (this.startRegionRe.test(line))\n   return this.getCommentRegionBlock(session, line, row);\n   \n   var match = line.match(this.foldingStartMarker);\n   if (match) {\n   var i = match.index;\n\n   if (match[1])\n   return this.openingBracketBlock(session, match[1], row, i);\n   \n   var range = session.getCommentFoldRange(row, i + match[0].length, 1);\n   \n   if (range && !range.isMultiLine()) {\n   if (forceMultiline) {\n   range = this.getSectionRange(session, row);\n   } else if (foldStyle != \"all\")\n   range = null;\n   }\n   \n   return range;\n   }\n\n   if (foldStyle === \"markbegin\")\n   return;\n\n   var match = line.match(this.foldingStopMarker);\n   if (match) {\n   var i = match.index + match[0].length;\n\n   if (match[1])\n   return this.closingBracketBlock(session, match[1], row, i);\n\n   return session.getCommentFoldRange(row, i, -1);\n   }\n   };\n   \n   this.getSectionRange = function(session, row) {\n   var line = session.getLine(row);\n   var startIndent = line.search(/\\S/);\n   var startRow = row;\n   var startColumn = line.length;\n   row = row + 1;\n   var endRow = row;\n   var maxRow = session.getLength();\n   while (++row < maxRow) {\n   line = session.getLine(row);\n   var indent = line.search(/\\S/);\n   if (indent === -1)\n   continue;\n   if (startIndent > indent)\n   break;\n   var subRange = this.getFoldWidgetRange(session, \"all\", row);\n   \n   if (subRange) {\n   if (subRange.start.row <= startRow) {\n   break;\n   } else if (subRange.isMultiLine()) {\n   row = subRange.end.row;\n   } else if (startIndent == indent) {\n   break;\n   }\n   }\n   endRow = row;\n   }\n   \n   return new Range(startRow, startColumn, endRow, session.getLine(endRow).length);\n   };\n   this.getCommentRegionBlock = function(session, line, row) {\n   var startColumn = line.search(/\\s*$/);\n   var maxRow = session.getLength();\n   var startRow = row;\n   \n   var re = /^\\s*(?:\\/*|\\/\\/|--)#?(end)?region\\b/;\n   var depth = 1;\n   while (++row < maxRow) {\n   line = session.getLine(row);\n   var m = re.exec(line);\n   if (!m) continue;\n   if (m[1]) depth--;\n   else depth++;\n\n   if (!depth) break;\n   }\n\n   var endRow = row;\n   if (endRow > startRow) {\n   return new Range(startRow, startColumn, endRow, line.length);\n   }\n   };\n\n}).call(FoldMode.prototype);\n\n});\n\nace.define(\"ace/mode/json\",[\"require\",\"exports\",\"module\",\"ace/lib/oop\",\"ace/mode/text\",\"ace/mode/json_highlight_rules\",\"ace/mode/matching_brace_outdent\",\"ace/mode/behaviour/cstyle\",\"ace/mode/folding/cstyle\",\"ace/worker/worker_client\"], function(acequire, exports, module) {\n\"use strict\";\n\nvar oop = acequire(\"../lib/oop\");\nvar TextMode = acequire(\"./text\").Mode;\nvar HighlightRules = acequire(\"./json_highlight_rules\").JsonHighlightRules;\nvar MatchingBraceOutdent = acequire(\"./matching_brace_outdent\").MatchingBraceOutdent;\nvar CstyleBehaviour = acequire(\"./behaviour/cstyle\").CstyleBehaviour;\nvar CStyleFoldMode = acequire(\"./folding/cstyle\").FoldMode;\nvar WorkerClient = acequire(\"../worker/worker_client\").WorkerClient;\n\nvar Mode = function() {\n   this.HighlightRules = HighlightRules;\n   this.$outdent = new MatchingBraceOutdent();\n   this.$behaviour = new CstyleBehaviour();\n   this.foldingRules = new CStyleFoldMode();\n};\noop.inherits(Mode, TextMode);\n\n(function() {\n\n   this.getNextLineIndent = function(state, line, tab) {\n   var indent = this.$getIndent(line);\n\n   if (state == \"start\") {\n   var match = line.match(/^.*[\\{\\(\\[]\\s*$/);\n   if (match) {\n   indent += tab;\n   }\n   }\n\n   return indent;\n   };\n\n   this.checkOutdent = function(state, line, input) {\n   return this.$outdent.checkOutdent(line, input);\n   };\n\n   this.autoOutdent = function(state, doc, row) {\n   this.$outdent.autoOutdent(doc, row);\n   };\n\n   this.createWorker = function(session) {\n   var worker = new WorkerClient([\"ace\"], require(\"../worker/json\"), \"JsonWorker\");\n   worker.attachToDocument(session.getDocument());\n\n   worker.on(\"annotate\", function(e) {\n   session.setAnnotations(e.data);\n   });\n\n   worker.on(\"terminate\", function() {\n   session.clearAnnotations();\n   });\n\n   return worker;\n   };\n\n\n   this.$id = \"ace/mode/json\";\n}).call(Mode.prototype);\n\nexports.Mode = Mode;\n});\n","module.exports.id = 'ace/mode/json_worker';\nmodule.exports.src = \"\\\"no use strict\\\";!function(window){function

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resolveModuleId(id,paths){for(var testPath=id,tail=\\\"\\\";testPath;){var
alias=paths[testPath];if(\\\"string\\\"==typeof alias)return alias+tail;if(alias)return
alias.location.replace(/\\\\/*$/,\\\"/\\\")+(tail||alias.main||alias.name);if(alias===!1)return\\\"\\\";var
i=testPath.lastIndexOf(\\\"/\\\");if(-1===i)break;tail=testPath.substr(i)+tail,testPath=testPath.slice(0,i)}return
id}if(!(void
0!==window.window&&window.document||window.acequire&&window.define)){window.console||(window.conso
le=function(){var
msgs=Array.prototype.slice.call(arguments,0);postMessage({type:\\\"log\\\",data:msgs})},window.console.error=wi
ndow.console.warn=window.console.log=window.console.trace=window.console),window.window=window,windo
w.ace=window,window.onerror=function(message,file,line,col,err){postMessage({type:\\\"error\\\",data:{message:
message,data:err.data,file:file,line:line,col:col,stack:err.stack}})},window.normalizeModule=function(parentId,mod
uleName){if(-1!==moduleName.indexOf(\\\"!\\\")){var chunks=moduleName.split(\\\"!\\\");return
window.normalizeModule(parentId,chunks[0])+\\\"!\\\"+window.normalizeModule(parentId,chunks[1])}if(\\\".\\\"=
=moduleName.charAt(0)){var base=parentId.split(\\\"/\\\").slice(0,-
1).join(\\\"/\\\");for(moduleName=(base?base+\\\"/\\\":\\\"\\\")+moduleName;-
1!==moduleName.indexOf(\\\".\\\")&&previous!=moduleName;){var
previous=moduleName;moduleName=moduleName.replace(/^\\\\.\\\\//,\\\"\\\").replace(/\\\\/\\\\.\\\\//,\\\"/\\\").replace(/
[^\\\\/]+\\\\/\\\\.\\\\.\\\\//,\\\"\\\")}}return moduleName},window.acequire=function
acequire(parentId,id){if(id||(id=parentId,parentId=null),!id.charAt)throw Error(\\\"worker.js acequire() accepts only
(parentId, id) as arguments\\\");id=window.normalizeModule(parentId,id);var
module=window.acequire.modules[id];if(module)return
module.initialized||(module.initialized=!0,module.exports=module.factory().exports),module.exports;if(!window.ace
quire.tlns)return console.log(\\\"unable to load \\\"+id);var
path=resolveModuleId(id,window.acequire.tlns);return\\\".js\\\"!=path.slice(-
3)&&(path+=\\\".js\\\"),window.acequire.id=id,window.acequire.modules[id]={},importScripts(path),window.acequ
ire(parentId,id)},window.acequire.modules={},window.acequire.tlns={},window.define=function(id,deps,factory){i
f(2==arguments.length?(factory=deps,\\\"string\\\"!=typeof
id&&(deps=id,id=window.acequire.id)):1==arguments.length&&(factory=id,deps=[],id=window.acequire.id),\\\"fu
nction\\\"!=typeof factory)return window.acequire.modules[id]={exports:factory,initialized:!0},void
0;deps.length||(deps=[\\\"require\\\",\\\"exports\\\",\\\"module\\\"]);var req=function(childId){return
window.acequire(id,childId)};window.acequire.modules[id]={exports:{},factory:function(){var
module=this,returnExports=factory.apply(this,deps.map(function(dep){switch(dep){case\\\"require\\\":return
req;case\\\"exports\\\":return module.exports;case\\\"module\\\":return module;default:return req(dep)}}));return
returnExports&&(module.exports=returnExports),module}}},window.define.amd={},acequire.tlns={},window.init
BaseUrls=function(topLevelNamespaces){for(var i in
topLevelNamespaces)acequire.tlns[i]=topLevelNamespaces[i]},window.initSender=function(){var
EventEmitter=window.acequire(\\\"ace/lib/event_emitter\\\").EventEmitter,oop=window.acequire(\\\"ace/lib/oop\\\")
,Sender=function(){};return
function(){oop.implement(this,EventEmitter),this.callback=function(data,callbackId){postMessage({type:\\\"call\\\",
id:callbackId,data:data})},this.emit=function(name,data){postMessage({type:\\\"event\\\",name:name,data:data})}}.
call(Sender.prototype),new Sender};var
main=window.main=null,sender=window.sender=null;window.onmessage=function(e){var
msg=e.data;if(msg.event&&sender)sender._signal(msg.event,msg.data);else
if(msg.command)if(main[msg.command])main[msg.command].apply(main,msg.args);else{if(!window[msg.comma
nd])throw Error(\\\"Unknown command:\\\"+msg.command);window[msg.command].apply(window,msg.args)}else
if(msg.init){window.initBaseUrls(msg.tlns),acequire(\\\"ace/lib/es5-
shim\\\"),sender=window.sender=window.initSender();var
clazz=acequire(msg.module)[msg.classname];main=window.main=new
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clazz(sender)}}}}(this),ace.define(\\\"ace/lib/oop\\\",[\\\"require\\\",\\\"exports\\\",\\\"module\\\"],function(acequire,exports){\\\"use
strict\\\";exports.inherits=function(ctor,superCtor){ctor.super_=superCtor,ctor.prototype=Object.create(superCtor.prototype,{constructor:{value:ctor,enumerable:!1,writable:!0,configurable:!0}})},exports.mixin=function(obj,mixin){for(var key in mixin)obj[key]=mixin[key];return
obj},exports.implement=function(proto,mixin){exports.mixin(proto,mixin)}}),ace.define(\\\"ace/range\\\",[\\\"require\\\",\\\"exports\\\",\\\"module\\\"],function(acequire,exports){\\\"use strict\\\";var
comparePoints=function(p1,p2){return p1.row-p2.row||p1.column-
p2.column},Range=function(startRow,startColumn,endRow,endColumn){this.start={row:startRow,column:startColumn},this.end={row:endRow,column:endColumn}};(function(){this.isEqual=function(range){return
this.start.row===range.start.row&&this.end.row===range.end.row&&this.start.column===range.start.column&&this.end.column===range.end.column},this.toString=function(){return\\\"Range:
[\\\"+this.start.row+\\\"/\\\"+this.start.column+\\\"] ->
[\\\"+this.end.row+\\\"/\\\"+this.end.column+\\\"]\\\"},this.contains=function(row,column){return
0==this.compare(row,column)},this.compareRange=function(range){var cmp,end=range.end,start=range.start;return
cmp=this.compare(end.row,end.column),1==cmp?(cmp=this.compare(start.row,start.column),1==cmp?2:0==cmp?1
:0):-1==cmp?-2:(cmp=this.compare(start.row,start.column),-1==cmp?-
1:1==cmp?42:0)},this.comparePoint=function(p){return
this.compare(p.row,p.column)},this.containsRange=function(range){return
0==this.comparePoint(range.start)&&0==this.comparePoint(range.end)},this.intersects=function(range){var
cmp=this.compareRange(range);return-1==cmp||0==cmp||1==cmp},this.isEnd=function(row,column){return
this.end.row==row&&this.end.column==column},this.isStart=function(row,column){return
this.start.row==row&&this.start.column==column},this.setStart=function(row,column){\\\"object\\\"==typeof
row?(this.start.column=row.column,this.start.row=row.row):(this.start.row=row,this.start.column=column)},this.setEnd=function(row,column){\\\"object\\\"==typeof
row?(this.end.column=row.column,this.end.row=row.row):(this.end.row=row,this.end.column=column)},this.inside=function(row,column){return
0==this.compare(row,column)?this.isEnd(row,column)||this.isStart(row,column)?!1:!0:!1},this.insideStart=function(row,column){return
0==this.compare(row,column)?this.isEnd(row,column)?!1:!0:!1},this.insideEnd=function(row,column){return
0==this.compare(row,column)?this.isStart(row,column)?!1:!0:!1},this.compare=function(row,column){return
this.isMultiLine()||row!==this.start.row?this.start.row>row?-
1:row>this.end.row?1:this.start.row===row?column>=this.start.column?0:-
1:this.end.row===row?this.end.column>=column?0:1:0:this.start.column>column?-
1:column>this.end.column?1:0},this.compareStart=function(row,column){return
this.start.row==row&&this.start.column==column?-
1:this.compare(row,column)},this.compareEnd=function(row,column){return
this.end.row==row&&this.end.column==column?1:this.compare(row,column)},this.compareInside=function(row,column){return
this.end.row==row&&this.end.column==column?1:this.start.row==row&&this.start.column==column?-
1:this.compare(row,column)},this.clipRows=function(firstRow,lastRow){if(this.end.row>lastRow)var
end={row:lastRow+1,column:0};else if(firstRow>this.end.row)var
end={row:firstRow,column:0};if(this.start.row>lastRow)var start={row:lastRow+1,column:0};else
if(firstRow>this.start.row)var start={row:firstRow,column:0};return
Range.fromPoints(start||this.start,end||this.end)},this.extend=function(row,column){var
cmp=this.compare(row,column);if(0==cmp)return this;if(-1==cmp)var start={row:row,column:column};else var
end={row:row,column:column};return
Range.fromPoints(start||this.start,end||this.end)},this.isEmpty=function(){return

this.start.row===this.end.row&&this.start.column===this.end.column},this.isMultiLine=function(){return this.start.row!==this.end.row},this.clone=function(){return Range.fromPoints(this.start,this.end)},this.collapseRows=function(){return 0==this.end.column?new Range(this.start.row,0,Math.max(this.start.row,this.end.row-1),0):new Range(this.start.row,0,this.end.row,0)},this.toScreenRange=function(session){var screenPosStart=session.documentToScreenPosition(this.start),screenPosEnd=session.documentToScreenPosition(this.end);return new Range(screenPosStart.row,screenPosStart.column,screenPosEnd.row,screenPosEnd.column)},this.moveBy=function(row,column){this.start.row+=row,this.start.column+=column,this.end.row+=row,this.end.column+=column}}).call(Range.prototype),Range.fromPoints=function(start,end){return new Range(start.row,start.column,end.row,end.column)},Range.comparePoints=comparePoints,Range.comparePoints=function(p1,p2){return p1.row-p2.row||p1.column-p2.column},exports.Range=Range}),ace.define(\\\"ace/apply_delta\\\",[\\\"require\\\",\\\"exports\\\",\\\"module\\\"],function(acequire,exports){\\\"use strict\\\";exports.applyDelta=function(docLines,delta){var row=delta.start.row,startColumn=delta.start.column,line=docLines[row]||\\\"\\\";switch(delta.action){case\\\"insert\\\":var lines=delta.lines;if(1===lines.length)docLines[row]=line.substring(0,startColumn)+delta.lines[0]+line.substring(startColumn);else{var args=[row,1].concat(delta.lines);docLines.splice.apply(docLines,args),docLines[row]=line.substring(0,startColumn)+docLines[row],docLines[row+delta.lines.length-1]+=line.substring(startColumn)}break;case\\\"remove\\\":var endColumn=delta.end.column,endRow=delta.end.row;row===endRow?docLines[row]=line.substring(0,startColumn)+line.substring(endColumn):docLines.splice(row,endRow-row+1,line.substring(0,startColumn)+docLines[endRow].substring(endColumn))}}}),ace.define(\\\"ace/lib/event_emitter\\\",[\\\"require\\\",\\\"exports\\\",\\\"module\\\"],function(acequire,exports){\\\"use strict\\\";var EventEmitter={},stopPropagation=function(){this.propagationStopped=!0},preventDefault=function(){this.defaultPrevented=!0};EventEmitter._emit=EventEmitter._dispatchEvent=function(eventName,e){this._eventRegistry||(this._eventRegistry={}),this._defaultHandlers||(this._defaultHandlers={});var listeners=this._eventRegistry[eventName]||[],defaultHandler=this._defaultHandlers[eventName];if(listeners.length||defaultHandler){\\\"object\\\"==typeof e&&e||(e={}),e.type||(e.type=eventName),e.stopPropagation||(e.stopPropagation=stopPropagation),e.preventDefault||(e.preventDefault=preventDefault),listeners=listeners.slice();for(var i=0;listeners.length>i&&(listeners[i](e,this),!e.propagationStopped);i++);return defaultHandler&&!e.defaultPrevented?defaultHandler(e,this):void 0}},EventEmitter._signal=function(eventName,e){var listeners=(this._eventRegistry||{})[eventName];if(listeners){listeners=listeners.slice();for(var i=0;listeners.length>i;i++)listeners[i](e,this)}},EventEmitter.once=function(eventName,callback){var _self=this;callback&&this.addEventListener(eventName,function newCallback(){_self.removeEventListener(eventName,newCallback),callback.apply(null,arguments)})},EventEmitter.setDefaultHandler=function(eventName,callback){var handlers=this._defaultHandlers;if(handlers||(handlers=this._defaultHandlers={_disabled_:{}}),handlers[eventName]){var old=handlers[eventName],disabled=handlers._disabled_[eventName];disabled||(handlers._disabled_[eventName]=disabled=[]),disabled.push(old);var i=disabled.indexOf(callback);-1!=i&&disabled.splice(i,1)}handlers[eventName]=callback},EventEmitter.removeDefaultHandler=function(eventName,callback){var handlers=this._defaultHandlers;if(handlers){var disabled=handlers._disabled_[eventName];if(handlers[eventName]==callback)handlers[eventName],disabled&&this.setDefaultHandler(eventName,disabled.pop());else if(disabled){var i=disabled.indexOf(callback);-1!=i&&disabled.splice(i,1)}}},EventEmitter.on=EventEmitter.addEventListener=function(eventName,callback,capt

uring){this._eventRegistry=this._eventRegistry||{};var listeners=this._eventRegistry[eventName];return listeners||(listeners=this._eventRegistry[eventName]=[]),-1==listeners.indexOf(callback)&&listeners[capturing?\\\"unshift\\\":\\\"push\\\"](callback),callback},EventEmitter.off=EventEmitter.removeListener=EventEmitter.removeEventListener=function(eventName,callback){this._eventRegistry=this._eventRegistry||{};var listeners=this._eventRegistry[eventName];if(listeners){var index=listeners.indexOf(callback);-1!==index&&listeners.splice(index,1)}},EventEmitter.removeAllListeners=function(eventName){this._eventRegistry&&(this._eventRegistry[eventName]=[])},exports.EventEmitter=EventEmitter}),ace.define(\\\"ace/anchor\\\",[\\\"require\\\",\\\"exports\\\",\\\"module\\\",\\\"ace/lib/oop\\\",\\\"ace/lib/event_emitter\\\"],function(acequire,exports){\\\"use strict\\\";var oop=acequire(\\\"./lib/oop\\\"),EventEmitter=acequire(\\\"./lib/event_emitter\\\").EventEmitter,Anchor=exports.Anchor=function(doc,row,column){this.$onChange=this.onChange.bind(this),this.attach(doc),column===void 0?this.setPosition(row.row,row.column):this.setPosition(row,column)};(function(){function $pointsInOrder(point1,point2,equalPointsInOrder){var bColIsAfter=equalPointsInOrder?point1.column<=point2.column:point1.column<point2.column;return point1.row<point2.row||point1.row==point2.row&&bColIsAfter}function $getTransformedPoint(delta,point,moveIfEqual){var deltaIsInsert=\\\"insert\\\"==delta.action,deltaRowShift=(deltaIsInsert?1:-1)*(delta.end.row-delta.start.row),deltaColShift=(deltaIsInsert?1:-1)*(delta.end.column-delta.start.column),deltaStart=delta.start,deltaEnd=deltaIsInsert?deltaStart:delta.end;return $pointsInOrder(point,deltaStart,moveIfEqual)?{row:point.row,column:point.column}:$pointsInOrder(deltaEnd,point,!moveIfEqual)?{row:point.row+deltaRowShift,column:point.column+(point.row==deltaEnd.row?deltaColShift:0)}:{row:deltaStart.row,column:deltaStart.column}}oop.implement(this,EventEmitter),this.getPosition=function(){return this.$clipPositionToDocument(this.row,this.column)},this.getDocument=function(){return this.document},this.$insertRight=!1,this.onChange=function(delta){if(!(delta.start.row==delta.end.row&&delta.start.row!=this.row||delta.start.row>this.row)){var point=$getTransformedPoint(delta,{row:this.row,column:this.column},this.$insertRight);this.setPosition(point.row,point.column,!0)}},this.setPosition=function(row,column,noClip){var pos;if(pos=noClip?{row:row,column:column}:this.$clipPositionToDocument(row,column),this.row!=pos.row||this.column!=pos.column){var old={row:this.row,column:this.column};this.row=pos.row,this.column=pos.column,this._signal(\\\"change\\\",{old:old,value:pos})}},this.detach=function(){this.document.removeEventListener(\\\"change\\\",this.$onChange)},this.attach=function(doc){this.document=doc||this.document,this.document.on(\\\"change\\\",this.$onChange)},this.$clipPositionToDocument=function(row,column){var pos={};return row>=this.document.getLength()?(pos.row=Math.max(0,this.document.getLength()-1),pos.column=this.document.getLine(pos.row).length):0>row?(pos.row=0,pos.column=0):(pos.row=row,pos.column=Math.min(this.document.getLine(pos.row).length,Math.max(0,column))),0>column&&(pos.column=0),pos}}).call(Anchor.prototype)}),ace.define(\\\"ace/document\\\",[\\\"require\\\",\\\"exports\\\",\\\"module\\\",\\\"ace/lib/oop\\\",\\\"ace/apply_delta\\\",\\\"ace/lib/event_emitter\\\",\\\"ace/range\\\",\\\"ace/anchor\\\"],function(acequire,exports){\\\"use strict\\\";var oop=acequire(\\\"./lib/oop\\\"),applyDelta=acequire(\\\"./apply_delta\\\").applyDelta,EventEmitter=acequire(\\\"./lib/event_emitter\\\").EventEmitter,Range=acequire(\\\"./range\\\").Range,Anchor=acequire(\\\"./anchor\\\").Anchor,Document=function(textOrLines){this.$lines=[\\\"\\\"],0===textOrLines.length?this.$lines=[\\\"\\\"]:Array.isArray(textOrLines)?this.insertMergedLines({row:0,column:0},textOrLines):this.insert({row:0,column:0},textOrLines)};(function(){oop.implement(this,EventEmitter),this.setValue=function(text){var len=this.getLength()-1;this.remove(new Range(0,0,len,this.getLine(len).length)),this.insert({row:0,column:0},text)},this.getValue=function(){return this.getAllLines().join(this.getNewLineCharacter())},this.createAnchor=function(row,column){return new Anchor(this,row,column)},this.$split=0===\\\"aaa\\\".split(/a/).length?function(text){return

text.replace(/\\\\r\\\\n|\\\\r/g,\\\"\\\\n\\\").split(\\\"\\\\n\\\")}:function(text){return
text.split(/\\\\r\\\\n|\\\\r|\\\\n/)},this.$detectNewLine=function(text){var
match=text.match(/^.*?(\\\\r\\\\n|\\\\r|\\\\n)/m);this.$autoNewLine=match?match[1]:\\\"\\\\n\\\",this._signal(\\\"change
NewLineMode\\\")},this.getNewLineCharacter=function(){switch(this.$newLineMode){case\\\"windows\\\":return\\
\"\\\\r\\\\n\\\";case\\\"unix\\\":return\\\"\\\\n\\\";default:return
this.$autoNewLine||\\\"\\\\n\\\"}},this.$autoNewLine=\\\"\\\",this.$newLineMode=\\\"auto\\\",this.setNewLineMode=
function(newLineMode){this.$newLineMode!==newLineMode&&(this.$newLineMode=newLineMode,this._signal
(\\\"changeNewLineMode\\\"))},this.getNewLineMode=function(){return
this.$newLineMode},this.isNewLine=function(text){return\\\"\\\\r\\\\n\\\"==text||\\\"\\\\r\\\"==text||\\\"\\\\n\\\"==text},
this.getLine=function(row){return this.$lines[row]||\\\"\\\"},this.getLines=function(firstRow,lastRow){return
this.$lines.slice(firstRow,lastRow+1)},this.getAllLines=function(){return
this.getLines(0,this.getLength())},this.getLength=function(){return
this.$lines.length},this.getTextRange=function(range){return
this.getLinesForRange(range).join(this.getNewLineCharacter())},this.getLinesForRange=function(range){var
lines;if(range.start.row===range.end.row)lines=[this.getLine(range.start.row).substring(range.start.column,range.en
d.column)];else{lines=this.getLines(range.start.row,range.end.row),lines[0]=(lines[0]||\\\"\\\").substring(range.start.c
olumn);var l=lines.length-1;range.end.row-
range.start.row==l&&(lines[l]=lines[l].substring(0,range.end.column))}return
lines},this.insertLines=function(row,lines){return console.warn(\\\"Use of document.insertLines is deprecated. Use
the insertFullLines method
instead.\\\"),this.insertFullLines(row,lines)},this.removeLines=function(firstRow,lastRow){return
console.warn(\\\"Use of document.removeLines is deprecated. Use the removeFullLines method
instead.\\\"),this.removeFullLines(firstRow,lastRow)},this.insertNewLine=function(position){return
console.warn(\\\"Use of document.insertNewLine is deprecated. Use insertMergedLines(position, [", "])
instead.\\\"),this.insertMergedLines(position,[\\\"\\\",\\\"\\\"])},this.insert=function(position,text){return
1>=this.getLength()&&this.$detectNewLine(text),this.insertMergedLines(position,this.$split(text))},this.insertInLin
e=function(position,text){var
start=this.clippedPos(position.row,position.column),end=this.pos(position.row,position.column+text.length);return
this.applyDelta({start:start,end:end,action:\\\"insert\\\",lines:[text]},!0),this.clonePos(end)},this.clippedPos=function
(row,column){var length=this.getLength();void 0===row?row=length:0>row?row=0:row>=length&&(row=length-
1,column=void 0);var line=this.getLine(row);return void
0==column&&(column=line.length),column=Math.min(Math.max(column,0),line.length),{row:row,column:column
}},this.clonePos=function(pos){return{row:pos.row,column:pos.column}},this.pos=function(row,column){return{r
ow:row,column:column}},this.$clipPosition=function(position){var length=this.getLength();return
position.row>=length?(position.row=Math.max(0,length-1),position.column=this.getLine(length-
1).length):(position.row=Math.max(0,position.row),position.column=Math.min(Math.max(position.column,0),this.g
etLine(position.row).length)),position},this.insertFullLines=function(row,lines){row=Math.min(Math.max(row,0),t
his.getLength());var
column=0;this.getLength()>row?(lines=lines.concat([\\\"\\\"]),column=0):(lines=[\\\"\\\"].concat(lines),row--
,column=this.$lines[row].length),this.insertMergedLines({row:row,column:column},lines)},this.insertMergedLines
=function(position,lines){var start=this.clippedPos(position.row,position.column),end={row:start.row+lines.length-
1,column:(1==lines.length?start.column:0)+lines[lines.length-1].length};return
this.applyDelta({start:start,end:end,action:\\\"insert\\\",lines:lines}),this.clonePos(end)},this.remove=function(range)
{var
start=this.clippedPos(range.start.row,range.start.column),end=this.clippedPos(range.end.row,range.end.column);retu
rn
this.applyDelta({start:start,end:end,action:\\\"remove\\\",lines:this.getLinesForRange({start:start,end:end})}),this.clo
nePos(start)},this.removeInLine=function(row,startColumn,endColumn){var

start=this.clippedPos(row,startColumn),end=this.clippedPos(row,endColumn);return
this.applyDelta({start:start,end:end,action:\\\"remove\\\",lines:this.getLinesForRange({start:start,end:end})},!0),this.
clonePos(start)},this.removeFullLines=function(firstRow,lastRow){firstRow=Math.min(Math.max(0,firstRow),this.
getLength()-1),lastRow=Math.min(Math.max(0,lastRow),this.getLength()-1);var
deleteFirstNewLine=lastRow==this.getLength()-1&&firstRow>0,deleteLastNewLine=this.getLength()-
1>lastRow,startRow=deleteFirstNewLine?firstRow-
1:firstRow,startCol=deleteFirstNewLine?this.getLine(startRow).length:0,endRow=deleteLastNewLine?lastRow+1:l
astRow,endCol=deleteLastNewLine?0:this.getLine(endRow).length,range=new
Range(startRow,startCol,endRow,endCol),deletedLines=this.$lines.slice(firstRow,lastRow+1);return
this.applyDelta({start:range.start,end:range.end,action:\\\"remove\\\",lines:this.getLinesForRange(range)}),deletedLi
nes},this.removeNewLine=function(row){this.getLength()-
1>row&&row>=0&&this.applyDelta({start:this.pos(row,this.getLine(row).length),end:this.pos(row+1,0),action:\\\"r
emove\\\",lines:[\\\"\\\",\\\"\\\"]})},this.replace=function(range,text){if(range instanceof
Range||(range=Range.fromPoints(range.start,range.end)),0===text.length&&range.isEmpty())return
range.start;if(text==this.getTextRange(range))return range.end;this.remove(range);var end;return
end=text?this.insert(range.start,text):range.start},this.applyDeltas=function(deltas){for(var
i=0;deltas.length>i;i++)this.applyDelta(deltas[i])},this.revertDeltas=function(deltas){for(var i=deltas.length-
1;i>=0;i--)this.revertDelta(deltas[i])},this.applyDelta=function(delta,doNotValidate){var
isInsert=\\\"insert\\\"==delta.action;(isInsert?1>=delta.lines.length&&!delta.lines[0]:!Range.comparePoints(delta.sta
rt,delta.end))||(isInsert&&delta.lines.length>2e4&&this.$splitAndapplyLargeDelta(delta,2e4),applyDelta(this.$lines,
delta,doNotValidate),this._signal(\\\"change\\\",delta))},this.$splitAndapplyLargeDelta=function(delta,MAX){for(v
ar
lines=delta.lines,l=lines.length,row=delta.start.row,column=delta.start.column,from=0,to=0;;){from=to,to+=MAX-
1;var
chunk=lines.slice(from,to);if(to>l){delta.lines=chunk,delta.start.row=row+from,delta.start.column=column;break}c
hunk.push(\\\"\\\"),this.applyDelta({start:this.pos(row+from,column),end:this.pos(row+to,column=0),action:delta.act
ion,lines:chunk},!0)}},this.revertDelta=function(delta){this.applyDelta({start:this.clonePos(delta.start),end:this.clon
ePos(delta.end),action:\\\"insert\\\"==delta.action?\\\"remove\\\":\\\"insert\\\",lines:delta.lines.slice()})},this.indexTo
Position=function(index,startRow){for(var
lines=this.$lines||this.getAllLines(),newlineLength=this.getNewLineCharacter().length,i=startRow||0,l=lines.length;l
>i;i++)if(index-
=lines[i].length+newlineLength,0>index)return{row:i,column:index+lines[i].length+newlineLength};return{row:l-
1,column:lines[l-1].length}},this.positionToIndex=function(pos,startRow){for(var
lines=this.$lines||this.getAllLines(),newlineLength=this.getNewLineCharacter().length,index=0,row=Math.min(pos.
row,lines.length),i=startRow||0;row>i;++i)index+=lines[i].length+newlineLength;return
index+pos.column}}).call(Document.prototype),exports.Document=Document}),ace.define(\\\"ace/lib/lang\\\",[\\\"r
equire\\\",\\\"exports\\\",\\\"module\\\"],function(acequire,exports){\\\"use strict\\\";exports.last=function(a){return
a[a.length-1]},exports.stringReverse=function(string){return
string.split(\\\"\\\").reverse().join(\\\"\\\")},exports.stringRepeat=function(string,count){for(var
result=\\\"\\\";count>0;)1&count&&(result+=string),(count>>=1)&&(string+=string);return result};var
trimBeginRegexp=/^\\\\s\\\\s*/,trimEndRegexp=/\\\\s\\\\s*$/;exports.stringTrimLeft=function(string){return
string.replace(trimBeginRegexp,\\\"\\\")},exports.stringTrimRight=function(string){return
string.replace(trimEndRegexp,\\\"\\\")},exports.copyObject=function(obj){var copy={};for(var key in
obj)copy[key]=obj[key];return copy},exports.copyArray=function(array){for(var
copy=[],i=0,l=array.length;l>i;i++)copy[i]=array[i]&&\\\"object\\\"==typeof
array[i]?this.copyObject(array[i]):array[i];return copy},exports.deepCopy=function
deepCopy(obj){if(\\\"object\\\"!=typeof obj||!obj)return obj;var copy;if(Array.isArray(obj)){copy=[];for(var
key=0;obj.length>key;key++)copy[key]=deepCopy(obj[key]);return copy}if(\\\"[object

Object]\\\"!==Object.prototype.toString.call(obj))return obj;copy={};for(var key in
obj)copy[key]=deepCopy(obj[key]);return copy},exports.arrayToMap=function(arr){for(var
map={},i=0;arr.length>i;i++)map[arr[i]]=1;return map},exports.createMap=function(props){var
map=Object.create(null);for(var i in props)map[i]=props[i];return
map},exports.arrayRemove=function(array,value){for(var
i=0;array.length>=i;i++)value===array[i]&&array.splice(i,1)},exports.escapeRegExp=function(str){return
str.replace(/([.*+?^${}()|[\\\]\\\/\\\\\\\])/g,\\\"\\\\\\\$1\\\")},exports.escapeHTML=function(str){return
str.replace(/&/g,\\\"&\\\").replace(/\\\"/g,\\\""\\\").replace(/'/g,\\\"'\\\").replace(/</g,\\\"<\\\")},exp
orts.getMatchOffsets=function(string,regExp){var matches=[];return
string.replace(regExp,function(str){matches.push({offset:arguments[arguments.length-
2],length:str.length})}),matches},exports.deferredCall=function(fcn){var
timer=null,callback=function(){timer=null,fcn()},deferred=function(timeout){return
deferred.cancel(),timer=setTimeout(callback,timeout||0),deferred};return
deferred.schedule=deferred,deferred.call=function(){return
this.cancel(),fcn(),deferred},deferred.cancel=function(){return
clearTimeout(timer),timer=null,deferred},deferred.isPending=function(){return
timer},deferred},exports.delayedCall=function(fcn,defaultTimeout){var
timer=null,callback=function(){timer=null,fcn()},_self=function(timeout){null==timer&&(timer=setTimeout(callba
ck,timeout||defaultTimeout))};return
self.delay=function(timeout){timer&&clearTimeout(timer),timer=setTimeout(callback,timeout||defaultTimeout)},
self.schedule=_self,_self.call=function(){this.cancel(),fcn()},_self.cancel=function(){timer&&clearTimeout(timer),t
imer=null},_self.isPending=function(){return
timer},_self}}),ace.define(\\\"ace/worker/mirror\\\",[\\\"require\\\",\\\"exports\\\",\\\"module\\\",\\\"ace/range\\\",\\\"ac
e/document\\\",\\\"ace/lib/lang\\\"],function(acequire,exports){\\\"use strict\\\";acequire(\\\"../range\\\").Range;var
Document=acequire(\\\"../document\\\").Document,lang=acequire(\\\"../lib/lang\\\"),Mirror=exports.Mirror=function
(sender){this.sender=sender;var doc=this.doc=new
Document(\\\"\\\"),deferredUpdate=this.deferredUpdate=lang.delayedCall(this.onUpdate.bind(this)),_self=this;sende
r.on(\\\"change\\\",function(e){var data=e.data;if(data[0].start)doc.applyDeltas(data);else for(var
i=0;data.length>i;i+=2){if(Array.isArray(data[i+1]))var d={action:\\\"insert\\\",start:data[i],lines:data[i+1]};else var
d={action:\\\"remove\\\",start:data[i],end:data[i+1]};doc.applyDelta(d,!0)}return
_self.$timeout?deferredUpdate.schedule(_self.$timeout):(_self.onUpdate(),void
0)})};(function(){this.$timeout=500,this.setTimeout=function(timeout){this.$timeout=timeout},this.setValue=functi
on(value){this.doc.setValue(value),this.deferredUpdate.schedule(this.$timeout)},this.getValue=function(callbackId)
{this.sender.callback(this.doc.getValue(),callbackId)},this.onUpdate=function(){},this.isPending=function(){return
this.deferredUpdate.isPending()}}).call(Mirror.prototype)}),ace.define(\\\"ace/mode/json/json_parse\\\",[\\\"require\\
\",\\\"exports\\\",\\\"module\\\"],function(){\\\"use strict\\\";var
at,ch,text,value,escapee={'\\\"':'\\\"',\\\"\\\\\\\\\\\\\\\\":\\\"\\\\\\\\\\\\\\\\",\\\"/\\\":\\\"/\\\",b:\\\"\\\\b\\\",f:\\\"\\\\f\\\",n:\\\"\\\\n\\\",r:\\\
"\\\\r\\\",t:\\\"\\\\t\\\"},error=function(m){throw{name:\\\"SyntaxError\\\",message:m,at:at,text:text}},next=function(c)
{return c&&c!==ch&&error(\\\"Expected '\\\"+c+\\\"' instead of
'\\\"+ch+\\\"'\\\"),ch=text.charAt(at),at+=1,ch},number=function(){var number,string=\\\"\\\";for(\\\"-
\\\"===ch&&(string=\\\"-\\\",next(\\\"-
\\\"));ch>=\\\"0\\\"&&\\\"9\\\">=ch;)string+=ch,next();if(\\\".\\\"===ch)for(string+=\\\".\\\";next()&&ch>=\\\"0\\\"&
&\\\"9\\\">=ch;)string+=ch;if(\\\"e\\\"===ch||\\\"E\\\"===ch)for(string+=ch,next(),(\\\"-
\\\"===ch||\\\"+\\\"===ch)&&(string+=ch,next());ch>=\\\"0\\\"&&\\\"9\\\">=ch;)string+=ch,next();return
number=+string,isNaN(number)?(error(\\\"Bad number\\\"),void 0):number},string=function(){var
hex,i,uffff,string=\\\"\\\";if('\\\"'===ch)for(;next();){if('\\\"'===ch)return
next(),string;if(\\\"\\\\\\\\\\\\\\\\"===ch)if(next(),\\\"u\\\"===ch){for(uffff=0,i=0;4>i&&(hex=parseInt(next(),16),isFinite(
hex));i+=1)uffff=16*uffff+hex;string+=String.fromCharCode(uffff)}else{if(\\\"string\\\"!=typeof

escapee[ch])break;string+=escapee[ch]}else string+=ch}error(\\\"Bad string\\\")},white=function(){for(;ch&&\\\"
\\\">=ch;)next()},word=function(){switch(ch){case\\\"t\\\":return
next(\\\"t\\\"),next(\\\"r\\\"),next(\\\"u\\\"),next(\\\"e\\\"),!0;case\\\"f\\\":return
next(\\\"f\\\"),next(\\\"a\\\"),next(\\\"l\\\"),next(\\\"s\\\"),next(\\\"e\\\"),!1;case\\\"n\\\":return
next(\\\"n\\\"),next(\\\"u\\\"),next(\\\"l\\\"),next(\\\"l\\\"),null}error(\\\"Unexpected
'\\\"+ch+\\\"'\\\")},array=function(){var array=[];if(\\\"[\\\"===ch){if(next(\\\"[\\\"),white(),\\\"]\\\"===ch)return
next(\\\"]\\\"),array;for(;ch;){if(array.push(value()),white(),\\\"]\\\"===ch)return
next(\\\"]\\\"),array;next(\\\",\\\"),white()}}error(\\\"Bad array\\\")},object=function(){var
key,object={};if(\\\"{\\\"===ch){if(next(\\\"{\\\"),white(),\\\"}\\\"===ch)return
next(\\\"}\\\"),object;for(;ch;){if(key=string(),white(),next(\\\":\\\"),Object.hasOwnProperty.call(object,key)&&error(
'Duplicate key \\\"'+key+'\\\"'),object[key]=value(),white(),\\\"}\\\"===ch)return
next(\\\"}\\\"),object;next(\\\",\\\"),white()}}error(\\\"Bad object\\\")};return
value=function(){switch(white(),ch){case\\\"{\\\":return object();case\\\"[\\\":return array();case'\\\"':return
string();case\\\"-\\\":return number();default:return
ch>=\\\"0\\\"&&\\\"9\\\">=ch?number():word()}},function(source,reviver){var result;return text=source,at=0,ch=\\\"
\\\",result=value(),white(),ch&&error(\\\"Syntax error\\\"),\\\"function\\\"==typeof reviver?function
walk(holder,key){var k,v,value=holder[key];if(value&&\\\"object\\\"==typeof value)for(k in
value)Object.hasOwnProperty.call(value,k)&&(v=walk(value,k),void 0!==v?value[k]=v:delete value[k]);return
reviver.call(holder,key,value)}({\\\"\\\":result},\\\"\\\"):result}}),ace.define(\\\"ace/mode/json_worker\\\",[\\\"require\
\\\",\\\"exports\\\",\\\"module\\\",\\\"ace/lib/oop\\\",\\\"ace/worker/mirror\\\",\\\"ace/mode/json/json_parse\\\"],function
(acequire,exports){\\\"use strict\\\";var
oop=acequire(\\\"../lib/oop\\\"),Mirror=acequire(\\\"../worker/mirror\\\").Mirror,parse=acequire(\\\"./json/json_parse\\
\"),JsonWorker=exports.JsonWorker=function(sender){Mirror.call(this,sender),this.setTimeout(200)};oop.inherits(J
sonWorker,Mirror),function(){this.onUpdate=function(){var
value=this.doc.getValue(),errors=[];try{value&&parse(value)}catch(e){var pos=this.doc.indexToPosition(e.at-
1);errors.push({row:pos.row,column:pos.column,text:e.message,type:\\\"error\\\"})}this.sender.emit(\\\"annotate\\\",
errors)}}.call(JsonWorker.prototype)}),ace.define(\\\"ace/lib/es5-
shim\\\",[\\\"require\\\",\\\"exports\\\",\\\"module\\\"],function(){function Empty(){}function
doesDefinePropertyWork(object){try{return Object.defineProperty(object,\\\"sentinel\\\",{}),\\\"sentinel\\\"in
object}catch(exception){}}function toInteger(n){return n=+n,n!==n?n=0:0!==n&&n!==1/0&&n!==-
(1/0)&&(n=(n>0||-
1)*Math.floor(Math.abs(n))),n}Function.prototype.bind||(Function.prototype.bind=function(that){var
target=this;if(\\\"function\\\"!=typeof target)throw new TypeError(\\\"Function.prototype.bind called on
incompatible \\\"+target);var args=slice.call(arguments,1),bound=function(){if(this instanceof bound){var
result=target.apply(this,args.concat(slice.call(arguments)));return Object(result)===result?result:this}return
target.apply(that,args.concat(slice.call(arguments)))};return
target.prototype&&(Empty.prototype=target.prototype,bound.prototype=new
Empty,Empty.prototype=null),bound});var
defineGetter,defineSetter,lookupGetter,lookupSetter,supportsAccessors,call=Function.prototype.call,prototypeOfArr
ay=Array.prototype,prototypeOfObject=Object.prototype,slice=prototypeOfArray.slice,_toString=call.bind(prototyp
eOfObject.toString),owns=call.bind(prototypeOfObject.hasOwnProperty);if((supportsAccessors=owns(prototypeOf
Object,\\\"__defineGetter__\\\"))&&(defineGetter=call.bind(prototypeOfObject.__defineGetter__),defineSetter=call.
bind(prototypeOfObject.__defineSetter__),lookupGetter=call.bind(prototypeOfObject.__lookupGetter__),lookupSet
ter=call.bind(prototypeOfObject.__lookupSetter__)),2!=[1,2].splice(0).length)if(function(){function
makeArray(l){var a=Array(l+2);return a[0]=a[1]=0,a}var lengthBefore,array=[];return
array.splice.apply(array,makeArray(20)),array.splice.apply(array,makeArray(26)),lengthBefore=array.length,array.s
plice(5,0,\\\"XXX\\\"),lengthBefore+1==array.length,lengthBefore+1==array.length?!0:void 0\\n}()){var
array_splice=Array.prototype.splice;Array.prototype.splice=function(start,deleteCount){return

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arguments.length?array_splice.apply(this,[void 0===start?0:start,void 0===deleteCount?this.length-
start:deleteCount].concat(slice.call(arguments,2))):[]}}else Array.prototype.splice=function(pos,removeCount){var
length=this.length;pos>0?pos>length&&(pos=length):void
0==pos?pos=0:0>pos&&(pos=Math.max(length+pos,0)),length>pos+removeCount||(removeCount=length-pos);var
removed=this.slice(pos,pos+removeCount),insert=slice.call(arguments,2),add=insert.length;if(pos===length)add&
&this.push.apply(this,insert);else{var remove=Math.min(removeCount,length-
pos),tailOldPos=pos+remove,tailNewPos=tailOldPos+add-remove,tailCount=length-
tailOldPos,lengthAfterRemove=length-remove;if(tailOldPos>tailNewPos)for(var
i=0;tailCount>i;++i)this[tailNewPos+i]=this[tailOldPos+i];else if(tailNewPos>tailOldPos)for(i=tailCount;i--
;)this[tailNewPos+i]=this[tailOldPos+i];if(add&&pos===lengthAfterRemove)this.length=lengthAfterRemove,this.p
ush.apply(this,insert);else for(this.length=lengthAfterRemove+add,i=0;add>i;++i)this[pos+i]=insert[i]}return
removed};Array.isArray||(Array.isArray=function(obj){return\\\"[object Array]\\\"==_toString(obj)});var
boxedString=Object(\\\"a\\\"),splitString=\\\"a\\\"!=boxedString[0]||!(0 in
boxedString);if(Array.prototype.forEach||(Array.prototype.forEach=function(fun){var
object=toObject(this),self=splitString&&\\\"[object
String]\\\"==_toString(this)?this.split(\\\"\\\"):object,thisp=arguments[1],i=-1,length=self.length>>>0;if(\\\"[object
Function]\\\"!=_toString(fun))throw new TypeError;for(;length>++i;)i in
self&&fun.call(thisp,self[i],i,object)}),Array.prototype.map||(Array.prototype.map=function(fun){var
object=toObject(this),self=splitString&&\\\"[object
String]\\\"==_toString(this)?this.split(\\\"\\\"):object,length=self.length>>>0,result=Array(length),thisp=arguments[1
];if(\\\"[object Function]\\\"!=_toString(fun))throw new TypeError(fun+\\\" is not a function\\\");for(var
i=0;length>i;i++)i in self&&(result[i]=fun.call(thisp,self[i],i,object));return
result}),Array.prototype.filter||(Array.prototype.filter=function(fun){var
value,object=toObject(this),self=splitString&&\\\"[object
String]\\\"==_toString(this)?this.split(\\\"\\\"):object,length=self.length>>>0,result=[],thisp=arguments[1];if(\\\"[obje
ct Function]\\\"!=_toString(fun))throw new TypeError(fun+\\\" is not a function\\\");for(var i=0;length>i;i++)i in
self&&(value=self[i],fun.call(thisp,value,i,object)&&result.push(value));return
result}),Array.prototype.every||(Array.prototype.every=function(fun){var
object=toObject(this),self=splitString&&\\\"[object
String]\\\"==_toString(this)?this.split(\\\"\\\"):object,length=self.length>>>0,thisp=arguments[1];if(\\\"[object
Function]\\\"!=_toString(fun))throw new TypeError(fun+\\\" is not a function\\\");for(var i=0;length>i;i++)if(i in
self&&!fun.call(thisp,self[i],i,object))return!1;return!0}),Array.prototype.some||(Array.prototype.some=function(fun
){var object=toObject(this),self=splitString&&\\\"[object
String]\\\"==_toString(this)?this.split(\\\"\\\"):object,length=self.length>>>0,thisp=arguments[1];if(\\\"[object
Function]\\\"!=_toString(fun))throw new TypeError(fun+\\\" is not a function\\\");for(var i=0;length>i;i++)if(i in
self&&fun.call(thisp,self[i],i,object))return!0;return!1}),Array.prototype.reduce||(Array.prototype.reduce=function(f
un){var object=toObject(this),self=splitString&&\\\"[object
String]\\\"==_toString(this)?this.split(\\\"\\\"):object,length=self.length>>>0;if(\\\"[object
Function]\\\"!=_toString(fun))throw new TypeError(fun+\\\" is not a
function\\\");if(!length&&1==arguments.length)throw new TypeError(\\\"reduce of empty array with no initial
value\\\");var result,i=0;if(arguments.length>=2)result=arguments[1];else for(;;){if(i in
self){result=self[i++];break}if(++i>=length)throw new TypeError(\\\"reduce of empty array with no initial
value\\\")}for(;length>i;i++)i in self&&(result=fun.call(void 0,result,self[i],i,object));return
result}),Array.prototype.reduceRight||(Array.prototype.reduceRight=function(fun){var
object=toObject(this),self=splitString&&\\\"[object
String]\\\"==_toString(this)?this.split(\\\"\\\"):object,length=self.length>>>0;if(\\\"[object
Function]\\\"!=_toString(fun))throw new TypeError(fun+\\\" is not a
function\\\");if(!length&&1==arguments.length)throw new TypeError(\\\"reduceRight of empty array with no initial
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value\\\");var result,i=length-1;if(arguments.length>=2)result=arguments[1];else for(;;){if(i in self){result=self[i--
];break}if(0>--i)throw new TypeError(\\\"reduceRight of empty array with no initial value\\\")}do i in
this&&(result=fun.call(void 0,result,self[i],i,object));while(i--);return result}),Array.prototype.indexOf&&-
1==[0,1].indexOf(1,2)||(Array.prototype.indexOf=function(sought){var self=splitString&&\\\"[object
String]\\\"==_toString(this)?this.split(\\\"\\\"):toObject(this),length=self.length>>>0;if(!length)return-1;var
i=0;for(arguments.length>1&&(i=toInteger(arguments[1])),i=i>=0?i:Math.max(0,length+i);length>i;i++)if(i in
self&&self[i]===sought)return i;return-1}),Array.prototype.lastIndexOf&&-1==[0,1].lastIndexOf(0,-
3)||(Array.prototype.lastIndexOf=function(sought){var self=splitString&&\\\"[object
String]\\\"==_toString(this)?this.split(\\\"\\\"):toObject(this),length=self.length>>>0;if(!length)return-1;var i=length-
1;for(arguments.length>1&&(i=Math.min(i,toInteger(arguments[1]))),i=i>=0?i:length-Math.abs(i);i>=0;i--)if(i in
self&&sought===self[i])return i;return-1}),Object.getPrototypeOf||(Object.getPrototypeOf=function(object){return
object.__proto__||(object.constructor?object.constructor.prototype:prototypeOfObject)}),!Object.getOwnPropertyDe
scriptor){var ERR_NON_OBJECT=\\\"Object.getOwnPropertyDescriptor called on a non-object:
\\\";Object.getOwnPropertyDescriptor=function(object,property){if(\\\"object\\\"!=typeof
object&&\\\"function\\\"!=typeof object||null===object)throw new
TypeError(ERR_NON_OBJECT+object);if(owns(object,property)){var
descriptor,getter,setter;if(descriptor={enumerable:!0,configurable:!0},supportsAccessors){var
prototype=object.__proto__;object.__proto__=prototypeOfObject;var
getter=lookupGetter(object,property),setter=lookupSetter(object,property);if(object.__proto__=prototype,getter||sett
er)return getter&&(descriptor.get=getter),setter&&(descriptor.set=setter),descriptor}return
descriptor.value=object[property],descriptor}}}if(Object.getOwnPropertyNames||(Object.getOwnPropertyNames=f
unction(object){return Object.keys(object)}),!Object.create){var
createEmpty;createEmpty=null===Object.prototype.__proto__?function(){return{__proto__:null}}:function(){var
empty={};for(var i in empty)empty[i]=null;return
empty.constructor=empty.hasOwnProperty=empty.propertyIsEnumerable=empty.isPrototypeOf=empty.toLocaleStri
ng=empty.toString=empty.valueOf=empty.__proto__=null,empty},Object.create=function(prototype,properties){va
r object;if(null===prototype)object=createEmpty();else{if(\\\"object\\\"!=typeof prototype)throw new
TypeError(\\\"typeof prototype[\\\"+typeof prototype+\\\"] != 'object'\\\");var
Type=function(){};Type.prototype=prototype,object=new Type,object.__proto__=prototype}return void
0!==properties&&Object.defineProperties(object,properties),object}}if(Object.defineProperty){var
definePropertyWorksOnObject=doesDefinePropertyWork({}),definePropertyWorksOnDom=\\\"undefined\\\"==typ
eof
document||doesDefinePropertyWork(document.createElement(\\\"div\\\"));if(!definePropertyWorksOnObject||!defin
ePropertyWorksOnDom)var
definePropertyFallback=Object.defineProperty}if(!Object.defineProperty||definePropertyFallback){var
ERR_NON_OBJECT_DESCRIPTOR=\\\"Property description must be an object:
\\\",ERR_NON_OBJECT_TARGET=\\\"Object.defineProperty called on non-object:
\\\",ERR_ACCESSORS_NOT_SUPPORTED=\\\"getters & setters can not be defined on this javascript
engine\\\";Object.defineProperty=function(object,property,descriptor){if(\\\"object\\\"!=typeof
object&&\\\"function\\\"!=typeof object||null===object)throw new
TypeError(ERR_NON_OBJECT_TARGET+object);if(\\\"object\\\"!=typeof descriptor&&\\\"function\\\"!=typeof
descriptor||null===descriptor)throw new
TypeError(ERR_NON_OBJECT_DESCRIPTOR+descriptor);if(definePropertyFallback)try{return
definePropertyFallback.call(Object,object,property,descriptor)}catch(exception){}if(owns(descriptor,\\\"value\\\"))if
(supportsAccessors&&(lookupGetter(object,property)||lookupSetter(object,property))){var
prototype=object.__proto__;object.__proto__=prototypeOfObject,delete
object[property],object[property]=descriptor.value,object.__proto__=prototype}else
object[property]=descriptor.value;else{if(!supportsAccessors)throw new
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TypeError(ERR_ACCESSORS_NOT_SUPPORTED);owns(descriptor,\\\"get\\\")&&defineGetter(object,property,descriptor.get),owns(descriptor,\\\"set\\\")&&defineSetter(object,property,descriptor.set)}return object}}Object.defineProperties||(Object.defineProperties=function(object,properties){for(var property in properties)owns(properties,property)&&Object.defineProperty(object,property,properties[property]);return object}),Object.seal||(Object.seal=function(object){return object}),Object.freeze||(Object.freeze=function(object){return object});try{Object.freeze(function(){})}catch(exception){Object.freeze=function(freezeObject){return function(object){return\\\"function\\\"==typeof object?object:freezeObject(object)}}(Object.freeze)}if(Object.preventExtensions||(Object.preventExtensions=function(object){return object}),Object.isSealed||(Object.isSealed=function(){return!1}),Object.isFrozen||(Object.isFrozen=function(){return!1}),Object.isExtensible||(Object.isExtensible=function(object){if(Object(object)===object)throw new TypeError;for(var name=\\\"\\\";owns(object,name);)name+=\\\"?\\\";object[name]=!0;var returnValue=owns(object,name);return delete object[name],returnValue}),!Object.keys){var hasDontEnumBug=!0,dontEnums=[\\\"toString\\\",\\\"toLocaleString\\\",\\\"valueOf\\\",\\\"hasOwnProperty\\\",\\\"isPrototypeOf\\\",\\\"propertyIsEnumerable\\\",\\\"constructor\\\"],dontEnumsLength=dontEnums.length;for(var key in{toString:null})hasDontEnumBug=!1;Object.keys=function(object){if(\\\"object\\\"!=typeof object&&\\\"function\\\"!=typeof object||null===object)throw new TypeError(\\\"Object.keys called on a non-object\\\");var keys=[];for(var name in object)owns(object,name)&&keys.push(name);if(hasDontEnumBug)for(var i=0,ii=dontEnumsLength;ii>i;i++){var dontEnum=dontEnums[i];owns(object,dontEnum)&&keys.push(dontEnum)}return keys}}Date.now||(Date.now=function(){return(new Date).getTime()});var ws=\\\"\\t\\\\n\\u000b\\\\f\\\\r \\\\u2028\\\\u2029\\\";if(!String.prototype.trim||ws.trim()){ws=\\\"[\\\"+ws+\\\"]\\\";var trimBeginRegexp=RegExp(\\\"^\\\"+ws+ws+\\\"*\\\"),trimEndRegexp=RegExp(ws+ws+\\\"*$\\\");String.prototype.trim=function(){return(this+\\\"\\\").replace(trimBeginRegexp,\\\"\\\").replace(trimEndRegexp,\\\"\\\")}}var toObject=function(o){if(null==o)throw new TypeError(\\\"can't convert \\\"+o+\\\" to object\\\");return Object(o)}});\";","\n/**\n * slice() reference.\n */\n\nvar slice = Array.prototype.slice;\n\n/**\n * Expose `co`.\n */\n\nmodule.exports = co['default'] = co.co = co;\n\n/**\n * Wrap the given generator `fn` into a\n * function that returns a promise.\n * This is a separate function so that\n * every `co()` call doesn't create a new,\n * unnecessary closure.\n *\n * @param {GeneratorFunction} fn\n * @return {Function}\n * @api public\n */\n\nco.wrap = function (fn) {\n createPromise.__generatorFunction__ = fn;\n return createPromise;\n function createPromise() {\n   return co.call(this, fn.apply(this, arguments));\n }\n};\n\n/**\n * Execute the generator function or a generator\n * and return a promise.\n *\n * @param {Function} fn\n * @return {Promise}\n * @api public\n */\n\nfunction co(gen) {\n var ctx = this;\n var args = slice.call(arguments, 1)\n\n // we wrap everything in a promise to avoid promise chaining,\n // which leads to memory leak errors.\n // see https://github.com/tj/co/issues/180\n return new Promise(function(resolve, reject) {\n   if (typeof gen === 'function') gen = gen.apply(ctx, args);\n   if (!gen || typeof gen.next !== 'function') return resolve(gen);\n\n   onFulfilled();\n\n   /**\n   * @param {Mixed} res\n   * @return {Promise}\n   * @api private\n   */\n\n   function onFulfilled(res) {\n   var ret;\n   try {\n   ret = gen.next(res);\n   } catch (e) {\n   return reject(e);\n   }\n   next(ret);\n   }\n\n   /**\n   * @param {Error} err\n   * @return {Promise}\n   * @api private\n   */\n\n   function onRejected(err) {\n   var ret;\n   try {\n   ret = gen.throw(err);\n   } catch (e) {\n   return reject(e);\n   }\n   next(ret);\n   }\n\n   /**\n   * Get the next value in the generator,\n   * return a promise.\n   *\n   * @param {Object} ret\n   * @return {Promise}\n   * @api private\n   */\n\n   function next(ret) {\n   if (ret.done) return resolve(ret.value);\n   var value = toPromise.call(ctx, ret.value);\n   if (value && isPromise(value)) return value.then(onFulfilled, onRejected);\n   return onRejected(new TypeError('You may only yield a function, promise, generator, array, or object, '\n   + 'but the following object was passed: \'" + String(ret.value) + '\'"));\n   }\n });\n}\n\n/**\n * Convert a `yield`ed value into a promise.\n *\n * @param {Mixed} obj\n * @return {Promise}\n * @api private\n */\n\nfunction toPromise(obj) {\n if (!obj) return obj;\n if

(isPromise(obj)) return obj;\n if (isGeneratorFunction(obj) || isGenerator(obj)) return co.call(this, obj);\n if ('function' == typeof obj) return thunkToPromise.call(this, obj);\n if (Array.isArray(obj)) return arrayToPromise.call(this, obj);\n if (isObject(obj)) return objectToPromise.call(this, obj);\n return obj;\n}\n\n/**\n * Convert a thunk to a promise.\n *\n * @param {Function}\n * @return {Promise}\n * @api private\n */\n\nfunction thunkToPromise(fn) {\n var ctx = this;\n return new Promise(function (resolve, reject) {\n fn.call(ctx, function (err, res) {\n   if (err) return reject(err);\n   if (arguments.length > 2) res = slice.call(arguments, 1);\n   resolve(res);\n   });\n });\n}\n\n/**\n * Convert an array of \"yieldables\" to a promise.\n * Uses `Promise.all()` internally.\n *\n * @param {Array} obj\n * @return {Promise}\n * @api private\n */\n\nfunction arrayToPromise(obj) {\n return Promise.all(obj.map(toPromise, this));\n}\n\n/**\n * Convert an object of \"yieldables\" to a promise.\n * Uses `Promise.all()` internally.\n *\n * @param {Object} obj\n * @return {Promise}\n * @api private\n */\n\nfunction objectToPromise(obj){\n var results = new obj.constructor();\n var keys = Object.keys(obj);\n var promises = [];\n for (var i = 0; i < keys.length; i++) {\n   var key = keys[i];\n   var promise = toPromise.call(this, obj[key]);\n   if (promise && isPromise(promise)) defer(promise, key);\n   else results[key] = obj[key];\n }\n return Promise.all(promises).then(function () {\n   return results;\n });\n\n function defer(promise, key) {\n   // predefine the key in the result\n   results[key] = undefined;\n promises.push(promise.then(function (res) {\n   results[key] = res;\n   }));\n }\n}\n\n/**\n * Check if `obj` is a promise.\n *\n * @param {Object} obj\n * @return {Boolean}\n * @api private\n */\n\nfunction isPromise(obj) {\n return 'function' == typeof obj.then;\n}\n\n/**\n * Check if `obj` is a generator.\n *\n * @param {Mixed} obj\n * @return {Boolean}\n * @api private\n */\n\nfunction isGenerator(obj) {\n return 'function' == typeof obj.next && 'function' == typeof obj.throw;\n}\n\n/**\n * Check if `obj` is a generator function.\n *\n * @param {Mixed} obj\n * @return {Boolean}\n * @api private\n */\nfunction isGeneratorFunction(obj) {\n var constructor = obj.constructor;\n if (!constructor) return false;\n if ('GeneratorFunction' === constructor.name || 'GeneratorFunction' === constructor.displayName) return true;\n return isGenerator(constructor.prototype);\n}\n\n/**\n * Check for plain object.\n *\n * @param {Mixed} val\n * @return {Boolean}\n * @api private\n */\n\nfunction isObject(val) {\n return Object == val.constructor;\n}\n","'use strict';\n\nmodule.exports = function (data, opts) {\n   if (!opts) opts = {};\n   if (typeof opts === 'function') opts = { cmp: opts };\n   var cycles = (typeof opts.cycles === 'boolean') ? opts.cycles : false;\n\n   var cmp = opts.cmp && (function (f) {\n   return function (node) {\n   return function (a, b) {\n   var aobj = { key: a, value: node[a] };\n   var bobj = { key: b, value: node[b] };\n   return f(aobj, bobj);\n   };\n   };\n   })(opts.cmp);\n\n   var seen = [];\n   return (function stringify (node) {\n   if (node && node.toJSON && typeof node.toJSON === 'function') {\n   node = node.toJSON();\n   }\n\n   if (node === undefined) return;\n if (typeof node == 'number') return isFinite(node) ? '' + node : 'null';\n   if (typeof node !== 'object') return JSON.stringify(node);\n\n   var i, out;\n   if (Array.isArray(node)) {\n   out = '[';\n   for (i = 0; i < node.length; i++) {\n   if (i) out += ',';\n   out += stringify(node[i]) || 'null';\n   }\n   return out + ']';\n   }\n\n   if (node === null) return 'null';\n\n   if (seen.indexOf(node) !== -1) {\n   if (cycles) return JSON.stringify('__cycle__');\n   throw new TypeError('Converting circular structure to JSON');\n   }\n\n   var seenIndex = seen.push(node) - 1;\n   var keys = Object.keys(node).sort(cmp && cmp(node));\n   out = '';\n   for (i = 0; i < keys.length; i++) {\n   var key = keys[i];\n   var value = stringify(node[key]);\n\n   if (!value) continue;\n   if (out) out += ',';\n   out += JSON.stringify(key) + ':' + value;\n   }\n   seen.splice(seenIndex, 1);\n   return '{' + out + '}';\n   })(data);\n};\n","/*\r\n * Natural Sort algorithm for Javascript - Version 0.7 - Released under MIT license\r\n * Author: Jim Palmer (based on chunking idea from Dave Koelle)\r\n */\r\n/*jshint unused:false */\r\nmodule.exports = function naturalSort (a, b) {\r\n\t\"use strict\";\r\n\tvar re = /(^([+\\-]?(?:0|[1-9]\\d*)(?:\\.\\d*)?(?:[eE][+\\-]?\\d+)?)?$|^0x[0-9a-f]+$|\\d+)/gi,\r\n\t\tsre = /(^[ ]*|[ ]*$)/g,\r\n\t\tdre = /(^([\\w]+,?[\\w]+)?[\\w]+,?[\\w]+\\d+:\\d+(:\\d+)?[\\w]?|^\\d{1,4}[\\/\\-]\\d{1,4}[\\/\\-]\\d{1,4}|^\\w+, \\w+ \\d+, \\d{4})/,\r\n\t\thre = /^0x[0-9a-f]+$/i,\r\n\t\tore = /^0/,\r\n\t\ti = function(s) { return naturalSort.insensitive && (' + s).toLowerCase() || '' + s; },\r\n\t\t// convert all to strings strip whitespace\r\n\t\tx = i(a).replace(sre, '') || '',\r\n\t\ty = i(b).replace(sre, '') || '',\r\n\t\t// chunk/tokenize\r\n\t\txN = x.replace(re, '\\0$1\\0').replace(/\\0$/,'').replace(/^\\0/,'').split('\\0'),\r\n\t\tyN =

y.replace(re, '\\0$1\\0').replace(/\\0$/,'').replace(/^\\0/,'').split('\\0'),\r\n\t\t// numeric, hex or date detection\r\n\t\txD = parseInt(x.match(hre), 16) || (xN.length !== 1 && x.match(dre) && Date.parse(x)),\r\n\t\tyD = parseInt(y.match(hre), 16) || xD && y.match(dre) && Date.parse(y) || null,\r\n\t\toFxNcL, oFyNcL;\r\n\t// first try and sort Hex codes or Dates\r\n\tif (yD) {\r\n\t\tif (xD < yD) { return -1; }\r\n\t\telse if (xD > yD) { return 1; }\r\n\t}\r\n\t// natural sorting through split numeric strings and default strings\r\n\tfor(var cLoc=0, numS=Math.max(xN.length, yN.length); cLoc < numS; cLoc++) {\r\n\t\t// find floats not starting with '0', string or 0 if not defined (Clint Priest)\r\n\t\toFxNcL = !(xN[cLoc] || '').match(ore) && parseFloat(xN[cLoc]) || xN[cLoc] || 0;\r\n\t\toFyNcL = !(yN[cLoc] || '').match(ore) && parseFloat(yN[cLoc]) || yN[cLoc] || 0;\r\n\t\t// handle numeric vs string comparison - number < string - (Kyle Adams)\r\n\t\tif (isNaN(oFxNcL) !== isNaN(oFyNcL)) { return (isNaN(oFxNcL)) ? 1 : -1; }\r\n\t\t// rely on string comparison if different types - i.e. '02' < 2 != '02' < '2'\r\n\t\telse if (typeof oFxNcL !== typeof oFyNcL) {\r\n\t\t\toFxNcL += '';\r\n\t\t\toFyNcL += '';\r\n\t\t}\r\n\t\tif (oFxNcL < oFyNcL) { return -1; }\r\n\t\tif (oFxNcL > oFyNcL) { return 1; }\r\n\t}\r\n\treturn 0;\r\n};\r\n","(function(exports) {\n \"use strict\";\n\n function isArray(obj) {\n   if (obj !== null) {\n   return Object.prototype.toString.call(obj) === \"[object Array]\";\n   } else {\n   return false;\n   }\n }\n\n function isObject(obj) {\n   if (obj !== null) {\n   return Object.prototype.toString.call(obj) === \"[object Object]\";\n   } else {\n   return false;\n   }\n }\n\n function strictDeepEqual(first, second) {\n   // Check the scalar case first.\n   if (first === second) {\n   return true;\n   }\n\n   // Check if they are the same type.\n   var firstType = Object.prototype.toString.call(first);\n   if (firstType !== Object.prototype.toString.call(second)) {\n   return false;\n   }\n   // We know that first and second have the same type so we can just check the\n   // first type from now on.\n   if (isArray(first) === true) {\n   // Short circuit if they're not the same length;\n   if (first.length !== second.length) {\n   return false;\n   }\n   for (var i = 0; i < first.length; i++) {\n   if (strictDeepEqual(first[i], second[i]) === false) {\n   return false;\n   }\n   }\n   return true;\n   }\n   if (isObject(first) === true) {\n   // An object is equal if it has the same key/value pairs.\n   var keysSeen = {};\n   for (var key in first) {\n   if (hasOwnProperty.call(first, key)) {\n   if (strictDeepEqual(first[key], second[key]) === false) {\n   return false;\n   }\n   keysSeen[key] = true;\n   }\n   }\n   // Now check that there aren't any keys in second that weren't\n   // in first.\n   for (var key2 in second) {\n   if (hasOwnProperty.call(second, key2)) {\n   if (keysSeen[key2] !== true) {\n   return false;\n   }\n   }\n   }\n   return true;\n   }\n   return false;\n }\n\n function isFalse(obj) {\n   // From the spec:\n   // A false value corresponds to the following values:\n   // Empty list\n   // Empty object\n   // Empty string\n   // False boolean\n   // null value\n\n   // First check the scalar values.\n   if (obj === \"\" || obj === false || obj === null) {\n   return true;\n   } else if (isArray(obj) && obj.length === 0) {\n   // Check for an empty array.\n   return true;\n   } else if (isObject(obj)) {\n   // Check for an empty object.\n   for (var key in obj) {\n   // If there are any keys, then\n   // the object is not empty so the object\n   // is not false.\n   if (obj.hasOwnProperty(key)) {\n   return false;\n   }\n   }\n   return true;\n   } else {\n   return false;\n   }\n }\n\n function objValues(obj) {\n   var keys = Object.keys(obj);\n   var values = [];\n   for (var i = 0; i < keys.length; i++) {\n   values.push(obj[keys[i]]);\n   }\n   return values;\n }\n\n function merge(a, b) {\n   var merged = {};\n   for (var key in a) {\n   merged[key] = a[key];\n   }\n   for (var key2 in b) {\n   merged[key2] = b[key2];\n   }\n   return merged;\n }\n\n var trimLeft;\n if (typeof String.prototype.trimLeft === \"function\") {\n   trimLeft = function(str) {\n   return str.trimLeft();\n   };\n } else {\n   trimLeft = function(str) {\n   return str.match(/^\\s*(.*)/)[1];\n   };\n }\n\n // Type constants used to define functions.\n var TYPE_NUMBER = 0;\n var TYPE_ANY = 1;\n var TYPE_STRING = 2;\n var TYPE_ARRAY = 3;\n var TYPE_OBJECT = 4;\n var TYPE_BOOLEAN = 5;\n var TYPE_EXPREF = 6;\n var TYPE_NULL = 7;\n var TYPE_ARRAY_NUMBER = 8;\n var TYPE_ARRAY_STRING = 9;\n\n var TOK_EOF = \"EOF\";\n var TOK_UNQUOTEDIDENTIFIER = \"UnquotedIdentifier\";\n var TOK_QUOTEDIDENTIFIER = \"QuotedIdentifier\";\n var TOK_RBRACKET = \"Rbracket\";\n var TOK_RPAREN = \"Rparen\";\n var TOK_COMMA = \"Comma\";\n var TOK_COLON = \"Colon\";\n var TOK_RBRACE = \"Rbrace\";\n var TOK_NUMBER = \"Number\";\n var TOK_CURRENT = \"Current\";\n var TOK_EXPREF = \"Expref\";\n var TOK_PIPE = \"Pipe\";\n var TOK_OR = \"Or\";\n var TOK_AND = \"And\";\n var TOK_EQ = \"EQ\";\n var TOK_GT = \"GT\";\n var TOK_LT = \"LT\";\n var TOK_GTE = \"GTE\";\n var TOK_LTE = \"LTE\";\n var

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TOK_NE = \"NE\";\n  var TOK_FLATTEN = \"Flatten\";\n  var TOK_STAR = \"Star\";\n  var TOK_FILTER =
\"Filter\";\n  var TOK_DOT = \"Dot\";\n  var TOK_NOT = \"Not\";\n  var TOK_LBRACE = \"Lbrace\";\n  var
TOK_LBRACKET = \"Lbracket\";\n  var TOK_LPAREN= \"Lparen\";\n  var TOK_LITERAL= \"Literal\";\n\n  //
The \"&\", \"[\", \"<\", \">\" tokens\n  // are not in basicToken because\n  // there are two token variants\n  //
(\"&&\", \"[?\", \"<=\", \">=\").  This is specially handled\n  // below.\n\n  var basicTokens = {\n    \".\":
TOK_DOT,\n    \"*\": TOK_STAR,\n    \",\": TOK_COMMA,\n    \":\": TOK_COLON,\n    \"{\":
TOK_LBRACE,\n    \"}\": TOK_RBRACE,\n    \"]\": TOK_RBRACKET,\n    \"(\": TOK_LPAREN,\n    \")\":
TOK_RPAREN,\n    \"@\": TOK_CURRENT\n  };\n\n  var operatorStartToken = {\n      \"<\": true,\n      \">\":
true,\n      \"=\": true,\n      \"!\": true\n  };\n\n  var skipChars = {\n      \" \": true,\n      \"\\t\": true,\n      \"\\n\": true\n
};\n\n\n  function isAlpha(ch) {\n      return (ch >= \"a\" && ch <= \"z\") ||\n             (ch >= \"A\" && ch <= \"Z\")
||\n             ch === \"_\";\n  }\n\n  function isNum(ch) {\n      return (ch >= \"0\" && ch <= \"9\") ||\n             ch ===
\"-\";\n  }\n  function isAlphaNum(ch) {\n      return (ch >= \"a\" && ch <= \"z\") ||\n             (ch >= \"A\" && ch <=
\"Z\") ||\n             (ch >= \"0\" && ch <= \"9\") ||\n             ch === \"_\";\n  }\n\n  function Lexer() {\n  }\n
Lexer.prototype = {\n      tokenize: function(stream) {\n          var tokens = [];\n          this._current = 0;\n          var
start;\n          var identifier;\n          var token;\n          while (this._current < stream.length) {\n              if
(isAlpha(stream[this._current])) {\n                  start = this._current;\n                  identifier =
this._consumeUnquotedIdentifier(stream);\n                  tokens.push({type: TOK_UNQUOTEDIDENTIFIER,\n
                  value: identifier,\n                                  start: start});\n              } else if
(basicTokens[stream[this._current]] !== undefined) {\n                  tokens.push({type:
basicTokens[stream[this._current]],\n                                  value: stream[this._current],\n                                  start:
this._current});\n                  this._current++;\n              } else if (isNum(stream[this._current])) {\n                  token
= this._consumeNumber(stream);\n                  tokens.push(token);\n              } else if (stream[this._current] ===
\"[\") {\n                  // No need to increment this._current.  This happens\n                  // in _consumeLBracket\n
      token = this._consumeLBracket(stream);\n                  tokens.push(token);\n              } else if
(stream[this._current] === \"\\\"\") {\n                  start = this._current;\n                  identifier =
this._consumeQuotedIdentifier(stream);\n                  tokens.push({type: TOK_QUOTEDIDENTIFIER,\n
              value: identifier,\n                                  start: start});\n              } else if (stream[this._current] === \"'\") {\n
          start = this._current;\n                  identifier = this._consumeRawStringLiteral(stream);\n
tokens.push({type: TOK_LITERAL,\n                                  value: identifier,\n                                  start: start});\n
  } else if (stream[this._current] === \"`\") {\n                  start = this._current;\n                  var literal =
this._consumeLiteral(stream);\n                  tokens.push({type: TOK_LITERAL,\n                                  value: literal,\n
                  start: start});\n              } else if (operatorStartToken[stream[this._current]] !== undefined) {\n
          tokens.push(this._consumeOperator(stream));\n              } else if (skipChars[stream[this._current]] !==
undefined) {\n                  // Ignore whitespace.\n                  this._current++;\n              } else if (stream[this._current]
=== \"&\") {\n                  start = this._current;\n                  this._current++;\n                  if (stream[this._current]
=== \"&\") {\n                      this._current++;\n                      tokens.push({type: TOK_AND, value: \"&&\", start:
start});\n                  } else {\n                      tokens.push({type: TOK_EXPREF, value: \"&\", start: start});\n
  }\n              } else if (stream[this._current] === \"|\") {\n                  start = this._current;\n
this._current++;\n                  if (stream[this._current] === \"|\") {\n                      this._current++;\n
tokens.push({type: TOK_OR, value: \"||\", start: start});\n                  } else {\n                      tokens.push({type:
TOK_PIPE, value: \"|\", start: start});\n                  }\n              } else {\n                  var error = new Error(\"Unknown
character:\" + stream[this._current]);\n                  error.name = \"LexerError\";\n                  throw error;\n
}\n          }\n          return tokens;\n      },\n\n      _consumeUnquotedIdentifier: function(stream) {\n          var start =
this._current;\n          this._current++;\n          while (this._current < stream.length &&
isAlphaNum(stream[this._current])) {\n              this._current++;\n          }\n          return stream.slice(start,
this._current);\n      },\n\n      _consumeQuotedIdentifier: function(stream) {\n          var start = this._current;\n
this._current++;\n          var maxLength = stream.length;\n          while (stream[this._current] !== \"\\\"\" &&
this._current < maxLength) {\n              // You can escape a double quote and you can escape an escape.\n
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var current = this._current;\n            if (stream[current] === \"\\\\\" && (stream[current + 1] === \"\\\\\" ||\n                                stream[current + 1] === \"\\\"\")) {\n                current += 2;\n            } else {\n
current++;\n            }\n            this._current = current;\n        }\n        this._current++;\n        return
JSON.parse(stream.slice(start, this._current));\n    },\n\n    _consumeRawStringLiteral: function(stream) {\n
var start = this._current;\n        this._current++;\n        var maxLength = stream.length;\n        while
(stream[this._current] !== \"'\" && this._current < maxLength) {\n            // You can escape a single quote and you
can escape an escape.\n            var current = this._current;\n            if (stream[current] === \"\\\\\" &&
(stream[current + 1] === \"\\\\\" ||\n                                stream[current + 1] === \"'\")) {\n
current += 2;\n            } else {\n                current++;\n            }\n            this._current = current;\n        }\n
 this._current++;\n        var literal = stream.slice(start + 1, this._current - 1);\n        return literal.replace(\"\\\\'\",
\"'\");\n    },\n\n    _consumeNumber: function(stream) {\n        var start = this._current;\n
this._current++;\n        var maxLength = stream.length;\n        while (isNum(stream[this._current]) &&
this._current < maxLength) {\n            this._current++;\n        }\n        var value = parseInt(stream.slice(start,
this._current));\n        return {type: TOK_NUMBER, value: value, start: start};\n    },\n\n    _consumeLBracket:
function(stream) {\n        var start = this._current;\n        this._current++;\n        if (stream[this._current] ===
\"?\") {\n            this._current++;\n            return {type: TOK_FILTER, value: \"[?\", start: start};\n        } else if
(stream[this._current] === \"]\") {\n            this._current++;\n            return {type: TOK_FLATTEN, value: \"[]\",
start: start};\n        } else {\n            return {type: TOK_LBRACKET, value: \"[\", start: start};\n        }\n
},\n\n    _consumeOperator: function(stream) {\n        var start = this._current;\n        var startingChar =
stream[start];\n        this._current++;\n        if (startingChar === \"!\") {\n            if (stream[this._current] ===
\"=\") {\n                this._current++;\n                return {type: TOK_NE, value: \"!=\", start: start};\n            } else
{\n                return {type: TOK_NOT, value: \"!\", start: start};\n            }\n        } else if (startingChar === \"<\")
{\n            if (stream[this._current] === \"=\") {\n                this._current++;\n                return {type: TOK_LTE,
value: \"<=\", start: start};\n            } else {\n                return {type: TOK_LT, value: \"<\", start: start};\n
}\n        } else if (startingChar === \">\") {\n            if (stream[this._current] === \"=\") {\n
this._current++;\n                return {type: TOK_GTE, value: \">=\", start: start};\n            } else {\n
return {type: TOK_GT, value: \">\", start: start};\n            }\n        } else if (startingChar === \"=\") {\n            if
(stream[this._current] === \"=\") {\n                this._current++;\n                return {type: TOK_EQ, value: \"==\",
start: start};\n            }\n        }\n    },\n\n    _consumeLiteral: function(stream) {\n        this._current++;\n
var start = this._current;\n        var maxLength = stream.length;\n        var literal;\n
while(stream[this._current] !== \"`\" && this._current < maxLength) {\n            // You can escape a literal char or
you can escape the escape.\n            var current = this._current;\n            if (stream[current] === \"\\\\\" &&
(stream[current + 1] === \"\\\\\" ||\n                                stream[current + 1] === \"`\")) {\n
current += 2;\n            } else {\n                current++;\n            }\n            this._current = current;\n        }\n
 var literalString = trimLeft(stream.slice(start, this._current));\n        literalString = literalString.replace(\"\\\\`\",
\"`\");\n        if (this._looksLikeJSON(literalString)) {\n            literal = JSON.parse(literalString);\n        } else
{\n            // Try to JSON parse it as \"<literal>\"\n            literal = JSON.parse(\"\\\"\" + literalString + \"\\\"\");\n
    }\n        // +1 gets us to the ending \"`\", +1 to move on to the next char.\n        this._current++;\n        return
literal;\n    },\n\n    _looksLikeJSON: function(literalString) {\n        var startingChars = \"[{\\\"\";\n        var
jsonLiterals = [\"true\", \"false\", \"null\"];\n        var numberLooking = \"-0123456789\";\n\n        if (literalString
=== \"\") {\n            return false;\n        } else if (startingChars.indexOf(literalString[0]) >= 0) {\n            return
true;\n        } else if (jsonLiterals.indexOf(literalString) >= 0) {\n            return true;\n        } else if
(numberLooking.indexOf(literalString[0]) >= 0) {\n            try {\n                JSON.parse(literalString);\n
return true;\n            } catch (ex) {\n                return false;\n            }\n        } else {\n            return false;\n
  }\n    }\n  };\n\n    var bindingPower = {};\n    bindingPower[TOK_EOF] = 0;\n
bindingPower[TOK_UNQUOTEDIDENTIFIER] = 0;\n    bindingPower[TOK_QUOTEDIDENTIFIER] = 0;\n
bindingPower[TOK_RBRACKET] = 0;\n    bindingPower[TOK_RPAREN] = 0;\n
bindingPower[TOK_COMMA] = 0;\n    bindingPower[TOK_RBRACE] = 0;\n
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bindingPower[TOK_NUMBER] = 0;\n      bindingPower[TOK_CURRENT] = 0;\n
bindingPower[TOK_EXPREF] = 0;\n      bindingPower[TOK_PIPE] = 1;\n      bindingPower[TOK_OR] = 2;\n
bindingPower[TOK_AND] = 3;\n      bindingPower[TOK_EQ] = 5;\n      bindingPower[TOK_GT] = 5;\n
bindingPower[TOK_LT] = 5;\n      bindingPower[TOK_GTE] = 5;\n      bindingPower[TOK_LTE] = 5;\n
bindingPower[TOK_NE] = 5;\n      bindingPower[TOK_FLATTEN] = 9;\n      bindingPower[TOK_STAR] = 20;\n
  bindingPower[TOK_FILTER] = 21;\n      bindingPower[TOK_DOT] = 40;\n      bindingPower[TOK_NOT] =
45;\n      bindingPower[TOK_LBRACE] = 50;\n      bindingPower[TOK_LBRACKET] = 55;\n
bindingPower[TOK_LPAREN] = 60;\n\n  function Parser() {\n  }\n\n  Parser.prototype = {\n      parse:
function(expression) {\n          this._loadTokens(expression);\n          this.index = 0;\n          var ast =
this.expression(0);\n          if (this._lookahead(0) !== TOK_EOF) {\n              var t = this._lookaheadToken(0);\n
      var error = new Error(\n                  \"Unexpected token type: \" + t.type + \", value: \" + t.value);\n
error.name = \"ParserError\";\n              throw error;\n          }\n          return ast;\n      },\n\n      _loadTokens:
function(expression) {\n          var lexer = new Lexer();\n          var tokens = lexer.tokenize(expression);\n
tokens.push({type: TOK_EOF, value: \"\", start: expression.length});\n          this.tokens = tokens;\n      },\n\n
expression: function(rbp) {\n          var leftToken = this._lookaheadToken(0);\n          this._advance();\n          var left
= this.nud(leftToken);\n          var currentToken = this._lookahead(0);\n          while (rbp <
bindingPower[currentToken]) {\n              this._advance();\n              left = this.led(currentToken, left);\n
currentToken = this._lookahead(0);\n          }\n          return left;\n      },\n\n      _lookahead: function(number) {\n
  return this.tokens[this.index + number].type;\n      },\n\n      _lookaheadToken: function(number) {\n          return
this.tokens[this.index + number];\n      },\n\n      _advance: function() {\n          this.index++;\n      },\n\n      nud:
function(token) {\n          var left;\n          var right;\n          var expression;\n          switch (token.type) {\n          case
TOK_LITERAL:\n              return {type: \"Literal\", value: token.value};\n          case
TOK_UNQUOTEDIDENTIFIER:\n              return {type: \"Field\", name: token.value};\n          case
TOK_QUOTEDIDENTIFIER:\n              var node = {type: \"Field\", name: token.value};\n              if
(this._lookahead(0) === TOK_LPAREN) {\n                  throw new Error(\"Quoted identifier not allowed for function
names.\");\n              } else {\n                  return node;\n              }\n              break;\n          case TOK_NOT:\n
right = this.expression(bindingPower.Not);\n              return {type: \"NotExpression\", children: [right]};\n          case
TOK_STAR:\n              left = {type: \"Identity\"};\n              right = null;\n              if (this._lookahead(0) ===
TOK_RBRACKET) {\n                  // This can happen in a multiselect,\n                  // [a, b, *]\n                  right = {type:
\"Identity\"};\n              } else {\n                  right = this._parseProjectionRHS(bindingPower.Star);\n              }\n
return {type: \"ValueProjection\", children: [left, right]};\n          case TOK_FILTER:\n              return
this.led(token.type, {type: \"Identity\"});\n          case TOK_LBRACE:\n              return
this._parseMultiselectHash();\n          case TOK_FLATTEN:\n              left = {type: TOK_FLATTEN, children:
[{type: \"Identity\"}]};\n              right = this._parseProjectionRHS(bindingPower.Flatten);\n              return {type:
\"Projection\", children: [left, right]};\n          case TOK_LBRACKET:\n              if (this._lookahead(0) ===
TOK_NUMBER || this._lookahead(0) === TOK_COLON) {\n                  right = this._parseIndexExpression();\n
      return this._projectIfSlice({type: \"Identity\"}, right);\n              } else if (this._lookahead(0) === TOK_STAR
&&\n                  this._lookahead(1) === TOK_RBRACKET) {\n                  this._advance();\n
this._advance();\n                  right = this._parseProjectionRHS(bindingPower.Star);\n                  return {type:
\"Projection\",\n                      children: [{type: \"Identity\"}, right]};\n              } else {\n                  return
this._parseMultiselectList();\n              }\n              break;\n          case TOK_CURRENT:\n              return {type:
TOK_CURRENT};\n          case TOK_EXPREF:\n              expression = this.expression(bindingPower.Expref);\n
    return {type: \"ExpressionReference\", children: [expression]};\n          case TOK_LPAREN:\n              var args =
[];\n              while (this._lookahead(0) !== TOK_RPAREN) {\n                  if (this._lookahead(0) ===
TOK_CURRENT) {\n                  expression = {type: TOK_CURRENT};\n                  this._advance();\n              }
else {\n                  expression = this.expression(0);\n              }\n              args.push(expression);\n              }\n
this._match(TOK_RPAREN);\n              return args[0];\n          default:\n              this._errorToken(token);\n          }\n
},\n\n      led: function(tokenName, left) {\n          var right;\n          switch(tokenName) {\n          case TOK_DOT:\n
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    var rbp = bindingPower.Dot;\n            if (this._lookahead(0) !== TOK_STAR) {\n                right =
this._parseDotRHS(rbp);\n                return {type: \"Subexpression\", children: [left, right]};\n            } else {\n
    // Creating a projection.\n                this._advance();\n                right = this._parseProjectionRHS(rbp);\n
return {type: \"ValueProjection\", children: [left, right]};\n            }\n            break;\n          case TOK_PIPE:\n
right = this.expression(bindingPower.Pipe);\n            return {type: TOK_PIPE, children: [left, right]};\n          case
TOK_OR:\n            right = this.expression(bindingPower.Or);\n            return {type: \"OrExpression\", children:
[left, right]};\n          case TOK_AND:\n            right = this.expression(bindingPower.And);\n            return {type:
\"AndExpression\", children: [left, right]};\n          case TOK_LPAREN:\n            var name = left.name;\n            var
args = [];\n            var expression, node;\n            while (this._lookahead(0) !== TOK_RPAREN) {\n                if
(this._lookahead(0) === TOK_CURRENT) {\n                expression = {type: TOK_CURRENT};\n
this._advance();\n                } else {\n                expression = this.expression(0);\n                }\n                if
(this._lookahead(0) === TOK_COMMA) {\n                this._match(TOK_COMMA);\n                }\n
args.push(expression);\n            }\n            this._match(TOK_RPAREN);\n            node = {type: \"Function\", name:
name, children: args};\n            return node;\n          case TOK_FILTER:\n            var condition =
this.expression(0);\n            this._match(TOK_RBRACKET);\n            if (this._lookahead(0) === TOK_FLATTEN)
{\n                right = {type: \"Identity\"};\n            } else {\n                right =
this._parseProjectionRHS(bindingPower.Filter);\n            }\n            return {type: \"FilterProjection\", children: [left,
right, condition]};\n          case TOK_FLATTEN:\n            var leftNode = {type: TOK_FLATTEN, children:
[left]};\n            var rightNode = this._parseProjectionRHS(bindingPower.Flatten);\n            return {type:
\"Projection\", children: [leftNode, rightNode]};\n          case TOK_EQ:\n          case TOK_NE:\n          case
TOK_GT:\n          case TOK_GTE:\n          case TOK_LT:\n          case TOK_LTE:\n            return
this._parseComparator(left, tokenName);\n          case TOK_LBRACKET:\n            var token =
this._lookaheadToken(0);\n            if (token.type === TOK_NUMBER || token.type === TOK_COLON) {\n
  right = this._parseIndexExpression();\n                return this._projectIfSlice(left, right);\n            } else {\n
this._match(TOK_STAR);\n                this._match(TOK_RBRACKET);\n                right =
this._parseProjectionRHS(bindingPower.Star);\n                return {type: \"Projection\", children: [left, right]};\n
  }\n            break;\n          default:\n            this._errorToken(this._lookaheadToken(0));\n        }\n      },\n\n
_match: function(tokenType) {\n          if (this._lookahead(0) === tokenType) {\n                this._advance();\n          }
else {\n                var t = this._lookaheadToken(0);\n                var error = new Error(\"Expected \" + tokenType + \",
got: \" + t.type);\n                error.name = \"ParserError\";\n                throw error;\n          }\n      },\n\n      _errorToken:
function(token) {\n          var error = new Error(\"Invalid token (\" +\n                                    token.type + \"): \\\"\" +\n
                          token.value + \"\\\"\");\n          error.name = \"ParserError\";\n          throw error;\n      },\n\n\n
_parseIndexExpression: function() {\n          if (this._lookahead(0) === TOK_COLON || this._lookahead(1) ===
TOK_COLON) {\n                return this._parseSliceExpression();\n          } else {\n                var node = {\n
type: \"Index\",\n                value: this._lookaheadToken(0).value};\n                this._advance();\n
this._match(TOK_RBRACKET);\n                return node;\n          }\n      },\n\n      _projectIfSlice: function(left, right)
{\n          var indexExpr = {type: \"IndexExpression\", children: [left, right]};\n          if (right.type === \"Slice\") {\n
            return {\n                type: \"Projection\",\n                children: [indexExpr,
this._parseProjectionRHS(bindingPower.Star)]\n                };\n          } else {\n                return indexExpr;\n          }\n
  },\n\n      _parseSliceExpression: function() {\n          // [start:end:step] where each part is optional, as well as the
last\n          // colon.\n          var parts = [null, null, null];\n          var index = 0;\n          var currentToken =
this._lookahead(0);\n          while (currentToken !== TOK_RBRACKET && index < 3) {\n                if
(currentToken === TOK_COLON) {\n                index++;\n                this._advance();\n                } else if
(currentToken === TOK_NUMBER) {\n                parts[index] = this._lookaheadToken(0).value;\n
this._advance();\n                } else {\n                var t = this._lookahead(0);\n                var error = new
Error(\"Syntax error, unexpected token: \" +\n                                    t.value + \"(\" + t.type + \")\");\n
error.name = \"Parsererror\";\n                throw error;\n                }\n                currentToken = this._lookahead(0);\n
    }\n          this._match(TOK_RBRACKET);\n          return {\n                type: \"Slice\",\n                children: parts\n
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    };\n      },\n\n      _parseComparator: function(left, comparator) {\n        var right =
this.expression(bindingPower[comparator]);\n        return {type: \"Comparator\", name: comparator, children: [left,
right]};\n      },\n\n      _parseDotRHS: function(rbp) {\n          var lookahead = this._lookahead(0);\n          var
exprTokens = [TOK_UNQUOTEDIDENTIFIER, TOK_QUOTEDIDENTIFIER, TOK_STAR];\n          if
(exprTokens.indexOf(lookahead) >= 0) {\n              return this.expression(rbp);\n          } else if (lookahead ===
TOK_LBRACKET) {\n              this._match(TOK_LBRACKET);\n              return this._parseMultiselectList();\n
    } else if (lookahead === TOK_LBRACE) {\n              this._match(TOK_LBRACE);\n              return
this._parseMultiselectHash();\n          }\n      },\n\n      _parseProjectionRHS: function(rbp) {\n          var right;\n
if (bindingPower[this._lookahead(0)] < 10) {\n              right = {type: \"Identity\"};\n          } else if
(this._lookahead(0) === TOK_LBRACKET) {\n              right = this.expression(rbp);\n          } else if
(this._lookahead(0) === TOK_FILTER) {\n              right = this.expression(rbp);\n          } else if
(this._lookahead(0) === TOK_DOT) {\n              this._match(TOK_DOT);\n              right =
this._parseDotRHS(rbp);\n          } else {\n              var t = this._lookaheadToken(0);\n              var error = new
Error(\"Sytanx error, unexpected token: \" +\n                                t.value + \"(\" + t.type + \")\");\n
error.name = \"ParserError\";\n              throw error;\n          }\n          return right;\n      },\n\n
_parseMultiselectList: function() {\n          var expressions = [];\n          while (this._lookahead(0) !==
TOK_RBRACKET) {\n              var expression = this.expression(0);\n              expressions.push(expression);\n
    if (this._lookahead(0) === TOK_COMMA) {\n                  this._match(TOK_COMMA);\n                  if
(this._lookahead(0) === TOK_RBRACKET) {\n                  throw new Error(\"Unexpected token Rbracket\");\n
          }\n              }\n          }\n          this._match(TOK_RBRACKET);\n          return {type: \"MultiSelectList\",
children: expressions};\n      },\n\n      _parseMultiselectHash: function() {\n        var pairs = [];\n        var
identifierTypes = [TOK_UNQUOTEDIDENTIFIER, TOK_QUOTEDIDENTIFIER];\n        var keyToken,
keyName, value, node;\n        for (;;) {\n          keyToken = this._lookaheadToken(0);\n          if
(identifierTypes.indexOf(keyToken.type) < 0) {\n            throw new Error(\"Expecting an identifier token, got: \"
+\n                          keyToken.type);\n          }\n          keyName = keyToken.value;\n          this._advance();\n
this._match(TOK_COLON);\n          value = this.expression(0);\n          node = {type: \"KeyValuePair\", name:
keyName, value: value};\n          pairs.push(node);\n          if (this._lookahead(0) === TOK_COMMA) {\n
this._match(TOK_COMMA);\n          } else if (this._lookahead(0) === TOK_RBRACE) {\n
this._match(TOK_RBRACE);\n            break;\n          }\n        }\n        return {type: \"MultiSelectHash\", children:
pairs};\n      }\n  };\n\n\n  function TreeInterpreter(runtime) {\n    this.runtime = runtime;\n  }\n\n
TreeInterpreter.prototype = {\n      search: function(node, value) {\n          return this.visit(node, value);\n      },\n\n
  visit: function(node, value) {\n          var matched, current, result, first, second, field, left, right, collected, i;\n
switch (node.type) {\n            case \"Field\":\n              if (value === null ) {\n                  return null;\n              } else
if (isObject(value)) {\n                  field = value[node.name];\n                  if (field === undefined) {\n
return null;\n                  } else {\n                  return field;\n                  }\n              } else {\n              return
null;\n              }\n              break;\n            case \"Subexpression\":\n              result = this.visit(node.children[0],
value);\n              for (i = 1; i < node.children.length; i++) {\n                  result = this.visit(node.children[1], result);\n
              if (result === null) {\n                  return null;\n                  }\n              }\n              return result;\n
case \"IndexExpression\":\n              left = this.visit(node.children[0], value);\n              right =
this.visit(node.children[1], left);\n              return right;\n            case \"Index\":\n              if (!isArray(value)) {\n
        return null;\n              }\n              var index = node.value;\n              if (index < 0) {\n                index =
value.length + index;\n              }\n              result = value[index];\n              if (result === undefined) {\n
result = null;\n              }\n              return result;\n            case \"Slice\":\n              if (!isArray(value)) {\n
return null;\n              }\n              var sliceParams = node.children.slice(0);\n              var computed =
this.computeSliceParams(value.length, sliceParams);\n              var start = computed[0];\n              var stop =
computed[1];\n              var step = computed[2];\n              result = [];\n              if (step > 0) {\n                for (i =
start; i < stop; i += step) {\n                  result.push(value[i]);\n                }\n              } else {\n                for (i =
start; i > stop; i += step) {\n                  result.push(value[i]);\n                }\n              }\n              return result;\n
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    case \"Projection\":\n            // Evaluate left child.\n            var base = this.visit(node.children[0], value);\n
    if (!isArray(base)) {\n            return null;\n            }\n            collected = [];\n            for (i = 0; i <
base.length; i++) {\n            current = this.visit(node.children[1], base[i]);\n            if (current !== null) {\n
        collected.push(current);\n            }\n            }\n            return collected;\n            case
\"ValueProjection\":\n            // Evaluate left child.\n            base = this.visit(node.children[0], value);\n            if
(!isObject(base)) {\n            return null;\n            }\n            collected = [];\n            var values =
objValues(base);\n            for (i = 0; i < values.length; i++) {\n            current = this.visit(node.children[1],
values[i]);\n            if (current !== null) {\n            collected.push(current);\n            }\n            }\n
return collected;\n            case \"FilterProjection\":\n            base = this.visit(node.children[0], value);\n            if
(!isArray(base)) {\n            return null;\n            }\n            var filtered = [];\n            var finalResults = [];\n
    for (i = 0; i < base.length; i++) {\n            matched = this.visit(node.children[2], base[i]);\n            if
(!isFalse(matched)) {\n            filtered.push(base[i]);\n            }\n            }\n            for (var j = 0; j <
filtered.length; j++) {\n            current = this.visit(node.children[1], filtered[j]);\n            if (current !== null)
{\n            finalResults.push(current);\n            }\n            }\n            return finalResults;\n            case
\"Comparator\":\n            first = this.visit(node.children[0], value);\n            second = this.visit(node.children[1],
value);\n            switch(node.name) {\n            case TOK_EQ:\n            result = strictDeepEqual(first,
second);\n            break;\n            case TOK_NE:\n            result = !strictDeepEqual(first, second);\n
    break;\n            case TOK_GT:\n            result = first > second;\n            break;\n            case
TOK_GTE:\n            result = first >= second;\n            break;\n            case TOK_LT:\n            result =
first < second;\n            break;\n            case TOK_LTE:\n            result = first <= second;\n
break;\n            default:\n            throw new Error(\"Unknown comparator: \" + node.name);\n            }\n
    return result;\n            case TOK_FLATTEN:\n            var original = this.visit(node.children[0], value);\n
if (!isArray(original)) {\n            return null;\n            }\n            var merged = [];\n            for (i = 0; i <
original.length; i++) {\n            current = original[i];\n            if (isArray(current)) {\n
merged.push.apply(merged, current);\n            } else {\n            merged.push(current);\n            }\n
}\n            return merged;\n            case \"Identity\":\n            return value;\n            case \"MultiSelectList\":\n
    if (value === null) {\n            return null;\n            }\n            collected = [];\n            for (i = 0; i <
node.children.length; i++) {\n            collected.push(this.visit(node.children[i], value));\n            }\n
return collected;\n            case \"MultiSelectHash\":\n            if (value === null) {\n            return null;\n
}\n            collected = {};\n            var child;\n            for (i = 0; i < node.children.length; i++) {\n            child
= node.children[i];\n            collected[child.name] = this.visit(child.value, value);\n            }\n            return
collected;\n            case \"OrExpression\":\n            matched = this.visit(node.children[0], value);\n            if
(isFalse(matched)) {\n            matched = this.visit(node.children[1], value);\n            }\n            return
matched;\n            case \"AndExpression\":\n            first = this.visit(node.children[0], value);\n\n            if
(isFalse(first) === true) {\n            return first;\n            }\n            return this.visit(node.children[1], value);\n
    case \"NotExpression\":\n            first = this.visit(node.children[0], value);\n            return isFalse(first);\n
  case \"Literal\":\n            return node.value;\n            case TOK_PIPE:\n            left = this.visit(node.children[0],
value);\n            return this.visit(node.children[1], left);\n            case TOK_CURRENT:\n            return value;\n
    case \"Function\":\n            var resolvedArgs = [];\n            for (i = 0; i < node.children.length; i++) {\n
    resolvedArgs.push(this.visit(node.children[i], value));\n            }\n            return
this.runtime.callFunction(node.name, resolvedArgs);\n            case \"ExpressionReference\":\n            var refNode
= node.children[0];\n            // Tag the node with a specific attribute so the type\n            // checker verify the
type.\n            refNode.jmespathType = TOK_EXPREF;\n            return refNode;\n            default:\n
throw new Error(\"Unknown node type: \" + node.type);\n            }\n        },\n\n        computeSliceParams:
function(arrayLength, sliceParams) {\n        var start = sliceParams[0];\n        var stop = sliceParams[1];\n        var
step = sliceParams[2];\n        var computed = [null, null, null];\n        if (step === null) {\n            step = 1;\n        }
else if (step === 0) {\n            var error = new Error(\"Invalid slice, step cannot be 0\");\n            error.name =
\"RuntimeError\";\n            throw error;\n        }\n        var stepValueNegative = step < 0 ? true : false;\n\n        if (start
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=== null) {\n start = stepValueNegative ? arrayLength - 1 : 0;\n } else {\n start = this.capSliceRange(arrayLength, start, step);\n }\n\n if (stop === null) {\n stop = stepValueNegative ? -1 : arrayLength;\n } else {\n stop = this.capSliceRange(arrayLength, stop, step);\n }\n computed[0] = start;\n computed[1] = stop;\n computed[2] = step;\n return computed;\n },\n\n capSliceRange: function(arrayLength, actualValue, step) {\n if (actualValue < 0) {\n actualValue += arrayLength;\n if (actualValue < 0) {\n actualValue = step < 0 ? -1 : 0;\n }\n } else if (actualValue >= arrayLength) {\n actualValue = step < 0 ? arrayLength - 1 : arrayLength;\n }\n return actualValue;\n }\n\n };\n\n function Runtime(interpreter) {\n this._interpreter = interpreter;\n this.functionTable = {\n // name: [function, <signature>]\n // The <signature> can be:\n //\n // {\n // args: [[type1, type2], [type1, type2]],\n // variadic: true|false\n // }\n //\n // Each arg in the arg list is a list of valid types\n // (if the function is overloaded and supports multiple\n // types. If the type is \"any\" then no type checking\n // occurs on the argument. Variadic is optional\n // and if not provided is assumed to be false.\n abs: {_func: this._functionAbs, _signature: [{types: [TYPE_NUMBER]}]},\n avg: {_func: this._functionAvg, _signature: [{types: [TYPE_ARRAY_NUMBER]}]},\n ceil: {_func: this._functionCeil, _signature: [{types: [TYPE_NUMBER]}]},\n contains: {\n _func: this._functionContains,\n _signature: [{types: [TYPE_STRING, TYPE_ARRAY]},\n {types: [TYPE_ANY]}]},\n \"ends_with\": {\n _func: this._functionEndsWith,\n _signature: [{types: [TYPE_STRING]}, {types: [TYPE_STRING]}]},\n floor: {_func: this._functionFloor, _signature: [{types: [TYPE_NUMBER]}]},\n length: {\n _func: this._functionLength,\n _signature: [{types: [TYPE_STRING, TYPE_ARRAY, TYPE_OBJECT]}]},\n map: {\n _func: this._functionMap,\n _signature: [{types: [TYPE_EXPREF]}, {types: [TYPE_ARRAY]}]},\n max: {\n _func: this._functionMax,\n _signature: [{types: [TYPE_ARRAY_NUMBER, TYPE_ARRAY_STRING]}]},\n \"merge\": {\n _func: this._functionMerge,\n _signature: [{types: [TYPE_OBJECT], variadic: true}]\n },\n \"max_by\": {\n _func: this._functionMaxBy,\n _signature: [{types: [TYPE_ARRAY]}, {types: [TYPE_EXPREF]}]\n },\n sum: {_func: this._functionSum, _signature: [{types: [TYPE_ARRAY_NUMBER]}]},\n \"starts_with\": {\n _func: this._functionStartsWith,\n _signature: [{types: [TYPE_STRING]}, {types: [TYPE_STRING]}]},\n min: {\n _func: this._functionMin,\n _signature: [{types: [TYPE_ARRAY_NUMBER, TYPE_ARRAY_STRING]}]},\n \"min_by\": {\n _func: this._functionMinBy,\n _signature: [{types: [TYPE_ARRAY]}, {types: [TYPE_EXPREF]}]\n },\n type: {_func: this._functionType, _signature: [{types: [TYPE_ANY]}]},\n keys: {_func: this._functionKeys, _signature: [{types: [TYPE_OBJECT]}]},\n values: {_func: this._functionValues, _signature: [{types: [TYPE_OBJECT]}]},\n sort: {_func: this._functionSort, _signature: [{types: [TYPE_ARRAY_STRING, TYPE_ARRAY_NUMBER]}]},\n \"sort_by\": {\n _func: this._functionSortBy,\n _signature: [{types: [TYPE_ARRAY]}, {types: [TYPE_EXPREF]}]\n },\n join: {\n _func: this._functionJoin,\n _signature: [\n {types: [TYPE_STRING]},\n {types: [TYPE_ARRAY_STRING]}\n]\n },\n reverse: {\n _func: this._functionReverse,\n _signature: [{types: [TYPE_STRING, TYPE_ARRAY]}]},\n \"to_array\": {_func: this._functionToArray, _signature: [{types: [TYPE_ANY]}]},\n \"to_string\": {_func: this._functionToString, _signature: [{types: [TYPE_ANY]}]},\n \"to_number\": {_func: this._functionToNumber, _signature: [{types: [TYPE_ANY]}]},\n \"not_null\": {\n _func: this._functionNotNull,\n _signature: [{types: [TYPE_ANY], variadic: true}]\n }\n };\n }\n\n Runtime.prototype = {\n callFunction: function(name, resolvedArgs) {\n var functionEntry = this.functionTable[name];\n if (functionEntry === undefined) {\n throw new Error(\"Unknown function: \" + name + \"()\");\n }\n this._validateArgs(name, resolvedArgs, functionEntry._signature);\n return functionEntry._func.call(this, resolvedArgs);\n },\n\n _validateArgs: function(name, args, signature) {\n // Validating the args requires validating\n // the correct arity and the correct type of each arg.\n // If the last argument is declared as variadic, then we need\n // a minimum number of args to be required. Otherwise it has to\n // be an exact amount.\n var pluralized;\n if (signature[signature.length - 1].variadic) {\n if (args.length < signature.length) {\n pluralized =

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signature.length === 1 ? \" argument\" : \" arguments\";\n                throw new Error(\"ArgumentError: \" + name +
\"() \" +\n                            \"takes at least\" + signature.length + pluralized +\n                            \" but received
\" + args.length);\n            }\n        } else if (args.length !== signature.length) {\n            pluralized = signature.length
=== 1 ? \" argument\" : \" arguments\";\n            throw new Error(\"ArgumentError: \" + name + \"() \" +\n
        \"takes \" + signature.length + pluralized +\n                            \" but received \" + args.length);\n        }\n
var currentSpec;\n        var actualType;\n        var typeMatched;\n        for (var i = 0; i < signature.length; i++) {\n
    typeMatched = false;\n            currentSpec = signature[i].types;\n            actualType =
this._getTypeName(args[i]);\n            for (var j = 0; j < currentSpec.length; j++) {\n                if
(this._typeMatches(actualType, currentSpec[j], args[i])) {\n                    typeMatched = true;\n                    break;\n
            }\n            }\n            if (!typeMatched) {\n                throw new Error(\"TypeError: \" + name + \"() \" +\n
                        \"expected argument \" + (i + 1) +\n                            \" to be type \" + currentSpec +\n
        \" but received type \" + actualType +\n                            \" instead.\");\n            }\n        }\n    },\n\n
_typeMatches: function(actual, expected, argValue) {\n        if (expected === TYPE_ANY) {\n            return true;\n
    }\n        if (expected === TYPE_ARRAY_STRING ||\n            expected === TYPE_ARRAY_NUMBER ||\n
   expected === TYPE_ARRAY) {\n            // The expected type can either just be array,\n            // or it can require
a specific subtype (array of numbers).\n            //\n            // The simplest case is if \"array\" with no subtype is
specified.\n            if (expected === TYPE_ARRAY) {\n                return actual === TYPE_ARRAY;\n            }
else if (actual === TYPE_ARRAY) {\n                // Otherwise we need to check subtypes.\n                // I think this
has potential to be improved.\n                var subtype;\n                if (expected === TYPE_ARRAY_NUMBER) {\n
            subtype = TYPE_NUMBER;\n                } else if (expected === TYPE_ARRAY_STRING) {\n
subtype = TYPE_STRING;\n                }\n                for (var i = 0; i < argValue.length; i++) {\n                    if
(!this._typeMatches(\n                            this._getTypeName(argValue[i]), subtype,\n
argValue[i])) {\n                        return false;\n                    }\n                }\n                return true;\n            }\n        }
else {\n            return actual === expected;\n        }\n    },\n    _getTypeName: function(obj) {\n        switch
(Object.prototype.toString.call(obj)) {\n            case \"[object String]\":\n                return TYPE_STRING;\n
case \"[object Number]\":\n                return TYPE_NUMBER;\n            case \"[object Array]\":\n                return
TYPE_ARRAY;\n            case \"[object Boolean]\":\n                return TYPE_BOOLEAN;\n            case \"[object
Null]\":\n                return TYPE_NULL;\n            case \"[object Object]\":\n                // Check if it's an expref.  If it
has, it's been\n                // tagged with a jmespathType attr of 'Expref';\n                if (obj.jmespathType ===
TOK_EXPREF) {\n                    return TYPE_EXPREF;\n                } else {\n                    return TYPE_OBJECT;\n
   }\n        }\n    },\n\n    _functionStartsWith: function(resolvedArgs) {\n        return
resolvedArgs[0].lastIndexOf(resolvedArgs[1]) === 0;\n    },\n\n    _functionEndsWith: function(resolvedArgs) {\n
   var searchStr = resolvedArgs[0];\n        var suffix = resolvedArgs[1];\n        return searchStr.indexOf(suffix,
searchStr.length - suffix.length) !== -1;\n    },\n\n    _functionReverse: function(resolvedArgs) {\n        var
typeName = this._getTypeName(resolvedArgs[0]);\n        if (typeName === TYPE_STRING) {\n            var
originalStr = resolvedArgs[0];\n            var reversedStr = \"\";\n            for (var i = originalStr.length - 1; i >= 0; i--) {\n
            reversedStr += originalStr[i];\n            }\n            return reversedStr;\n        } else {\n            var reversedArray =
resolvedArgs[0].slice(0);\n            reversedArray.reverse();\n            return reversedArray;\n        }\n    },\n\n
_functionAbs: function(resolvedArgs) {\n        return Math.abs(resolvedArgs[0]);\n    },\n\n    _functionCeil:
function(resolvedArgs) {\n        return Math.ceil(resolvedArgs[0]);\n    },\n\n    _functionAvg:
function(resolvedArgs) {\n        var sum = 0;\n        var inputArray = resolvedArgs[0];\n        for (var i = 0; i <
inputArray.length; i++) {\n            sum += inputArray[i];\n        }\n        return sum / inputArray.length;\n    },\n\n
_functionContains: function(resolvedArgs) {\n        return resolvedArgs[0].indexOf(resolvedArgs[1]) >= 0;\n
},\n\n    _functionFloor: function(resolvedArgs) {\n        return Math.floor(resolvedArgs[0]);\n    },\n\n
_functionLength: function(resolvedArgs) {\n        if (!isObject(resolvedArgs[0])) {\n            return
resolvedArgs[0].length;\n        } else {\n            // As far as I can tell, there's no way to get the length\n            // of an
object without O(n) iteration through the object.\n            return Object.keys(resolvedArgs[0]).length;\n        }\n
},\n\n    _functionMap: function(resolvedArgs) {\n        var mapped = [];\n        var interpreter = this._interpreter;\n
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var exprefNode = resolvedArgs[0];\n      var elements = resolvedArgs[1];\n      for (var i = 0; i < elements.length;
i++) {\n          mapped.push(interpreter.visit(exprefNode, elements[i]));\n      }\n      return mapped;\n    },\n\n
_functionMerge: function(resolvedArgs) {\n      var merged = {};\n      for (var i = 0; i < resolvedArgs.length; i++)
{\n        var current = resolvedArgs[i];\n        for (var key in current) {\n          merged[key] = current[key];\n        }\n
    }\n      return merged;\n    },\n\n    _functionMax: function(resolvedArgs) {\n      if (resolvedArgs[0].length > 0)
{\n        var typeName = this._getTypeName(resolvedArgs[0][0]);\n        if (typeName === TYPE_NUMBER) {\n
    return Math.max.apply(Math, resolvedArgs[0]);\n        } else {\n          var elements = resolvedArgs[0];\n
var maxElement = elements[0];\n          for (var i = 1; i < elements.length; i++) {\n            if
(maxElement.localeCompare(elements[i]) < 0) {\n              maxElement = elements[i];\n            }\n          }\n
 return maxElement;\n        }\n      } else {\n          return null;\n      }\n    },\n\n    _functionMin:
function(resolvedArgs) {\n      if (resolvedArgs[0].length > 0) {\n        var typeName =
this._getTypeName(resolvedArgs[0][0]);\n        if (typeName === TYPE_NUMBER) {\n          return
Math.min.apply(Math, resolvedArgs[0]);\n        } else {\n          var elements = resolvedArgs[0];\n          var
minElement = elements[0];\n          for (var i = 1; i < elements.length; i++) {\n            if
(elements[i].localeCompare(minElement) < 0) {\n              minElement = elements[i];\n            }\n          }\n
return minElement;\n        }\n      } else {\n        return null;\n      }\n    },\n\n    _functionSum:
function(resolvedArgs) {\n      var sum = 0;\n      var listToSum = resolvedArgs[0];\n      for (var i = 0; i <
listToSum.length; i++) {\n        sum += listToSum[i];\n      }\n      return sum;\n    },\n\n    _functionType:
function(resolvedArgs) {\n        switch (this._getTypeName(resolvedArgs[0])) {\n          case TYPE_NUMBER:\n
      return \"number\";\n          case TYPE_STRING:\n            return \"string\";\n          case TYPE_ARRAY:\n
return \"array\";\n          case TYPE_OBJECT:\n            return \"object\";\n          case TYPE_BOOLEAN:\n
return \"boolean\";\n          case TYPE_EXPREF:\n            return \"expref\";\n          case TYPE_NULL:\n
return \"null\";\n        }\n    },\n\n    _functionKeys: function(resolvedArgs) {\n        return
Object.keys(resolvedArgs[0]);\n    },\n\n    _functionValues: function(resolvedArgs) {\n        var obj =
resolvedArgs[0];\n        var keys = Object.keys(obj);\n        var values = [];\n        for (var i = 0; i < keys.length; i++)
{\n            values.push(obj[keys[i]]);\n        }\n        return values;\n    },\n\n    _functionJoin: function(resolvedArgs)
{\n        var joinChar = resolvedArgs[0];\n        var listJoin = resolvedArgs[1];\n        return listJoin.join(joinChar);\n
 },\n\n    _functionToArray: function(resolvedArgs) {\n        if (this._getTypeName(resolvedArgs[0]) ===
TYPE_ARRAY) {\n            return resolvedArgs[0];\n        } else {\n            return [resolvedArgs[0]];\n        }\n
},\n\n    _functionToString: function(resolvedArgs) {\n        if (this._getTypeName(resolvedArgs[0]) ===
TYPE_STRING) {\n            return resolvedArgs[0];\n        } else {\n            return
JSON.stringify(resolvedArgs[0]);\n        }\n    },\n\n    _functionToNumber: function(resolvedArgs) {\n        var
typeName = this._getTypeName(resolvedArgs[0]);\n        var convertedValue;\n        if (typeName ===
TYPE_NUMBER) {\n            return resolvedArgs[0];\n        } else if (typeName === TYPE_STRING) {\n
convertedValue = +resolvedArgs[0];\n            if (!isNaN(convertedValue)) {\n                return convertedValue;\n
    }\n        }\n        return null;\n    },\n\n    _functionNotNull: function(resolvedArgs) {\n        for (var i = 0; i <
resolvedArgs.length; i++) {\n            if (this._getTypeName(resolvedArgs[i]) !== TYPE_NULL) {\n                return
resolvedArgs[i];\n            }\n        }\n        return null;\n    },\n\n    _functionSort: function(resolvedArgs) {\n        var
sortedArray = resolvedArgs[0].slice(0);\n        sortedArray.sort();\n        return sortedArray;\n    },\n\n
_functionSortBy: function(resolvedArgs) {\n        var sortedArray = resolvedArgs[0].slice(0);\n        if
(sortedArray.length === 0) {\n            return sortedArray;\n        }\n        var interpreter = this._interpreter;\n        var
exprefNode = resolvedArgs[1];\n        var requiredType = this._getTypeName(\n            interpreter.visit(exprefNode,
sortedArray[0]));\n        if ([TYPE_NUMBER, TYPE_STRING].indexOf(requiredType) < 0) {\n            throw new
Error(\"TypeError\");\n        }\n        var that = this;\n        // In order to get a stable sort out of an unstable\n        //
sort algorithm, we decorate/sort/undecorate (DSU)\n        // by creating a new list of [index, element] pairs.\n        //
In the cmp function, if the evaluated elements are\n        // equal, then the index will be used as the tiebreaker.\n
// After the decorated list has been sorted, it will be\n        // undecorated to extract the original elements.\n        var
decorated = [];\n        for (var i = 0; i < sortedArray.length; i++) {\n          decorated.push([i, sortedArray[i]]);\n
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}\n        decorated.sort(function(a, b) {\n          var exprA = interpreter.visit(exprefNode, a[1]);\n          var exprB =
interpreter.visit(exprefNode, b[1]);\n          if (that._getTypeName(exprA) !== requiredType) {\n            throw new
Error(\n                \"TypeError: expected \" + requiredType + \", received \" +\n
that._getTypeName(exprA));\n          } else if (that._getTypeName(exprB) !== requiredType) {\n            throw new
Error(\n                \"TypeError: expected \" + requiredType + \", received \" +\n
that._getTypeName(exprB));\n          }\n          if (exprA > exprB) {\n            return 1;\n          } else if (exprA <
exprB) {\n            return -1;\n          } else {\n            // If they're equal compare the items by their\n            // order to
maintain relative order of equal keys\n            // (i.e. to get a stable sort).\n            return a[0] - b[0];\n          }\n
});\n        // Undecorate: extract out the original list elements.\n        for (var j = 0; j < decorated.length; j++) {\n
sortedArray[j] = decorated[j][1];\n        }\n        return sortedArray;\n    },\n\n    _functionMaxBy:
function(resolvedArgs) {\n      var exprefNode = resolvedArgs[1];\n      var resolvedArray = resolvedArgs[0];\n
var keyFunction = this.createKeyFunction(exprefNode, [TYPE_NUMBER, TYPE_STRING]);\n      var
maxNumber = -Infinity;\n      var maxRecord;\n      var current;\n      for (var i = 0; i < resolvedArray.length; i++) {\n
      current = keyFunction(resolvedArray[i]);\n        if (current > maxNumber) {\n          maxNumber = current;\n
  maxRecord = resolvedArray[i];\n        }\n      }\n      return maxRecord;\n    },\n\n    _functionMinBy:
function(resolvedArgs) {\n      var exprefNode = resolvedArgs[1];\n      var resolvedArray = resolvedArgs[0];\n
var keyFunction = this.createKeyFunction(exprefNode, [TYPE_NUMBER, TYPE_STRING]);\n      var minNumber
= Infinity;\n      var minRecord;\n      var current;\n      for (var i = 0; i < resolvedArray.length; i++) {\n        current =
keyFunction(resolvedArray[i]);\n        if (current < minNumber) {\n          minNumber = current;\n          minRecord
= resolvedArray[i];\n        }\n      }\n      return minRecord;\n    },\n\n    createKeyFunction: function(exprefNode,
allowedTypes) {\n      var that = this;\n      var interpreter = this._interpreter;\n      var keyFunc = function(x) {\n
var current = interpreter.visit(exprefNode, x);\n        if (allowedTypes.indexOf(that._getTypeName(current)) < 0)
{\n          var msg = \"TypeError: expected one of \" + allowedTypes +\n                  \", received \" +
that._getTypeName(current);\n          throw new Error(msg);\n        }\n        return current;\n      };\n      return
keyFunc;\n    }\n\n  };\n\n  function compile(stream) {\n    var parser = new Parser();\n    var ast =
parser.parse(stream);\n    return ast;\n  }\n\n  function tokenize(stream) {\n      var lexer = new Lexer();\n      return
lexer.tokenize(stream);\n  }\n\n  function search(data, expression) {\n      var parser = new Parser();\n      // This
needs to be improved.  Both the interpreter and runtime depend on\n      // each other.  The runtime needs the
interpreter to support exprefs.\n      // There's likely a clean way to avoid the cyclic dependency.\n      var runtime =
new Runtime();\n      var interpreter = new TreeInterpreter(runtime);\n      runtime._interpreter = interpreter;\n      var
node = parser.parse(expression);\n      return interpreter.search(node, data);\n  }\n\n  exports.tokenize = tokenize;\n
exports.compile = compile;\n  exports.search = search;\n  exports.strictDeepEqual = strictDeepEqual;\n})(typeof
exports === \"undefined\" ? this.jmespath = {} : exports);\n","'use strict';\n\nvar escapedChars = {\n  'b': '\\b',\n  'f':
'\\f',\n  'n': '\\n',\n  'r': '\\r',\n  't': '\\t',\n  '\"': '\"',\n  '/': '/',\n  '\\\\': '\\\\'\n};\n\nvar A_CODE =
'a'.charCodeAt();\n\n\nexports.parse = function (source) {\n  var pointers = {};\n  var line = 0;\n  var column = 0;\n
var pos = 0;\n  return {\n    data: _parse('', true),\n    pointers: pointers\n  };\n\n  function _parse(ptr, topLevel) {\n
whitespace();\n    var data;\n    map(ptr, 'value');\n    var char = getChar();\n    switch (char) {\n      case 't':
read('rue'); data = true; break;\n      case 'f': read('alse'); data = false; break;\n      case 'n': read('ull'); data = null;
break;\n      case '\"': data = parseString(); break;\n      case '[': data = parseArray(ptr); break;\n      case '{': data =
parseObject(ptr); break;\n      default:\n        backChar();\n        if ('-0123456789'.indexOf(char) >= 0)\n          data =
parseNumber();\n        else\n          unexpectedToken();\n    }\n    map(ptr, 'valueEnd');\n    whitespace();\n    if
(topLevel && pos < source.length) unexpectedToken();\n    return data;\n  }\n\n  function whitespace() {\n    loop:\n
    while (pos < source.length) {\n        switch (source[pos]) {\n          case ' ': column++; break;\n          case '\\t':
column += 4; break;\n          case '\\r': column = 0; break;\n          case '\\n': column = 0; line++; break;\n
default: break loop;\n        }\n        pos++;\n      }\n  }\n\n  function parseString() {\n    var str = '';\n    var char;\n
while (true) {\n      char = getChar();\n      if (char == '\"') {\n        break;\n      } else if (char == '\\\\') {\n        char =
getChar();\n        if (char in escapedChars)\n          str += escapedChars[char];\n        else if (char == 'u')\n          str
+= getCharCode();\n        else\n          wasUnexpectedToken();\n      } else {\n        str += char;\n      }\n    }\n
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return str;\n  }\n\n  function parseNumber() {\n    var numStr = '';\n    if (source[pos] == '-') numStr +=
getChar();\n\n    numStr += source[pos] == '0'\n              ? getChar()\n              : getDigits();\n\n    if (source[pos] ==
'.')\n      numStr += getChar() + getDigits();\n\n    if (source[pos] == 'e' || source[pos] == 'E') {\n      numStr +=
getChar();\n      if (source[pos] == '+' || source[pos] == '-') numStr += getChar();\n      numStr += getDigits();\n
}\n\n    return +numStr;\n  }\n\n  function parseArray(ptr) {\n    whitespace();\n    var arr = [];\n    var i = 0;\n    if
(getChar() == ']') return arr;\n    backChar();\n\n    while (true) {\n      var itemPtr = ptr + '/' + i;\n
arr.push(_parse(itemPtr));\n      whitespace();\n      var char = getChar();\n      if (char == ']') break;\n      if (char !=
',') wasUnexpectedToken();\n      whitespace();\n      i++;\n    }\n    return arr;\n  }\n\n  function parseObject(ptr) {\n
whitespace();\n    var obj = {};\n    if (getChar() == '}') return obj;\n    backChar();\n\n    while (true) {\n      var loc =
getLoc();\n      if (getChar() != '\"') wasUnexpectedToken();\n      var key = parseString();\n      var propPtr = ptr + '/'
+ escapeJsonPointer(key);\n      mapLoc(propPtr, 'key', loc);\n      map(propPtr, 'keyEnd');\n      whitespace();\n      if
(getChar() != ':') wasUnexpectedToken();\n      whitespace();\n      obj[key] = _parse(propPtr);\n      whitespace();\n
 var char = getChar();\n      if (char == '}') break;\n      if (char != ',') wasUnexpectedToken();\n      whitespace();\n
}\n    return obj;\n  }\n\n  function read(str) {\n    for (var i=0; i<str.length; i++)\n      if (getChar() !== str[i])
wasUnexpectedToken();\n  }\n\n  function getChar() {\n    checkUnexpectedEnd();\n    var char = source[pos];\n
pos++;\n    column++; // new line?\n    return char;\n  }\n\n  function backChar() {\n    pos--;\n    column--;\n  }\n\n
function getCharCode() {\n    var count = 4;\n    var code = 0;\n    while (count--) {\n      code <<= 4;\n      var char =
getChar().toLowerCase();\n      if (char >= 'a' && char <= 'f')\n        code += char.charCodeAt() - A_CODE + 10;\n
  else if (char >= '0' && char <= '9')\n        code += +char;\n      else\n        wasUnexpectedToken();\n    }\n    return
String.fromCharCode(code);\n  }\n\n  function getDigits() {\n    var digits = '';\n    while (source[pos] >= '0' &&
source[pos] <= '9')\n      digits += getChar();\n\n    if (digits.length) return digits;\n    checkUnexpectedEnd();\n
unexpectedToken();\n  }\n\n  function map(ptr, prop) {\n    mapLoc(ptr, prop, getLoc());\n  }\n\n  function
mapLoc(ptr, prop, loc) {\n    pointers[ptr] = pointers[ptr] || {};\n    pointers[ptr][prop] = loc;\n  }\n\n  function
getLoc() {\n    return {\n      line: line,\n      column: column,\n      pos: pos\n    };\n  }\n\n  function
unexpectedToken() {\n    throw new SyntaxError('Unexpected token ' + source[pos] + ' in JSON at position ' +
pos);\n  }\n\n  function wasUnexpectedToken() {\n    backChar();\n    unexpectedToken();\n  }\n\n  function
checkUnexpectedEnd() {\n    if (pos >= source.length)\n      throw new SyntaxError('Unexpected end of JSON
input');\n  }\n};\n\n\nexports.stringify = function (data, _, whitespace) {\n  if (!validType(data)) return;\n  var
wsLine = 0;\n  var wsPos, wsColumn;\n  switch (typeof whitespace) {\n    case 'number':\n      var len = whitespace
> 10\n              ? 10\n              : whitespace < 0\n              ? 0\n              : Math.floor(whitespace);\n
whitespace = len && repeat(len, ' ');\n      wsPos = len;\n      wsColumn = len;\n      break;\n    case 'string':\n
whitespace = whitespace.slice(0, 10);\n      wsPos = 0;\n      wsColumn = 0;\n      for (var j=0; j<whitespace.length;
j++) {\n        var char = whitespace[j];\n        switch (char) {\n          case ' ': wsColumn++; break;\n          case '\\t':
wsColumn += 4; break;\n          case '\\r': wsColumn = 0; break;\n          case '\\n': wsColumn = 0; wsLine++;
break;\n          default: throw new Error('whitespace characters not allowed in JSON');\n        }\n        wsPos++;\n
}\n      break;\n    default:\n      whitespace = undefined;\n  }\n\n  var json = '';\n  var pointers = {};\n  var line = 0;\n
var column = 0;\n  var pos = 0;\n  _stringify(data, 0, '');\n  return {\n    json: json,\n    pointers: pointers\n  };\n\n
function _stringify(_data, lvl, ptr) {\n    map(ptr, 'value');\n    switch (typeof _data) {\n      case 'number':\n      case
'boolean':\n        out('' + _data); break;\n      case 'string':\n        out(quoted(_data)); break;\n      case 'object':\n        if
(_data === null)\n          out('null');\n        else if (typeof _data.toJSON == 'function')\n
out(quoted(_data.toJSON()));\n        else if (Array.isArray(_data))\n          stringifyArray();\n        else\n
stringifyObject();\n    }\n    map(ptr, 'valueEnd');\n\n    function stringifyArray() {\n      if (_data.length) {\n
out('[');\n        var itemLvl = lvl + 1;\n        for (var i=0; i<_data.length; i++) {\n          if (i) out(',');\n
indent(itemLvl);\n          var item = validType(_data[i]) ? _data[i] : null;\n          var itemPtr = ptr + '/' + i;\n
_stringify(item, itemLvl, itemPtr);\n        }\n        indent(lvl);\n        out(']');\n      } else {\n        out('[]');\n      }\n
}\n\n    function stringifyObject() {\n      var keys = Object.keys(_data);\n      if (keys.length) {\n        out('{');\n
var propLvl = lvl + 1;\n        for (var i=0; i<keys.length; i++) {\n          var key = keys[i];\n          var value =
_data[key];\n          if (validType(value)) {\n            if (i) out(',');\n            var propPtr = ptr + '/' +
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escapeJsonPointer(key);\n indent(propLvl);\n map(propPtr, 'key');\n out(quoted(key));\n map(propPtr, 'keyEnd');\n out(':');\n if (whitespace) out(' ');\n _stringify(value, propLvl, propPtr);\n }\n }\n indent(lvl);\n out('}');\n } else {\n out('{}');\n }\n }\n }\n\n function out(str) {\n column += str.length;\n pos += str.length;\n json += str;\n }\n\n function indent(lvl) {\n if (whitespace) {\n json += '\\n' + repeat(lvl, whitespace);\n line++;\n column = 0;\n while (lvl--) {\n if (wsLine) {\n line += wsLine;\n column = wsColumn;\n } else {\n column += wsColumn;\n }\n pos += wsPos;\n }\n pos += 1; // \\n character\n }\n }\n\n function map(ptr, prop) {\n pointers[ptr] = pointers[ptr] || {};\n pointers[ptr][prop] = {\n line: line,\n column: column,\n pos: pos\n };\n }\n\n function repeat(n, str) {\n return Array(n + 1).join(str);\n }\n};\n\n\nvar VALID_TYPES = ['number', 'boolean', 'string', 'object'];\nfunction validType(data) {\n return VALID_TYPES.indexOf(typeof data) >= 0;\n}\n\n\nvar ESC_QUOTE = /\"|\\\\/g;\nvar ESC_B = /[\\b]/g;\nvar ESC_F = /\\f/g;\nvar ESC_N = /\\n/g;\nvar ESC_R = /\\r/g;\nvar ESC_T = /\\t/g;\nfunction quoted(str) {\n str = str.replace(ESC_QUOTE, '\\\\$&')\n .replace(ESC_F, '\\\\f')\n .replace(ESC_B, '\\\\b')\n .replace(ESC_N, '\\\\n')\n .replace(ESC_R, '\\\\r')\n .replace(ESC_T, '\\\\t');\n return '\"' + str + '\"';\n}\n\n\nvar ESC_0 = /~/g;\nvar ESC_1 = /\\//g;\nfunction escapeJsonPointer(str) {\n return str.replace(ESC_0, '~0')\n .replace(ESC_1, '~1');\n}\n","module.exports = require('./src/js/JSONEditor');\n","'use strict';\n\nvar KEYWORDS = [\n 'multipleOf',\n 'maximum',\n 'exclusiveMaximum',\n 'minimum',\n 'exclusiveMinimum',\n 'maxLength',\n 'minLength',\n 'pattern',\n 'additionalItems',\n 'maxItems',\n 'minItems',\n 'uniqueItems',\n 'maxProperties',\n 'minProperties',\n 'required',\n 'additionalProperties',\n 'enum',\n 'format',\n 'const'\n];\n\nmodule.exports = function (metaSchema, keywordsJsonPointers) {\n for (var i=0; i<keywordsJsonPointers.length; i++) {\n metaSchema = JSON.parse(JSON.stringify(metaSchema));\n var segments = keywordsJsonPointers[i].split('/');\n var keywords = metaSchema;\n var j;\n for (j=1; j<segments.length; j++)\n keywords = keywords[segments[j]];\n\n for (j=0; j<KEYWORDS.length; j++) {\n var key = KEYWORDS[j];\n var schema = keywords[key];\n if (schema) {\n keywords[key] = {\n anyOf: [\n schema,\n { $ref: 'https://raw.githubusercontent.com/epoberezkin/ajv/master/lib/refs/$data.json#' }\n]\n };\n }\n }\n }\n\n return metaSchema;\n};\n","'use strict';\n\nvar compileSchema = require('./compile')\n , resolve = require('./compile/resolve')\n , Cache = require('./cache')\n , SchemaObject = require('./compile/schema_obj')\n , stableStringify = require('fast-json-stable-stringify')\n , formats = require('./compile/formats')\n , rules = require('./compile/rules')\n , $dataMetaSchema = require('./$data')\n , patternGroups = require('./patternGroups')\n , util = require('./compile/util')\n , co = require('co');\n\nmodule.exports = Ajv;\n\nAjv.prototype.validate = validate;\nAjv.prototype.compile = compile;\nAjv.prototype.addSchema = addSchema;\nAjv.prototype.addMetaSchema = addMetaSchema;\nAjv.prototype.validateSchema = validateSchema;\nAjv.prototype.getSchema = getSchema;\nAjv.prototype.removeSchema = removeSchema;\nAjv.prototype.addFormat = addFormat;\nAjv.prototype.errorsText = errorsText;\n\nAjv.prototype._addSchema = _addSchema;\nAjv.prototype._compile = _compile;\n\nAjv.prototype.compileAsync = require('./compile/async');\nvar customKeyword = require('./keyword');\nAjv.prototype.addKeyword = customKeyword.add;\nAjv.prototype.getKeyword = customKeyword.get;\nAjv.prototype.removeKeyword = customKeyword.remove;\n\nvar errorClasses = require('./compile/error_classes');\nAjv.ValidationError = errorClasses.Validation;\nAjv.MissingRefError = errorClasses.MissingRef;\nAjv.$dataMetaSchema = $dataMetaSchema;\n\nvar META_SCHEMA_ID = 'http://json-schema.org/draft-06/schema';\n\nvar META_IGNORE_OPTIONS = ['removeAdditional', 'useDefaults', 'coerceTypes'];\nvar META_SUPPORT_DATA = ['/properties'];\n\n\n/**\n * Creates validator instance.\n * Usage: `Ajv(opts)`\n * @param {Object} opts optional options\n * @return {Object} ajv instance\n */\nfunction Ajv(opts) {\n if (!(this instanceof Ajv)) return new Ajv(opts);\n opts = this._opts = util.copy(opts) || {};\n setLogger(this);\n this._schemas = {};\n this._refs = {};\n this._fragments = {};\n this._formats = formats(opts.format);\n var schemaUriFormat = this._schemaUriFormat = this._formats['uri-reference'];\n this._schemaUriFormatFunc = function (str) { return schemaUriFormat.test(str); };\n\n this._cache = opts.cache || new Cache;\n this._loadingSchemas = {};\n this._compilations = [];\n this.RULES = rules();\n this._getId =

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chooseGetId(opts);\n\n  opts.loopRequired = opts.loopRequired || Infinity;\n  if (opts.errorDataPath == 'property')
opts._errorDataPathProperty = true;\n  if (opts.serialize === undefined) opts.serialize = stableStringify;\n
this._metaOpts = getMetaSchemaOptions(this);\n\n  if (opts.formats) addInitialFormats(this);\n
addDraft6MetaSchema(this);\n  if (typeof opts.meta == 'object') this.addMetaSchema(opts.meta);\n
addInitialSchemas(this);\n  if (opts.patternGroups) patternGroups(this);\n}\n\n\n\n/**\n * Validate data using
schema\n * Schema will be compiled and cached (using serialized JSON as key. [fast-json-stable-
stringify](https://github.com/epoberezkin/fast-json-stable-stringify) is used to serialize.\n * @this   Ajv\n * @param
{String|Object} schemaKeyRef key, ref or schema object\n * @param  {Any} data to be validated\n * @return
{Boolean} validation result. Errors from the last validation will be available in `ajv.errors` (and also in compiled
schema: `schema.errors`).\n */\nfunction validate(schemaKeyRef, data) {\n  var v;\n  if (typeof schemaKeyRef ==
'string') {\n    v = this.getSchema(schemaKeyRef);\n    if (!v) throw new Error('no schema with key or ref \'" +
schemaKeyRef + '\'");\n  } else {\n    var schemaObj = this._addSchema(schemaKeyRef);\n    v =
schemaObj.validate || this._compile(schemaObj);\n  }\n\n  var valid = v(data);\n  if (v.$async === true)\n    return
this._opts.async == '*' ? co(valid) : valid;\n  this.errors = v.errors;\n  return valid;\n}\n\n\n/**\n * Create validating
function for passed schema.\n * @this   Ajv\n * @param  {Object} schema schema object\n * @param  {Boolean}
_meta true if schema is a meta-schema. Used internally to compile meta schemas of custom keywords.\n * @return
{Function} validating function\n */\nfunction compile(schema, _meta) {\n  var schemaObj =
this._addSchema(schema, undefined, _meta);\n  return schemaObj.validate ||
this._compile(schemaObj);\n}\n\n\n/**\n * Adds schema to the instance.\n * @this   Ajv\n * @param
{Object|Array} schema schema or array of schemas. If array is passed, `key` and other parameters will be ignored.\n
* @param {String} key Optional schema key. Can be passed to `validate` method instead of schema object or id/ref.
One schema per instance can have empty `id` and `key`.\n * @param {Boolean} _skipValidation true to skip
schema validation. Used internally, option validateSchema should be used instead.\n * @param {Boolean} _meta
true if schema is a meta-schema. Used internally, addMetaSchema should be used instead.\n * @return {Ajv} this
for method chaining\n */\nfunction addSchema(schema, key, _skipValidation, _meta) {\n  if
(Array.isArray(schema)){\n    for (var i=0; i<schema.length; i++) this.addSchema(schema[i], undefined,
_skipValidation, _meta);\n    return this;\n  }\n  var id = this._getId(schema);\n  if (id !== undefined && typeof id !=
'string')\n    throw new Error('schema id must be string');\n  key = resolve.normalizeId(key || id);\n
checkUnique(this, key);\n  this._schemas[key] = this._addSchema(schema, _skipValidation, _meta, true);\n  return
this;\n}\n\n\n/**\n * Add schema that will be used to validate other schemas\n * options in
META_IGNORE_OPTIONS are alway set to false\n * @this   Ajv\n * @param {Object} schema schema object\n *
@param {String} key optional schema key\n * @param {Boolean} skipValidation true to skip schema validation,
can be used to override validateSchema option for meta-schema\n * @return {Ajv} this for method chaining\n
*/\nfunction addMetaSchema(schema, key, skipValidation) {\n  this.addSchema(schema, key, skipValidation,
true);\n  return this;\n}\n\n\n/**\n * Validate schema\n * @this   Ajv\n * @param {Object} schema schema to
validate\n * @param {Boolean} throwOrLogError pass true to throw (or log) an error if invalid\n * @return
{Boolean} true if schema is valid\n */\nfunction validateSchema(schema, throwOrLogError) {\n  var $schema =
schema.$schema;\n  if ($schema !== undefined && typeof $schema != 'string')\n    throw new Error('$schema must
be a string');\n  $schema = $schema || this._opts.defaultMeta || defaultMeta(this);\n  if (!$schema) {\n
this.logger.warn('meta-schema not available');\n    this.errors = null;\n    return true;\n  }\n  var currentUriFormat =
this._formats.uri;\n  this._formats.uri = typeof currentUriFormat == 'function'\n                    ?
this._schemaUriFormatFunc\n                    : this._schemaUriFormat;\n  var valid;\n  try { valid =
this.validate($schema, schema); }\n  finally { this._formats.uri = currentUriFormat; }\n  if (!valid &&
throwOrLogError) {\n    var message = 'schema is invalid: ' + this.errorsText();\n    if (this._opts.validateSchema ==
'log') this.logger.error(message);\n    else throw new Error(message);\n  }\n  return valid;\n}\n\n\nfunction
defaultMeta(self) {\n  var meta = self._opts.meta;\n  self._opts.defaultMeta = typeof meta == 'object'\n
    ? self._getId(meta) || meta\n                    : self.getSchema(META_SCHEMA_ID)\n                    ?
META_SCHEMA_ID\n                    : undefined;\n  return self._opts.defaultMeta;\n}\n\n\n/**\n * Get
```

compiled schema from the instance by `key` or `ref`.\n * @this Ajv\n * @param {String} keyRef `key` that was passed to `addSchema` or full schema reference (`schema.id` or resolved id).\n * @return {Function} schema validating function (with property `schema`).\n */\nfunction getSchema(keyRef) {\n var schemaObj = _getSchemaObj(this, keyRef);\n switch (typeof schemaObj) {\n case 'object': return schemaObj.validate || this._compile(schemaObj);\n case 'string': return this.getSchema(schemaObj);\n case 'undefined': return _getSchemaFragment(this, keyRef);\n }\n}\n\n\nfunction _getSchemaFragment(self, ref) {\n var res = resolve.schema.call(self, { schema: {} }, ref);\n if (res) {\n var schema = res.schema\n , root = res.root\n , baseId = res.baseId;\n var v = compileSchema.call(self, schema, root, undefined, baseId);\n self._fragments[ref] = new SchemaObject({\n ref: ref,\n fragment: true,\n schema: schema,\n root: root,\n baseId: baseId,\n validate: v\n });\n return v;\n }\n}\n\n\nfunction _getSchemaObj(self, keyRef) {\n keyRef = resolve.normalizeId(keyRef);\n return self._schemas[keyRef] || self._refs[keyRef] || self._fragments[keyRef];\n}\n\n\n/**\n * Remove cached schema(s).\n * If no parameter is passed all schemas but meta-schemas are removed.\n * If RegExp is passed all schemas with key/id matching pattern but meta-schemas are removed.\n * Even if schema is referenced by other schemas it still can be removed as other schemas have local references.\n * @this Ajv\n * @param {String|Object|RegExp} schemaKeyRef key, ref, pattern to match key/ref or schema object\n * @return {Ajv} this for method chaining\n */\nfunction removeSchema(schemaKeyRef) {\n if (schemaKeyRef instanceof RegExp) {\n _removeAllSchemas(this, this._schemas, schemaKeyRef);\n _removeAllSchemas(this, this._refs, schemaKeyRef);\n return this;\n }\n switch (typeof schemaKeyRef) {\n case 'undefined':\n _removeAllSchemas(this, this._schemas);\n _removeAllSchemas(this, this._refs);\n this._cache.clear();\n return this;\n case 'string':\n var schemaObj = _getSchemaObj(this, schemaKeyRef);\n if (schemaObj) this._cache.del(schemaObj.cacheKey);\n delete this._schemas[schemaKeyRef];\n delete this._refs[schemaKeyRef];\n return this;\n case 'object':\n var serialize = this._opts.serialize;\n var cacheKey = serialize ? serialize(schemaKeyRef) : schemaKeyRef;\n this._cache.del(cacheKey);\n var id = this._getId(schemaKeyRef);\n if (id) {\n id = resolve.normalizeId(id);\n delete this._schemas[id];\n delete this._refs[id];\n }\n }\n return this;\n}\n\n\nfunction _removeAllSchemas(self, schemas, regex) {\n for (var keyRef in schemas) {\n var schemaObj = schemas[keyRef];\n if (!schemaObj.meta && (!regex || regex.test(keyRef))) {\n self._cache.del(schemaObj.cacheKey);\n delete schemas[keyRef];\n }\n }\n}\n\n\n/* @this Ajv */\nfunction _addSchema(schema, skipValidation, meta, shouldAddSchema) {\n if (typeof schema != 'object' && typeof schema != 'boolean')\n throw new Error('schema should be object or boolean');\n var serialize = this._opts.serialize;\n var cacheKey = serialize ? serialize(schema) : schema;\n var cached = this._cache.get(cacheKey);\n if (cached) return cached;\n\n shouldAddSchema = shouldAddSchema || this._opts.addUsedSchema !== false;\n\n var id = resolve.normalizeId(this._getId(schema));\n if (id && shouldAddSchema) checkUnique(this, id);\n\n var willValidate = this._opts.validateSchema !== false && !skipValidation;\n var recursiveMeta;\n if (willValidate && !(recursiveMeta = id && id == resolve.normalizeId(schema.$schema)))\n this.validateSchema(schema, true);\n\n var localRefs = resolve.ids.call(this, schema);\n\n var schemaObj = new SchemaObject({\n id: id,\n schema: schema,\n localRefs: localRefs,\n cacheKey: cacheKey,\n meta: meta\n });\n\n if (id[0] != '#' && shouldAddSchema) this._refs[id] = schemaObj;\n this._cache.put(cacheKey, schemaObj);\n\n if (willValidate && recursiveMeta) this.validateSchema(schema, true);\n\n return schemaObj;\n}\n\n\n/* @this Ajv */\nfunction _compile(schemaObj, root) {\n if (schemaObj.compiling) {\n schemaObj.validate = callValidate;\n callValidate.schema = schemaObj.schema;\n callValidate.errors = null;\n callValidate.root = root ? root : callValidate;\n if (schemaObj.schema.$async === true)\n callValidate.$async = true;\n return callValidate;\n }\n schemaObj.compiling = true;\n\n var currentOpts;\n if (schemaObj.meta) {\n currentOpts = this._opts;\n this._opts = this._metaOpts;\n }\n\n var v;\n try { v = compileSchema.call(this, schemaObj.schema, root, schemaObj.localRefs); }\n finally {\n schemaObj.compiling = false;\n if (schemaObj.meta) this._opts = currentOpts;\n }\n\n schemaObj.validate = v;\n schemaObj.refs = v.refs;\n schemaObj.refVal = v.refVal;\n schemaObj.root = v.root;\n return v;\n\n\n function callValidate() {\n var _validate = schemaObj.validate;\n var result = _validate.apply(null, arguments);\n callValidate.errors = _validate.errors;\n return result;\n

}\n}\n\n\nfunction chooseGetId(opts) {\n switch (opts.schemaId) {\n   case '$id': return _get$Id;\n   case 'id': return _getId;\n   default: return _get$IdOrId;\n }\n}\n\n/* @this   Ajv */\nfunction _getId(schema) {\n if (schema.$id) this.logger.warn('schema $id ignored', schema.$id);\n return schema.id;\n}\n\n/* @this   Ajv */\nfunction _get$Id(schema) {\n if (schema.id) this.logger.warn('schema id ignored', schema.id);\n return schema.$id;\n}\n\n\nfunction _get$IdOrId(schema) {\n if (schema.$id && schema.id && schema.$id != schema.id)\n   throw new Error('schema $id is different from id');\n return schema.$id || schema.id;\n}\n\n\n/**\n * Convert array of error message objects to string\n * @this   Ajv\n * @param {Array<Object>} errors optional array of validation errors, if not passed errors from the instance are used.\n * @param {Object} options optional options with properties `separator` and `dataVar`.\n * @return {String} human readable string with all errors descriptions\n */\nfunction errorsText(errors, options) {\n errors = errors || this.errors;\n if (!errors) return 'No errors';\n options = options || {};\n var separator = options.separator === undefined ? ', ' : options.separator;\n var dataVar = options.dataVar === undefined ? 'data' : options.dataVar;\n\n var text = '';\n for (var i=0; i<errors.length; i++) {\n var e = errors[i];\n   if (e) text += dataVar + e.dataPath + ' ' + e.message + separator;\n }\n return text.slice(0, -separator.length);\n}\n\n\n/**\n * Add custom format\n * @this   Ajv\n * @param {String} name format name\n * @param {String|RegExp|Function} format string is converted to RegExp; function should return boolean (true when valid)\n * @return {Ajv} this for method chaining\n */\nfunction addFormat(name, format) {\n if (typeof format == 'string') format = new RegExp(format);\n this._formats[name] = format;\n return this;\n}\n\n\nfunction addDraft6MetaSchema(self) {\n var $dataSchema;\n if (self._opts.$data) {\n $dataSchema = require('./refs/$data.json');\n   self.addMetaSchema($dataSchema, $dataSchema.$id, true);\n }\n if (self._opts.meta === false) return;\n var metaSchema = require('./refs/json-schema-draft-06.json');\n if (self._opts.$data) metaSchema = $dataMetaSchema(metaSchema, META_SUPPORT_DATA);\n self.addMetaSchema(metaSchema, META_SCHEMA_ID, true);\n self._refs['http://json-schema.org/schema'] = META_SCHEMA_ID;\n}\n\n\nfunction addInitialSchemas(self) {\n var optsSchemas = self._opts.schemas;\n if (!optsSchemas) return;\n if (Array.isArray(optsSchemas)) self.addSchema(optsSchemas);\n else for (var key in optsSchemas) self.addSchema(optsSchemas[key], key);\n}\n\n\nfunction addInitialFormats(self) {\n for (var name in self._opts.formats) {\n   var format = self._opts.formats[name];\n   self.addFormat(name, format);\n }\n}\n\n\nfunction checkUnique(self, id) {\n if (self._schemas[id] || self._refs[id])\n   throw new Error('schema with key or id \'" + id + "\" already exists');\n}\n\n\nfunction getMetaSchemaOptions(self) {\n var metaOpts = util.copy(self._opts);\n for (var i=0; i<META_IGNORE_OPTIONS.length; i++)\n   delete metaOpts[META_IGNORE_OPTIONS[i]];\n return metaOpts;\n}\n\n\nfunction setLogger(self) {\n var logger = self._opts.logger;\n if (logger === false) {\n   self.logger = {log: noop, warn: noop, error: noop};\n } else {\n   if (logger === undefined) logger = console;\n   if (!(typeof logger == 'object' && logger.log && logger.warn && logger.error))\n   throw new Error('logger must implement log, warn and error methods');\n   self.logger = logger;\n }\n}\n\n\nfunction noop() {}\n",'"use strict';\n\n\nvar Cache = module.exports = function Cache() {\n this._cache = {};\n};\n\n\nCache.prototype.put = function Cache_put(key, value) {\n this._cache[key] = value;\n};\n\n\nCache.prototype.get = function Cache_get(key) {\n return this._cache[key];\n};\n\n\nCache.prototype.del = function Cache_del(key) {\n delete this._cache[key];\n};\n\n\nCache.prototype.clear = function Cache_clear() {\n this._cache = {};\n};\n",'"use strict';\n\n//all requires must be explicit because browserify won't work with dynamic requires\nmodule.exports = {\n '$ref': require('../dotjs/ref'),\n allOf: require('../dotjs/allOf'),\n anyOf: require('../dotjs/anyOf'),\n const: require('../dotjs/const'),\n contains: require('../dotjs/contains'),\n dependencies: require('../dotjs/dependencies'),\n 'enum': require('../dotjs/enum'),\n format: require('../dotjs/format'),\n items: require('../dotjs/items'),\n maximum: require('../dotjs/_limit'),\n minimum: require('../dotjs/_limit'),\n maxItems: require('../dotjs/_limitItems'),\n minItems: require('../dotjs/_limitItems'),\n maxLength: require('../dotjs/_limitLength'),\n minLength: require('../dotjs/_limitLength'),\n maxProperties: require('../dotjs/_limitProperties'),\n minProperties: require('../dotjs/_limitProperties'),\n multipleOf: require('../dotjs/multipleOf'),\n not: require('../dotjs/not'),\n oneOf: require('../dotjs/oneOf'),\n pattern: require('../dotjs/pattern'),\n properties: require('../dotjs/properties'),\n propertyNames: require('../dotjs/propertyNames'),\n required: require('../dotjs/required'),\n uniqueItems:

```
require('../dotjs/uniqueItems'),\n  validate: require('../dotjs/validate')\n};\n","'use strict';\n\nvar MissingRefError =
require('./error_classes').MissingRef;\n\nmodule.exports = compileAsync;\n\n\n/**\n * Creates validating function
for passed schema with asynchronous loading of missing schemas.\n * `loadSchema` option should be a function
that accepts schema uri and returns promise that resolves with the schema.\n * @this  Ajv\n * @param {Object}
schema schema object\n * @param {Boolean}  meta optional true to compile meta-schema; this parameter can be
skipped\n * @param {Function} callback an optional node-style callback, it is called with 2 parameters: error (or
null) and validating function.\n * @return {Promise} promise that resolves with a validating function.\n */\nfunction
compileAsync(schema, meta, callback) {\n  /* eslint no-shadow: 0 */\n  /* global Promise */\n  /* jshint validthis:
true */\n  var self = this;\n  if (typeof this._opts.loadSchema != 'function')\n    throw new Error('options.loadSchema
should be a function');\n\n  if (typeof meta == 'function') {\n    callback = meta;\n    meta = undefined;\n  }\n\n  var p
= loadMetaSchemaOf(schema).then(function () {\n    var schemaObj = self._addSchema(schema, undefined,
meta);\n    return schemaObj.validate || _compileAsync(schemaObj);\n  });\n\n  if (callback) {\n    p.then(\n
function(v) { callback(null, v); },\n      callback\n    );\n  }\n\n  return p;\n\n\n  function loadMetaSchemaOf(sch) {\n
 var $schema = sch.$schema;\n    return $schema && !self.getSchema($schema)\n            ? compileAsync.call(self,
{ $ref: $schema }, true)\n            : Promise.resolve();\n  }\n\n\n  function _compileAsync(schemaObj) {\n    try {
return self._compile(schemaObj); }\n    catch(e) {\n      if (e instanceof MissingRefError) return
loadMissingSchema(e);\n      throw e;\n    }\n\n\n    function loadMissingSchema(e) {\n      var ref =
e.missingSchema;\n      if (added(ref)) throw new Error('Schema ' + ref + ' is loaded but ' + e.missingRef + ' cannot
be resolved');\n\n      var schemaPromise = self._loadingSchemas[ref];\n      if (!schemaPromise) {\n
schemaPromise = self._loadingSchemas[ref] = self._opts.loadSchema(ref);\n
schemaPromise.then(removePromise, removePromise);\n      }\n\n      return schemaPromise.then(function (sch) {\n
     if (!added(ref)) {\n          return loadMetaSchemaOf(sch).then(function () {\n            if (!added(ref))
self.addSchema(sch, ref, undefined, meta);\n          });\n        }\n      }).then(function() {\n        return
_compileAsync(schemaObj);\n      });\n\n      function removePromise() {\n        delete self._loadingSchemas[ref];\n
   }\n\n      function added(ref) {\n        return self._refs[ref] || self._schemas[ref];\n      }\n    }\n  }\n}\n","'use
strict';\n\nvar resolve = require('./resolve');\n\nmodule.exports = {\n  Validation: errorSubclass(ValidationError),\n
MissingRef: errorSubclass(MissingRefError)\n};\n\n\nfunction ValidationError(errors) {\n  this.message =
'validation failed';\n  this.errors = errors;\n  this.ajv = this.validation = true;\n}\n\n\nMissingRefError.message =
function (baseId, ref) {\n  return 'can\\'t resolve reference ' + ref + ' from id ' + baseId;\n};\n\n\nfunction
MissingRefError(baseId, ref, message) {\n  this.message = message || MissingRefError.message(baseId, ref);\n
this.missingRef = resolve.url(baseId, ref);\n  this.missingSchema =
resolve.normalizeId(resolve.fullPath(this.missingRef));\n}\n\n\nfunction errorSubclass(Subclass) {\n
Subclass.prototype = Object.create(Error.prototype);\n  Subclass.prototype.constructor = Subclass;\n  return
Subclass;\n}\n","'use strict';\n\nvar util = require('./util');\n\nvar DATE = /^\\d\\d\\d\\d-(\\d\\d)-(\\d\\d)$/;\nvar DAYS
= [0,31,29,31,30,31,30,31,31,30,31,30,31];\nvar TIME = /^(\\d\\d):(\\d\\d):(\\d\\d)(\\.\\d+)?(z|[+-
]\\d\\d:\\d\\d)?$/i;\nvar HOSTNAME = /^[a-z0-9](?:[a-z0-9-]{0,61}[a-z0-9])?(?:\\.[a-z0-9](?:[-0-9a-z]{0,61}[0-9a-
z])?)*$/i;\nvar URI = /^(?:[a-z][a-z0-9+\\-.]*:)(?:\\/?\\/(?:(?:[a-z0-9\\-._~!$&'()*+,;=:]|%[0-9a-
f]{2})*@)?(?:\\[(?:(?:(?:(?:[0-9a-f]{1,4}:){6}|::(?:[0-9a-f]{1,4}:){5}|(?:[0-9a-f]{1,4})?::(?:[0-9a-
f]{1,4}:){4}|(?:(?:[0-9a-f]{1,4}:){0,1}[0-9a-f]{1,4})?::(?:[0-9a-f]{1,4}:){3}|(?:(?:[0-9a-f]{1,4}:){0,2}[0-9a-
f]{1,4})?::(?:[0-9a-f]{1,4}:){2}|(?:(?:[0-9a-f]{1,4}:){0,3}[0-9a-f]{1,4})?::[0-9a-f]{1,4}:|(?:(?:[0-9a-
f]{1,4}:){0,4}[0-9a-f]{1,4})?::)(?:[0-9a-f]{1,4}:[0-9a-f]{1,4}|(?:(?:25[0-5]|2[0-4]\\d|[01]?\\d\\d?)\\.){3}(?:25[0-
5]|2[0-4]\\d|[01]?\\d\\d?))|(?:(?:[0-9a-f]{1,4}:){0,5}[0-9a-f]{1,4})?::[0-9a-f]{1,4}|(?:(?:[0-9a-f]{1,4}:){0,6}[0-9a-
f]{1,4})?::)|[Vv][0-9a-f]+\\.[a-z0-9\\-._~!$&'()*+,;=:]+)\\]|(?:(?:25[0-5]|2[0-4]\\d|[01]?\\d\\d?)\\.){3}(?:25[0-5]|2[0-
4]\\d|[01]?\\d\\d?)|(?:[a-z0-9\\-._~!$&'()*+,;=]|%[0-9a-f]{2})*)(?::\\d*)?(?:\\/(?:[a-z0-9\\-._~!$&'()*+,;=:@]|%[0-9a-
f]{2})*)*|\\/(?:(?:[a-z0-9\\-._~!$&'()*+,;=:@]|%[0-9a-f]{2})+(?:\\/(?:[a-z0-9\\-._~!$&'()*+,;=:@]|%[0-9a-
f]{2})*)*)?|(?:[a-z0-9\\-._~!$&'()*+,;=:@]|%[0-9a-f]{2})+(?:\\/(?:[a-z0-9\\-._~!$&'()*+,;=:@]|%[0-9a-
f]{2})*)*)(?:\\?(?:[a-z0-9\\-._~!$&'()*+,;=:@/?]|%[0-9a-f]{2})*)?(?:#(?:[a-z0-9\\-._~!$&'()*+,;=:@/?]|%[0-9a-
f]{2})*)?$/i;\nvar URIREF = /^(?:[a-z][a-z0-9+\\-.]*:)?(?:\\/?\\/(?:(?:[a-z0-9\\-._~!$&'()*+,;=:]|%[0-9a-
```

f{2})*@)?(?:\\[(?:(?:(?:(?:[0-9a-f]{1,4}:){6}|::(?:[0-9a-f]{1,4}:){5}|(?:[0-9a-f]{1,4})?::(?:[0-9a-
f]{1,4}:){4}|(?:(?:[0-9a-f]{1,4}:){0,1}[0-9a-f]{1,4})?::(?:[0-9a-f]{1,4}:){3}|(?:(?:[0-9a-f]{1,4}:){0,2}[0-9a-
f]{1,4})?::(?:[0-9a-f]{1,4}:){2}|(?:(?:[0-9a-f]{1,4}:){0,3}[0-9a-f]{1,4})?::[0-9a-f]{1,4}:|(?:(?:[0-9a-
f]{1,4}:){0,4}[0-9a-f]{1,4})?::)(?:[0-9a-f]{1,4}:[0-9a-f]{1,4}|(?:(?:25[0-5]|2[0-4]\\d|[01]?\\d\\d?)\\.){3}(?:25[0-
5]|2[0-4]\\d|[01]?\\d\\d?))|(?:(?:[0-9a-f]{1,4}:){0,5}[0-9a-f]{1,4})?::[0-9a-f]{1,4}|(?:(?:[0-9a-f]{1,4}:){0,6}[0-9a-
f]{1,4})?::)|[Vv][0-9a-f]+\\.[a-z0-9\\-._~!$&'()*+,;=:]+)\\]|(?:(?:25[0-5]|2[0-4]\\d|[01]?\\d\\d?)\\.){3}(?:25[0-5]|2[0-
4]\\d|[01]?\\d\\d?)|(?:[a-z0-9\\-._~!$&'\"()*+,;=]|%[0-9a-f]{2})*)(?::\\d*)?(?:\\/(?:[a-z0-9\\-._~!$&'\"()*+,;=:@]|%[0-
9a-f]{2})*)*|\\/(?:(?:[a-z0-9\\-._~!$&'\"()*+,;=:@]|%[0-9a-f]{2})+(?:\\/(?:[a-z0-9\\-._~!$&'\"()*+,;=:@]|%[0-9a-
f]{2})*)*)?|(?:[a-z0-9\\-._~!$&'\"()*+,;=:@]|%[0-9a-f]{2})+(?:\\/(?:[a-z0-9\\-._~!$&'\"()*+,;=:@]|%[0-9a-
f]{2})*)*)?(?:\\?(?:[a-z0-9\\-._~!$&'\"()*+,;=:@/?]|%[0-9a-f]{2})*)?(?:#(?:[a-z0-9\\-._~!$&'\"()*+,;=:@/?]|%[0-9a-
f]{2})*)?$/i;\n// uri-template: https://tools.ietf.org/html/rfc6570\nvar URITEMPLATE = /^(?:(?:[^\\x00-
\\x20\"'<>%\\\\^`{|}]|%[0-9a-f]{2})|\\{[+#./;?&=,!@|]?(?:[a-z0-9_]|%[0-9a-f]{2})+(?::[1-9][0-9]{0,3}|*)?(?:,(?:[a-
z0-9_]|%[0-9a-f]{2})+(?::[1-9][0-9]{0,3}|*)?)*\\})*$/i;\n// For the source:
https://gist.github.com/dperini/729294\n// For test cases: https://mathiasbynens.be/demo/url-regex\n// @todo Delete
current URL in favour of the commented out URL rule when this issue is fixed
https://github.com/eslint/eslint/issues/7983.\n// var URL =
/^(?:(?:https?|ftp):\\/\\/)(?:\\S+(?::\\S*)?@)?(?:(?!10(?:\\.\\d{1,3}){3})(?!127(?:\\.\\d{1,3}){3})(?!169\\.254(?:\\.\\d{1,
3}){2})(?!192\\.168(?:\\.\\d{1,3}){2})(?!172\\.(?:1[6-9]|2\\d|3[0-1])(?:\\.\\d{1,3}){2})(?:[1-
9]\\d?|1\\d\\d|2[01]\\d|22[0-3])(?:\\.(?:1?\\d{1,2}|2[0-4]\\d|25[0-5])){2}(?:\\.(?:[1-9]\\d?|1\\d\\d|2[0-4]\\d|25[0-
4]))|(?:(?:[a-z\\u{00a1}-\\u{ffff}0-9]+-?)*[a-z\\u{00a1}-\\u{ffff}0-9]+)(?:\\.(?:[a-z\\u{00a1}-\\u{ffff}0-9]+-?)*[a-
z\\u{00a1}-\\u{ffff}0-9]+)*(?:\\.(?:[a-z\\u{00a1}-\\u{ffff}]{2,})))(?::\\d{2,5})?(?:\\/[^\\s]*)?$/iu;\nvar URL =
/^(?:(?:http[s\\u017F]?|ftp):\\/\\/)(?:(?:[\\0-\\x08\\x0E-\\x1F!-\\x9F\\xA1-\\u167F\\u1681-\\u1FFF\\u200B-
\\u2027\\u202A-\\u202E\\u2030-\\u205E\\u2060-\\u2FFF\\u3001-\\uD7FF\\uE000-\\uFEFE\\uFF00-
\\uFFFF]|[\\uD800-\\uDBFF][\\uDC00-\\uDFFF]|[\\uD800-\\uDBFF](?![\\uDC00-\\uDFFF])|(?:[^\\uD800-
\\uDBFF]|^)[\\uDC00-\\uDFFF])+(?::(?:[\\0-\\x08\\x0E-\\x1F!-\\x9F\\xA1-\\u167F\\u1681-\\u1FFF\\u200B-
\\u2027\\u202A-\\u202E\\u2030-\\u205E\\u2060-\\u2FFF\\u3001-\\uD7FF\\uE000-\\uFEFE\\uFF00-
\\uFFFF]|[\\uD800-\\uDBFF][\\uDC00-\\uDFFF]|[\\uD800-\\uDBFF](?![\\uDC00-\\uDFFF])|(?:[^\\uD800-
\\uDBFF]|^)[\\uDC00-\\uDFFF])*)?@)?(?:(?!10(?:\\.[0-9]{1,3}){3})(?!127(?:\\.[0-9]{1,3}){3})(?!169\\.254(?:\\.[0-
9]{1,3}){2})(?!192\\.168(?:\\.[0-9]{1,3}){2})(?!172\\.(?:1[6-9]|2[0-9]|3[01])(?:\\.[0-9]{1,3}){2})(?:[1-9][0-9]?|1[0-
9][0-9]|2[01][0-9]|22[0-3])(?:\\.(?:1?[0-9]{1,2}|2[0-4][0-9]|25[0-5])){2}(?:\\.(?:[1-9][0-9]?|1[0-9][0-9]|2[0-4][0-
9]|25[0-4]))|(?:(?:(?:[0-9KSa-z\\xA1-\\uD7FF\\uE000-\\uFFFF]|[\\uD800-\\uDBFF](?![\\uDC00-
\\uDFFF])|(?:[^\\uD800-\\uDBFF]|^)[\\uDC00-\\uDFFF])+-?)*(?:[0-9KSa-z\\xA1-\\uD7FF\\uE000-
\\uFFFF]|[\\uD800-\\uDBFF](?![\\uDC00-\\uDFFF])|(?:[^\\uD800-\\uDBFF]|^)[\\uDC00-\\uDFFF])+)(?:\\.(?:(?:[0-
9KSa-z\\xA1-\\uD7FF\\uE000-\\uFFFF]|[\\uD800-\\uDBFF](?![\\uDC00-\\uDFFF])|(?:[^\\uD800-
\\uDBFF]|^)[\\uDC00-\\uDFFF])+-?)*(?:[0-9KSa-z\\xA1-\\uD7FF\\uE000-\\uFFFF]|[\\uD800-
\\uDBFF](?![\\uDC00-\\uDFFF])|(?:[^\\uD800-\\uDBFF]|^)[\\uDC00-\\uDFFF])+)*(?:\\.(?:(?:[KSa-z\\xA1-
\\uD7FF\\uE000-\\uFFFF]|[\\uD800-\\uDBFF](?![\\uDC00-\\uDFFF])|(?:[^\\uD800-\\uDBFF]|^)[\\uDC00-
\\uDFFF]){2,})))(?::[0-9]{2,5})?(?:\\/(?:[\\0-\\x08\\x0E-\\x1F!-\\x9F\\xA1-\\u167F\\u1681-\\u1FFF\\u200B-
\\u2027\\u202A-\\u202E\\u2030-\\u205E\\u2060-\\u2FFF\\u3001-\\uD7FF\\uE000-\\uFEFE\\uFF00-
\\uFFFF]|[\\uD800-\\uDBFF][\\uDC00-\\uDFFF]|[\\uD800-\\uDBFF](?![\\uDC00-\\uDFFF])|(?:[^\\uD800-
\\uDBFF]|^)[\\uDC00-\\uDFFF])*)?$/i;\nvar UUID = /^(?:urn:uuid:)?[0-9a-f]{8}-(?:[0-9a-f]{4}-){3}[0-9a-
f]{12}$/i;\nvar JSON_POINTER = /^(?:\\/(?:[^~/]|~0|~1)*)*$|^#(?:\\/(?:[a-z0-9_\\-.!$&'()*+,;:=@]|%[0-9a-
f]{2}|~0|~1)*)*$/i;\nvar RELATIVE_JSON_POINTER = /^(?:0|[1-9][0-
9]*)(?:#|(?:\\/(?:[^~/]|~0|~1)*)*)$/;\n\n\nmodule.exports = formats;\n\nfunction formats(mode) {\n mode = mode ==
'full' ? 'full' : 'fast';\n return util.copy(formats[mode]);\n}\n\n\nformats.fast = {\n // date:
http://tools.ietf.org/html/rfc3339#section-5.6\n date: /^\\d\\d\\d\\d-[0-1]\\d-[0-3]\\d$/,\n // date-time:
http://tools.ietf.org/html/rfc3339#section-5.6\n time: /^[0-2]\\d:[0-5]\\d:[0-5]\\d(?:\\.\\d+)?(?:z|[+-
]\\d\\d:\\d\\d)?$/i,\n 'date-time': /^\\d\\d\\d\\d-[0-1]\\d-[0-3]\\d[t\\s][0-2]\\d:[0-5]\\d:[0-5]\\d(?:\\.\\d+)?(?:z|[+-

]\\d\\d:\\d\\d)$/i,\n // uri: https://github.com/mafintosh/is-my-json-valid/blob/master/formats.js\n uri: /^(?:[a-z][a-z0-9+-.]*)(?::|\\/)\\/?[^\\s]*$/i,\n 'uri-reference': /^(?:(?:[a-z][a-z0-9+-.]*:)?\\/\\/)?[^\\s]*$/i,\n 'uri-template': URITEMPLATE,\n url: URL,\n // email (sources from jsen validator):\n // http://stackoverflow.com/questions/201323/using-a-regular-expression-to-validate-an-email-address#answer-8829363\n // http://www.w3.org/TR/html5/forms.html#valid-e-mail-address (search for 'willful violation')\n email: /^[a-z0-9.!#$%&'*+/=?^_`{|}~-]+@[a-z0-9](?:[a-z0-9-]{0,61}[a-z0-9])?(?:\\.[a-z0-9](?:[a-z0-9-]{0,61}[a-z0-9])?)*$/i,\n hostname: HOSTNAME,\n // optimized https://www.safaribooksonline.com/library/view/regular-expressions-cookbook/9780596802837/ch07s16.html\n ipv4: /^(?:(?:25[0-5]|2[0-4]\\d|[01]?\\d\\d?)\\.){3}(?:25[0-5]|2[0-4]\\d|[01]?\\d\\d?)$/,\n // optimized http://stackoverflow.com/questions/53497/regular-expression-that-matches-valid-ipv6-addresses\n ipv6: /^\\s*(?:(?:(?:[0-9a-f]{1,4}:){7}(?:[0-9a-f]{1,4}|:))|(?:(?:[0-9a-f]{1,4}:){6}(?::[0-9a-f]{1,4}|(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3})|:))|(?:(?:[0-9a-f]{1,4}:){5}(?:(?:(?::[0-9a-f]{1,4}){1,2})|:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3})|:))|(?:(?:[0-9a-f]{1,4}:){4}(?:(?:(?::[0-9a-f]{1,4}){1,3})|(?:(?::[0-9a-f]{1,4})?:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:))|(?:(?:[0-9a-f]{1,4}:){3}(?:(?:(?::[0-9a-f]{1,4}){1,4})|(?:(?::[0-9a-f]{1,4}){0,2}:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:))|(?:(?:[0-9a-f]{1,4}:){2}(?:(?:(?::[0-9a-f]{1,4}){1,5})|(?:(?::[0-9a-f]{1,4}){0,3}:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:))|(?:(?:[0-9a-f]{1,4}:){1}(?:(?:(?::[0-9a-f]{1,4}){1,6})|(?:(?::[0-9a-f]{1,4}){0,4}:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:))|(?::(?:(?:(?::[0-9a-f]{1,4}){1,7})|(?:(?::[0-9a-f]{1,4}){0,5}:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:)))(?:%.+)?\\s*$/i,\n regex: regex,\n // uuid: http://tools.ietf.org/html/rfc4122\n uuid: UUID,\n // JSON-pointer: https://tools.ietf.org/html/rfc6901\n // uri fragment: https://tools.ietf.org/html/rfc3986#appendix-A\n 'json-pointer': JSON_POINTER,\n // relative JSON-pointer: http://tools.ietf.org/html/draft-luff-relative-json-pointer-00\n 'relative-json-pointer': RELATIVE_JSON_POINTER\n};\n\n\nformats.full = {\n date: date,\n time: time,\n 'date-time': date_time,\n uri: uri,\n 'uri-reference': URIREF,\n 'uri-template': URITEMPLATE,\n url: URL,\n email: /^[a-z0-9!#$%&'*+/=?^_`{|}~-]+(?:\\.[a-z0-9!#$%&"*+/=?^_`{|}~-]+)*@(?:[a-z0-9](?:[a-z0-9-]*[a-z0-9])?\\.)+[a-z0-9](?:[a-z0-9-]*[a-z0-9])?$/i,\n hostname: hostname,\n ipv4: /^(?:(?:25[0-5]|2[0-4]\\d|[01]?\\d\\d?)\\.){3}(?:25[0-5]|2[0-4]\\d|[01]?\\d\\d?)$/,\n ipv6: /^\\s*(?:(?:(?:[0-9a-f]{1,4}:){7}(?:[0-9a-f]{1,4}|:))|(?:(?:[0-9a-f]{1,4}:){6}(?::[0-9a-f]{1,4}|(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3})|:))|(?:(?:[0-9a-f]{1,4}:){5}(?:(?:(?::[0-9a-f]{1,4}){1,2})|:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3})|:))|(?:(?:[0-9a-f]{1,4}:){4}(?:(?:(?::[0-9a-f]{1,4}){1,3})|(?:(?::[0-9a-f]{1,4})?:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:))|(?:(?:[0-9a-f]{1,4}:){3}(?:(?:(?::[0-9a-f]{1,4}){1,4})|(?:(?::[0-9a-f]{1,4}){0,2}:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:))|(?:(?:[0-9a-f]{1,4}:){2}(?:(?:(?::[0-9a-f]{1,4}){1,5})|(?:(?::[0-9a-f]{1,4}){0,3}:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:))|(?:(?:[0-9a-f]{1,4}:){1}(?:(?:(?::[0-9a-f]{1,4}){1,6})|(?:(?::[0-9a-f]{1,4}){0,4}:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:))|(?::(?:(?:(?::[0-9a-f]{1,4}){1,7})|(?:(?::[0-9a-f]{1,4}){0,5}:(?:(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)(?:\\.(?:25[0-5]|2[0-4]\\d|1\\d\\d|[1-9]?\\d)){3}))|:)))(?:%.+)?\\s*$/i,\n regex: regex,\n uuid: UUID,\n 'json-pointer': JSON_POINTER,\n 'relative-json-pointer': RELATIVE_JSON_POINTER\n};\n\n\nfunction date(str) {\n // full-date from http://tools.ietf.org/html/rfc3339#section-5.6\n var matches = str.match(DATE);\n if (!matches) return false;\n\n var month = +matches[1];\n var day = +matches[2];\n return month >= 1 && month <= 12 && day >= 1 && day <= DAYS[month];\n}\n\n\nfunction time(str, full) {\n var matches = str.match(TIME);\n if (!matches) return false;\n\n var hour = matches[1];\n var minute = matches[2];\n var second = matches[3];\n var timeZone = matches[5];\n return hour <= 23 && minute <= 59 && second <= 59 && (!full || timeZone);\n}\n\n\nvar DATE_TIME_SEPARATOR = /t|\\s/i;\nfunction date_time(str) {\n // http://tools.ietf.org/html/rfc3339#section-5.6\n var dateTime = str.split(DATE_TIME_SEPARATOR);\n return dateTime.length == 2 && date(dateTime[0]) && time(dateTime[1], true);\n}\n\n\nfunction hostname(str) {\n // https://tools.ietf.org/html/rfc1034#section-3.5\n

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// https://tools.ietf.org/html/rfc1123#section-2\n  return str.length <= 255 && HOSTNAME.test(str);\n}\n\n\nvar
NOT_URI_FRAGMENT = /\\/|:/;\nfunction uri(str) {\n  //
http://jmrware.com/articles/2009/uri_regexp/URI_regex.html + optional protocol + required \".\"\n  return
NOT_URI_FRAGMENT.test(str) && URI.test(str);\n}\n\n\nvar Z_ANCHOR = /[^\\\\]\\\\Z/;\nfunction regex(str)
{\n  if (Z_ANCHOR.test(str)) return false;\n  try {\n    new RegExp(str);\n    return true;\n  } catch(e) {\n    return
false;\n  }\n}\n\n","'use strict';\n\nvar resolve = require('./resolve')\n  , util = require('./util')\n  , errorClasses =
require('./error_classes')\n  , stableStringify = require('fast-json-stable-stringify');\n\nvar validateGenerator =
require('../dotjs/validate');\n\n/**\n * Functions below are used inside compiled validations function\n */\n\nvar co =
require('co');\nvar ucs2length = util.ucs2length;\nvar equal = require('fast-deep-equal');\n\n// this error is thrown by
async schemas to return validation errors via exception\nvar ValidationError =
errorClasses.Validation;\n\nmodule.exports = compile;\n\n\n/**\n * Compiles schema to validation function\n *
@this   Ajv\n * @param  {Object} schema schema object\n * @param  {Object} root object with information about
the root schema for this schema\n * @param  {Object} localRefs the hash of local references inside the schema
(created by resolve.id), used for inline resolution\n * @param  {String} baseId base ID for IDs in the schema\n *
@return {Function} validation function\n */\nfunction compile(schema, root, localRefs, baseId) {\n  /* jshint
validthis: true, evil: true */\n  /* eslint no-shadow: 0 */\n  var self = this\n    , opts = this._opts\n    , refVal = [
undefined ]\n    , refs = {}\n    , patterns = []\n    , patternsHash = {}\n    , defaults = []\n    , defaultsHash = {}\n    ,
customRules = [];\n\n  root = root || { schema: schema, refVal: refVal, refs: refs };\n\n  var c =
checkCompiling.call(this, schema, root, baseId);\n  var compilation = this._compilations[c.index];\n  if
(c.compiling) return (compilation.callValidate = callValidate);\n\n  var formats = this._formats;\n  var RULES =
this.RULES;\n\n  try {\n    var v = localCompile(schema, root, localRefs, baseId);\n    compilation.validate = v;\n
var cv = compilation.callValidate;\n    if (cv) {\n      cv.schema = v.schema;\n      cv.errors = null;\n      cv.refs =
v.refs;\n      cv.refVal = v.refVal;\n      cv.root = v.root;\n      cv.$async = v.$async;\n      if (opts.sourceCode)
cv.source = v.source;\n    }\n    return v;\n  } finally {\n    endCompiling.call(this, schema, root, baseId);\n  }\n\n
function callValidate() {\n    var validate = compilation.validate;\n    var result = validate.apply(null, arguments);\n
callValidate.errors = validate.errors;\n    return result;\n  }\n\n  function localCompile(_schema, _root, localRefs,
baseId) {\n    var isRoot = !_root || (_root && _root.schema == _schema);\n    if (_root.schema != root.schema)\n
return compile.call(self, _schema, _root, localRefs, baseId);\n\n    var $async = _schema.$async === true;\n\n    var
sourceCode = validateGenerator({\n      isTop: true,\n      schema: _schema,\n      isRoot: isRoot,\n      baseId:
baseId,\n      root: _root,\n      schemaPath: '',\n      errSchemaPath: '#',\n      errorPath: '\"\"',\n      MissingRefError:
errorClasses.MissingRef,\n      RULES: RULES,\n      validate: validateGenerator,\n      util: util,\n      resolve:
resolve,\n      resolveRef: resolveRef,\n      usePattern: usePattern,\n      useDefault: useDefault,\n
useCustomRule: useCustomRule,\n      opts: opts,\n      formats: formats,\n      logger: self.logger,\n      self: self\n
});\n\n    sourceCode = vars(refVal, refValCode) + vars(patterns, patternCode)\n                    + vars(defaults,
defaultCode) + vars(customRules, customRuleCode)\n                    + sourceCode;\n\n    if (opts.processCode)
sourceCode = opts.processCode(sourceCode);\n    // console.log('\\n\\n\\n *** \\n', JSON.stringify(sourceCode));\n
var validate;\n    try {\n      var makeValidate = new Function(\n        'self',\n        'RULES',\n        'formats',\n
'root',\n        'refVal',\n        'defaults',\n        'customRules',\n        'co',\n        'equal',\n        'ucs2length',\n
'ValidationError',\n        sourceCode\n      );\n\n      validate = makeValidate(\n        self,\n        RULES,\n
formats,\n        root,\n        refVal,\n        defaults,\n        customRules,\n        co,\n        equal,\n        ucs2length,\n
ValidationError\n      );\n\n      refVal[0] = validate;\n    } catch(e) {\n      self.logger.error('Error compiling schema,
function code:', sourceCode);\n      throw e;\n    }\n\n    validate.schema = _schema;\n    validate.errors = null;\n
validate.refs = refs;\n    validate.refVal = refVal;\n    validate.root = isRoot ? validate : _root;\n    if ($async)
validate.$async = true;\n    if (opts.sourceCode === true) {\n      validate.source = {\n        code: sourceCode,\n
patterns: patterns,\n        defaults: defaults\n      };\n    }\n\n    return validate;\n  }\n\n  function resolveRef(baseId,
ref, isRoot) {\n    ref = resolve.url(baseId, ref);\n    var refIndex = refs[ref];\n    var _refVal, refCode;\n    if (refIndex
!== undefined) {\n      _refVal = refVal[refIndex];\n      refCode = 'refVal[' + refIndex + ']';\n      return
resolvedRef(_refVal, refCode);\n    }\n    if (!isRoot && root.refs) {\n      var rootRefId = root.refs[ref];\n      if
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(rootRefId !== undefined) {\n      _refVal = root.refVal[rootRefId];\n      refCode = addLocalRef(ref, _refVal);\n
  return resolvedRef(_refVal, refCode);\n      }\n    }\n\n    refCode = addLocalRef(ref);\n    var v = resolve.call(self,
localCompile, root, ref);\n    if (v === undefined) {\n      var localSchema = localRefs && localRefs[ref];\n      if
(localSchema) {\n        v = resolve.inlineRef(localSchema, opts.inlineRefs)\n            ? localSchema\n            :
compile.call(self, localSchema, root, localRefs, baseId);\n      }\n    }\n\n    if (v === undefined) {\n
removeLocalRef(ref);\n    } else {\n      replaceLocalRef(ref, v);\n      return resolvedRef(v, refCode);\n    }\n  }\n\n
function addLocalRef(ref, v) {\n    var refId = refVal.length;\n    refVal[refId] = v;\n    refs[ref] = refId;\n    return
'refVal' + refId;\n  }\n\n  function removeLocalRef(ref) {\n    delete refs[ref];\n  }\n\n  function replaceLocalRef(ref,
v) {\n    var refId = refs[ref];\n    refVal[refId] = v;\n  }\n\n  function resolvedRef(refVal, code) {\n    return typeof
refVal == 'object' || typeof refVal == 'boolean'\n            ? { code: code, schema: refVal, inline: true }\n            : {
code: code, $async: refVal && refVal.$async };\n  }\n\n  function usePattern(regexStr) {\n    var index =
patternsHash[regexStr];\n    if (index === undefined) {\n      index = patternsHash[regexStr] = patterns.length;\n
patterns[index] = regexStr;\n    }\n    return 'pattern' + index;\n  }\n\n  function useDefault(value) {\n    switch
(typeof value) {\n      case 'boolean':\n      case 'number':\n        return '' + value;\n      case 'string':\n        return
util.toQuotedString(value);\n      case 'object':\n        if (value === null) return 'null';\n        var valueStr =
stableStringify(value);\n        var index = defaultsHash[valueStr];\n        if (index === undefined) {\n          index =
defaultsHash[valueStr] = defaults.length;\n          defaults[index] = value;\n        }\n        return 'default' + index;\n
}\n  }\n\n  function useCustomRule(rule, schema, parentSchema, it) {\n    var validateSchema =
rule.definition.validateSchema;\n    if (validateSchema && self._opts.validateSchema !== false) {\n      var valid =
validateSchema(schema);\n      if (!valid) {\n        var message = 'keyword schema is invalid: ' +
self.errorsText(validateSchema.errors);\n        if (self._opts.validateSchema == 'log') self.logger.error(message);\n
  else throw new Error(message);\n      }\n    }\n\n    var compile = rule.definition.compile\n      , inline =
rule.definition.inline\n      , macro = rule.definition.macro;\n\n    var validate;\n    if (compile) {\n      validate =
compile.call(self, schema, parentSchema, it);\n    } else if (macro) {\n      validate = macro.call(self, schema,
parentSchema, it);\n      if (opts.validateSchema !== false) self.validateSchema(validate, true);\n    } else if (inline)
{\n      validate = inline.call(self, it, rule.keyword, schema, parentSchema);\n    } else {\n      validate =
rule.definition.validate;\n      if (!validate) return;\n    }\n\n    if (validate === undefined)\n      throw new
Error('custom keyword \"' + rule.keyword + '\"failed to compile');\n\n    var index = customRules.length;\n
customRules[index] = validate;\n\n    return {\n      code: 'customRule' + index,\n      validate: validate\n    };\n
}\n}\n\n\n/**\n * Checks if the schema is currently compiled\n * @this   Ajv\n * @param  {Object} schema schema
to compile\n * @param  {Object} root root object\n * @param  {String} baseId base schema ID\n * @return
{Object} object with properties \"index\" (compilation index) and \"compiling\" (boolean)\n */\nfunction
checkCompiling(schema, root, baseId) {\n  /* jshint validthis: true */\n  var index = compIndex.call(this, schema,
root, baseId);\n  if (index >= 0) return { index: index, compiling: true };\n  index = this._compilations.length;\n
this._compilations[index] = {\n    schema: schema,\n    root: root,\n    baseId: baseId\n  };\n  return { index: index,
compiling: false };\n}\n\n\n/**\n * Removes the schema from the currently compiled list\n * @this   Ajv\n *
@param  {Object} schema schema to compile\n * @param  {Object} root root object\n * @param  {String} baseId
base schema ID\n */\nfunction endCompiling(schema, root, baseId) {\n  /* jshint validthis: true */\n  var i =
compIndex.call(this, schema, root, baseId);\n  if (i >= 0) this._compilations.splice(i, 1);\n}\n\n\n/**\n * Index of
schema compilation in the currently compiled list\n * @this   Ajv\n * @param  {Object} schema schema to
compile\n * @param  {Object} root root object\n * @param  {String} baseId base schema ID\n * @return {Integer}
compilation index\n */\nfunction compIndex(schema, root, baseId) {\n  /* jshint validthis: true */\n  for (var i=0;
i<this._compilations.length; i++) {\n    var c = this._compilations[i];\n    if (c.schema == schema && c.root == root
&& c.baseId == baseId) return i;\n  }\n  return -1;\n}\n\n\nfunction patternCode(i, patterns) {\n  return 'var pattern' +
i + ' = new RegExp(' + util.toQuotedString(patterns[i]) + ');';\n}\n\n\nfunction defaultCode(i) {\n  return 'var default'
+ i + ' = defaults[' + i + '];';\n}\n\n\nfunction refValCode(i, refVal) {\n  return refVal[i] === undefined ? '' : 'var
refVal' + i + ' = refVal[' + i + '];';\n}\n\n\nfunction customRuleCode(i) {\n  return 'var customRule' + i + ' =
customRules[' + i + '];';\n}\n\n\nfunction vars(arr, statement) {\n  if (!arr.length) return '';\n  var code = '';\n  for (var
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i=0; i<arr.length; i++)\n code += statement(i, arr);\n return code;\n}\n","'use strict';\n\nvar url = require('url')\n , equal = require('fast-deep-equal')\n , util = require('./util')\n , SchemaObject = require('./schema_obj')\n , traverse = require('json-schema-traverse');\n\nmodule.exports = resolve;\n\nresolve.normalizeId = normalizeId;\nresolve.fullPath = getFullPath;\nresolve.url = resolveUrl;\nresolve.ids = resolveIds;\nresolve.inlineRef = inlineRef;\nresolve.schema = resolveSchema;\n\n/**\n * [resolve and compile the references ($ref)]\n * @this Ajv\n * @param {Function} compile reference to schema compilation funciton (localCompile)\n * @param {Object} root object with information about the root schema for the current schema\n * @param {String} ref reference to resolve\n * @return {Object|Function} schema object (if the schema can be inlined) or validation function\n */\nfunction resolve(compile, root, ref) {\n /* jshint validthis: true */\n var refVal = this._refs[ref];\n if (typeof refVal == 'string') {\n if (this._refs[refVal]) refVal = this._refs[refVal];\n else return resolve.call(this, compile, root, refVal);\n }\n\n refVal = refVal || this._schemas[ref];\n if (refVal instanceof SchemaObject) {\n return inlineRef(refVal.schema, this._opts.inlineRefs)\n ? refVal.schema\n : refVal.validate || this._compile(refVal);\n }\n\n var res = resolveSchema.call(this, root, ref);\n var schema, v, baseId;\n if (res) {\n schema = res.schema;\n root = res.root;\n baseId = res.baseId;\n }\n\n if (schema instanceof SchemaObject) {\n v = schema.validate || compile.call(this, schema.schema, root, undefined, baseId);\n } else if (schema !== undefined) {\n v = inlineRef(schema, this._opts.inlineRefs)\n ? schema\n : compile.call(this, schema, root, undefined, baseId);\n }\n\n return v;\n}\n\n\n/**\n * Resolve schema, its root and baseId\n * @this Ajv\n * @param {Object} root root object with properties schema, refVal, refs\n * @param {String} ref reference to resolve\n * @return {Object} object with properties schema, root, baseId\n */\nfunction resolveSchema(root, ref) {\n /* jshint validthis: true */\n var p = url.parse(ref, false, true)\n , refPath = _getFullPath(p)\n , baseId = getFullPath(this._getId(root.schema));\n if (refPath !== baseId) {\n var id = normalizeId(refPath);\n var refVal = this._refs[id];\n if (typeof refVal == 'string') {\n return resolveRecursive.call(this, root, refVal, p);\n } else if (refVal instanceof SchemaObject) {\n if (!refVal.validate) this._compile(refVal);\n root = refVal;\n } else {\n refVal = this._schemas[id];\n if (refVal instanceof SchemaObject) {\n if (!refVal.validate) this._compile(refVal);\n if (id == normalizeId(ref))\n return { schema: refVal, root: root, baseId: baseId };\n root = refVal;\n } else {\n return;\n }\n }\n if (!root.schema) return;\n baseId = getFullPath(this._getId(root.schema));\n }\n return getJsonPointer.call(this, p, baseId, root.schema, root);\n}\n\n\n/* @this Ajv */\nfunction resolveRecursive(root, ref, parsedRef) {\n /* jshint validthis: true */\n var res = resolveSchema.call(this, root, ref);\n if (res) {\n var schema = res.schema;\n var baseId = res.baseId;\n root = res.root;\n var id = this._getId(schema);\n if (id) baseId = resolveUrl(baseId, id);\n return getJsonPointer.call(this, parsedRef, baseId, schema, root);\n }\n}\n\n\nvar PREVENT_SCOPE_CHANGE = util.toHash(['properties', 'patternProperties', 'enum', 'dependencies', 'definitions']);\n/* @this Ajv */\nfunction getJsonPointer(parsedRef, baseId, schema, root) {\n /* jshint validthis: true */\n parsedRef.hash = parsedRef.hash || '';\n if (parsedRef.hash.slice(0,2) != '#/') return;\n var parts = parsedRef.hash.split('/');\n\n for (var i = 1; i < parts.length; i++) {\n var part = parts[i];\n if (part) {\n part = util.unescapeFragment(part);\n schema = schema[part];\n if (schema === undefined) break;\n var id;\n if (!PREVENT_SCOPE_CHANGE[part]) {\n id = this._getId(schema);\n if (id) baseId = resolveUrl(baseId, id);\n if (schema.$ref) {\n var $ref = resolveUrl(baseId, schema.$ref);\n var res = resolveSchema.call(this, root, $ref);\n if (res) {\n schema = res.schema;\n root = res.root;\n baseId = res.baseId;\n }\n }\n }\n }\n }\n if (schema !== undefined && schema !== root.schema)\n return { schema: schema, root: root, baseId: baseId };\n}\n\n\nvar SIMPLE_INLINED = util.toHash([\n 'type', 'format', 'pattern',\n 'maxLength', 'minLength',\n 'maxProperties', 'minProperties',\n 'maxItems', 'minItems',\n 'maximum', 'minimum',\n 'uniqueItems', 'multipleOf',\n 'required', 'enum'\n]);\nfunction inlineRef(schema, limit) {\n if (limit === false) return false;\n if (limit === undefined || limit === true) return checkNoRef(schema);\n else if (limit) return countKeys(schema) <= limit;\n}\n\n\nfunction checkNoRef(schema) {\n var item;\n if (Array.isArray(schema)) {\n for (var i=0; i<schema.length; i++) {\n item = schema[i];\n if (typeof item == 'object' && !checkNoRef(item)) return false;\n }\n } else {\n for (var key in schema) {\n if (key == '$ref') return false;\n item = schema[key];\n if (typeof item == 'object' && !checkNoRef(item)) return false;\n }\n

}\n return true;\n}\n\n\nfunction countKeys(schema) {\n var count = 0, item;\n if (Array.isArray(schema)) {\n for (var i=0; i<schema.length; i++) {\n   item = schema[i];\n   if (typeof item == 'object') count += countKeys(item);\n   if (count == Infinity) return Infinity;\n   }\n } else {\n   for (var key in schema) {\n   if (key == '$ref') return Infinity;\n   if (SIMPLE_INLINED[key]) {\n   count++;\n   } else {\n   item = schema[key];\n   if (typeof item == 'object') count += countKeys(item) + 1;\n   if (count == Infinity) return Infinity;\n   }\n   }\n }\n return count;\n}\n\n\nfunction getFullPath(id, normalize) {\n if (normalize !== false) id = normalizeId(id);\n var p = url.parse(id, false, true);\n return _getFullPath(p);\n}\n\n\nfunction _getFullPath(p) {\n var protocolSeparator = p.protocol || p.href.slice(0,2) == '//' ? '//' : '';\n return (p.protocol||'') + protocolSeparator + (p.host||'') + (p.path||'') + '#';\n}\n\n\nvar TRAILING_SLASH_HASH = /#\/?$/;\nfunction normalizeId(id) {\n return id ? id.replace(TRAILING_SLASH_HASH, '') : '';\n}\n\n\nfunction resolveUrl(baseId, id) {\n id = normalizeId(id);\n return url.resolve(baseId, id);\n}\n\n\n/* @this Ajv */\nfunction resolveIds(schema) {\n var schemaId = normalizeId(this._getId(schema));\n var baseIds = {'': schemaId};\n var fullPaths = {'': getFullPath(schemaId, false)};\n var localRefs = {};\n var self = this;\n\n traverse(schema, {allKeys: true}, function(sch, jsonPtr, rootSchema, parentJsonPtr, parentKeyword, parentSchema, keyIndex) {\n   if (jsonPtr === '') return;\n   var id = self._getId(sch);\n   var baseId = baseIds[parentJsonPtr];\n   var fullPath = fullPaths[parentJsonPtr] + '/' + parentKeyword;\n   if (keyIndex !== undefined)\n   fullPath += '/' + (typeof keyIndex == 'number' ? keyIndex : util.escapeFragment(keyIndex));\n\n   if (typeof id == 'string') {\n   id = baseId = normalizeId(baseId ? url.resolve(baseId, id) : id);\n\n   var refVal = self._refs[id];\n   if (typeof refVal == 'string') refVal = self._refs[refVal];\n   if (refVal && refVal.schema) {\n   if (!equal(sch, refVal.schema))\n   throw new Error('id \'' + id + '\' resolves to more than one schema');\n   } else if (id != normalizeId(fullPath)) {\n   if (id[0] == '#') {\n   if (localRefs[id] && !equal(sch, localRefs[id]))\n   throw new Error('id \'' + id + '\' resolves to more than one schema');\n   localRefs[id] = sch;\n   } else {\n   self._refs[id] = fullPath;\n   }\n   }\n   }\n   baseIds[jsonPtr] = baseId;\n   fullPaths[jsonPtr] = fullPath;\n });\n\n return localRefs;\n}\n",'"use strict';\n\nvar ruleModules = require('./_rules')\n , toHash = require('./util').toHash;\n\nmodule.exports = function rules() {\n var RULES = [\n   { type: 'number',\n   rules: [{ 'maximum': ['exclusiveMaximum'] },\n   { 'minimum': ['exclusiveMinimum'] }, 'multipleOf', 'format'] },\n   { type: 'string',\n   rules: ['maxLength', 'minLength', 'pattern', 'format'] },\n   { type: 'array',\n   rules: ['maxItems', 'minItems', 'uniqueItems', 'contains', 'items'] },\n   { type: 'object',\n   rules: ['maxProperties', 'minProperties', 'required', 'dependencies', 'propertyNames',\n   { 'properties': ['additionalProperties', 'patternProperties'] }] },\n   { rules: ['$ref', 'const', 'enum', 'not', 'anyOf', 'oneOf', 'allOf'] }\n];\n\n var ALL = ['type'];\n var KEYWORDS = [\n   'additionalItems', '$schema', '$id', 'id', 'title',\n   'description', 'default', 'definitions'\n];\n var TYPES = ['number', 'integer', 'string', 'array', 'object', 'boolean', 'null'];\n RULES.all = toHash(ALL);\n RULES.types = toHash(TYPES);\n\n RULES.forEach(function (group) {\n   group.rules = group.rules.map(function (keyword) {\n   var implKeywords;\n   if (typeof keyword == 'object') {\n   var key = Object.keys(keyword)[0];\n   implKeywords = keyword[key];\n   keyword = key;\n   implKeywords.forEach(function (k) {\n   ALL.push(k);\n   RULES.all[k] = true;\n   });\n   }\n   ALL.push(keyword);\n   var rule = RULES.all[keyword] = {\n   keyword: keyword,\n   code: ruleModules[keyword],\n   implements: implKeywords\n   };\n   return rule;\n   });\n\n   if (group.type) RULES.types[group.type] = group;\n });\n\n RULES.keywords = toHash(ALL.concat(KEYWORDS));\n RULES.custom = {};\n\n return RULES;\n};\n",'"use strict';\n\nvar util = require('./util');\n\nmodule.exports = SchemaObject;\n\nfunction SchemaObject(obj) {\n util.copy(obj, this);\n}\n",'"use strict';\n\n// https://mathiasbynens.be/notes/javascript-encoding\n// https://github.com/bestiejs/punycode.js - punycode.ucs2.decode\nmodule.exports = function ucs2length(str) {\n var length = 0\n   , len = str.length\n   , pos = 0\n   , value;\n while (pos < len) {\n   length++;\n   value = str.charCodeAt(pos++);\n   if (value >= 0xD800 && value <= 0xDBFF && pos < len) {\n   // high surrogate, and there is a next character\n   value = str.charCodeAt(pos);\n   if ((value & 0xFC00) == 0xDC00) pos++; // low surrogate\n   }\n }\n return length;\n};\n",'"use strict';\n\n\nmodule.exports = {\n copy: copy,\n checkDataType: checkDataType,\n checkDataTypes: checkDataTypes,\n coerceToTypes: coerceToTypes,\n toHash: toHash,\n getProperty:

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getProperty,\n  escapeQuotes: escapeQuotes,\n  equal: require('fast-deep-equal'),\n  ucs2length:
require('./ucs2length'),\n  varOccurences: varOccurences,\n  varReplace: varReplace,\n  cleanUpCode:
cleanUpCode,\n  finalCleanUpCode: finalCleanUpCode,\n  schemaHasRules: schemaHasRules,\n
schemaHasRulesExcept: schemaHasRulesExcept,\n  toQuotedString: toQuotedString,\n  getPathExpr:
getPathExpr,\n  getPath: getPath,\n  getData: getData,\n  unescapeFragment: unescapeFragment,\n
unescapeJsonPointer: unescapeJsonPointer,\n  escapeFragment: escapeFragment,\n  escapeJsonPointer:
escapeJsonPointer\n};\n\n\nfunction copy(o, to) {\n  to = to || {};\n  for (var key in o) to[key] = o[key];\n  return
to;\n}\n\n\nfunction checkDataType(dataType, data, negate) {\n  var EQUAL = negate ? ' !== ' : ' === '\n    , AND =
negate ? ' || ' : ' && '\n    , OK = negate ? '!' : ''\n    , NOT = negate ? '' : '!';\n  switch (dataType) {\n    case 'null':
return data + EQUAL + 'null';\n    case 'array': return OK + 'Array.isArray(' + data + ')';\n    case 'object': return '(' +
OK + data + AND +\n                    'typeof ' + data + EQUAL + '\"object\"' + AND +\n                    NOT +
'Array.isArray(' + data + '))';\n    case 'integer': return '(typeof ' + data + EQUAL + '\"number\"' + AND +\n
        NOT + '(' + data + ' % 1)' +\n                    AND + data + EQUAL + data + ')';\n    default: return 'typeof ' +
data + EQUAL + '\'' + dataType + '\'';\n  }\n}\n\n\nfunction checkDataTypes(dataTypes, data) {\n  switch
(dataTypes.length) {\n    case 1: return checkDataType(dataTypes[0], data, true);\n    default:\n      var code = '';\n
var types = toHash(dataTypes);\n      if (types.array && types.object) {\n        code = types.null ? '(': '(!' + data + ' ||
';\n        code += 'typeof ' + data + ' !== \"object\")';\n        delete types.null;\n        delete types.array;\n        delete
types.object;\n      }\n      if (types.number) delete types.integer;\n      for (var t in types)\n        code += (code ? ' && '
: '' ) + checkDataType(t, data, true);\n\n      return code;\n  }\n}\n\n\nvar COERCE_TO_TYPES = toHash([ 'string',
'number', 'integer', 'boolean', 'null' ]);\nfunction coerceToTypes(optionCoerceTypes, dataTypes) {\n  if
(Array.isArray(dataTypes)) {\n    var types = [];\n    for (var i=0; i<dataTypes.length; i++) {\n      var t =
dataTypes[i];\n      if (COERCE_TO_TYPES[t]) types[types.length] = t;\n      else if (optionCoerceTypes === 'array'
&& t === 'array') types[types.length] = t;\n    }\n    if (types.length) return types;\n  } else if
(COERCE_TO_TYPES[dataTypes]) {\n    return [dataTypes];\n  } else if (optionCoerceTypes === 'array' &&
dataTypes === 'array') {\n    return ['array'];\n  }\n}\n\n\nfunction toHash(arr) {\n  var hash = {};\n  for (var i=0;
i<arr.length; i++) hash[arr[i]] = true;\n  return hash;\n}\n\n\nvar IDENTIFIER = /^[a-z$_][a-z$_0-9]*$/i;\nvar
SINGLE_QUOTE = /'|\\\\/g;\nfunction getProperty(key) {\n  return typeof key == 'number'\n          ? '[' + key + ']'\n
      : IDENTIFIER.test(key)\n            ? '.' + key\n            : \"['\" + escapeQuotes(key) + \"']\";\n}\n\n\nfunction
escapeQuotes(str) {\n  return str.replace(SINGLE_QUOTE, '\\\\$&')\n            .replace(/\\n/g, '\\\\n')\n
.replace(/\\r/g, '\\\\r')\n            .replace(/\\f/g, '\\\\f')\n            .replace(/\\t/g, '\\\\t');\n}\n\n\nfunction varOccurences(str,
dataVar) {\n  dataVar += '[^0-9]';\n  var matches = str.match(new RegExp(dataVar, 'g'));\n  return matches ?
matches.length : 0;\n}\n\n\nfunction varReplace(str, dataVar, expr) {\n  dataVar += '([^0-9])';\n  expr =
expr.replace(/\\$/g, '$$$$');\n  return str.replace(new RegExp(dataVar, 'g'), expr + '$1');\n}\n\n\nvar EMPTY_ELSE
= /else\\s*{\\s*}/g\n  , EMPTY_IF_NO_ELSE = /if\\s*\\([^)]+\\)\\s*\\{\\s*\\}(?!\\s*else)/g\n  ,
EMPTY_IF_WITH_ELSE = /if\\s*\\(([^)]+)\\)\\s*\\{\\s*\\}\\s*else(?!\\s*if)/g;\nfunction cleanUpCode(out) {\n
return out.replace(EMPTY_ELSE, '')\n            .replace(EMPTY_IF_NO_ELSE, '')\n
.replace(EMPTY_IF_WITH_ELSE, 'if (!($1))');\n}\n\n\nvar ERRORS_REGEXP = /[^v.]errors/g\n  ,
REMOVE_ERRORS = /var errors = 0;|var vErrors = null;|validate.errors = vErrors;/g\n  ,
REMOVE_ERRORS_ASYNC = /var errors = 0;|var vErrors = null;/g\n  , RETURN_VALID = 'return errors ===
0;'\n  , RETURN_TRUE = 'validate.errors = null; return true;'\n  , RETURN_ASYNC = /if \\(errors === 0\\) return
data;\\s*else throw new ValidationError\\(vErrors\\);/\n  , RETURN_DATA_ASYNC = 'return data;'\n  ,
ROOTDATA_REGEXP = /[^A-Za-z_$]rootData[^A-Za-z0-9_$]/g\n  , REMOVE_ROOTDATA = /if \\(rootData
=== undefined\\) rootData = data;/;\n\nfunction finalCleanUpCode(out, async) {\n  var matches =
out.match(ERRORS_REGEXP);\n  if (matches && matches.length == 2) {\n    out = async\n          ?
out.replace(REMOVE_ERRORS_ASYNC, '')\n              .replace(RETURN_ASYNC,
RETURN_DATA_ASYNC)\n          : out.replace(REMOVE_ERRORS, '')\n              .replace(RETURN_VALID,
RETURN_TRUE);\n  }\n\n  matches = out.match(ROOTDATA_REGEXP);\n  if (!matches || matches.length !== 3)
return out;\n  return out.replace(REMOVE_ROOTDATA, '');\n}\n\n\nfunction schemaHasRules(schema, rules) {\n
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if (typeof schema == 'boolean') return !schema;\n  for (var key in schema) if (rules[key]) return
true;\n}\n\n\nfunction schemaHasRulesExcept(schema, rules, exceptKeyword) {\n  if (typeof schema == 'boolean')
return !schema && exceptKeyword != 'not';\n  for (var key in schema) if (key != exceptKeyword && rules[key])
return true;\n}\n\n\nfunction toQuotedString(str) {\n  return '\\" + escapeQuotes(str) + '\\";\n}\n\n\nfunction
getPathExpr(currentPath, expr, jsonPointers, isNumber) {\n  var path = jsonPointers // false by default\n              ?
'\\'/\\' + ' + expr + (isNumber ? '' : '.replace(/~/g, \\'~0\\').replace(/\\\\/g, \\'~1\\')')\n              : (isNumber ? '\\'[\\' + ' +
expr + ' + \\']\\" : '\\'[\\\\\\'\\' + ' + expr + ' + \\'\\\\\\']\\");\n  return joinPaths(currentPath, path);\n}\n\n\nfunction
getPath(currentPath, prop, jsonPointers) {\n  var path = jsonPointers // false by default\n              ? toQuotedString('/'
+ escapeJsonPointer(prop))\n              : toQuotedString(getProperty(prop));\n  return joinPaths(currentPath,
path);\n}\n\n\nvar JSON_POINTER = /^\\/(?:[^~]|~0|~1)*$/;\nvar RELATIVE_JSON_POINTER = /^([0-
9]+)(#|\\/(?:[^~]|~0|~1)*)?$/;\nfunction getData($data, lvl, paths) {\n  var up, jsonPointer, data, matches;\n  if ($data
=== '') return 'rootData';\n  if ($data[0] == '/') {\n    if (!JSON_POINTER.test($data)) throw new Error('Invalid
JSON-pointer: ' + $data);\n    jsonPointer = $data;\n    data = 'rootData';\n  } else {\n    matches =
$data.match(RELATIVE_JSON_POINTER);\n    if (!matches) throw new Error('Invalid JSON-pointer: ' + $data);\n
  up = +matches[1];\n    jsonPointer = matches[2];\n    if (jsonPointer == '#') {\n      if (up >= lvl) throw new
Error('Cannot access property/index ' + up + ' levels up, current level is ' + lvl);\n      return paths[lvl - up];\n    }\n\n
  if (up > lvl) throw new Error('Cannot access data ' + up + ' levels up, current level is ' + lvl);\n    data = 'data' + ((lvl
- up) || '');\n    if (!jsonPointer) return data;\n  }\n\n  var expr = data;\n  var segments = jsonPointer.split('/');\n  for
(var i=0; i<segments.length; i++) {\n    var segment = segments[i];\n    if (segment) {\n      data +=
getProperty(unescapeJsonPointer(segment));\n      expr += ' && ' + data;\n    }\n  }\n  return expr;\n}\n\n\nfunction
joinPaths (a, b) {\n  if (a == '\"\"') return b;\n  return (a + ' + ' + b).replace(/' \\+ '/g, '');\n}\n\n\nfunction
unescapeFragment(str) {\n  return unescapeJsonPointer(decodeURIComponent(str));\n}\n\n\nfunction
escapeFragment(str) {\n  return encodeURIComponent(escapeJsonPointer(str));\n}\n\n\nfunction
escapeJsonPointer(str) {\n  return str.replace(/~/g, '~0').replace(/\\/g, '~1');\n}\n\n\nfunction
unescapeJsonPointer(str) {\n  return str.replace(/~1/g, '/').replace(/~0/g, '~');\n}\n","use strict';\nmodule.exports =
function generate__limit(it, $keyword, $ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl =
it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath = it.schemaPath +
it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var $breakOnError =
!it.opts.allErrors;\n  var $errorKeyword;\n  var $data = 'data' + ($dataLvl || '');\n  var $isData = it.opts.$data &&
$schema && $schema.$data,\n    $schemaValue;\n  if ($isData) {\n    out += ' var schema' + ($lvl) + ' = ' +
(it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + '; ';\n    $schemaValue = 'schema' + $lvl;\n  } else {\n
$schemaValue = $schema;\n  }\n  var $isMax = $keyword == 'maximum',\n    $exclusiveKeyword = $isMax ?
'exclusiveMaximum' : 'exclusiveMinimum',\n    $schemaExcl = it.schema[$exclusiveKeyword],\n    $isDataExcl =
it.opts.$data && $schemaExcl && $schemaExcl.$data,\n    $op = $isMax ? '<' : '>',\n    $notOp = $isMax ? '>' :
'<',\n    $errorKeyword = undefined;\n  if ($isDataExcl) {\n    var $schemaValueExcl =
it.util.getData($schemaExcl.$data, $dataLvl, it.dataPathArr),\n      $exclusive = 'exclusive' + $lvl,\n      $exclType =
'exclType' + $lvl,\n      $exclIsNumber = 'exclIsNumber' + $lvl,\n      $opExpr = 'op' + $lvl,\n      $opStr = '\\' + ' +
$opExpr + ' + \\";\n    out += ' var schemaExcl' + ($lvl) + ' = ' + ($schemaValueExcl) + '; ';\n    $schemaValueExcl =
'schemaExcl' + $lvl;\n    out += ' var ' + ($exclusive) + '; var ' + ($exclType) + ' = typeof ' + ($schemaValueExcl) + ';
if (' + ($exclType) + ' != \\'boolean\\' && ' + ($exclType) + ' != \\'undefined\\' && ' + ($exclType) + ' != \\'number\\')
{ ';\n    var $errorKeyword = $exclusiveKeyword;\n    var $$outStack = $$outStack || [];\n    $$outStack.push(out);\n
  out = ''; /* istanbul ignore else */\n    if (it.createErrors !== false) {\n      out += ' { keyword: \\" + ($errorKeyword ||
'_exclusiveLimit') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: {} ';\n      if (it.opts.messages !== false) {\n        out += ' ,
message: \\" + ($exclusiveKeyword) + ' should be boolean\\' ';\n      }\n      if (it.opts.verbose) {\n        out += ' ,
schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' +
($data) + ' ';\n      }\n      out += ' } ';\n    } else {\n      out += ' {} ';\n    }\n    var __err = out;\n    out =
$$outStack.pop();\n    if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n      if (it.async) {\n
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out += ' throw new ValidationError([' + (__err) + ']); ';\n      } else {\n        out += ' validate.errors = [' + (__err) + ']; return false; ';\n      }\n    } else {\n      out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n    }\n    out += ' } else if ( ';\n    if ($isData) {\n      out += ' (' + ($schemaValue) + ' !== undefined && typeof ' + ($schemaValue) + ' != \\'number\\') || ';\n    }\n    out += ' ' + ($exclType) + ' == \\'number\\' ? ( (' + ($exclusive) + ' = ' + ($schemaValue) + ' === undefined || ' + ($schemaValueExcl) + ' ' + ($op) + '= ' + ($schemaValue) + ') ? ' + ($data) + ' ' + ($notOp) + '= ' + ($schemaValueExcl) + ' : ' + ($data) + ' ' + ($notOp) + ' ' + ($schemaValue) + ' ) : ( (' + ($exclusive) + ' = ' + ($schemaValueExcl) + ' === true) ? ' + ($data) + ' ' + ($notOp) + '= ' + ($schemaValue) + ' : ' + ($data) + ' ' + ($notOp) + ' ' + ($schemaValue) + ' ) || ' + ($data) + ' !== ' + ($data) + ') { var op' + ($lvl) + ' = ' + ($exclusive) + ' ? \\" + ($op) + '\\' : \\" + ($op) + '=\\';';\n  } else {\n    var $exclIsNumber = typeof $schemaExcl == 'number',\n      $opStr = $op;\n    if ($exclIsNumber && $isData) {\n      var $opExpr = '\\" + $opStr + '\\";\n      out += ' if ( ';\n      if ($isData) {\n        out += ' (' + ($schemaValue) + ' !== undefined && typeof ' + ($schemaValue) + ' != \\'number\\') || ';\n      }\n      out += ' ( ' + ($schemaValue) + ' === undefined || ' + ($schemaExcl) + ' ' + ($op) + '= ' + ($schemaValue) + ' ? ' + ($data) + ' ' + ($notOp) + '= ' + ($schemaExcl) + ' : ' + ($data) + ' ' + ($notOp) + ' ' + ($schemaValue) + ' ) || ' + ($data) + ' !== ' + ($data) + ') { ';\n    } else {\n      if ($exclIsNumber && $schema === undefined) {\n        $exclusive = true;\n        $errorKeyword = $exclusiveKeyword;\n        $errSchemaPath = it.errSchemaPath + '/' + $exclusiveKeyword;\n        $schemaValue = $schemaExcl;\n        $notOp += '=';\n      } else {\n        if ($exclIsNumber) $schemaValue = Math[$isMax ? 'min' : 'max']($schemaExcl, $schema);\n        if ($schemaExcl === ($exclIsNumber ? $schemaValue : true)) {\n          $exclusive = true;\n          $errorKeyword = $exclusiveKeyword;\n          $errSchemaPath = it.errSchemaPath + '/' + $exclusiveKeyword;\n          $notOp += '=';\n        } else {\n          $exclusive = false;\n          $opStr += '=';\n        }\n      }\n      var $opExpr = '\\" + $opStr + '\\";\n      out += ' if ( ';\n      if ($isData) {\n        out += ' (' + ($schemaValue) + ' !== undefined && typeof ' + ($schemaValue) + ' != \\'number\\') || ';\n      }\n      out += ' ' + ($data) + ' ' + ($notOp) + ' ' + ($schemaValue) + ' || ' + ($data) + ' !== ' + ($data) + ') { ';\n    }\n  }\n  $errorKeyword = $errorKeyword || $keyword;\n  var $$outStack = $$outStack || [];\n  $$outStack.push(out);\n  out = ''; /* istanbul ignore else */\n  if (it.createErrors !== false) {\n    out += ' { keyword: \\'' + ($errorKeyword || '_limit') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { comparison: ' + ($opExpr) + ', limit: ' + ($schemaValue) + ', exclusive: ' + ($exclusive) + ' } ';\n    if (it.opts.messages !== false) {\n      out += ' , message: \\'should be ' + ($opStr) + ' ';\n      if ($isData) {\n        out += '\\' + ' + ($schemaValue);\n      } else {\n        out += '' + ($schemaValue) + '\\';\n      }\n    }\n    if (it.opts.verbose) {\n      out += ' , schema:  ';\n      if ($isData) {\n        out += 'validate.schema' + ($schemaPath);\n      } else {\n        out += '' + ($schema);\n      }\n      out += '         , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n    }\n    out += ' } ';\n  } else {\n    out += ' {} ';\n  }\n  var __err = out;\n  out = $$outStack.pop();\n  if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n    if (it.async) {\n      out += ' throw new ValidationError([' + (__err) + ']); ';\n    } else {\n      out += ' validate.errors = [' + (__err) + ']; return false; ';\n    }\n  } else {\n    out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n  }\n  out += ' } ';\n  if ($breakOnError) {\n    out += ' else { ';\n  }\n  return out;\n}\n","'use strict';\nmodule.exports = function generate__limitItems(it, $keyword, $ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath = it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var $breakOnError = !it.opts.allErrors;\n  var $errorKeyword;\n  var $data = 'data' + ($dataLvl || '');\n  var $isData = it.opts.$data && $schema && $schema.$data,\n    $schemaValue;\n  if ($isData) {\n    out += ' var schema' + ($lvl) + ' = ' + (it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + '; ';\n    $schemaValue = 'schema' + $lvl;\n  } else {\n    $schemaValue = $schema;\n  }\n  var $op = $keyword == 'maxItems' ? '>' : '<';\n  out += 'if ( ';\n  if ($isData) {\n    out += ' (' + ($schemaValue) + ' !== undefined && typeof ' + ($schemaValue) + ' != \\'number\\') || ';\n  }\n  out += ' ' + ($data) + '.length ' + ($op) + ' ' + ($schemaValue) + ') { ';\n  var $errorKeyword = $keyword;\n  var $$outStack = $$outStack || [];\n  $$outStack.push(out);\n  out = ''; /* istanbul ignore else */\n  if (it.createErrors !== false) {\n    out += ' { keyword: \\'' + ($errorKeyword || '_limitItems') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { limit: ' + ($schemaValue) + ' } ';\n    if
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(it.opts.messages !== false) {\n      out += ' , message: \\'should NOT have ';\n      if ($keyword == 'maxItems') {\n
  out += 'more';\n      } else {\n        out += 'less';\n      }\n      out += ' than ';\n      if ($isData) {\n        out += '\\' + ' +
($schemaValue) + ' + \\'';\n      } else {\n        out += '' + ($schema);\n      }\n      out += ' items\\' ';\n    }\n    if
(it.opts.verbose) {\n      out += ' , schema:  ';\n      if ($isData) {\n        out += 'validate.schema' + ($schemaPath);\n
} else {\n        out += '' + ($schema);\n      }\n      out += '         , parentSchema: validate.schema' + (it.schemaPath) + '
, data: ' + ($data) + ' ';\n    }\n    out += ' } ';\n  } else {\n    out += ' {} ';\n  }\n  var __err = out;\n  out =
$$outStack.pop();\n  if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n    if (it.async) {\n      out
+= ' throw new ValidationError([' + (__err) + ']); ';\n    } else {\n      out += ' validate.errors = [' + (__err) + ']; return
false; ';\n    }\n  } else {\n    out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else
vErrors.push(err); errors++; ';\n  }\n  out += '} ';\n  if ($breakOnError) {\n    out += ' else { ';\n  }\n  return
out;\n}\n","'use strict';\nmodule.exports = function generate__limitLength(it, $keyword, $ruleType) {\n  var out = '
';\n  var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath =
it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var
$breakOnError = !it.opts.allErrors;\n  var $errorKeyword;\n  var $data = 'data' + ($dataLvl || '');\n  var $isData =
it.opts.$data && $schema && $schema.$data,\n    $schemaValue;\n  if ($isData) {\n    out += ' var schema' + ($lvl)
+ ' = ' + (it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + '; ';\n    $schemaValue = 'schema' + $lvl;\n  }
else {\n    $schemaValue = $schema;\n  }\n  var $op = $keyword == 'maxLength' ? '>' : '<';\n  out += 'if ( ';\n  if
($isData) {\n    out += ' (' + ($schemaValue) + ' !== undefined && typeof ' + ($schemaValue) + ' != \\'number\\') ||
';\n  }\n  if (it.opts.unicode === false) {\n    out += ' ' + ($data) + '.length ';\n  } else {\n    out += ' ucs2length(' +
($data) + ') ';\n  }\n  out += ' ' + ($op) + ' ' + ($schemaValue) + ') { ';\n  var $errorKeyword = $keyword;\n  var
$$outStack = $$outStack || [];\n  $$outStack.push(out);\n  out = ''; /* istanbul ignore else */\n  if (it.createErrors !==
false) {\n    out += ' { keyword: \\'' + ($errorKeyword || '_limitLength') + '\\' , dataPath: (dataPath || \\'\\') + ' +
(it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { limit: ' + ($schemaValue)
+ ' } ';\n    if (it.opts.messages !== false) {\n      out += ' , message: \\'should NOT be ';\n      if ($keyword ==
'maxLength') {\n        out += 'longer';\n      } else {\n        out += 'shorter';\n      }\n      out += ' than ';\n      if
($isData) {\n        out += '\\' + ' + ($schemaValue) + ' + \\'';\n      } else {\n        out += '' + ($schema);\n      }\n      out
+= ' characters\\' ';\n    }\n    if (it.opts.verbose) {\n      out += ' , schema:  ';\n      if ($isData) {\n        out +=
'validate.schema' + ($schemaPath);\n      } else {\n        out += '' + ($schema);\n      }\n      out += '         ,
parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n    }\n    out += ' } ';\n  } else {\n    out
+= ' {} ';\n  }\n  var __err = out;\n  out = $$outStack.pop();\n  if (!it.compositeRule && $breakOnError) { /*
istanbul ignore if */\n    if (it.async) {\n      out += ' throw new ValidationError([' + (__err) + ']); ';\n    } else {\n
out += ' validate.errors = [' + (__err) + ']; return false; ';\n    }\n  } else {\n    out += ' var err = ' + (__err) + ';  if
(vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n  }\n  out += '} ';\n  if ($breakOnError) {\n
out += ' else { ';\n  }\n  return out;\n}\n","'use strict';\nmodule.exports = function generate__limitProperties(it,
$keyword, $ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema =
it.schema[$keyword];\n  var $schemaPath = it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath =
it.errSchemaPath + '/' + $keyword;\n  var $breakOnError = !it.opts.allErrors;\n  var $errorKeyword;\n  var $data =
'data' + ($dataLvl || '');\n  var $isData = it.opts.$data && $schema && $schema.$data,\n    $schemaValue;\n  if
($isData) {\n    out += ' var schema' + ($lvl) + ' = ' + (it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + ';
';\n    $schemaValue = 'schema' + $lvl;\n  } else {\n    $schemaValue = $schema;\n  }\n  var $op = $keyword ==
'maxProperties' ? '>' : '<';\n  out += 'if ( ';\n  if ($isData) {\n    out += ' (' + ($schemaValue) + ' !== undefined &&
typeof ' + ($schemaValue) + ' != \\'number\\') || ';\n  }\n  out += ' Object.keys(' + ($data) + ').length ' + ($op) + ' ' +
($schemaValue) + ') { ';\n  var $errorKeyword = $keyword;\n  var $$outStack = $$outStack || [];\n
$$outStack.push(out);\n  out = ''; /* istanbul ignore else */\n  if (it.createErrors !== false) {\n    out += ' { keyword:
\\'' + ($errorKeyword || '_limitProperties') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: { limit: ' + ($schemaValue) + ' } ';\n    if (it.opts.messages !==
false) {\n      out += ' , message: \\'should NOT have ';\n      if ($keyword == 'maxProperties') {\n        out +=
'more';\n      } else {\n        out += 'less';\n      }\n      out += ' than ';\n      if ($isData) {\n        out += '\\' + ' +
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($schemaValue) + ' + \\";\n      } else {\n        out += " + ($schema);\n      }\n      out += ' properties\\' ';\n    }\n    if
(it.opts.verbose) {\n      out += ' , schema:  ';\n      if ($isData) {\n        out += 'validate.schema' + ($schemaPath);\n
} else {\n        out += " + ($schema);\n      }\n      out += '         , parentSchema: validate.schema' + (it.schemaPath) + '
, data: ' + ($data) + ' ';\n    }\n    out += ' } ';\n  } else {\n    out += ' {} ';\n  }\n  var __err = out;\n  out =
$$outStack.pop();\n  if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n    if (it.async) {\n      out
+= ' throw new ValidationError([' + (__err) + ']); ';\n    } else {\n      out += ' validate.errors = [' + (__err) + ']; return
false; ';\n    }\n  } else {\n    out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else
vErrors.push(err); errors++; ';\n  }\n  out += '} ';\n  if ($breakOnError) {\n    out += ' else { ';\n  }\n  return
out;\n}\n","'use strict';\nmodule.exports = function generate_allOf(it, $keyword, $ruleType) {\n  var out = ' ';\n  var
$schema = it.schema[$keyword];\n  var $schemaPath = it.schemaPath + it.util.getProperty($keyword);\n  var
$errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var $breakOnError = !it.opts.allErrors;\n  var $it =
it.util.copy(it);\n  var $closingBraces = '';\n  $it.level++;\n  var $nextValid = 'valid' + $it.level;\n  var $currentBaseId
= $it.baseId,\n    $allSchemasEmpty = true;\n  var arr1 = $schema;\n  if (arr1) {\n    var $sch, $i = -1,\n      l1 =
arr1.length - 1;\n    while ($i < l1) {\n      $sch = arr1[$i += 1];\n      if (it.util.schemaHasRules($sch, it.RULES.all))
{\n        $allSchemasEmpty = false;\n        $it.schema = $sch;\n        $it.schemaPath = $schemaPath + '[' + $i + ']';\n
    $it.errSchemaPath = $errSchemaPath + '/' + $i;\n        out += '  ' + (it.validate($it)) + ' ';\n        $it.baseId =
$currentBaseId;\n        if ($breakOnError) {\n          out += ' if (' + ($nextValid) + ') { ';\n          $closingBraces +=
'}';\n        }\n      }\n    }\n  }\n  if ($breakOnError) {\n    if ($allSchemasEmpty) {\n      out += ' if (true) { ';\n    } else
{\n      out += ' ' + ($closingBraces.slice(0, -1)) + ' ';\n    }\n  }\n  out = it.util.cleanUpCode(out);\n  return
out;\n}\n","'use strict';\nmodule.exports = function generate_anyOf(it, $keyword, $ruleType) {\n  var out = ' ';\n  var
$lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath =
it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var
$breakOnError = !it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n  var $valid = 'valid' + $lvl;\n  var $errs =
'errs__' + $lvl;\n  var $it = it.util.copy(it);\n  var $closingBraces = '';\n  $it.level++;\n  var $nextValid = 'valid' +
$it.level;\n  var $noEmptySchema = $schema.every(function($sch) {\n    return it.util.schemaHasRules($sch,
it.RULES.all);\n  });\n  if ($noEmptySchema) {\n    var $currentBaseId = $it.baseId;\n    out += ' var ' + ($errs) + ' =
errors; var ' + ($valid) + ' = false;  ';\n    var $wasComposite = it.compositeRule;\n    it.compositeRule =
$it.compositeRule = true;\n    var arr1 = $schema;\n    if (arr1) {\n      var $sch, $i = -1,\n        l1 = arr1.length - 1;\n
 while ($i < l1) {\n        $sch = arr1[$i += 1];\n        $it.schema = $sch;\n        $it.schemaPath = $schemaPath + '[' +
$i + ']';\n        $it.errSchemaPath = $errSchemaPath + '/' + $i;\n        out += '  ' + (it.validate($it)) + ' ';\n
$it.baseId = $currentBaseId;\n        out += ' ' + ($valid) + ' = ' + ($valid) + ' || ' + ($nextValid) + '; if (!' + ($valid) + ')
{ ';\n        $closingBraces += '}';\n      }\n    }\n    it.compositeRule = $it.compositeRule = $wasComposite;\n    out
+= ' ' + ($closingBraces) + ' if (!' + ($valid) + ') {   var err =   '; /* istanbul ignore else */\n    if (it.createErrors !==
false) {\n      out += ' { keyword: \\" + ('anyOf') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath:
' + (it.util.toQuotedString($errSchemaPath)) + ' , params: {} ';\n      if (it.opts.messages !== false) {\n        out += ' ,
message: \\'should match some schema in anyOf\\' ';\n      }\n      if (it.opts.verbose) {\n        out += ' , schema:
validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n
    }\n      out += ' } ';\n    } else {\n      out += ' {} ';\n    }\n    out += ';  if (vErrors === null) vErrors = [err]; else
vErrors.push(err); errors++; ';\n    if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n      if
(it.async) {\n        out += ' throw new ValidationError(vErrors); ';\n      } else {\n        out += ' validate.errors =
vErrors; return false; ';\n      }\n    }\n    out += ' } else {  errors = ' + ($errs) + '; if (vErrors !== null) { if (' + ($errs) +
') vErrors.length = ' + ($errs) + '; else vErrors = null; } ';\n    if (it.opts.allErrors) {\n      out += ' } ';\n    }\n    out =
it.util.cleanUpCode(out);\n  } else {\n    if ($breakOnError) {\n      out += ' if (true) { ';\n    }\n  }\n  return
out;\n}\n","'use strict';\nmodule.exports = function generate_const(it, $keyword, $ruleType) {\n  var out = ' ';\n  var
$lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath =
it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var
$breakOnError = !it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n  var $valid = 'valid' + $lvl;\n  var $isData
= it.opts.$data && $schema && $schema.$data,\n    $schemaValue;\n  if ($isData) {\n    out += ' var schema' +
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($lvl) + ' = ' + (it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + '; ';\n $schemaValue = 'schema' + $lvl;\n
} else {\n $schemaValue = $schema;\n }\n if (!$isData) {\n out += ' var schema' + ($lvl) + ' = validate.schema'
+ ($schemaPath) + ';';\n }\n out += 'var ' + ($valid) + ' = equal(' + ($data) + ', schema' + ($lvl) + '); if (!' + ($valid) +
') { ';\n var $$outStack = $$outStack || [];\n $$outStack.push(out);\n out = ''; /* istanbul ignore else */\n if
(it.createErrors !== false) {\n out += ' { keyword: \\'' + ('const') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath)
+ ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: {} ';\n if (it.opts.messages !== false)
{\n out += ' , message: \\'should be equal to constant\\' ';\n }\n if (it.opts.verbose) {\n out += ' , schema:
validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n
}\n out += ' } ';\n } else {\n out += ' {} ';\n }\n var __err = out;\n out = $$outStack.pop();\n if
(!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n if (it.async) {\n out += ' throw new
ValidationError([' + (__err) + ']); ';\n } else {\n out += ' validate.errors = [' + (__err) + ']; return false; ';\n }\n
} else {\n out += ' var err = ' + (__err) + '; if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++;
';\n }\n out += ' }';\n if ($breakOnError) {\n out += ' else { ';\n }\n return out;\n}\n",'"use
strict';\nmodule.exports = function generate_contains(it, $keyword, $ruleType) {\n var out = ' ';\n var $lvl =
it.level;\n var $dataLvl = it.dataLevel;\n var $schema = it.schema[$keyword];\n var $schemaPath = it.schemaPath
+ it.util.getProperty($keyword);\n var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n var $breakOnError
= !it.opts.allErrors;\n var $data = 'data' + ($dataLvl || '');\n var $valid = 'valid' + $lvl;\n var $errs = 'errs__' + $lvl;\n
var $it = it.util.copy(it);\n var $closingBraces = '';\n $it.level++;\n var $nextValid = 'valid' + $it.level;\n var $idx =
'i' + $lvl,\n $dataNxt = $it.dataLevel = it.dataLevel + 1,\n $nextData = 'data' + $dataNxt,\n $currentBaseId =
it.baseId,\n $nonEmptySchema = it.util.schemaHasRules($schema, it.RULES.all);\n out += 'var ' + ($errs) + ' =
errors;var ' + ($valid) + ';';\n if ($nonEmptySchema) {\n var $wasComposite = it.compositeRule;\n
it.compositeRule = $it.compositeRule = true;\n $it.schema = $schema;\n $it.schemaPath = $schemaPath;\n
$it.errSchemaPath = $errSchemaPath;\n out += ' var ' + ($nextValid) + ' = false; for (var ' + ($idx) + ' = 0; ' +
($idx) + ' < ' + ($data) + '.length; ' + ($idx) + '++) { ';\n $it.errorPath = it.util.getPathExpr(it.errorPath, $idx,
it.opts.jsonPointers, true);\n var $passData = $data + '[' + $idx + ']';\n $it.dataPathArr[$dataNxt] = $idx;\n var
$code = it.validate($it);\n $it.baseId = $currentBaseId;\n if (it.util.varOccurences($code, $nextData) < 2) {\n
out += ' ' + (it.util.varReplace($code, $nextData, $passData)) + ' ';\n } else {\n out += ' var ' + ($nextData) + ' =
' + ($passData) + '; ' + ($code) + ' ';\n }\n out += ' if (' + ($nextValid) + ') break; } ';\n it.compositeRule =
$it.compositeRule = $wasComposite;\n out += ' ' + ($closingBraces) + ' if (!' + ($nextValid) + ') {';\n } else {\n
out += ' if (' + ($data) + '.length == 0) {';\n }\n var $$outStack = $$outStack || [];\n $$outStack.push(out);\n out =
''; /* istanbul ignore else */\n if (it.createErrors !== false) {\n out += ' { keyword: \\'' + ('contains') + '\\' , dataPath:
(dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: {}
';\n if (it.opts.messages !== false) {\n out += ' , message: \\'should contain a valid item\\' ';\n }\n if
(it.opts.verbose) {\n out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' +
(it.schemaPath) + ' , data: ' + ($data) + ' ';\n }\n out += ' } ';\n } else {\n out += ' {} ';\n }\n var __err = out;\n
out = $$outStack.pop();\n if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n if (it.async) {\n
out += ' throw new ValidationError([' + (__err) + ']); ';\n } else {\n out += ' validate.errors = [' + (__err) + '];
return false; ';\n }\n } else {\n out += ' var err = ' + (__err) + '; if (vErrors === null) vErrors = [err]; else
vErrors.push(err); errors++; ';\n }\n out += ' } else { ';\n if ($nonEmptySchema) {\n out += ' errors = ' + ($errs)
+ '; if (vErrors !== null) { if (' + ($errs) + ') vErrors.length = ' + ($errs) + '; else vErrors = null; } ';\n }\n if
(it.opts.allErrors) {\n out += ' } ';\n }\n out = it.util.cleanUpCode(out);\n return out;\n}\n",'"use
strict';\nmodule.exports = function generate_custom(it, $keyword, $ruleType) {\n var out = ' ';\n var $lvl =
it.level;\n var $dataLvl = it.dataLevel;\n var $schema = it.schema[$keyword];\n var $schemaPath = it.schemaPath
+ it.util.getProperty($keyword);\n var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n var $breakOnError
= !it.opts.allErrors;\n var $errorKeyword;\n var $data = 'data' + ($dataLvl || '');\n var $valid = 'valid' + $lvl;\n var
$errs = 'errs__' + $lvl;\n var $isData = it.opts.$data && $schema && $schema.$data,\n $schemaValue;\n if
($isData) {\n out += ' var schema' + ($lvl) + ' = ' + (it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + ';
';\n $schemaValue = 'schema' + $lvl;\n } else {\n $schemaValue = $schema;\n }\n var $rule = this,\n

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$definition = 'definition' + $lvl,\n    $rDef = $rule.definition,\n    $closingBraces = '';\n  var $compile, $inline,
$macro, $ruleValidate, $validateCode;\n  if ($isData && $rDef.$data) {\n    $validateCode = 'keywordValidate' +
$lvl;\n    var $validateSchema = $rDef.validateSchema;\n    out += ' var ' + ($definition) + ' = RULES.custom[\\" +
($keyword) + '\\'].definition; var ' + ($validateCode) + ' = ' + ($definition) + '.validate;';\n  } else {\n    $ruleValidate
= it.useCustomRule($rule, $schema, it.schema, it);\n    if (!$ruleValidate) return;\n    $schemaValue =
'validate.schema' + $schemaPath;\n    $validateCode = $ruleValidate.code;\n    $compile = $rDef.compile;\n
$inline = $rDef.inline;\n    $macro = $rDef.macro;\n  }\n  var $ruleErrs = $validateCode + '.errors',\n    $i = 'i' +
$lvl,\n    $ruleErr = 'ruleErr' + $lvl,\n    $asyncKeyword = $rDef.async;\n  if ($asyncKeyword && !it.async) throw
new Error('async keyword in sync schema');\n  if (!($inline || $macro)) {\n    out += " + ($ruleErrs) + ' = null;';\n  }\n
out += 'var ' + ($errs) + ' = errors;var ' + ($valid) + ';';\n  if ($isData && $rDef.$data) {\n    $closingBraces += '}';\n
out += ' if (' + ($schemaValue) + ' === undefined) { ' + ($valid) + ' = true; } else { ';\n    if ($validateSchema) {\n
$closingBraces += '}';\n      out += ' ' + ($valid) + ' = ' + ($definition) + '.validateSchema(' + ($schemaValue) + '); if
(' + ($valid) + ') { ';\n    }\n  }\n  if ($inline) {\n    if ($rDef.statements) {\n      out += ' ' + ($ruleValidate.validate) + '
';\n    } else {\n      out += ' ' + ($valid) + ' = ' + ($ruleValidate.validate) + '; ';\n    }\n  } else if ($macro) {\n    var $it
= it.util.copy(it);\n    var $closingBraces = '';\n    $it.level++;\n    var $nextValid = 'valid' + $it.level;\n    $it.schema
= $ruleValidate.validate;\n    $it.schemaPath = '';\n    var $wasComposite = it.compositeRule;\n    it.compositeRule =
$it.compositeRule = true;\n    var $code = it.validate($it).replace(/validate\\.schema/g, $validateCode);\n
it.compositeRule = $it.compositeRule = $wasComposite;\n    out += ' ' + ($code);\n  } else {\n    var $$outStack =
$$outStack || [];\n    $$outStack.push(out);\n    out = '';\n    out += '  ' + ($validateCode) + '.call( ';\n    if
(it.opts.passContext) {\n      out += 'this';\n    } else {\n      out += 'self';\n    }\n    if ($compile || $rDef.schema ===
false) {\n      out += ' , ' + ($data) + ' ';\n    } else {\n      out += ' , ' + ($schemaValue) + ' , ' + ($data) + ' ,
validate.schema' + (it.schemaPath) + ' ';\n    }\n    out += ' , (dataPath || \\'\\')';\n    if (it.errorPath != '\"\"') {\n      out
+= ' + ' + (it.errorPath);\n    }\n    var $parentData = $dataLvl ? 'data' + (($dataLvl - 1) || '') : 'parentData',\n
$parentDataProperty = $dataLvl ? it.dataPathArr[$dataLvl] : 'parentDataProperty';\n    out += ' , ' + ($parentData) + '
, ' + ($parentDataProperty) + ' , rootData )  ';\n    var def_callRuleValidate = out;\n    out = $$outStack.pop();\n    if
($rDef.errors === false) {\n      out += ' ' + ($valid) + ' = ';\n      if ($asyncKeyword) {\n        out += " +
(it.yieldAwait);\n      }\n      out += " + (def_callRuleValidate) + '; ';\n    } else {\n      if ($asyncKeyword) {\n
$ruleErrs = 'customErrors' + $lvl;\n        out += ' var ' + ($ruleErrs) + ' = null; try { ' + ($valid) + ' = ' +
(it.yieldAwait) + (def_callRuleValidate) + '; } catch (e) { ' + ($valid) + ' = false; if (e instanceof ValidationError) ' +
($ruleErrs) + ' = e.errors; else throw e; } ';\n      } else {\n        out += ' ' + ($ruleErrs) + ' = null; ' + ($valid) + ' = ' +
(def_callRuleValidate) + '; ';\n      }\n    }\n  }\n  if ($rDef.modifying) {\n    out += ' if (' + ($parentData) + ') ' +
($data) + ' = ' + ($parentData) + '[' + ($parentDataProperty) + '];';\n  }\n  out += " + ($closingBraces);\n  if
($rDef.valid) {\n    if ($breakOnError) {\n      out += ' if (true) { ';\n    }\n  } else {\n    out += ' if ( ';\n    if
($rDef.valid === undefined) {\n      out += ' !';\n      if ($macro) {\n        out += " + ($nextValid);\n      } else {\n
out += " + ($valid);\n      }\n    } else {\n      out += ' ' + (!$rDef.valid) + ' ';\n    }\n    out += ') { ';\n    $errorKeyword
= $rule.keyword;\n    var $$outStack = $$outStack || [];\n    $$outStack.push(out);\n    out = '';\n    var $$outStack =
$$outStack || [];\n    $$outStack.push(out);\n    out = ''; /* istanbul ignore else */\n    if (it.createErrors !== false) {\n
  out += ' { keyword: \\" + ($errorKeyword || 'custom') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' ,
schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { keyword: \\" + ($rule.keyword) + '\\' } ';\n
 if (it.opts.messages !== false) {\n        out += ' , message: \\'should pass \"' + ($rule.keyword) + '\" keyword
validation\\' ';\n      }\n      if (it.opts.verbose) {\n        out += ' , schema: validate.schema' + ($schemaPath) + ' ,
parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n      }\n      out += ' } ';\n    } else {\n
out += ' {} ';\n    }\n    var __err = out;\n    out = $$outStack.pop();\n    if (!it.compositeRule && $breakOnError) {
/* istanbul ignore if */\n      if (it.async) {\n        out += ' throw new ValidationError([' + (__err) + ']); ';\n      } else
{\n        out += ' validate.errors = [' + (__err) + ']; return false; ';\n      }\n    } else {\n      out += ' var err = ' + (__err)
+ ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n    }\n    var def_customError = out;\n
out = $$outStack.pop();\n    if ($inline) {\n      if ($rDef.errors) {\n        if ($rDef.errors != 'full') {\n          out += '
for (var ' + ($i) + '=' + ($errs) + '; ' + ($i) + '<errors; ' + ($i) + '++) { var ' + ($ruleErr) + ' = vErrors[' + ($i) + ']; if (' +
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($ruleErr) + '.dataPath === undefined) ' + ($ruleErr) + '.dataPath = (dataPath || \\'\\') + ' + (it.errorPath) + '; if (' +
($ruleErr) + '.schemaPath === undefined) { ' + ($ruleErr) + '.schemaPath = \'" + ($errSchemaPath) + '\"; } ';\n
if (it.opts.verbose) {\n          out += ' ' + ($ruleErr) + '.schema = ' + ($schemaValue) + '; ' + ($ruleErr) + '.data = ' +
($data) + '; ';\n        }\n        out += ' } ';\n      }\n    } else {\n      if ($rDef.errors === false) {\n        out += ' '
+ (def_customError) + ' ';\n      } else {\n        out += ' if (' + ($errs) + ' == errors) { ' + (def_customError) + ' } else
{  for (var ' + ($i) + '=' + ($errs) + '; ' + ($i) + '<errors; ' + ($i) + '++) { var ' + ($ruleErr) + ' = vErrors[' + ($i) + ']; if ('
+ ($ruleErr) + '.dataPath === undefined) ' + ($ruleErr) + '.dataPath = (dataPath || \\'\\') + ' + (it.errorPath) + '; if (' +
($ruleErr) + '.schemaPath === undefined) { ' + ($ruleErr) + '.schemaPath = \'" + ($errSchemaPath) + '\"; } ';\n
if (it.opts.verbose) {\n          out += ' ' + ($ruleErr) + '.schema = ' + ($schemaValue) + '; ' + ($ruleErr) + '.data = ' +
($data) + '; ';\n        }\n        out += ' } } ';\n      }\n    }\n  } else if ($macro) {\n    out += '  var err =  '; /*
istanbul ignore else */\n    if (it.createErrors !== false) {\n      out += ' { keyword: \\" + ($errorKeyword || 'custom')
+ '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + '
, params: { keyword: \\" + ($rule.keyword) + '\\' } ';\n      if (it.opts.messages !== false) {\n        out += ' , message:
\\'should pass \'" + ($rule.keyword) + '\" keyword validation\\' ';\n      }\n      if (it.opts.verbose) {\n        out += ' ,
schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' +
($data) + ' ';\n      }\n      out += ' } ';\n    } else {\n      out += ' {} ';\n    }\n    out += ';  if (vErrors === null)
vErrors = [err]; else vErrors.push(err); errors++; ';\n    if (!it.compositeRule && $breakOnError) { /* istanbul
ignore if */\n      if (it.async) {\n        out += ' throw new ValidationError(vErrors); ';\n      } else {\n        out +=
' validate.errors = vErrors; return false; ';\n      }\n    }\n  } else {\n    if ($rDef.errors === false) {\n      out += '
' + (def_customError) + ' ';\n    } else {\n      out += ' if (Array.isArray(' + ($ruleErrs) + ')) { if (vErrors === null)
vErrors = ' + ($ruleErrs) + '; else vErrors = vErrors.concat(' + ($ruleErrs) + '); errors = vErrors.length;  for (var ' +
($i) + '=' + ($errs) + '; ' + ($i) + '<errors; ' + ($i) + '++) { var ' + ($ruleErr) + ' = vErrors[' + ($i) + ']; if (' + ($ruleErr)
+ '.dataPath === undefined) ' + ($ruleErr) + '.dataPath = (dataPath || \\'\\') + ' + (it.errorPath) + ';  ' + ($ruleErr) +
'.schemaPath = \'" + ($errSchemaPath) + '\";  ';\n      if (it.opts.verbose) {\n        out += ' ' + ($ruleErr) + '.schema =
' + ($schemaValue) + '; ' + ($ruleErr) + '.data = ' + ($data) + '; ';\n      }\n      out += ' }  } else { ' +
(def_customError) + ' } ';\n    }\n  }\n  out += ' } ';\n  if ($breakOnError) {\n    out += ' else { ';\n  }\n  }\n
return out;\n}\n","'use strict';\nmodule.exports = function generate_dependencies(it, $keyword, $ruleType) {\n  var
out = ' ';\n  var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var
$schemaPath = it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' +
$keyword;\n  var $breakOnError = !it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n  var $errs = 'errs__' +
$lvl;\n  var $it = it.util.copy(it);\n  var $closingBraces = '';\n  $it.level++;\n  var $nextValid = 'valid' + $it.level;\n
var $schemaDeps = {},\n    $propertyDeps = {},\n    $ownProperties = it.opts.ownProperties;\n  for ($property in
$schema) {\n    var $sch = $schema[$property];\n    var $deps = Array.isArray($sch) ? $propertyDeps :
$schemaDeps;\n    $deps[$property] = $sch;\n  }\n  out += 'var ' + ($errs) + ' = errors;';\n  var $currentErrorPath =
it.errorPath;\n  out += 'var missing' + ($lvl) + ';';\n  for (var $property in $propertyDeps) {\n    $deps =
$propertyDeps[$property];\n    if ($deps.length) {\n      out += ' if ( ' + ($data) + (it.util.getProperty($property)) + '
!== undefined ';\n      if ($ownProperties) {\n        out += ' && Object.prototype.hasOwnProperty.call(' + ($data) + ',
\\" + (it.util.escapeQuotes($property)) + '\\') ';\n      }\n      if ($breakOnError) {\n        out += ' && ( ';\n        var arr1
= $deps;\n        if (arr1) {\n          var $propertyKey, $i = -1,\n            l1 = arr1.length - 1;\n          while ($i < l1) {\n
        $propertyKey = arr1[$i += 1];\n            if ($i) {\n              out += ' || ';\n            }\n            var $prop =
it.util.getProperty($propertyKey),\n            $useData = $data + $prop;\n            out += ' ( ( ' + ($useData) + ' ===
undefined ';\n            if ($ownProperties) {\n              out += ' || ! Object.prototype.hasOwnProperty.call(' + ($data) +
', \\" + (it.util.escapeQuotes($propertyKey)) + '\\') ';\n            }\n            out += ') && (missing' + ($lvl) + ' = ' +
(it.util.toQuotedString(it.opts.jsonPointers ? $propertyKey : $prop)) + ') ) ';\n          }\n        }\n        out += ')) {  ';\n
  var $propertyPath = 'missing' + $lvl,\n          $missingProperty = '\\' + ' + $propertyPath + ' + \\";\n        if
(it.opts._errorDataPathProperty) {\n          it.errorPath = it.opts.jsonPointers ? it.util.getPathExpr($currentErrorPath,
$propertyPath, true) : $currentErrorPath + ' + ' + $propertyPath;\n        }\n        var $$outStack = $$outStack || [];\n
  $$outStack.push(out);\n        out = ''; /* istanbul ignore else */\n        if (it.createErrors !== false) {\n          out += '
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{ keyword: \\" + ('dependencies') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: { property: \\" + (it.util.escapeQuotes($property)) + '\\',
missingProperty: \\" + ($missingProperty) + '\\', depsCount: ' + ($deps.length) + ', deps: \\" +
(it.util.escapeQuotes($deps.length == 1 ? $deps[0] : $deps.join(\", \"))) + '\\' } ';\n        if (it.opts.messages !==
false) {\n          out += ' , message: \\'should have ';\n          if ($deps.length == 1) {\n            out += 'property ' +
(it.util.escapeQuotes($deps[0]));\n          } else {\n            out += 'properties ' + (it.util.escapeQuotes($deps.join(\",
\")));\n          }\n          out += ' when property ' + (it.util.escapeQuotes($property)) + ' is present\\' ';\n        }\n
 if (it.opts.verbose) {\n          out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema:
validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n        }\n        out += ' } ';\n      } else {\n        out
+= ' {} ';\n      }\n      var __err = out;\n      out = $$outStack.pop();\n      if (!it.compositeRule &&
$breakOnError) { /* istanbul ignore if */\n        if (it.async) {\n          out += ' throw new ValidationError([' +
(__err) + ']); ';\n        } else {\n          out += ' validate.errors = [' + (__err) + ']; return false; ';\n        }\n      } else
{\n        out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n
    }\n    } else {\n      out += ' ) { ';\n      var arr2 = $deps;\n      if (arr2) {\n        var $propertyKey, i2 = -1,\n
    l2 = arr2.length - 1;\n        while (i2 < l2) {\n          $propertyKey = arr2[i2 += 1];\n          var $prop =
it.util.getProperty($propertyKey),\n          $missingProperty = it.util.escapeQuotes($propertyKey),\n
$useData = $data + $prop;\n          if (it.opts._errorDataPathProperty) {\n            it.errorPath =
it.util.getPath($currentErrorPath, $propertyKey, it.opts.jsonPointers);\n          }\n          out += ' if ( ' + ($useData)
+ ' === undefined ';\n          if ($ownProperties) {\n            out += ' || ! Object.prototype.hasOwnProperty.call(' +
($data) + ', \\" + (it.util.escapeQuotes($propertyKey)) + '\\') ';\n          }\n          out += ') {  var err =   '; /* istanbul
ignore else */\n          if (it.createErrors !== false) {\n            out += ' { keyword: \\" + ('dependencies') + '\\' ,
dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' ,
params: { property: \\" + (it.util.escapeQuotes($property)) + '\\', missingProperty: \\" + ($missingProperty) + '\\',
depsCount: ' + ($deps.length) + ', deps: \\" + (it.util.escapeQuotes($deps.length == 1 ? $deps[0] : $deps.join(\", \")))
+ '\\' } ';\n            if (it.opts.messages !== false) {\n              out += ' , message: \\'should have ';\n              if
($deps.length == 1) {\n                out += 'property ' + (it.util.escapeQuotes($deps[0]));\n              } else {\n
   out += 'properties ' + (it.util.escapeQuotes($deps.join(\", \")));\n              }\n              out += ' when property ' +
(it.util.escapeQuotes($property)) + ' is present\\' ';\n            }\n            if (it.opts.verbose) {\n              out += ' ,
schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' +
($data) + ' ';\n            }\n            out += ' } ';\n          } else {\n            out += ' {} ';\n          }\n          out += ';
if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; } ';\n        }\n      }\n    }\n    out += ' }
';\n    if ($breakOnError) {\n      $closingBraces += '}';\n      out += ' else { ';\n    }\n  }\n  }\n  it.errorPath =
$currentErrorPath;\n  var $currentBaseId = $it.baseId;\n  for (var $property in $schemaDeps) {\n    var $sch =
$schemaDeps[$property];\n    if (it.util.schemaHasRules($sch, it.RULES.all)) {\n      out += ' ' + ($nextValid) + ' =
true; if ( ' + ($data) + (it.util.getProperty($property)) + ' !== undefined ';\n      if ($ownProperties) {\n        out += '
&& Object.prototype.hasOwnProperty.call(' + ($data) + ', \\" + (it.util.escapeQuotes($property)) + '\\') ';\n      }\n
out += ') { ';\n      $it.schema = $sch;\n      $it.schemaPath = $schemaPath + it.util.getProperty($property);\n
$it.errSchemaPath = $errSchemaPath + '/' + it.util.escapeFragment($property);\n      out += '  ' + (it.validate($it)) + '
';\n      $it.baseId = $currentBaseId;\n      out += ' }  ';\n      if ($breakOnError) {\n        out += ' if (' + ($nextValid) +
') { ';\n        $closingBraces += '}';\n      }\n    }\n  }\n  if ($breakOnError) {\n    out += '   ' + ($closingBraces) + ' if ('
+ ($errs) + ' == errors) {';\n  }\n  out = it.util.cleanUpCode(out);\n  return out;\n}\n","'use strict';\nmodule.exports =
function generate_enum(it, $keyword, $ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl =
it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath = it.schemaPath +
it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var $breakOnError =
!it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n  var $valid = 'valid' + $lvl;\n  var $isData = it.opts.$data
&& $schema && $schema.$data,\n    $schemaValue;\n  if ($isData) {\n    out += ' var schema' + ($lvl) + ' = ' +
(it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + '; ';\n    $schemaValue = 'schema' + $lvl;\n  } else {\n
$schemaValue = $schema;\n  }\n  var $i = 'i' + $lvl,\n    $vSchema = 'schema' + $lvl;\n  if (!$isData) {\n    out += '
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var ' + ($vSchema) + ' = validate.schema' + ($schemaPath) + ';';\n  }\n  out += 'var ' + ($valid) + ';';\n  if ($isData)
{\n    out += ' if (schema' + ($lvl) + ' === undefined) ' + ($valid) + ' = true; else if (!Array.isArray(schema' + ($lvl) +
')) ' + ($valid) + ' = false; else {';\n  }\n  out += '' + ($valid) + ' = false;for (var ' + ($i) + '=0; ' + ($i) + '<' +
($vSchema) + '.length; ' + ($i) + '++) if (equal(' + ($data) + ', ' + ($vSchema) + '[' + ($i) + ])) { ' + ($valid) + ' = true;
break; }';\n  if ($isData) {\n    out += '  }  ';\n  }\n  out += ' if (!' + ($valid) + ') {   ';\n  var $$outStack = $$outStack ||
[];\n  $$outStack.push(out);\n  out = ''; /* istanbul ignore else */\n  if (it.createErrors !== false) {\n    out += ' {
keyword: \\'' + ('enum') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: { allowedValues: schema' + ($lvl) + ' } ';\n    if
(it.opts.messages !== false) {\n      out += ' , message: \\'should be equal to one of the allowed values\\' ';\n    }\n    if
(it.opts.verbose) {\n      out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' +
(it.schemaPath) + ' , data: ' + ($data) + ' ';\n    }\n    out += ' } ';\n  } else {\n    out += ' {} ';\n  }\n  var __err = out;\n
out = $$outStack.pop();\n  if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n    if (it.async) {\n
out += ' throw new ValidationError([' + (__err) + ']); ';\n    } else {\n      out += ' validate.errors = [' + (__err) + '];
return false; ';\n    }\n  } else {\n    out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else
vErrors.push(err); errors++; ';\n  }\n  out += ' }';\n  if ($breakOnError) {\n    out += ' else { ';\n  }\n  return
out;\n}\n","'use strict';\nmodule.exports = function generate_format(it, $keyword, $ruleType) {\n  var out = '';\n  var
$lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath =
it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var
$breakOnError = !it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n  if (it.opts.format === false) {\n    if
($breakOnError) {\n      out += ' if (true) { ';\n    }\n    return out;\n  }\n  var $isData = it.opts.$data && $schema &&
$schema.$data,\n    $schemaValue;\n  if ($isData) {\n    out += ' var schema' + ($lvl) + ' = ' +
(it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + '; ';\n    $schemaValue = 'schema' + $lvl;\n  } else {\n
$schemaValue = $schema;\n  }\n  var $unknownFormats = it.opts.unknownFormats,\n    $allowUnknown =
Array.isArray($unknownFormats);\n  if ($isData) {\n    var $format = 'format' + $lvl,\n      $isObject = 'isObject' +
$lvl,\n      $formatType = 'formatType' + $lvl;\n    out += ' var ' + ($format) + ' = formats[' + ($schemaValue) + '];
var ' + ($isObject) + ' = typeof ' + ($format) + ' == \\'object\\' && !(' + ($format) + ' instanceof RegExp) && ' +
($format) + '.validate; var ' + ($formatType) + ' = ' + ($isObject) + ' && ' + ($format) + '.type || \\'string\\'; if (' +
($isObject) + ') { ';\n    if (it.async) {\n      out += ' var async' + ($lvl) + ' = ' + ($format) + '.async; ';\n    }\n    out += '
' + ($format) + ' = ' + ($format) + '.validate; } if (  ';\n    if ($isData) {\n      out += ' (' + ($schemaValue) + ' !==
undefined && typeof ' + ($schemaValue) + ' != \\'string\\') || ';\n    }\n    out += ' (';\n    if ($unknownFormats !=
'ignore') {\n      out += ' (' + ($schemaValue) + ' && !' + ($format) + ' ';\n      if ($allowUnknown) {\n        out += '
&& self._opts.unknownFormats.indexOf(' + ($schemaValue) + ') == -1 ';\n      }\n      out += ') || ';\n    }\n    out += '
(' + ($format) + ' && ' + ($formatType) + ' == \\'' + ($ruleType) + '\\' && !(typeof ' + ($format) + ' == \\'function\\' ?
';\n    if (it.async) {\n      out += ' (async' + ($lvl) + ' ? ' + (it.yieldAwait) + ' ' + ($format) + '(' + ($data) + ') : ' +
($format) + '(' + ($data) + ')) ';\n    } else {\n      out += ' ' + ($format) + '(' + ($data) + ') ';\n    }\n    out += ' : ' +
($format) + '.test(' + ($data) + '))))) {';\n  } else {\n    var $format = it.formats[$schema];\n    if (!$format) {\n      if
($unknownFormats == 'ignore') {\n        it.logger.warn('unknown format \'" + $schema + '\" ignored in schema at
path \'" + it.errSchemaPath + '\'");\n        if ($breakOnError) {\n          out += ' if (true) { ';\n        }\n        return out;\n
    } else if ($allowUnknown && $unknownFormats.indexOf($schema) >= 0) {\n        if ($breakOnError) {\n
out += ' if (true) { ';\n        }\n        return out;\n      } else {\n        throw new Error('unknown format \'" + $schema +
'\" is used in schema at path \'" + it.errSchemaPath + '\'");\n      }\n    }\n    var $isObject = typeof $format == 'object'
&& !($format instanceof RegExp) && $format.validate;\n    var $formatType = $isObject && $format.type ||
'string';\n    if ($isObject) {\n      var $async = $format.async === true;\n      $format = $format.validate;\n    }\n    if
($formatType != $ruleType) {\n      if ($breakOnError) {\n        out += ' if (true) { ';\n      }\n      return out;\n    }\n
if ($async) {\n      if (!it.async) throw new Error('async format in sync schema');\n      var $formatRef = 'formats' +
it.util.getProperty($schema) + '.validate';\n      out += ' if (!(' + (it.yieldAwait) + ' ' + ($formatRef) + '(' + ($data) +
'))) { ';\n    } else {\n      out += ' if (! ';\n      var $formatRef = 'formats' + it.util.getProperty($schema);\n      if
($isObject) $formatRef += '.validate';\n      if (typeof $format == 'function') {\n        out += ' ' + ($formatRef) + '(' +
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($data) + ') ';\n      } else {\n        out += ' ' + ($formatRef) + '.test(' + ($data) + ') ';\n      }\n      out += ') { ';\n    }\n
}\n  var $$outStack = $$outStack || [];\n  $$outStack.push(out);\n  out = ''; /* istanbul ignore else */\n  if
(it.createErrors !== false) {\n    out += ' { keyword: \\'' + ('format') + '\\' , dataPath: (dataPath || \\'\\') + ' +
(it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { format:  ';\n    if ($isData)
{\n      out += '' + ($schemaValue);\n    } else {\n      out += '' + (it.util.toQuotedString($schema));\n    }\n    out += '
} ';\n    if (it.opts.messages !== false) {\n      out += ' , message: \\'should match format \"';\n      if ($isData) {\n
out += '\\' + ' + ($schemaValue) + ' + \\";\n      } else {\n        out += '' + (it.util.escapeQuotes($schema));\n      }\n
out += '\"\\' ';\n    }\n    if (it.opts.verbose) {\n      out += ' , schema:  ';\n      if ($isData) {\n        out +=
'validate.schema' + ($schemaPath);\n      } else {\n        out += '' + (it.util.toQuotedString($schema));\n      }\n      out
+= '         , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n    }\n    out += ' } ';\n  } else
{\n    out += ' {} ';\n  }\n  var __err = out;\n  out = $$outStack.pop();\n  if (!it.compositeRule && $breakOnError) {
/* istanbul ignore if */\n    if (it.async) {\n      out += ' throw new ValidationError([' + (__err) + ']); ';\n    } else {\n
out += ' validate.errors = [' + (__err) + ']; return false; ';\n    }\n  } else {\n    out += ' var err = ' + (__err) + ';  if
(vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n  }\n  out += ' } ';\n  if ($breakOnError) {\n
out += ' else { ';\n  }\n  return out;\n}\n","'use strict';\nmodule.exports = function generate_items(it, $keyword,
$ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema =
it.schema[$keyword];\n  var $schemaPath = it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath =
it.errSchemaPath + '/' + $keyword;\n  var $breakOnError = !it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n
var $valid = 'valid' + $lvl;\n  var $errs = 'errs__' + $lvl;\n  var $it = it.util.copy(it);\n  var $closingBraces = '';\n
$it.level++;\n  var $nextValid = 'valid' + $it.level;\n  var $idx = 'i' + $lvl,\n    $dataNxt = $it.dataLevel = it.dataLevel
+ 1,\n    $nextData = 'data' + $dataNxt,\n    $currentBaseId = it.baseId;\n  out += 'var ' + ($errs) + ' = errors;var ' +
($valid) + ';';\n  if (Array.isArray($schema)) {\n    var $additionalItems = it.schema.additionalItems;\n    if
($additionalItems === false) {\n      out += ' ' + ($valid) + ' = ' + ($data) + '.length <= ' + ($schema.length) + '; ';\n
var $currErrSchemaPath = $errSchemaPath;\n      $errSchemaPath = it.errSchemaPath + '/additionalItems';\n      out
+= '  if (!' + ($valid) + ') {   ';\n      var $$outStack = $$outStack || [];\n      $$outStack.push(out);\n      out = ''; /*
istanbul ignore else */\n      if (it.createErrors !== false) {\n        out += ' { keyword: \\'' + ('additionalItems') + '\\' ,
dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' ,
params: { limit: ' + ($schema.length) + ' } ';\n        if (it.opts.messages !== false) {\n          out += ' , message:
\\'should NOT have more than ' + ($schema.length) + ' items\\' ';\n        }\n        if (it.opts.verbose) {\n          out += ' ,
schema: false , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n        }\n        out += ' }
';\n      } else {\n        out += ' {} ';\n      }\n      var __err = out;\n      out = $$outStack.pop();\n      if
(!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n        if (it.async) {\n          out += ' throw new
ValidationError([' + (__err) + ']); ';\n        } else {\n          out += ' validate.errors = [' + (__err) + ']; return false; ';\n
   }\n      } else {\n        out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err);
errors++; ';\n      }\n      out += ' } ';\n      $errSchemaPath = $currErrSchemaPath;\n      if ($breakOnError) {\n
$closingBraces += '}';\n        out += ' else { ';\n      }\n    }\n    var arr1 = $schema;\n    if (arr1) {\n      var $sch, $i = -
1,\n        l1 = arr1.length - 1;\n      while ($i < l1) {\n        $sch = arr1[$i += 1];\n        if
(it.util.schemaHasRules($sch, it.RULES.all)) {\n          out += ' ' + ($nextValid) + ' = true; if (' + ($data) + '.length > '
+ ($i) + ') { ';\n          var $passData = $data + '[' + $i + ']';\n          $it.schema = $sch;\n          $it.schemaPath =
$schemaPath + '[' + $i + ']';\n          $it.errSchemaPath = $errSchemaPath + '/' + $i;\n          $it.errorPath =
it.util.getPathExpr(it.errorPath, $i, it.opts.jsonPointers, true);\n          $it.dataPathArr[$dataNxt] = $i;\n          var
$code = it.validate($it);\n          $it.baseId = $currentBaseId;\n          if (it.util.varOccurences($code, $nextData) < 2)
{\n            out += ' ' + (it.util.varReplace($code, $nextData, $passData)) + ' ';\n          } else {\n            out += ' var ' +
($nextData) + ' = ' + ($passData) + '; ' + ($code) + ' ';\n          }\n          out += ' }  ';\n          if ($breakOnError) {\n
    out += ' if (' + ($nextValid) + ') { ';\n            $closingBraces += '}';\n          }\n        }\n      }\n    }\n    if (typeof
$additionalItems == 'object' && it.util.schemaHasRules($additionalItems, it.RULES.all)) {\n      $it.schema =
$additionalItems;\n      $it.schemaPath = it.schemaPath + '.additionalItems';\n      $it.errSchemaPath =
it.errSchemaPath + '/additionalItems';\n      out += ' ' + ($nextValid) + ' = true; if (' + ($data) + '.length > ' +
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($schema.length) + ') {  for (var ' + ($idx) + ' = ' + ($schema.length) + '; ' + ($idx) + ' < ' + ($data) + '.length; ' +
($idx) + '++) { ';\n      $it.errorPath = it.util.getPathExpr(it.errorPath, $idx, it.opts.jsonPointers, true);\n      var
$passData = $data + '[' + $idx + ']';\n      $it.dataPathArr[$dataNxt] = $idx;\n      var $code = it.validate($it);\n
$it.baseId = $currentBaseId;\n      if (it.util.varOccurences($code, $nextData) < 2) {\n        out += ' ' +
(it.util.varReplace($code, $nextData, $passData)) + ' ';\n      } else {\n        out += ' var ' + ($nextData) + ' = ' +
($passData) + '; ' + ($code) + ' ';\n      }\n      if ($breakOnError) {\n        out += ' if (!' + ($nextValid) + ') break; ';\n
 }\n      out += ' } }  ';\n      if ($breakOnError) {\n        out += ' if (' + ($nextValid) + ') { ';\n        $closingBraces +=
'}';\n      }\n    }\n  } else if (it.util.schemaHasRules($schema, it.RULES.all)) {\n    $it.schema = $schema;\n
$it.schemaPath = $schemaPath;\n    $it.errSchemaPath = $errSchemaPath;\n    out += '  for (var ' + ($idx) + ' = ' + (0)
+ '; ' + ($idx) + ' < ' + ($data) + '.length; ' + ($idx) + '++) { ';\n    $it.errorPath = it.util.getPathExpr(it.errorPath, $idx,
it.opts.jsonPointers, true);\n    var $passData = $data + '[' + $idx + ']';\n    $it.dataPathArr[$dataNxt] = $idx;\n    var
$code = it.validate($it);\n    $it.baseId = $currentBaseId;\n    if (it.util.varOccurences($code, $nextData) < 2) {\n
out += ' ' + (it.util.varReplace($code, $nextData, $passData)) + ' ';\n    } else {\n      out += ' var ' + ($nextData) + ' =
' + ($passData) + '; ' + ($code) + ' ';\n    }\n    if ($breakOnError) {\n      out += ' if (!' + ($nextValid) + ') break; ';\n
}\n    out += ' }';\n  }\n  if ($breakOnError) {\n    out += ' ' + ($closingBraces) + ' if (' + ($errs) + ' == errors) {';\n
}\n  out = it.util.cleanUpCode(out);\n  return out;\n}\n","'use strict';\nmodule.exports = function
generate_multipleOf(it, $keyword, $ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl =
it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath = it.schemaPath +
it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var $breakOnError =
!it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n  var $isData = it.opts.$data && $schema &&
$schema.$data,\n    $schemaValue;\n  if ($isData) {\n    out += ' var schema' + ($lvl) + ' = ' +
(it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + '; ';\n    $schemaValue = 'schema' + $lvl;\n  } else {\n
$schemaValue = $schema;\n  }\n  out += 'var division' + ($lvl) + ';if (';\n  if ($isData) {\n    out += ' ' +
($schemaValue) + ' !== undefined && ( typeof ' + ($schemaValue) + ' != \\'number\\' || ';\n  }\n  out += ' (division' +
($lvl) + ' = ' + ($data) + ' / ' + ($schemaValue) + ', ';\n  if (it.opts.multipleOfPrecision) {\n    out += '
Math.abs(Math.round(division' + ($lvl) + ') - division' + ($lvl) + ') > 1e-' + (it.opts.multipleOfPrecision) + ' ';\n  }
else {\n    out += ' division' + ($lvl) + ' !== parseInt(division' + ($lvl) + ') ';\n  }\n  out += ' ) ';\n  if ($isData) {\n
out += '  )  ';\n  }\n  out += ' ) {   ';\n  var $$outStack = $$outStack || [];\n  $$outStack.push(out);\n  out = ''; /*
istanbul ignore else */\n  if (it.createErrors !== false) {\n    out += ' { keyword: \\'' + ('multipleOf') + '\\' , dataPath:
(dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: {
multipleOf: ' + ($schemaValue) + ' } ';\n    if (it.opts.messages !== false) {\n      out += ' , message: \\'should be
multiple of ';\n      if ($isData) {\n        out += '\\' + ' + ($schemaValue);\n      } else {\n        out += '' +
($schemaValue) + '\\'';\n      }\n    }\n    if (it.opts.verbose) {\n      out += ' , schema:  ';\n      if ($isData) {\n        out
+= 'validate.schema' + ($schemaPath);\n      } else {\n        out += '' + ($schema);\n      }\n      out += '         ,
parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n    }\n    out += ' } ';\n  } else {\n    out
+= ' {} ';\n  }\n  var __err = out;\n  out = $$outStack.pop();\n  if (!it.compositeRule && $breakOnError) { /*
istanbul ignore if */\n    if (it.async) {\n      out += ' throw new ValidationError([' + (__err) + ']); ';\n    } else {\n
out += ' validate.errors = [' + (__err) + ']; return false; ';\n    }\n  } else {\n    out += ' var err = ' + (__err) + ';  if
(vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n  }\n  out += '} ';\n  if ($breakOnError) {\n
out += ' else { ';\n  }\n  return out;\n}\n","'use strict';\nmodule.exports = function generate_not(it, $keyword,
$ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema =
it.schema[$keyword];\n  var $schemaPath = it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath =
it.errSchemaPath + '/' + $keyword;\n  var $breakOnError = !it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n
var $errs = 'errs__' + $lvl;\n  var $it = it.util.copy(it);\n  $it.level++;\n  var $nextValid = 'valid' + $it.level;\n  if
(it.util.schemaHasRules($schema, it.RULES.all)) {\n    $it.schema = $schema;\n    $it.schemaPath = $schemaPath;\n
  $it.errSchemaPath = $errSchemaPath;\n    out += ' var ' + ($errs) + ' = errors;  ';\n    var $wasComposite =
it.compositeRule;\n    it.compositeRule = $it.compositeRule = true;\n    $it.createErrors = false;\n    var
$allErrorsOption;\n    if ($it.opts.allErrors) {\n      $allErrorsOption = $it.opts.allErrors;\n      $it.opts.allErrors =
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false;\n    }\n    out += ' ' + (it.validate($it)) + ' ';\n    $it.createErrors = true;\n    if ($allErrorsOption)
$it.opts.allErrors = $allErrorsOption;\n    it.compositeRule = $it.compositeRule = $wasComposite;\n    out += ' if ('
+ ($nextValid) + ') {   ';\n    var $$outStack = $$outStack || [];\n    $$outStack.push(out);\n    out = ''; /* istanbul
ignore else */\n    if (it.createErrors !== false) {\n      out += ' { keyword: \\'' + ('not') + '\\' , dataPath: (dataPath ||
\\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: {} ';\n      if
(it.opts.messages !== false) {\n        out += ' , message: \\'should NOT be valid\\' ';\n      }\n      if (it.opts.verbose) {\n
      out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' ,
data: ' + ($data) + ' ';\n      }\n      out += ' } ';\n    } else {\n      out += ' {} ';\n    }\n    var __err = out;\n    out =
$$outStack.pop();\n    if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n      if (it.async) {\n
out += ' throw new ValidationError([' + (__err) + ']); ';\n      } else {\n        out += ' validate.errors = [' + (__err) + '];
return false; ';\n      }\n    } else {\n      out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else
vErrors.push(err); errors++; ';\n    }\n    out += ' } else {  errors = ' + ($errs) + '; if (vErrors !== null) { if (' + ($errs) +
') vErrors.length = ' + ($errs) + '; else vErrors = null; } ';\n    if (it.opts.allErrors) {\n      out += ' } ';\n    }\n  } else {\n
  out += '  var err =   '; /* istanbul ignore else */\n    if (it.createErrors !== false) {\n      out += ' { keyword: \\'' +
('not') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: {} ';\n      if (it.opts.messages !== false) {\n        out += ' ,
message: \\'should NOT be valid\\' ';\n      }\n      if (it.opts.verbose) {\n        out += ' , schema: validate.schema' +
($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n      }\n      out += '
} ';\n    } else {\n      out += ' {} ';\n    }\n    out += ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err);
errors++; ';\n    if ($breakOnError) {\n      out += ' if (false) { ';\n    }\n  }\n  return out;\n}\n",'"use
strict';\nmodule.exports = function generate_oneOf(it, $keyword, $ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n
var $dataLvl = it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath = it.schemaPath +
it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var $breakOnError =
!it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n  var $valid = 'valid' + $lvl;\n  var $errs = 'errs__' + $lvl;\n
var $it = it.util.copy(it);\n  var $closingBraces = '';\n  $it.level++;\n  var $nextValid = 'valid' + $it.level;\n  out +=
'var ' + ($errs) + ' = errors;var prevValid' + ($lvl) + ' = false;var ' + ($valid) + ' = false;';\n  var $currentBaseId =
$it.baseId;\n  var $wasComposite = it.compositeRule;\n  it.compositeRule = $it.compositeRule = true;\n  var arr1 =
$schema;\n  if (arr1) {\n    var $sch, $i = -1,\n      l1 = arr1.length - 1;\n    while ($i < l1) {\n      $sch = arr1[$i +=
1];\n      if (it.util.schemaHasRules($sch, it.RULES.all)) {\n        $it.schema = $sch;\n        $it.schemaPath =
$schemaPath + '[' + $i + ']';\n        $it.errSchemaPath = $errSchemaPath + '/' + $i;\n        out += '  ' + (it.validate($it))
+ ' ';\n        $it.baseId = $currentBaseId;\n      } else {\n        out += ' var ' + ($nextValid) + ' = true; ';\n      }\n      if
($i) {\n        out += ' if (' + ($nextValid) + ' && prevValid' + ($lvl) + ') ' + ($valid) + ' = false; else { ';\n
$closingBraces += '}';\n      }\n      out += ' if (' + ($nextValid) + ') ' + ($valid) + ' = prevValid' + ($lvl) + ' = true;';\n
}\n  }\n  it.compositeRule = $it.compositeRule = $wasComposite;\n  out += '' + ($closingBraces) + 'if (!' + ($valid)
+ ') {   var err =   '; /* istanbul ignore else */\n  if (it.createErrors !== false) {\n    out += ' { keyword: \\'' + ('oneOf')
+ '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + '
, params: {} ';\n    if (it.opts.messages !== false) {\n      out += ' , message: \\'should match exactly one schema in
oneOf\\' ';\n    }\n    if (it.opts.verbose) {\n      out += ' , schema: validate.schema' + ($schemaPath) + ' ,
parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n    }\n    out += ' } ';\n  } else {\n    out
+= ' {} ';\n  }\n  out += ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n  if
(!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n    if (it.async) {\n      out += ' throw new
ValidationError(vErrors); ';\n    } else {\n      out += ' validate.errors = vErrors; return false; ';\n    }\n  }\n  out += '}
else {  errors = ' + ($errs) + '; if (vErrors !== null) { if (' + ($errs) + ') vErrors.length = ' + ($errs) + '; else vErrors =
null; }';\n  if (it.opts.allErrors) {\n    out += ' } ';\n  }\n  return out;\n}\n",'"use strict';\nmodule.exports = function
generate_pattern(it, $keyword, $ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n
var $schema = it.schema[$keyword];\n  var $schemaPath = it.schemaPath + it.util.getProperty($keyword);\n  var
$errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var $breakOnError = !it.opts.allErrors;\n  var $data = 'data'
+ ($dataLvl || '');\n  var $isData = it.opts.$data && $schema && $schema.$data,\n    $schemaValue;\n  if ($isData)
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{\n    out += ' var schema' + ($lvl) + ' = ' + (it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + '; ';\n
$schemaValue = 'schema' + $lvl;\n  } else {\n    $schemaValue = $schema;\n  }\n  var $regexp = $isData ? '(new
RegExp(' + $schemaValue + '))' : it.usePattern($schema);\n  out += 'if ( ';\n  if ($isData) {\n    out += ' (' +
($schemaValue) + ' !== undefined && typeof ' + ($schemaValue) + ' != \\'string\\') || ';\n  }\n  out += ' !' + ($regexp)
+ '.test(' + ($data) + ') ) {   ';\n  var $$outStack = $$outStack || [];\n  $$outStack.push(out);\n  out = ''; /* istanbul
ignore else */\n  if (it.createErrors !== false) {\n    out += ' { keyword: \\" + ('pattern') + '\\' , dataPath: (dataPath ||
\\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { pattern:  ';\n
if ($isData) {\n      out += '' + ($schemaValue);\n    } else {\n      out += '' + (it.util.toQuotedString($schema));\n
}\n    out += '  } ';\n    if (it.opts.messages !== false) {\n      out += ' , message: \\'should match pattern \"';\n      if
($isData) {\n        out += '\\' + ' + ($schemaValue) + ' + \\'';\n      } else {\n        out += '' +
(it.util.escapeQuotes($schema));\n      }\n      out += '\"\\' ';\n    }\n    if (it.opts.verbose) {\n      out += ' , schema:  ';\n
  if ($isData) {\n        out += 'validate.schema' + ($schemaPath);\n      } else {\n        out += '' +
(it.util.toQuotedString($schema));\n      }\n      out += '         , parentSchema: validate.schema' + (it.schemaPath) + ' ,
data: ' + ($data) + ' ';\n    }\n    out += ' } ';\n  } else {\n    out += ' {} ';\n  }\n  var __err = out;\n  out =
$$outStack.pop();\n  if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n    if (it.async) {\n      out
+= ' throw new ValidationError([' + (__err) + ']); ';\n    } else {\n      out += ' validate.errors = [' + (__err) + ']; return
false; ';\n    }\n  } else {\n    out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else
vErrors.push(err); errors++; ';\n  }\n  out += '} ';\n  if ($breakOnError) {\n    out += ' else { ';\n  }\n  return
out;\n}\n","'use strict';\nmodule.exports = function generate_properties(it, $keyword, $ruleType) {\n  var out = ' ';\n
var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema = it.schema[$keyword];\n  var $schemaPath =
it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n  var
$breakOnError = !it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n  var $valid = 'valid' + $lvl;\n  var $errs =
'errs__' + $lvl;\n  var $it = it.util.copy(it);\n  var $closingBraces = '';\n  $it.level++;\n  var $nextValid = 'valid' +
$it.level;\n  var $key = 'key' + $lvl,\n    $idx = 'idx' + $lvl,\n    $dataNxt = $it.dataLevel = it.dataLevel + 1,\n
$nextData = 'data' + $dataNxt,\n    $dataProperties = 'dataProperties' + $lvl;\n  var $schemaKeys =
Object.keys($schema || {}),\n    $pProperties = it.schema.patternProperties || {},\n    $pPropertyKeys =
Object.keys($pProperties),\n    $aProperties = it.schema.additionalProperties,\n    $someProperties =
$schemaKeys.length || $pPropertyKeys.length,\n    $noAdditional = $aProperties === false,\n
$additionalIsSchema = typeof $aProperties == 'object' && Object.keys($aProperties).length,\n    $removeAdditional
= it.opts.removeAdditional,\n    $checkAdditional = $noAdditional || $additionalIsSchema || $removeAdditional,\n
$ownProperties = it.opts.ownProperties,\n    $currentBaseId = it.baseId;\n  var $required = it.schema.required;\n  if
($required && !(it.opts.v5 && $required.$data) && $required.length < it.opts.loopRequired) var $requiredHash =
it.util.toHash($required);\n  if (it.opts.patternGroups) {\n    var $pgProperties = it.schema.patternGroups || {},\n
$pgPropertyKeys = Object.keys($pgProperties);\n  }\n  out += 'var ' + ($errs) + ' = errors;var ' + ($nextValid) + ' =
true;';\n  if ($ownProperties) {\n    out += ' var ' + ($dataProperties) + ' = undefined;';\n  }\n  if ($checkAdditional)
{\n    if ($ownProperties) {\n      out += ' ' + ($dataProperties) + ' = ' + ($dataProperties) + ' || Object.keys(' + ($data)
+ '); for (var ' + ($idx) + '=0; ' + ($idx) + '<' + ($dataProperties) + '.length; ' + ($idx) + '++) { var ' + ($key) + ' = ' +
($dataProperties) + '[' + ($idx) + ']; ';\n    } else {\n      out += ' for (var ' + ($key) + ' in ' + ($data) + ') { ';\n    }\n    if
($someProperties) {\n      out += ' var isAdditional' + ($lvl) + ' = !(false ';\n      if ($schemaKeys.length) {\n        if
($schemaKeys.length > 5) {\n          out += ' || validate.schema' + ($schemaPath) + '[' + ($key) + '] ';\n        } else {\n
        var arr1 = $schemaKeys;\n          if (arr1) {\n            var $propertyKey, i1 = -1,\n              l1 = arr1.length - 1;\n
          while (i1 < l1) {\n              $propertyKey = arr1[i1 += 1];\n              out += ' || ' + ($key) + ' == ' +
(it.util.toQuotedString($propertyKey)) + ' ';\n            }\n          }\n        }\n      }\n      if ($pPropertyKeys.length) {\n
  var arr2 = $pPropertyKeys;\n        if (arr2) {\n          var $pProperty, $i = -1,\n            l2 = arr2.length - 1;\n
while ($i < l2) {\n            $pProperty = arr2[$i += 1];\n            out += ' || ' + (it.usePattern($pProperty)) + '.test(' +
($key) + ') ';\n          }\n        }\n      }\n      if (it.opts.patternGroups && $pgPropertyKeys.length) {\n        var arr3 =
$pgPropertyKeys;\n        if (arr3) {\n          var $pgProperty, $i = -1,\n            l3 = arr3.length - 1;\n          while ($i <
l3) {\n            $pgProperty = arr3[$i += 1];\n            out += ' || ' + (it.usePattern($pgProperty)) + '.test(' + ($key) + ')
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';\n        }\n      }\n      }\n      out += ' ); if (isAdditional' + ($lvl) + ') { ';\n    }\n    if ($removeAdditional == 'all') {\n      out += ' delete ' + ($data) + '[' + ($key) + ']; ';\n    } else {\n      var $currentErrorPath = it.errorPath;\n      var $additionalProperty = '\\' + ' + $key + ' + \\'';\n      if (it.opts._errorDataPathProperty) {\n        it.errorPath = it.util.getPathExpr(it.errorPath, $key, it.opts.jsonPointers);\n      }\n      if ($noAdditional) {\n        if ($removeAdditional) {\n          out += ' delete ' + ($data) + '[' + ($key) + ']; ';\n        } else {\n          out += ' ' + ($nextValid) + ' = false; ';\n          var $currErrSchemaPath = $errSchemaPath;\n          $errSchemaPath = it.errSchemaPath + '/additionalProperties';\n          var $$outStack = $$outStack || [];\n          $$outStack.push(out);\n          out = ''; /* istanbul ignore else */\n          if (it.createErrors !== false) {\n            out += ' { keyword: \\'' + ('additionalProperties') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { additionalProperty: \\'' + ($additionalProperty) + '\\' } ';\n
    if (it.opts.messages !== false) {\n              out += ' , message: \\'should NOT have additional properties\\' ';\n
  }\n            if (it.opts.verbose) {\n              out += ' , schema: false , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n            }\n            out += ' } ';\n          } else {\n            out += ' {} ';\n
  }\n          var __err = out;\n          out = $$outStack.pop();\n          if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n            if (it.async) {\n              out += ' throw new ValidationError([' + (__err) + ']); ';\n
} else {\n              out += ' validate.errors = [' + (__err) + ']; return false; ';\n            }\n          } else {\n            out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n          }\n
$errSchemaPath = $currErrSchemaPath;\n          if ($breakOnError) {\n            out += ' break; ';\n          }\n        }\n
  } else if ($additionalIsSchema) {\n        if ($removeAdditional == 'failing') {\n          out += ' var ' + ($errs) + ' = errors;  ';\n          var $wasComposite = it.compositeRule;\n          it.compositeRule = $it.compositeRule = true;\n
  $it.schema = $aProperties;\n          $it.schemaPath = it.schemaPath + '.additionalProperties';\n
$it.errSchemaPath = it.errSchemaPath + '/additionalProperties';\n          $it.errorPath = it.opts._errorDataPathProperty ? it.errorPath : it.util.getPathExpr(it.errorPath, $key, it.opts.jsonPointers);\n          var $passData = $data + '[' + $key + ']';\n          $it.dataPathArr[$dataNxt] = $key;\n          var $code = it.validate($it);\n
      $it.baseId = $currentBaseId;\n          if (it.util.varOccurences($code, $nextData) < 2) {\n            out += ' ' + (it.util.varReplace($code, $nextData, $passData)) + ' ';\n          } else {\n            out += ' var ' + ($nextData) + ' = ' + ($passData) + '; ' + ($code) + ' ';\n          }\n          out += ' if (!' + ($nextValid) + ') { errors = ' + ($errs) + '; if (validate.errors !== null) { if (errors) validate.errors.length = errors; else validate.errors = null; } delete ' + ($data) + '[' + ($key) + ']; }  ';\n          it.compositeRule = $it.compositeRule = $wasComposite;\n        } else {\n
$it.schema = $aProperties;\n          $it.schemaPath = it.schemaPath + '.additionalProperties';\n
$it.errSchemaPath = it.errSchemaPath + '/additionalProperties';\n          $it.errorPath = it.opts._errorDataPathProperty ? it.errorPath : it.util.getPathExpr(it.errorPath, $key, it.opts.jsonPointers);\n          var $passData = $data + '[' + $key + ']';\n          $it.dataPathArr[$dataNxt] = $key;\n          var $code = it.validate($it);\n
      $it.baseId = $currentBaseId;\n          if (it.util.varOccurences($code, $nextData) < 2) {\n            out += ' ' + (it.util.varReplace($code, $nextData, $passData)) + ' ';\n          } else {\n            out += ' var ' + ($nextData) + ' = ' + ($passData) + '; ' + ($code) + ' ';\n          }\n          if ($breakOnError) {\n            out += ' if (!' + ($nextValid) + ') break; ';\n          }\n        }\n      }\n      it.errorPath = $currentErrorPath;\n    }\n    if ($someProperties) {\n      out += ' } ';\n    }\n    out += ' }  ';\n    if ($breakOnError) {\n      out += ' if (' + ($nextValid) + ') { ';\n      $closingBraces += '}';\n    }\n  }\n  var $useDefaults = it.opts.useDefaults && !it.compositeRule;\n  if ($schemaKeys.length) {\n    var arr4 = $schemaKeys;\n    if (arr4) {\n      var $propertyKey, i4 = -1,\n        l4 = arr4.length - 1;\n      while (i4 < l4) {\n        $propertyKey = arr4[i4 += 1];\n        var $sch = $schema[$propertyKey];\n        if (it.util.schemaHasRules($sch, it.RULES.all)) {\n          var $prop = it.util.getProperty($propertyKey),\n
$passData = $data + $prop,\n            $hasDefault = $useDefaults && $sch.default !== undefined;\n          $it.schema = $sch;\n          $it.schemaPath = $schemaPath + $prop;\n          $it.errSchemaPath = $errSchemaPath + '/' + it.util.escapeFragment($propertyKey);\n          $it.errorPath = it.util.getPath(it.errorPath, $propertyKey, it.opts.jsonPointers);\n          $it.dataPathArr[$dataNxt] = it.util.toQuotedString($propertyKey);\n          var $code = it.validate($it);\n          $it.baseId = $currentBaseId;\n          if (it.util.varOccurences($code, $nextData) < 2) {\n
  $code = it.util.varReplace($code, $nextData, $passData);\n            var $useData = $passData;\n          } else {\n
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  var $useData = $nextData;\n            out += ' var ' + ($nextData) + ' = ' + ($passData) + '; ';\n          }\n          if
($hasDefault) {\n            out += ' ' + ($code) + ' ';\n          } else {\n            if ($requiredHash &&
$requiredHash[$propertyKey]) {\n              out += ' if ( ' + ($useData) + ' === undefined ';\n              if
($ownProperties) {\n                out += ' || ! Object.prototype.hasOwnProperty.call(' + ($data) + ', \\" +
(it.util.escapeQuotes($propertyKey)) + '\\') ';\n              }\n              out += ') { ' + ($nextValid) + ' = false; ';\n
var $currentErrorPath = it.errorPath,\n                $currErrSchemaPath = $errSchemaPath,\n
$missingProperty = it.util.escapeQuotes($propertyKey);\n              if (it.opts._errorDataPathProperty) {\n
it.errorPath = it.util.getPath($currentErrorPath, $propertyKey, it.opts.jsonPointers);\n              }\n
$errSchemaPath = it.errSchemaPath + '/required';\n              var $$outStack = $$outStack || [];\n
$$outStack.push(out);\n              out = ''; /* istanbul ignore else */\n              if (it.createErrors !== false) {\n
out += ' { keyword: \\" + ('required') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: { missingProperty: \\" + ($missingProperty) + '\\' } ';\n
  if (it.opts.messages !== false) {\n                out += ' , message: \\";\n                if (it.opts._errorDataPathProperty)
{\n                  out += 'is a required property';\n                } else {\n                  out += 'should have required
property \\\\\\" + ($missingProperty) + '\\\\\\";\n                }\n                out += '\\' ';\n                }\n                if
(it.opts.verbose) {\n                out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema:
validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n                }\n                out += ' } ';\n              } else {\n
              out += ' {} ';\n              }\n              var __err = out;\n              out = $$outStack.pop();\n              if
(!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n                if (it.async) {\n                  out += '
throw new ValidationError([' + (__err) + ']); ';\n                } else {\n                  out += ' validate.errors = [' + (__err) +
']; return false; ';\n                }\n              } else {\n                out += ' var err = ' + (__err) + ';  if (vErrors === null)
vErrors = [err]; else vErrors.push(err); errors++; ';\n              }\n              $errSchemaPath = $currErrSchemaPath;\n
          it.errorPath = $currentErrorPath;\n              out += ' } else { ';\n            } else {\n              if ($breakOnError)
{\n                out += ' if ( ' + ($useData) + ' === undefined ';\n                if ($ownProperties) {\n                  out += ' || !
Object.prototype.hasOwnProperty.call(' + ($data) + ', \\" + (it.util.escapeQuotes($propertyKey)) + '\\') ';\n
}\n                out += ') { ' + ($nextValid) + ' = true; } else { ';\n              } else {\n                out += ' if (' + ($useData)
+ ' !== undefined ';\n                if ($ownProperties) {\n                  out += ' &&
Object.prototype.hasOwnProperty.call(' + ($data) + ', \\" + (it.util.escapeQuotes($propertyKey)) + '\\') ';\n
}\n                out += ' ) { ';\n              }\n            }\n            out += ' ' + ($code) + ' } ';\n          }\n        }\n        if
($breakOnError) {\n          out += ' if (' + ($nextValid) + ') { ';\n          $closingBraces += '}';\n        }\n      }\n    }\n
}\n  if ($pPropertyKeys.length) {\n    var arr5 = $pPropertyKeys;\n    if (arr5) {\n      var $pProperty, i5 = -1,\n
l5 = arr5.length - 1;\n      while (i5 < l5) {\n        $pProperty = arr5[i5 += 1];\n        var $sch =
$pProperties[$pProperty];\n        if (it.util.schemaHasRules($sch, it.RULES.all)) {\n          $it.schema = $sch;\n
$it.schemaPath = it.schemaPath + '.patternProperties' + it.util.getProperty($pProperty);\n          $it.errSchemaPath =
it.errSchemaPath + '/patternProperties/' + it.util.escapeFragment($pProperty);\n          if ($ownProperties) {\n
out += ' ' + ($dataProperties) + ' = ' + ($dataProperties) + ' || Object.keys(' + ($data) + '); for (var ' + ($idx) + '=0; ' +
($idx) + '<' + ($dataProperties) + '.length; ' + ($idx) + '++) { var ' + ($key) + ' = ' + ($dataProperties) + '[' + ($idx) +
']; ';\n          } else {\n            out += ' for (var ' + ($key) + ' in ' + ($data) + ') { ';\n          }\n          out += ' if (' +
(it.usePattern($pProperty)) + '.test(' + ($key) + ')) { ';\n          $it.errorPath = it.util.getPathExpr(it.errorPath, $key,
it.opts.jsonPointers);\n          var $passData = $data + '[' + $key + ']';\n          $it.dataPathArr[$dataNxt] = $key;\n
 var $code = it.validate($it);\n          $it.baseId = $currentBaseId;\n          if (it.util.varOccurences($code, $nextData)
< 2) {\n            out += ' ' + (it.util.varReplace($code, $nextData, $passData)) + ' ';\n          } else {\n            out += '
var ' + ($nextData) + ' = ' + ($passData) + '; ' + ($code) + ' ';\n          }\n          if ($breakOnError) {\n            out += '
if (!' + ($nextValid) + ') break; ';\n          }\n          out += ' } ';\n          if ($breakOnError) {\n            out += ' else ' +
($nextValid) + ' = true; ';\n          }\n          out += ' }  ';\n          if ($breakOnError) {\n            out += ' if (' +
($nextValid) + ') { ';\n            $closingBraces += '}';\n          }\n        }\n      }\n    }\n  }\n  if (it.opts.patternGroups
&& $pgPropertyKeys.length) {\n    var arr6 = $pgPropertyKeys;\n    if (arr6) {\n      var $pgProperty, i6 = -1,\n
l6 = arr6.length - 1;\n      while (i6 < l6) {\n        $pgProperty = arr6[i6 += 1];\n        var $pgSchema =
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$pgProperties[$pgProperty],\n          $sch = $pgSchema.schema;\n        if (it.util.schemaHasRules($sch,
it.RULES.all)) {\n          $it.schema = $sch;\n          $it.schemaPath = it.schemaPath + '.patternGroups' +
it.util.getProperty($pgProperty) + '.schema';\n          $it.errSchemaPath = it.errSchemaPath + '/patternGroups/' +
it.util.escapeFragment($pgProperty) + '/schema';\n          out += ' var pgPropCount' + ($lvl) + ' = 0;  ';\n          if
($ownProperties) {\n            out += ' ' + ($dataProperties) + ' = ' + ($dataProperties) + ' || Object.keys(' + ($data) + ');
for (var ' + ($idx) + '=0; ' + ($idx) + '<' + ($dataProperties) + '.length; ' + ($idx) + '++) { var ' + ($key) + ' = ' +
($dataProperties) + '[' + ($idx) + ']; ';\n          } else {\n            out += ' for (var ' + ($key) + ' in ' + ($data) + ') { ';\n
   }\n          out += ' if (' + (it.usePattern($pgProperty)) + '.test(' + ($key) + ')) { pgPropCount' + ($lvl) + '++; ';\n
$it.errorPath = it.util.getPathExpr(it.errorPath, $key, it.opts.jsonPointers);\n          var $passData = $data + '[' + $key
+ ']';\n          $it.dataPathArr[$dataNxt] = $key;\n          var $code = it.validate($it);\n          $it.baseId =
$currentBaseId;\n          if (it.util.varOccurences($code, $nextData) < 2) {\n            out += ' ' +
(it.util.varReplace($code, $nextData, $passData)) + ' ';\n          } else {\n            out += ' var ' + ($nextData) + ' = ' +
($passData) + '; ' + ($code) + ' ';\n          }\n          if ($breakOnError) {\n            out += ' if (!' + ($nextValid) + ')
break; ';\n          }\n          out += ' } ';\n          if ($breakOnError) {\n            out += ' else ' + ($nextValid) + ' = true;
';\n          }\n          out += ' }  ';\n          if ($breakOnError) {\n            out += ' if (' + ($nextValid) + ') { ';\n
$closingBraces += '}';\n          }\n          var $pgMin = $pgSchema.minimum,\n            $pgMax =
$pgSchema.maximum;\n          if ($pgMin !== undefined || $pgMax !== undefined) {\n            out += ' var ' +
($valid) + ' = true; ';\n            var $currErrSchemaPath = $errSchemaPath;\n            if ($pgMin !== undefined) {\n
      var $limit = $pgMin,\n              $reason = 'minimum',\n              $moreOrLess = 'less';\n              out += ' ' +
($valid) + ' = pgPropCount' + ($lvl) + ' >= ' + ($pgMin) + '; ';\n              $errSchemaPath = it.errSchemaPath +
'/patternGroups/minimum';\n              out += '  if (!' + ($valid) + ') {   ';\n              var $$outStack = $$outStack || [];\n
          $$outStack.push(out);\n              out = ''; /* istanbul ignore else */\n              if (it.createErrors !== false) {\n
          out += ' { keyword: \\'' + ('patternGroups') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' ,
schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { reason: \\'' + ($reason) + '\\', limit: ' +
($limit) + ', pattern: \\'' + (it.util.escapeQuotes($pgProperty)) + '\\' } ';\n              if (it.opts.messages !== false) {\n
            out += ' , message: \\'should NOT have ' + ($moreOrLess) + ' than ' + ($limit) + ' properties matching pattern
\'" + (it.util.escapeQuotes($pgProperty)) + '\"\\' ';\n              }\n              if (it.opts.verbose) {\n              out += ' ,
schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' +
($data) + ' ';\n              }\n              out += ' } ';\n            } else {\n              out += ' {} ';\n            }\n            var
__err = out;\n            out = $$outStack.pop();\n            if (!it.compositeRule && $breakOnError) { /* istanbul
ignore if */\n              if (it.async) {\n              out += ' throw new ValidationError([' + (__err) + ']); ';\n
} else {\n              out += ' validate.errors = [' + (__err) + ']; return false; ';\n              }\n            } else {\n
  out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n
}\n            out += ' } ';\n            if ($pgMax !== undefined) {\n              out += ' else ';\n            }\n          }\n
   if ($pgMax !== undefined) {\n            var $limit = $pgMax,\n              $reason = 'maximum',\n
$moreOrLess = 'more';\n            out += ' ' + ($valid) + ' = pgPropCount' + ($lvl) + ' <= ' + ($pgMax) + '; ';\n
$errSchemaPath = it.errSchemaPath + '/patternGroups/maximum';\n            out += '  if (!' + ($valid) + ') {   ';\n
   var $$outStack = $$outStack || [];\n            $$outStack.push(out);\n            out = ''; /* istanbul ignore else */\n
      if (it.createErrors !== false) {\n              out += ' { keyword: \\'' + ('patternGroups') + '\\' , dataPath: (dataPath ||
\\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { reason: \\'' +
($reason) + '\\', limit: ' + ($limit) + ', pattern: \\'' + (it.util.escapeQuotes($pgProperty)) + '\\' } ';\n              if
(it.opts.messages !== false) {\n              out += ' , message: \\'should NOT have ' + ($moreOrLess) + ' than ' +
($limit) + ' properties matching pattern \'" + (it.util.escapeQuotes($pgProperty)) + '\"\\' ';\n              }\n              if
(it.opts.verbose) {\n              out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema:
validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n              }\n              out += ' } ';\n            } else {\n
            out += ' {} ';\n            }\n            var __err = out;\n            out = $$outStack.pop();\n            if
(!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n              if (it.async) {\n              out += '
throw new ValidationError([' + (__err) + ']); ';\n              } else {\n              out += ' validate.errors = [' + (__err) +
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'']; return false; ';\n }\n } else {\n out += ' var err = ' + (__err) + '; if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n }\n out += ' } ';\n }\n $errSchemaPath = $currErrSchemaPath;\n if ($breakOnError) {\n out += ' if (' + ($valid) + ') { ';\n $closingBraces += '}';\n }\n }\n }\n }\n }\n }\n if ($breakOnError) {\n out += ' ' + ($closingBraces) + ' if (' + ($errs) + ' == errors) {';\n }\n out = it.util.cleanUpCode(out);\n return out;\n}\n",'"use strict';\nmodule.exports = function generate_propertyNames(it, $keyword, $ruleType) {\n var out = ' ';\n var $lvl = it.level;\n var $dataLvl = it.dataLevel;\n var $schema = it.schema[$keyword];\n var $schemaPath = it.schemaPath + it.util.getProperty($keyword);\n var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n var $breakOnError = !it.opts.allErrors;\n var $data = 'data' + ($dataLvl || '');\n var $errs = 'errs__' + $lvl;\n var $it = it.util.copy(it);\n var $closingBraces = '';\n $it.level++;\n var $nextValid = 'valid' + $it.level;\n if (it.util.schemaHasRules($schema, it.RULES.all)) {\n $it.schema = $schema;\n $it.schemaPath = $schemaPath;\n $it.errSchemaPath = $errSchemaPath;\n var $key = 'key' + $lvl,\n $idx = 'idx' + $lvl,\n $i = 'i' + $lvl,\n $invalidName = '\\' + ' + $key + ' + \\'',\n $dataNxt = $it.dataLevel = it.dataLevel + 1,\n $nextData = 'data' + $dataNxt,\n $dataProperties = 'dataProperties' + $lvl,\n $ownProperties = it.opts.ownProperties,\n $currentBaseId = it.baseId;\n out += ' var ' + ($errs) + ' = errors; ';\n if ($ownProperties) {\n out += ' var ' + ($dataProperties) + ' = undefined; ';\n }\n if ($ownProperties) {\n out += ' ' + ($dataProperties) + ' = ' + ($dataProperties) + ' || Object.keys(' + ($data) + '); for (var ' + ($idx) + '=0; ' + ($idx) + '<' + ($dataProperties) + '.length; ' + ($idx) + '++) { var ' + ($key) + ' = ' + ($dataProperties) + '[' + ($idx) + ']; ';\n } else {\n out += ' for (var ' + ($key) + ' in ' + ($data) + ') { ';\n }\n out += ' var startErrs' + ($lvl) + ' = errors; ';\n var $passData = $key;\n var $wasComposite = it.compositeRule;\n it.compositeRule = $it.compositeRule = true;\n var $code = it.validate($it);\n $it.baseId = $currentBaseId;\n if (it.util.varOccurences($code, $nextData) < 2) {\n out += ' ' + (it.util.varReplace($code, $nextData, $passData)) + ' ';\n } else {\n out += ' var ' + ($nextData) + ' = ' + ($passData) + '; ' + ($code) + ' ';\n }\n it.compositeRule = $it.compositeRule = $wasComposite;\n out += ' if (!' + ($nextValid) + ') { for (var ' + ($i) + '=startErrs' + ($lvl) + '; ' + ($i) + '<errors; ' + ($i) + '++) { vErrors[' + ($i) + '].propertyName = ' + ($key) + '; } var err = '; /* istanbul ignore else */\n if (it.createErrors !== false) {\n out += ' { keyword: \\'' + ('propertyNames') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { propertyName: \\'' + ($invalidName) + '\\' } ';\n if (it.opts.messages !== false) {\n out += ' , message: \\'property name \\\\\\'' + ($invalidName) + '\\\\\\' is invalid\\' ';\n }\n if (it.opts.verbose) {\n out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n }\n out += ' } ';\n } else {\n out += ' {} ';\n }\n out += '; if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n if (it.async) {\n out += ' throw new ValidationError(vErrors); ';\n } else {\n out += ' validate.errors = vErrors; return false; ';\n }\n }\n if ($breakOnError) {\n out += ' break; ';\n }\n out += ' } }';\n }\n if ($breakOnError) {\n out += ' ' + ($closingBraces) + ' if (' + ($errs) + ' == errors) {';\n }\n out = it.util.cleanUpCode(out);\n return out;\n}\n",'"use strict';\nmodule.exports = function generate_ref(it, $keyword, $ruleType) {\n var out = ' ';\n var $lvl = it.level;\n var $dataLvl = it.dataLevel;\n var $schema = it.schema[$keyword];\n var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n var $breakOnError = !it.opts.allErrors;\n var $data = 'data' + ($dataLvl || '');\n var $valid = 'valid' + $lvl;\n var $async, $refCode;\n if ($schema == '#' || $schema == '#/') {\n if (it.isRoot) {\n $async = it.async;\n $refCode = 'validate';\n } else {\n $async = it.root.schema.$async === true;\n $refCode = 'root.refVal[0]';\n }\n } else {\n var $refVal = it.resolveRef(it.baseId, $schema, it.isRoot);\n if ($refVal === undefined) {\n var $message = it.MissingRefError.message(it.baseId, $schema);\n if (it.opts.missingRefs == 'fail') {\n it.logger.error($message);\n var $$outStack = $$outStack || [];\n $$outStack.push(out);\n out = ''; /* istanbul ignore else */\n if (it.createErrors !== false) {\n out += ' { keyword: \\'' + ('$ref') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { ref: \\'' + (it.util.escapeQuotes($schema)) + '\\' } ';\n if (it.opts.messages !== false) {\n out += ' , message: \\'can\\\\\\'t resolve reference ' + (it.util.escapeQuotes($schema)) + '\\' ';\n }\n if (it.opts.verbose) {\n out += ' , schema: ' + (it.util.toQuotedString($schema)) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' ,

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data: ' + ($data) + ' ';\n          }\n          out += ' } ';\n        } else {\n          out += ' {} ';\n        }\n        var __err =
out;\n        out = $$outStack.pop();\n        if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n
if (it.async) {\n            out += ' throw new ValidationError([' + (__err) + ']); ';\n          } else {\n            out += '
validate.errors = [' + (__err) + ']; return false; ';\n          }\n        } else {\n          out += ' var err = ' + (__err) + ';  if
(vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n        }\n        if ($breakOnError) {\n          out
+= ' if (false) { ';\n        }\n      } else if (it.opts.missingRefs == 'ignore') {\n        it.logger.warn($message);\n        if
($breakOnError) {\n          out += ' if (true) { ';\n        }\n      } else {\n        throw new it.MissingRefError(it.baseId,
$schema, $message);\n      }\n    } else if ($refVal.inline) {\n      var $it = it.util.copy(it);\n      $it.level++;\n      var
$nextValid = 'valid' + $it.level;\n      $it.schema = $refVal.schema;\n      $it.schemaPath = '';\n      $it.errSchemaPath
= $schema;\n      var $code = it.validate($it).replace(/validate\\.schema/g, $refVal.code);\n      out += ' ' + ($code) + '
';\n      if ($breakOnError) {\n        out += ' if (' + ($nextValid) + ') { ';\n      }\n    } else {\n      $async =
$refVal.$async === true;\n      $refCode = $refVal.code;\n    }\n  }\n  if ($refCode) {\n    var $$outStack =
$$outStack || [];\n    $$outStack.push(out);\n    out = '';\n    if (it.opts.passContext) {\n      out += ' ' + ($refCode) +
'.call(this, ';\n    } else {\n      out += ' ' + ($refCode) + '( ';\n    }\n    out += ' ' + ($data) + ', (dataPath || \\'\\')';\n    if
(it.errorPath != '\"\"') {\n      out += ' + ' + (it.errorPath);\n    }\n    var $parentData = $dataLvl ? 'data' + (($dataLvl -
1) || '') : 'parentData',\n      $parentDataProperty = $dataLvl ? it.dataPathArr[$dataLvl] : 'parentDataProperty';\n    out
+= ' , ' + ($parentData) + ' , ' + ($parentDataProperty) + ', rootData)  ';\n    var __callValidate = out;\n    out =
$$outStack.pop();\n    if ($async) {\n      if (!it.async) throw new Error('async schema referenced by sync schema');\n
    if ($breakOnError) {\n        out += ' var ' + ($valid) + '; ';\n      }\n      out += ' try { ' + (it.yieldAwait) + ' ' +
(__callValidate) + '; ';\n      if ($breakOnError) {\n        out += ' ' + ($valid) + ' = true; ';\n      }\n      out += ' } catch
(e) { if (!(e instanceof ValidationError)) throw e; if (vErrors === null) vErrors = e.errors; else vErrors =
vErrors.concat(e.errors); errors = vErrors.length; ';\n      if ($breakOnError) {\n        out += ' ' + ($valid) + ' = false;
';\n      }\n      out += ' } ';\n      if ($breakOnError) {\n        out += ' if (' + ($valid) + ') { ';\n      }\n    } else {\n      out
+= ' if (!' + (__callValidate) + ') { if (vErrors === null) vErrors = ' + ($refCode) + '.errors; else vErrors =
vErrors.concat(' + ($refCode) + '.errors); errors = vErrors.length; } ';\n      if ($breakOnError) {\n        out += ' else {
';\n      }\n    }\n  }\n  return out;\n}\n","'use strict';\nmodule.exports = function generate_required(it, $keyword,
$ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema =
it.schema[$keyword];\n  var $schemaPath = it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath =
it.errSchemaPath + '/' + $keyword;\n  var $breakOnError = !it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n
var $valid = 'valid' + $lvl;\n  var $isData = it.opts.$data && $schema && $schema.$data,\n    $schemaValue;\n  if
($isData) {\n    out += ' var schema' + ($lvl) + ' = ' + (it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + ';
';\n    $schemaValue = 'schema' + $lvl;\n  } else {\n    $schemaValue = $schema;\n  }\n  var $vSchema = 'schema' +
$lvl;\n  if (!$isData) {\n    if ($schema.length < it.opts.loopRequired && it.schema.properties &&
Object.keys(it.schema.properties).length) {\n      var $required = [];\n      var arr1 = $schema;\n      if (arr1) {\n
var $property, i1 = -1,\n          l1 = arr1.length - 1;\n        while (i1 < l1) {\n          $property = arr1[i1 += 1];\n
var $propertySch = it.schema.properties[$property];\n          if (!($propertySch &&
it.util.schemaHasRules($propertySch, it.RULES.all))) {\n            $required[$required.length] = $property;\n
}\n        }\n      }\n    } else {\n      var $required = $schema;\n    }\n  }\n  if ($isData || $required.length) {\n    var
$currentErrorPath = it.errorPath,\n      $loopRequired = $isData || $required.length >= it.opts.loopRequired,\n
$ownProperties = it.opts.ownProperties;\n    if ($breakOnError) {\n      out += ' var missing' + ($lvl) + '; ';\n      if
($loopRequired) {\n        if (!$isData) {\n          out += ' var ' + ($vSchema) + ' = validate.schema' + ($schemaPath) +
'; ';\n        }\n        var $i = 'i' + $lvl,\n          $propertyPath = 'schema' + $lvl + '[' + $i + ']',\n          $missingProperty
= '\\\' + ' + $propertyPath + ' + \\\';\n        if (it.opts._errorDataPathProperty) {\n          it.errorPath =
it.util.getPathExpr($currentErrorPath, $propertyPath, it.opts.jsonPointers);\n        }\n        out += ' var ' + ($valid) + '
= true; ';\n        if ($isData) {\n          out += ' if (schema' + ($lvl) + ' === undefined) ' + ($valid) + ' = true; else if
(!Array.isArray(schema' + ($lvl) + ')) ' + ($valid) + ' = false; else {';\n        }\n        out += ' for (var ' + ($i) + ' = 0; ' +
($i) + ' < ' + ($vSchema) + '.length; ' + ($i) + '++) { ' + ($valid) + ' = ' + ($data) + '[' + ($vSchema) + '[' + ($i) + ']]
!== undefined ';\n        if ($ownProperties) {\n          out += ' &&   Object.prototype.hasOwnProperty.call(' + ($data)
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+ ', ' + ($vSchema) + '[' + ($i) + ']) ';\n        }\n        out += '; if (!' + ($valid) + ') break; } ';\n        if ($isData) {\n
out += '  }  ';\n        }\n        out += '  if (!' + ($valid) + ') {   ';\n        var $$outStack = $$outStack || [];\n
$$outStack.push(out);\n        out = ''; /* istanbul ignore else */\n        if (it.createErrors !== false) {\n          out += ' {
keyword: \\" + ('required') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: { missingProperty: \\" + ($missingProperty) + '\\' } ';\n          if
(it.opts.messages !== false) {\n            out += ' , message: \\";\n            if (it.opts._errorDataPathProperty) {\n
out += 'is a required property';\n            } else {\n              out += 'should have required property \\\\\\" +
($missingProperty) + '\\\\\\";\n            }\n            out += '\\' ';\n          }\n          if (it.opts.verbose) {\n            out += ' ,
schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' +
($data) + ' ';\n          }\n          out += ' } ';\n        } else {\n          out += ' {} ';\n        }\n        var __err = out;\n        out
= $$outStack.pop();\n        if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n          if (it.async)
{\n            out += ' throw new ValidationError([' + (__err) + ']); ';\n          } else {\n            out += ' validate.errors = ['
+ (__err) + ']; return false; ';\n          }\n        } else {\n          out += ' var err = ' + (__err) + ';  if (vErrors === null)
vErrors = [err]; else vErrors.push(err); errors++; ';\n        }\n        out += ' } else { ';\n      } else {\n        out += ' if (
';\n        var arr2 = $required;\n        if (arr2) {\n          var $propertyKey, $i = -1,\n            l2 = arr2.length - 1;\n
while ($i < l2) {\n            $propertyKey = arr2[$i += 1];\n            if ($i) {\n              out += ' || ';\n            }\n
var $prop = it.util.getProperty($propertyKey),\n              $useData = $data + $prop;\n            out += ' ( ( ' +
($useData) + ' === undefined ';\n            if ($ownProperties) {\n              out += ' || !
Object.prototype.hasOwnProperty.call(' + ($data) + ', \\" + (it.util.escapeQuotes($propertyKey)) + '\\') ';\n            }\n
        out += ') && (missing' + ($lvl) + ' = ' + (it.util.toQuotedString(it.opts.jsonPointers ? $propertyKey : $prop)) +
') ) ';\n          }\n        }\n        out += ') {  ';\n        var $propertyPath = 'missing' + $lvl,\n          $missingProperty = '\\'
+ ' + $propertyPath + ' + \\";\n        if (it.opts._errorDataPathProperty) {\n          it.errorPath = it.opts.jsonPointers ?
it.util.getPathExpr($currentErrorPath, $propertyPath, true) : $currentErrorPath + ' + ' + $propertyPath;\n        }\n
var $$outStack = $$outStack || [];\n        $$outStack.push(out);\n        out = ''; /* istanbul ignore else */\n        if
(it.createErrors !== false) {\n          out += ' { keyword: \\" + ('required') + '\\' , dataPath: (dataPath || \\'\\') + ' +
(it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { missingProperty: \\" +
($missingProperty) + '\\' } ';\n          if (it.opts.messages !== false) {\n            out += ' , message: \\";\n            if
(it.opts._errorDataPathProperty) {\n              out += 'is a required property';\n            } else {\n              out +=
'should have required property \\\\\\" + ($missingProperty) + '\\\\\\";\n            }\n            out += '\\' ';\n          }\n
if (it.opts.verbose) {\n            out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema:
validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n          }\n          out += ' } ';\n        } else {\n          out
+= ' {} ';\n        }\n        var __err = out;\n        out = $$outStack.pop();\n        if (!it.compositeRule &&
$breakOnError) { /* istanbul ignore if */\n          if (it.async) {\n            out += ' throw new ValidationError([' +
(__err) + ']); ';\n          } else {\n            out += ' validate.errors = [' + (__err) + ']; return false; ';\n          }\n        } else
{\n          out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n
    }\n        out += ' } else { ';\n      }\n    } else {\n      if ($loopRequired) {\n        if (!$isData) {\n          out += ' var '
+ ($vSchema) + ' = validate.schema' + ($schemaPath) + '; ';\n        }\n        var $i = 'i' + $lvl,\n          $propertyPath =
'schema' + $lvl + '[' + $i + ']',\n          $missingProperty = '\\' + ' + $propertyPath + ' + \\";\n        if
(it.opts._errorDataPathProperty) {\n          it.errorPath = it.util.getPathExpr($currentErrorPath, $propertyPath,
it.opts.jsonPointers);\n        }\n        if ($isData) {\n          out += ' if (' + ($vSchema) + ' && !Array.isArray(' +
($vSchema) + ')) {  var err =   '; /* istanbul ignore else */\n          if (it.createErrors !== false) {\n            out += ' {
keyword: \\" + ('required') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: { missingProperty: \\" + ($missingProperty) + '\\' } ';\n
if (it.opts.messages !== false) {\n              out += ' , message: \\";\n              if (it.opts._errorDataPathProperty) {\n
        out += 'is a required property';\n              } else {\n              out += 'should have required property \\\\\\" +
($missingProperty) + '\\\\\\";\n              }\n              out += '\\' ';\n            }\n            if (it.opts.verbose) {\n              out
+= ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' +
($data) + ' ';\n            }\n            out += ' } ';\n          } else {\n            out += ' {} ';\n          }\n          out += ';  if
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(vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; } else if (' + ($vSchema) + ' !== undefined) {
';\n        }\n        out += ' for (var ' + ($i) + ' = 0; ' + ($i) + ' < ' + ($vSchema) + '.length; ' + ($i) + '++) { if (' + ($data)
+ '[' + ($vSchema) + '[' + ($i) + ']] === undefined ';\n        if ($ownProperties) {\n          out += ' || !
Object.prototype.hasOwnProperty.call(' + ($data) + ', ' + ($vSchema) + '[' + ($i) + ']) ';\n        }\n        out += ') {  var
err =   '; /* istanbul ignore else */\n        if (it.createErrors !== false) {\n          out += ' { keyword: \\" + ('required') +
'\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' ,
params: { missingProperty: \\" + ($missingProperty) + '\\' } ';\n          if (it.opts.messages !== false) {\n            out +=
' , message: \\";\n            if (it.opts._errorDataPathProperty) {\n              out += 'is a required property';\n            }
else {\n              out += 'should have required property \\\\\\" + ($missingProperty) + '\\\\\\";\n            }\n            out
+= '\\' ';\n          }\n          if (it.opts.verbose) {\n            out += ' , schema: validate.schema' + ($schemaPath) + ' ,
parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n          }\n          out += ' } ';\n        }
else {\n          out += ' {} ';\n        }\n        out += ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err);
errors++; } } ';\n        if ($isData) {\n          out += '  }  ';\n        }\n      } else {\n        var arr3 = $required;\n        if
(arr3) {\n          var $propertyKey, i3 = -1,\n            l3 = arr3.length - 1;\n          while (i3 < l3) {\n
$propertyKey = arr3[i3 += 1];\n            var $prop = it.util.getProperty($propertyKey),\n              $missingProperty =
it.util.escapeQuotes($propertyKey),\n              $useData = $data + $prop;\n            if
(it.opts._errorDataPathProperty) {\n              it.errorPath = it.util.getPath($currentErrorPath, $propertyKey,
it.opts.jsonPointers);\n            }\n            out += ' if ( ' + ($useData) + ' === undefined ';\n            if ($ownProperties)
{\n              out += ' || ! Object.prototype.hasOwnProperty.call(' + ($data) + ', \\" +
(it.util.escapeQuotes($propertyKey)) + '\\') ';\n            }\n            out += ') {  var err =   '; /* istanbul ignore else */\n
      if (it.createErrors !== false) {\n              out += ' { keyword: \\" + ('required') + '\\' , dataPath: (dataPath || \\'\\') + '
+ (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { missingProperty: \\" +
($missingProperty) + '\\' } ';\n              if (it.opts.messages !== false) {\n                out += ' , message: \\";\n
if (it.opts._errorDataPathProperty) {\n                out += 'is a required property';\n                } else {\n                out
+= 'should have required property \\\\\\" + ($missingProperty) + '\\\\\\";\n                }\n                out += '\\' ';\n
}\n              if (it.opts.verbose) {\n                out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema:
validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n              }\n              out += ' } ';\n            } else {\n
      out += ' {} ';\n            }\n            out += ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++;
} ';\n          }\n        }\n      }\n    }\n    it.errorPath = $currentErrorPath;\n  } else if ($breakOnError) {\n    out += ' if
(true) {';\n  }\n  return out;\n}\n",'"use strict';\nmodule.exports = function generate_uniqueItems(it, $keyword,
$ruleType) {\n  var out = ' ';\n  var $lvl = it.level;\n  var $dataLvl = it.dataLevel;\n  var $schema =
it.schema[$keyword];\n  var $schemaPath = it.schemaPath + it.util.getProperty($keyword);\n  var $errSchemaPath =
it.errSchemaPath + '/' + $keyword;\n  var $breakOnError = !it.opts.allErrors;\n  var $data = 'data' + ($dataLvl || '');\n
var $valid = 'valid' + $lvl;\n  var $isData = it.opts.$data && $schema && $schema.$data,\n    $schemaValue;\n  if
($isData) {\n    out += ' var schema' + ($lvl) + ' = ' + (it.util.getData($schema.$data, $dataLvl, it.dataPathArr)) + ';
';\n    $schemaValue = 'schema' + $lvl;\n  } else {\n    $schemaValue = $schema;\n  }\n  if (($schema || $isData) &&
it.opts.uniqueItems !== false) {\n    if ($isData) {\n      out += ' var ' + ($valid) + '; if (' + ($schemaValue) + ' ===
false || ' + ($schemaValue) + ' === undefined) ' + ($valid) + ' = true; else if (typeof ' + ($schemaValue) + ' !=
\\'boolean\\') ' + ($valid) + ' = false; else { ';\n    }\n    out += ' var ' + ($valid) + ' = true; if (' + ($data) + '.length > 1)
{ var i = ' + ($data) + '.length, j; outer: for (;i--;) { for (j = i; j--;) { if (equal(' + ($data) + '[i], ' + ($data) + '[j])) { ' +
($valid) + ' = false; break outer; } } } ';\n    if ($isData) {\n      out += '  }  ';\n    }\n    out += ' if (!' + ($valid) + ') {
';\n    var $$outStack = $$outStack || [];\n    $$outStack.push(out);\n    out = ''; /* istanbul ignore else */\n    if
(it.createErrors !== false) {\n      out += ' { keyword: \\" + ('uniqueItems') + '\\' , dataPath: (dataPath || \\'\\') + ' +
(it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { i: i, j: j } ';\n      if
(it.opts.messages !== false) {\n        out += ' , message: \\'should NOT have duplicate items (items ## \\' + j + \\' and
\\' + i + \\' are identical)\\' ';\n      }\n      if (it.opts.verbose) {\n        out += ' , schema:  ';\n        if ($isData) {\n
out += 'validate.schema' + ($schemaPath);\n        } else {\n          out += '' + ($schema);\n        }\n        out += '         ,
parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n      }\n      out += ' } ';\n    } else {\n
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out += ' {} ';\n    }\n    var __err = out;\n    out = $$outStack.pop();\n    if (!it.compositeRule && $breakOnError) {
/* istanbul ignore if */\n      if (it.async) {\n        out += ' throw new ValidationError([' + (__err) + ']); ';\n      } else
{\n        out += ' validate.errors = [' + (__err) + ']; return false; ';\n      }\n    } else {\n      out += ' var err = ' + (__err)
+ ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n    }\n    out += ' } ';\n    if
($breakOnError) {\n      out += ' else { ';\n    }\n  } else {\n    if ($breakOnError) {\n      out += ' if (true) { ';\n    }\n
}\n  return out;\n}\n",'''use strict';\nmodule.exports = function generate_validate(it, $keyword, $ruleType) {\n  var
out = '';\n  var $async = it.schema.$async === true,\n    $refKeywords = it.util.schemaHasRulesExcept(it.schema,
it.RULES.all, '$ref'),\n    $id = it.self._getId(it.schema);\n  if (it.isTop) {\n    if ($async) {\n      it.async = true;\n
var $es7 = it.opts.async == 'es7';\n      it.yieldAwait = $es7 ? 'await' : 'yield';\n    }\n    out += ' var validate = ';\n    if
($async) {\n      if ($es7) {\n        out += ' (async function ';\n      } else {\n        if (it.opts.async != '*') {\n          out
+= 'co.wrap';\n        }\n        out += '(function* ';\n      }\n    } else {\n      out += ' (function ';\n    }\n    out += ' (data,
dataPath, parentData, parentDataProperty, rootData) { \\'use strict\\'; ';\n    if ($id && (it.opts.sourceCode ||
it.opts.processCode)) {\n      out += ' ' + ('/\\*# sourceURL=' + $id + ' */') + ' ';\n    }\n  }\n  if (typeof it.schema ==
'boolean' || !($refKeywords || it.schema.$ref)) {\n    var $keyword = 'false schema';\n    var $lvl = it.level;\n    var
$dataLvl = it.dataLevel;\n    var $schema = it.schema[$keyword];\n    var $schemaPath = it.schemaPath +
it.util.getProperty($keyword);\n    var $errSchemaPath = it.errSchemaPath + '/' + $keyword;\n    var $breakOnError
= !it.opts.allErrors;\n    var $errorKeyword;\n    var $data = 'data' + ($dataLvl || '');\n    var $valid = 'valid' + $lvl;\n
if (it.schema === false) {\n      if (it.isTop) {\n        $breakOnError = true;\n      } else {\n        out += ' var ' +
($valid) + ' = false; ';\n      }\n      var $$outStack = $$outStack || [];\n      $$outStack.push(out);\n      out = ''; /*
istanbul ignore else */\n      if (it.createErrors !== false) {\n        out += ' { keyword: \\'' + ($errorKeyword || 'false
schema') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: {} ';\n        if (it.opts.messages !== false) {\n          out += ' ,
message: \\'boolean schema is false\\' ';\n        }\n        if (it.opts.verbose) {\n          out += ' , schema: false ,
parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n        }\n        out += ' } ';\n      } else
{\n        out += ' {} ';\n      }\n      var __err = out;\n      out = $$outStack.pop();\n      if (!it.compositeRule &&
$breakOnError) { /* istanbul ignore if */\n        if (it.async) {\n          out += ' throw new ValidationError([' + (__err)
+ ']); ';\n        } else {\n          out += ' validate.errors = [' + (__err) + ']; return false; ';\n        }\n      } else {\n        out
+= ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n      }\n    }
else {\n      if (it.isTop) {\n        if ($async) {\n          out += ' return data; ';\n        } else {\n          out += '
validate.errors = null; return true; ';\n        }\n      } else {\n        out += ' var ' + ($valid) + ' = true; ';\n      }\n    }\n
if (it.isTop) {\n      out += ' }); return validate; ';\n    }\n    return out;\n  }\n  if (it.isTop) {\n    var $top = it.isTop,\n
  $lvl = it.level = 0,\n      $dataLvl = it.dataLevel = 0,\n      $data = 'data';\n    it.rootId =
it.resolve.fullPath(it.self._getId(it.root.schema));\n    it.baseId = it.baseId || it.rootId;\n    delete it.isTop;\n
it.dataPathArr = [undefined];\n    out += ' var vErrors = null; ';\n    out += ' var errors = 0;     ';\n    out += ' if
(rootData === undefined) rootData = data; ';\n  } else {\n    var $lvl = it.level,\n      $dataLvl = it.dataLevel,\n
$data = 'data' + ($dataLvl || '');\n    if ($id) it.baseId = it.resolve.url(it.baseId, $id);\n    if ($async && !it.async) throw
new Error('async schema in sync schema');\n    out += ' var errs_' + ($lvl) + ' = errors;';\n  }\n  var $valid = 'valid' +
$lvl,\n    $breakOnError = !it.opts.allErrors,\n    $closingBraces1 = '',\n    $closingBraces2 = '';\n  var
$errorKeyword;\n  var $typeSchema = it.schema.type,\n    $typeIsArray = Array.isArray($typeSchema);\n  if
($typeIsArray && $typeSchema.length == 1) {\n    $typeSchema = $typeSchema[0];\n    $typeIsArray = false;\n
}\n  if (it.schema.$ref && $refKeywords) {\n    if (it.opts.extendRefs == 'fail') {\n      throw new Error('$ref:
validation keywords used in schema at path \'" + it.errSchemaPath + '\" (see option extendRefs)');\n    } else if
(it.opts.extendRefs !== true) {\n      $refKeywords = false;\n      it.logger.warn('$ref: keywords ignored in schema at
path \'" + it.errSchemaPath + '\'");\n    }\n  }\n  if ($typeSchema) {\n    if (it.opts.coerceTypes) {\n      var
$coerceToTypes = it.util.coerceToTypes(it.opts.coerceTypes, $typeSchema);\n    }\n    var $rulesGroup =
it.RULES.types[$typeSchema];\n    if ($coerceToTypes || $typeIsArray || $rulesGroup === true || ($rulesGroup &&
!$shouldUseGroup($rulesGroup))) {\n      var $schemaPath = it.schemaPath + '.type',\n        $errSchemaPath =
it.errSchemaPath + '/type';\n      var $schemaPath = it.schemaPath + '.type',\n        $errSchemaPath =
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it.errSchemaPath + '/type',\n        $method = $typeIsArray ? 'checkDataTypes' : 'checkDataType';\n      out += ' if (' +
(it.util[$method]($typeSchema, $data, true)) + ') { ';\n      if ($coerceToTypes) {\n        var $dataType = 'dataType' +
$lvl,\n          $coerced = 'coerced' + $lvl;\n        out += ' var ' + ($dataType) + ' = typeof ' + ($data) + '; ';\n        if
(it.opts.coerceTypes == 'array') {\n          out += ' if (' + ($dataType) + ' == \\'object\\' && Array.isArray(' + ($data)
+ ')) ' + ($dataType) + ' = \\'array\\'; ';\n        }\n        out += ' var ' + ($coerced) + ' = undefined; ';\n        var
$bracesCoercion = '';\n        var arr1 = $coerceToTypes;\n        if (arr1) {\n          var $type, $i = -1,\n          l1 =
arr1.length - 1;\n          while ($i < l1) {\n            $type = arr1[$i += 1];\n            if ($i) {\n              out += ' if (' +
($coerced) + ' === undefined) { ';\n              $bracesCoercion += '}';\n            }\n            if (it.opts.coerceTypes ==
'array' && $type != 'array') {\n              out += ' if (' + ($dataType) + ' == \\'array\\' && ' + ($data) + '.length == 1) { '
+ ($coerced) + ' = ' + ($data) + ' = ' + ($data) + '[0]; ' + ($dataType) + ' = typeof ' + ($data) + ';  } ';\n            }\n
 if ($type == 'string') {\n              out += ' if (' + ($dataType) + ' == \\'number\\' || ' + ($dataType) + ' == \\'boolean\\') '
+ ($coerced) + ' = \\'\\' + ' + ($data) + '; else if (' + ($data) + ' === null) ' + ($coerced) + ' = \\'\\'; ';\n            } else if
($type == 'number' || $type == 'integer') {\n              out += ' if (' + ($dataType) + ' == \\'boolean\\' || ' + ($data) + '
=== null || (' + ($dataType) + ' == \\'string\\' && ' + ($data) + ' && ' + ($data) + ' == +' + ($data) + ' ';\n              if
($type == 'integer') {\n                out += ' && !(' + ($data) + ' % 1)';\n              }\n              out += ')) ' + ($coerced) + '
= +' + ($data) + '; ';\n            } else if ($type == 'boolean') {\n              out += ' if (' + ($data) + ' === \\'false\\' || ' +
($data) + ' === 0 || ' + ($data) + ' === null) ' + ($coerced) + ' = false; else if (' + ($data) + ' === \\'true\\' || ' + ($data)
+ ' === 1) ' + ($coerced) + ' = true; ';\n            } else if ($type == 'null') {\n              out += ' if (' + ($data) + ' === \\'\\'
|| ' + ($data) + ' === 0 || ' + ($data) + ' === false) ' + ($coerced) + ' = null; ';\n            } else if (it.opts.coerceTypes ==
'array' && $type == 'array') {\n              out += ' if (' + ($dataType) + ' == \\'string\\' || ' + ($dataType) + ' ==
\\'number\\' || ' + ($dataType) + ' == \\'boolean\\' || ' + ($data) + ' == null) ' + ($coerced) + ' = [' + ($data) + ']; ';\n
  }\n          }\n        }\n        out += ' ' + ($bracesCoercion) + ' if (' + ($coerced) + ' === undefined) {   ';\n        var
$$outStack = $$outStack || [];\n        $$outStack.push(out);\n        out = ''; /* istanbul ignore else */\n        if
(it.createErrors !== false) {\n          out += ' { keyword: \\'' + ($errorKeyword || 'type') + '\\' , dataPath: (dataPath ||
\\'\\') + ' + (it.errorPath) + ' , schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { type: \\'';\n
if ($typeIsArray) {\n            out += '' + ($typeSchema.join(\",\"));\n          } else {\n            out += '' +
($typeSchema);\n          }\n          out += '\\' } ';\n          if (it.opts.messages !== false) {\n            out += ' , message:
\\'should be ';\n            if ($typeIsArray) {\n              out += '' + ($typeSchema.join(\",\"));\n            } else {\n
out += '' + ($typeSchema);\n            }\n            out += '\\' ';\n          }\n          if (it.opts.verbose) {\n            out += ' ,
schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' +
($data) + ' ';\n          }\n          out += ' } ';\n        } else {\n          out += ' {} ';\n        }\n        var __err = out;\n        out
= $$outStack.pop();\n        if (!it.compositeRule && $breakOnError) { /* istanbul ignore if */\n          if (it.async)
{\n            out += ' throw new ValidationError([' + (__err) + ']); ';\n          } else {\n            out += ' validate.errors = ['
+ (__err) + ']; return false; ';\n          }\n        } else {\n          out += ' var err = ' + (__err) + ';  if (vErrors === null)
vErrors = [err]; else vErrors.push(err); errors++; ';\n        }\n        out += ' } else {  ';\n        var $parentData =
$dataLvl ? 'data' + (($dataLvl - 1) || '') : 'parentData',\n          $parentDataProperty = $dataLvl ?
it.dataPathArr[$dataLvl] : 'parentDataProperty';\n        out += ' ' + ($data) + ' = ' + ($coerced) + '; ';\n        if
(!$dataLvl) {\n          out += 'if (' + ($parentData) + ' !== undefined)';\n        }\n        out += ' ' + ($parentData) + '[' +
($parentDataProperty) + '] = ' + ($coerced) + '; } ';\n      } else {\n        var $$outStack = $$outStack || [];\n
$$outStack.push(out);\n        out = ''; /* istanbul ignore else */\n        if (it.createErrors !== false) {\n          out += ' {
keyword: \\'' + ($errorKeyword || 'type') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' , schemaPath: ' +
(it.util.toQuotedString($errSchemaPath)) + ' , params: { type: \\'';\n          if ($typeIsArray) {\n            out += '' +
($typeSchema.join(\",\"));\n          } else {\n            out += '' + ($typeSchema);\n          }\n          out += '\\' } ';\n
if (it.opts.messages !== false) {\n            out += ' , message: \\'should be ';\n            if ($typeIsArray) {\n              out
+= '' + ($typeSchema.join(\",\"));\n            } else {\n              out += '' + ($typeSchema);\n            }\n            out +=
'\\' ';\n          }\n          if (it.opts.verbose) {\n            out += ' , schema: validate.schema' + ($schemaPath) + ' ,
parentSchema: validate.schema' + (it.schemaPath) + ' , data: ' + ($data) + ' ';\n          }\n          out += ' } ';\n        }
else {\n          out += ' {} ';\n        }\n        var __err = out;\n        out = $$outStack.pop();\n        if (!it.compositeRule
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&& $breakOnError) { /* istanbul ignore if */\n        if (it.async) {\n          out += ' throw new ValidationError([' +
(__err) + ']); ';\n        } else {\n          out += ' validate.errors = [' + (__err) + ']; return false; ';\n        }\n      } else
{\n        out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err); errors++; ';\n
    }\n    }\n    out += ' } ';\n    }\n  }\n  if (it.schema.$ref && !$refKeywords) {\n    out += ' ' +
(it.RULES.all.$ref.code(it, '$ref')) + ' ';\n    if ($breakOnError) {\n      out += ' } if (errors === ';\n      if ($top) {\n
out += '0';\n      } else {\n        out += 'errs_' + ($lvl);\n      }\n      out += ') { ';\n      $closingBraces2 += '}';\n    }\n  }
else {\n    if (it.opts.v5 && it.schema.patternGroups) {\n      it.logger.warn('keyword \"patternGroups\" is deprecated
and disabled. Use option patternGroups: true to enable.');\n    }\n    var arr2 = it.RULES;\n    if (arr2) {\n      var
$rulesGroup, i2 = -1,\n        l2 = arr2.length - 1;\n      while (i2 < l2) {\n        $rulesGroup = arr2[i2 += 1];\n        if
($shouldUseGroup($rulesGroup)) {\n          if ($rulesGroup.type) {\n            out += ' if (' +
(it.util.checkDataType($rulesGroup.type, $data)) + ') { ';\n          }\n          if (it.opts.useDefaults &&
!it.compositeRule) {\n            if ($rulesGroup.type == 'object' && it.schema.properties) {\n              var $schema =
it.schema.properties,\n                $schemaKeys = Object.keys($schema);\n              var arr3 = $schemaKeys;\n
 if (arr3) {\n                var $propertyKey, i3 = -1,\n                  l3 = arr3.length - 1;\n                while (i3 < l3) {\n
      $propertyKey = arr3[i3 += 1];\n                  var $sch = $schema[$propertyKey];\n                  if ($sch.default !==
undefined) {\n                    var $passData = $data + it.util.getProperty($propertyKey);\n                    out += '  if (' +
($passData) + ' === undefined) ' + ($passData) + ' = ';\n                    if (it.opts.useDefaults == 'shared') {\n
   out += ' ' + (it.useDefault($sch.default)) + ' ';\n                    } else {\n                      out += ' ' +
(JSON.stringify($sch.default)) + ' ';\n                    }\n                    out += '; ';\n                  }\n                }\n
}\n            } else if ($rulesGroup.type == 'array' && Array.isArray(it.schema.items)) {\n              var arr4 =
it.schema.items;\n              if (arr4) {\n                var $sch, $i = -1,\n                  l4 = arr4.length - 1;\n                while
($i < l4) {\n                  $sch = arr4[$i += 1];\n                  if ($sch.default !== undefined) {\n                    var
$passData = $data + '[' + $i + ']';\n                    out += '  if (' + ($passData) + ' === undefined) ' + ($passData) + ' =
';\n                    if (it.opts.useDefaults == 'shared') {\n                      out += ' ' + (it.useDefault($sch.default)) + ' ';\n
            } else {\n                      out += ' ' + (JSON.stringify($sch.default)) + ' ';\n                    }\n                    out += ';
';\n                  }\n                }\n              }\n            }\n          }\n        var arr5 = $rulesGroup.rules;\n        if (arr5)
{\n          var $rule, i5 = -1,\n              l5 = arr5.length - 1;\n          while (i5 < l5) {\n            $rule = arr5[i5 +=
1];\n            if ($shouldUseRule($rule)) {\n              var $code = $rule.code(it, $rule.keyword,
$rulesGroup.type);\n              if ($code) {\n                out += ' ' + ($code) + ' ';\n                if ($breakOnError) {\n
              $closingBraces1 += '}';\n                }\n              }\n            }\n          }\n        }\n        if
($breakOnError) {\n          out += ' ' + ($closingBraces1) + ' ';\n          $closingBraces1 = '';\n        }\n        if
($rulesGroup.type) {\n          out += ' } ';\n          if ($typeSchema && $typeSchema === $rulesGroup.type &&
!$coerceToTypes) {\n            out += ' else { ';\n            var $schemaPath = it.schemaPath + '.type',\n
$errSchemaPath = it.errSchemaPath + '/type';\n            var $$outStack = $$outStack || [];\n
$$outStack.push(out);\n            out = ''; /* istanbul ignore else */\n            if (it.createErrors !== false) {\n
out += ' { keyword: \\'' + ($errorKeyword || 'type') + '\\' , dataPath: (dataPath || \\'\\') + ' + (it.errorPath) + ' ,
schemaPath: ' + (it.util.toQuotedString($errSchemaPath)) + ' , params: { type: \\'';\n              if ($typeIsArray) {\n
          out += '' + ($typeSchema.join(\",\"));\n              } else {\n                out += '' + ($typeSchema);\n
}\n              out += '\\' } ';\n              if (it.opts.messages !== false) {\n                out += ' , message: \\'should be
';\n                if ($typeIsArray) {\n                  out += '' + ($typeSchema.join(\",\"));\n                } else {\n
   out += '' + ($typeSchema);\n                }\n                out += '\\' ';\n              }\n              if (it.opts.verbose) {\n
            out += ' , schema: validate.schema' + ($schemaPath) + ' , parentSchema: validate.schema' + (it.schemaPath)
+ ' , data: ' + ($data) + ' ';\n              }\n              out += ' } ';\n            } else {\n              out += ' {} ';\n
}\n            var __err = out;\n            out = $$outStack.pop();\n            if (!it.compositeRule && $breakOnError) {
/* istanbul ignore if */\n              if (it.async) {\n                out += ' throw new ValidationError([' + (__err) + ']);
';\n              } else {\n                out += ' validate.errors = [' + (__err) + ']; return false; ';\n              }\n            }
else {\n              out += ' var err = ' + (__err) + ';  if (vErrors === null) vErrors = [err]; else vErrors.push(err);
errors++; ';\n            }\n            out += ' } ';\n          }\n        }\n        if ($breakOnError) {\n          out += ' if
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(errors === ';\n            if ($top) {\n            out += '0';\n            } else {\n            out += 'errs_' + ($lvl);\n            }\n
        out += ') { ';\n            $closingBraces2 += '}';\n          }\n        }\n      }\n    }\n  }\n  if ($breakOnError) {\n    out
+= ' ' + ($closingBraces2) + ' ';\n  }\n  if ($top) {\n    if ($async) {\n      out += ' if (errors === 0) return data;
';\n      out += ' else throw new ValidationError(vErrors); ';\n    } else {\n      out += ' validate.errors = vErrors; ';\n
out += ' return errors === 0;       ';\n    }\n    out += ' }); return validate;';\n  } else {\n    out += ' var ' + ($valid) + ' =
errors === errs_' + ($lvl) + ';';\n  }\n  out = it.util.cleanUpCode(out);\n  if ($top) {\n    out =
it.util.finalCleanUpCode(out, $async);\n  }\n\n  function $shouldUseGroup($rulesGroup) {\n    var rules =
$rulesGroup.rules;\n    for (var i = 0; i < rules.length; i++)\n      if ($shouldUseRule(rules[i])) return true;\n  }\n\n
function $shouldUseRule($rule) {\n    return it.schema[$rule.keyword] !== undefined || ($rule.implements &&
$ruleImplementsSomeKeyword($rule));\n  }\n\n  function $ruleImplementsSomeKeyword($rule) {\n    var impl =
$rule.implements;\n    for (var i = 0; i < impl.length; i++)\n      if (it.schema[impl[i]] !== undefined) return true;\n
}\n  return out;\n}\n","'use strict';\n\nvar IDENTIFIER = /^[a-z_$][a-z0-9_$-]*$/i;\nvar customRuleCode =
require('./dotjs/custom');\n\nmodule.exports = {\n  add: addKeyword,\n  get: getKeyword,\n  remove:
removeKeyword\n};\n\n/**\n * Define custom keyword\n * @this  Ajv\n * @param {String} keyword custom
keyword, should be unique (including different from all standard, custom and macro keywords).\n * @param
{Object} definition keyword definition object with properties `type` (type(s) which the keyword applies to),
`validate` or `compile`.\n * @return {Ajv} this for method chaining\n */\nfunction addKeyword(keyword,
definition) {\n  /* jshint validthis: true */\n  /* eslint no-shadow: 0 */\n  var RULES = this.RULES;\n\n  if
(RULES.keywords[keyword])\n    throw new Error('Keyword ' + keyword + ' is already defined');\n\n  if
(!IDENTIFIER.test(keyword))\n    throw new Error('Keyword ' + keyword + ' is not a valid identifier');\n\n  if
(definition) {\n    if (definition.macro && definition.valid !== undefined)\n      throw new Error('\"valid\" option
cannot be used with macro keywords');\n\n    var dataType = definition.type;\n    if (Array.isArray(dataType)) {\n
var i, len = dataType.length;\n      for (i=0; i<len; i++) checkDataType(dataType[i]);\n      for (i=0; i<len; i++)
_addRule(keyword, dataType[i], definition);\n    } else {\n      if (dataType) checkDataType(dataType);\n
_addRule(keyword, dataType, definition);\n    }\n\n    var $data = definition.$data === true && this._opts.$data;\n
if ($data && !definition.validate)\n      throw new Error('$data support: \"validate\" function is not defined');\n\n
var metaSchema = definition.metaSchema;\n    if (metaSchema) {\n      if ($data) {\n        metaSchema = {\n
anyOf: [\n            metaSchema,\n            { '$ref':
'https://raw.githubusercontent.com/epoberezkin/ajv/master/lib/refs/$data.json#' }\n          ]\n        };\n      }\n
definition.validateSchema = this.compile(metaSchema, true);\n    }\n  }\n\n  RULES.keywords[keyword] =
RULES.all[keyword] = true;\n\n\n  function _addRule(keyword, dataType, definition) {\n    var ruleGroup;\n    for
(var i=0; i<RULES.length; i++) {\n      var rg = RULES[i];\n      if (rg.type == dataType) {\n        ruleGroup = rg;\n
    break;\n      }\n    }\n\n    if (!ruleGroup) {\n      ruleGroup = { type: dataType, rules: [] };\n
RULES.push(ruleGroup);\n    }\n\n    var rule = {\n      keyword: keyword,\n      definition: definition,\n      custom:
true,\n      code: customRuleCode,\n      implements: definition.implements\n    };\n    ruleGroup.rules.push(rule);\n
RULES.custom[keyword] = rule;\n  }\n\n\n  function checkDataType(dataType) {\n    if (!RULES.types[dataType])
throw new Error('Unknown type ' + dataType);\n  }\n\n  return this;\n}\n\n\n/**\n * Get keyword\n * @this  Ajv\n *
@param {String} keyword pre-defined or custom keyword.\n * @return {Object|Boolean} custom keyword
definition, `true` if it is a predefined keyword, `false` otherwise.\n */\nfunction getKeyword(keyword) {\n  /* jshint
validthis: true */\n  var rule = this.RULES.custom[keyword];\n  return rule ? rule.definition :
this.RULES.keywords[keyword] || false;\n}\n\n\n/**\n * Remove keyword\n * @this  Ajv\n * @param {String}
keyword pre-defined or custom keyword.\n * @return {Ajv} this for method chaining\n */\nfunction
removeKeyword(keyword) {\n  /* jshint validthis: true */\n  var RULES = this.RULES;\n  delete
RULES.keywords[keyword];\n  delete RULES.all[keyword];\n  delete RULES.custom[keyword];\n  for (var i=0;
i<RULES.length; i++) {\n    var rules = RULES[i].rules;\n    for (var j=0; j<rules.length; j++) {\n      if
(rules[j].keyword == keyword) {\n        rules.splice(j, 1);\n        break;\n      }\n    }\n  }\n  return this;\n}\n","'use
strict';\n\nvar META_SCHEMA_ID = 'http://json-schema.org/draft-06/schema';\n\nmodule.exports = function (ajv)
{\n  var defaultMeta = ajv._opts.defaultMeta;\n  var metaSchemaRef = typeof defaultMeta == 'string'\n
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? { $ref: defaultMeta }\n : ajv.getSchema(META_SCHEMA_ID)\n ? { $ref: META_SCHEMA_ID }\n : {};\n\n ajv.addKeyword('patternGroups', {\n // implemented in properties.jst\n metaSchema: {\n type: 'object',\n additionalProperties: {\n type: 'object',\n required: ['schema'],\n properties: {\n maximum: {\n type: 'integer',\n minimum: 0\n },\n minimum: {\n type: 'integer',\n minimum: 0\n },\n schema: metaSchemaRef\n },\n additionalProperties: false\n }\n }\n });\n ajv.RULES.all.properties.implements.push('patternGroups');\n};\n","'use strict';\n\nvar isArray = Array.isArray;\nvar keyList = Object.keys;\nvar hasProp = Object.prototype.hasOwnProperty;\n\nmodule.exports = function equal(a, b) {\n if (a === b) return true;\n\n var arrA = isArray(a)\n , arrB = isArray(b)\n , i\n , length\n , key;\n\n if (arrA && arrB) {\n length = a.length;\n if (length != b.length) return false;\n for (i = 0; i < length; i++)\n if (!equal(a[i], b[i])) return false;\n return true;\n }\n\n if (arrA != arrB) return false;\n\n var dateA = a instanceof Date\n , dateB = b instanceof Date;\n if (dateA != dateB) return false;\n if (dateA && dateB) return a.getTime() == b.getTime();\n\n var regexpA = a instanceof RegExp\n , regexpB = b instanceof RegExp;\n if (regexpA != regexpB) return false;\n if (regexpA && regexpB) return a.toString() == b.toString();\n\n if (a instanceof Object && b instanceof Object) {\n var keys = keyList(a);\n length = keys.length;\n\n if (length !== keyList(b).length)\n return false;\n\n for (i = 0; i < length; i++)\n if (!hasProp.call(b, keys[i])) return false;\n\n for (i = 0; i < length; i++) {\n key = keys[i];\n if (!equal(a[key], b[key])) return false;\n }\n\n return true;\n }\n\n return false;\n};\n","'use strict';\n\nvar traverse = module.exports = function (schema, opts, cb) {\n if (typeof opts == 'function') {\n cb = opts;\n opts = {};\n }\n _traverse(opts, cb, schema, '', schema);\n};\n\n\ntraverse.keywords = {\n additionalItems: true,\n items: true,\n contains: true,\n additionalProperties: true,\n propertyNames: true,\n not: true\n};\n\ntraverse.arrayKeywords = {\n items: true,\n allOf: true,\n anyOf: true,\n oneOf: true\n};\n\ntraverse.propsKeywords = {\n definitions: true,\n properties: true,\n patternProperties: true,\n dependencies: true\n};\n\ntraverse.skipKeywords = {\n enum: true,\n const: true,\n required: true,\n maximum: true,\n minimum: true,\n exclusiveMaximum: true,\n exclusiveMinimum: true,\n multipleOf: true,\n maxLength: true,\n minLength: true,\n pattern: true,\n format: true,\n maxItems: true,\n minItems: true,\n uniqueItems: true,\n maxProperties: true,\n minProperties: true\n};\n\n\nfunction _traverse(opts, cb, schema, jsonPtr, rootSchema, parentJsonPtr, parentKeyword, parentSchema, keyIndex) {\n if (schema && typeof schema == 'object' && !Array.isArray(schema)) {\n cb(schema, jsonPtr, rootSchema, parentJsonPtr, parentKeyword, parentSchema, keyIndex);\n for (var key in schema) {\n var sch = schema[key];\n if (Array.isArray(sch)) {\n if (key in traverse.arrayKeywords) {\n for (var i=0; i<sch.length; i++)\n _traverse(opts, cb, sch[i], jsonPtr + '/' + key + '/' + i, rootSchema, jsonPtr, key, schema, i);\n }\n } else if (key in traverse.propsKeywords) {\n if (sch && typeof sch == 'object') {\n for (var prop in sch)\n _traverse(opts, cb, sch[prop], jsonPtr + '/' + key + '/' + escapeJsonPtr(prop), rootSchema, jsonPtr, key, schema, prop);\n }\n } else if (key in traverse.keywords || (opts.allKeys && !(key in traverse.skipKeywords))) {\n _traverse(opts, cb, sch, jsonPtr + '/' + key, rootSchema, jsonPtr, key, schema);\n }\n }\n }\n}\n\n\nfunction escapeJsonPtr(str) {\n return str.replace(/~/g, '~0').replace(/\\/g, '~1');\n}\n","'use strict';\n\nvar createAbsoluteAnchor = require('./createAbsoluteAnchor').createAbsoluteAnchor;\nvar util = require('./util');\nvar translate = require('./i18n').translate;\n\n/**\n * A context menu\n * @param {Object[]} items Array containing the menu structure\n * TODO: describe structure\n * @param {Object} [options] Object with options. Available options:\n * {function} close Callback called when the\n * context menu is being closed.\n * @constructor\n */\nfunction ContextMenu (items, options) {\n this.dom = {};\n\n var me = this;\n var dom = this.dom;\n this.anchor = undefined;\n this.items = items;\n this.eventListeners = {};\n this.selection = undefined; // holds the selection before the menu was opened\n this.onClose = options ? options.close : undefined;\n\n // create root element\n var root = document.createElement('div');\n root.className = 'jsoneditor-contextmenu-root';\n dom.root = root;\n\n // create a container element\n var menu = document.createElement('div');\n menu.className = 'jsoneditor-contextmenu';\n dom.menu = menu;\n root.appendChild(menu);\n\n // create a list to hold the menu items\n var list = document.createElement('ul');\n list.className = 'jsoneditor-menu';\n menu.appendChild(list);\n dom.list = list;\n

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dom.items = []; // list with all buttons\n\n  // create a (non-visible) button to set the focus to the menu\n  var
focusButton = document.createElement('button');\n  focusButton.type = 'button';\n  dom.focusButton =
focusButton;\n  var li = document.createElement('li');\n  li.style.overflow = 'hidden';\n  li.style.height = '0';\n
li.appendChild(focusButton);\n  list.appendChild(li);\n\n  function createMenuItems (list, domItems, items) {\n
items.forEach(function (item) {\n      if (item.type == 'separator') {\n        // create a separator\n        var separator =
document.createElement('div');\n        separator.className = 'jsoneditor-separator';\n        li =
document.createElement('li');\n        li.appendChild(separator);\n        list.appendChild(li);\n      }\n      else {\n
var domItem = {};\n\n        // create a menu item\n        var li = document.createElement('li');\n
list.appendChild(li);\n\n        // create a button in the menu item\n        var button =
document.createElement('button');\n        button.type = 'button';\n        button.className = item.className;\n
domItem.button = button;\n        if (item.title) {\n          button.title = item.title;\n        }\n        if (item.click) {\n
button.onclick = function (event) {\n            event.preventDefault();\n            me.hide();\n            item.click();\n
};\n        }\n        li.appendChild(button);\n\n        // create the contents of the button\n        if (item.submenu) {\n
 // add the icon to the button\n          var divIcon = document.createElement('div');\n          divIcon.className =
'jsoneditor-icon';\n          button.appendChild(divIcon);\n          var divText = document.createElement('div');\n
divText.className = 'jsoneditor-text' +\n              (item.click ? '' : ' jsoneditor-right-margin');\n
divText.appendChild(document.createTextNode(item.text));\n          button.appendChild(divText);\n\n          var
buttonSubmenu;\n          if (item.click) {\n            // submenu and a button with a click handler\n
button.className += ' jsoneditor-default';\n\n            var buttonExpand = document.createElement('button');\n
buttonExpand.type = 'button';\n            domItem.buttonExpand = buttonExpand;\n            buttonExpand.className
= 'jsoneditor-expand';\n            buttonExpand.innerHTML = '<div class=\"jsoneditor-expand\"></div>';\n
li.appendChild(buttonExpand);\n            if (item.submenuTitle) {\n              buttonExpand.title =
item.submenuTitle;\n            }\n\n            buttonSubmenu = buttonExpand;\n          }\n          else {\n            //
submenu and a button without a click handler\n            var divExpand = document.createElement('div');\n
divExpand.className = 'jsoneditor-expand';\n            button.appendChild(divExpand);\n\n            buttonSubmenu =
button;\n          }\n\n          // attach a handler to expand/collapse the submenu\n          buttonSubmenu.onclick =
function (event) {\n            event.preventDefault();\n            me._onExpandItem(domItem);\n
buttonSubmenu.focus();\n          };\n\n          // create the submenu\n          var domSubItems = [];\n
domItem.subItems = domSubItems;\n          var ul = document.createElement('ul');\n          domItem.ul = ul;\n
ul.className = 'jsoneditor-menu';\n          ul.style.height = '0';\n          li.appendChild(ul);\n
createMenuItems(ul, domSubItems, item.submenu);\n        }\n        else {\n          // no submenu, just a button with
clickhandler\n          button.innerHTML = '<div class=\"jsoneditor-icon\"></div>' +\n              '<div
class=\"jsoneditor-text\">' + translate(item.text) + '</div>';\n        }\n\n        domItems.push(domItem);\n      }\n
});\n  }\n  createMenuItems(list, this.dom.items, items);\n\n  // TODO: when the editor is small, show the submenu
on the right instead of inline?\n\n  // calculate the max height of the menu with one submenu expanded\n
this.maxHeight = 0; // height in pixels\n  items.forEach(function (item) {\n    var height = (items.length +
(item.submenu ? item.submenu.length : 0)) * 24;\n    me.maxHeight = Math.max(me.maxHeight, height);\n
});\n}\n\n/**\n * Get the currently visible buttons\n * @return {Array.<HTMLElement>} buttons\n * @private\n
*/\nContextMenu.prototype._getVisibleButtons = function () {\n  var buttons = [];\n  var me = this;\n
this.dom.items.forEach(function (item) {\n    buttons.push(item.button);\n    if (item.buttonExpand) {\n
buttons.push(item.buttonExpand);\n    }\n    if (item.subItems && item == me.expandedItem) {\n
item.subItems.forEach(function (subItem) {\n        buttons.push(subItem.button);\n        if (subItem.buttonExpand)
{\n          buttons.push(subItem.buttonExpand);\n        }\n        // TODO: change to fully recursive method\n      });\n
 }\n  });\n\n  return buttons;\n};\n\n// currently displayed context menu, a singleton. We may only have one visible
context menu\nContextMenu.visibleMenu = undefined;\n\n/**\n * Attach the menu to an anchor\n * @param
{HTMLElement} anchor    Anchor where the menu will be attached as sibling.\n * @param {HTMLElement} frame
   The root of the JSONEditor window\n * @param {Boolean=} ignoreParent ignore anchor parent in regard to the
calculation of the position, needed when the parent position is absolute\n */\nContextMenu.prototype.show =
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function (anchor, frame, ignoreParent) {\n  this.hide();\n\n  // determine whether to display the menu below or above
the anchor\n  var showBelow = true;\n  var parent = anchor.parentNode;\n  var anchorRect =
anchor.getBoundingClientRect();\n  var parentRect = parent.getBoundingClientRect();\n  var frameRect =
frame.getBoundingClientRect();\n\n  var me = this;\n  this.dom.absoluteAnchor = createAbsoluteAnchor(anchor,
frame, function () {\n    me.hide()\n  });\n\n  if (anchorRect.bottom + this.maxHeight < frameRect.bottom) {\n    //
fits below -> show below\n  }\n  else if (anchorRect.top - this.maxHeight > frameRect.top) {\n    // fits above ->
show above\n    showBelow = false;\n  }\n  else {\n    // doesn't fit above nor below -> show below\n  }\n\n  var
topGap = ignoreParent ? 0 : (anchorRect.top - parentRect.top);\n\n  // position the menu\n  if (showBelow) {\n    //
display the menu below the anchor\n    var anchorHeight = anchor.offsetHeight;\n    this.dom.menu.style.left = '0';\n
 this.dom.menu.style.top = topGap + anchorHeight + 'px';\n    this.dom.menu.style.bottom = '';\n  }\n  else {\n    //
display the menu above the anchor\n    this.dom.menu.style.left = '0';\n    this.dom.menu.style.top = '';\n
this.dom.menu.style.bottom = '0px';\n  }\n\n  // attach the menu to the temporary, absolute anchor\n  //
parent.insertBefore(this.dom.root, anchor);\n  this.dom.absoluteAnchor.appendChild(this.dom.root);\n\n  // move
focus to the first button in the context menu\n  this.selection = util.getSelection();\n  this.anchor = anchor;\n
setTimeout(function () {\n    me.dom.focusButton.focus();\n  }, 0);\n\n  if (ContextMenu.visibleMenu) {\n
ContextMenu.visibleMenu.hide();\n  }\n  ContextMenu.visibleMenu = this;\n};\n\n/**\n * Hide the context menu if
visible\n */\nContextMenu.prototype.hide = function () {\n  // remove temporary absolutely positioned anchor\n  if
(this.dom.absoluteAnchor) {\n    this.dom.absoluteAnchor.destroy();\n    delete this.dom.absoluteAnchor;\n  }\n\n  //
remove the menu from the DOM\n  if (this.dom.root.parentNode) {\n
this.dom.root.parentNode.removeChild(this.dom.root);\n    if (this.onClose) {\n      this.onClose();\n    }\n  }\n\n  if
(ContextMenu.visibleMenu == this) {\n    ContextMenu.visibleMenu = undefined;\n  }\n};\n\n/**\n * Expand a
submenu\n * Any currently expanded submenu will be hided.\n * @param {Object} domItem\n * @private\n
*/\nContextMenu.prototype._onExpandItem = function (domItem) {\n  var me = this;\n  var alreadyVisible =
(domItem == this.expandedItem);\n\n  // hide the currently visible submenu\n  var expandedItem =
this.expandedItem;\n  if (expandedItem) {\n    //var ul = expandedItem.ul;\n    expandedItem.ul.style.height = '0';\n
expandedItem.ul.style.padding = '';\n    setTimeout(function () {\n      if (me.expandedItem != expandedItem) {\n
expandedItem.ul.style.display = '';\n        util.removeClassName(expandedItem.ul.parentNode, 'jsoneditor-
selected');\n      }\n    }, 300); // timeout duration must match the css transition duration\n    this.expandedItem =
undefined;\n  }\n\n  if (!alreadyVisible) {\n    var ul = domItem.ul;\n    ul.style.display = 'block';\n    var height =
ul.clientHeight; // force a reflow in Firefox\n    setTimeout(function () {\n      if (me.expandedItem == domItem) {\n
    var childsHeight = 0;\n        for (var i = 0; i < ul.childNodes.length; i++) {\n          childsHeight +=
ul.childNodes[i].clientHeight;\n        }\n        ul.style.height = childsHeight + 'px';\n        ul.style.padding = '5px
10px';\n      }\n    }, 0);\n    util.addClassName(ul.parentNode, 'jsoneditor-selected');\n    this.expandedItem =
domItem;\n  }\n};\n\n/**\n * Handle onkeydown event\n * @param {Event} event\n * @private\n
*/\nContextMenu.prototype._onKeyDown = function (event) {\n  var target = event.target;\n  var keynum =
event.which;\n  var handled = false;\n  var buttons, targetIndex, prevButton, nextButton;\n\n  if (keynum == 27) { //
ESC\n    // hide the menu on ESC key\n\n    // restore previous selection and focus\n    if (this.selection) {\n
util.setSelection(this.selection);\n    }\n    if (this.anchor) {\n      this.anchor.focus();\n    }\n\n    this.hide();\n\n
handled = true;\n  }\n  else if (keynum == 9) { // Tab\n    if (!event.shiftKey) { // Tab\n      buttons =
this._getVisibleButtons();\n      targetIndex = buttons.indexOf(target);\n      if (targetIndex == buttons.length - 1) {\n
    // move to first button\n        buttons[0].focus();\n        handled = true;\n      }\n    }\n    else { // Shift+Tab\n
buttons = this._getVisibleButtons();\n      targetIndex = buttons.indexOf(target);\n      if (targetIndex == 0) {\n        //
move to last button\n        buttons[buttons.length - 1].focus();\n        handled = true;\n      }\n    }\n  }\n  else if
(keynum == 37) { // Arrow Left\n    if (target.className == 'jsoneditor-expand') {\n      buttons =
this._getVisibleButtons();\n      targetIndex = buttons.indexOf(target);\n      prevButton = buttons[targetIndex - 1];\n
   if (prevButton) {\n        prevButton.focus();\n      }\n    }\n    handled = true;\n  }\n  else if (keynum == 38) { //
Arrow Up\n    buttons = this._getVisibleButtons();\n    targetIndex = buttons.indexOf(target);\n    prevButton =
buttons[targetIndex - 1];\n    if (prevButton && prevButton.className == 'jsoneditor-expand') {\n      // skip expand
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button\n prevButton = buttons[targetIndex - 2];\n }\n if (!prevButton) {\n // move to last button\n prevButton = buttons[buttons.length - 1];\n }\n if (prevButton) {\n prevButton.focus();\n }\n handled = true;\n }\n else if (keynum == 39) { // Arrow Right\n buttons = this._getVisibleButtons();\n targetIndex = buttons.indexOf(target);\n nextButton = buttons[targetIndex + 1];\n if (nextButton && nextButton.className == 'jsoneditor-expand') {\n nextButton.focus();\n }\n handled = true;\n }\n else if (keynum == 40) { // Arrow Down\n buttons = this._getVisibleButtons();\n targetIndex = buttons.indexOf(target);\n nextButton = buttons[targetIndex + 1];\n if (nextButton && nextButton.className == 'jsoneditor-expand') {\n // skip expand button\n nextButton = buttons[targetIndex + 2];\n }\n if (!nextButton) {\n // move to first button\n nextButton = buttons[0];\n }\n if (nextButton) {\n nextButton.focus();\n handled = true;\n }\n handled = true;\n }\n // TODO: arrow left and right\n\n if (handled) {\n event.stopPropagation();\n event.preventDefault();\n }\n};\n\nmodule.exports = ContextMenu;\n","'use strict';\n\n/**\n * The highlighter can highlight/unhighlight a node, and\n * animate the visibility of a context menu.\n * @constructor Highlighter\n */\nfunction Highlighter () {\n this.locked = false;\n}\n\n/**\n * Hightlight given node and its childs\n * @param {Node} node\n */\nHighlighter.prototype.highlight = function (node) {\n if (this.locked) {\n return;\n }\n\n if (this.node != node) {\n // unhighlight current node\n if (this.node) {\n this.node.setHighlight(false);\n }\n\n // highlight new node\n this.node = node;\n this.node.setHighlight(true);\n }\n\n // cancel any current timeout\n this._cancelUnhighlight();\n};\n\n/**\n * Unhighlight currently highlighted node.\n * Will be done after a delay\n */\nHighlighter.prototype.unhighlight = function () {\n if (this.locked) {\n return;\n }\n\n var me = this;\n if (this.node) {\n this._cancelUnhighlight();\n\n // do the unhighlighting after a small delay, to prevent re-highlighting\n // the same node when moving from the drag-icon to the contextmenu-icon\n // or vice versa.\n this.unhighlightTimer = setTimeout(function () {\n me.node.setHighlight(false);\n me.node = undefined;\n me.unhighlightTimer = undefined;\n }, 0);\n }\n};\n\n/**\n * Cancel an unhighlight action (if before the timeout of the unhighlight action)\n * @private\n */\nHighlighter.prototype._cancelUnhighlight = function () {\n if (this.unhighlightTimer) {\n clearTimeout(this.unhighlightTimer);\n this.unhighlightTimer = undefined;\n }\n};\n\n/**\n * Lock highlighting or unhighlighting nodes.\n * methods highlight and unhighlight do not work while locked.\n */\nHighlighter.prototype.lock = function () {\n this.locked = true;\n};\n\n/**\n * Unlock highlighting or unhighlighting nodes\n */\nHighlighter.prototype.unlock = function () {\n this.locked = false;\n};\n\nmodule.exports = Highlighter;\n","'use strict';\n\n/**\n * @constructor History\n * Store action history, enables undo and redo\n * @param {JSONEditor} editor\n */\nfunction History (editor) {\n this.editor = editor;\n this.history = [];\n this.index = -1;\n\n this.clear();\n\n // helper function to find a Node from a path\n function findNode(path) {\n return editor.node.findNodeByInternalPath(path)\n }\n\n // map with all supported actions\n this.actions = {\n 'editField': {\n 'undo': function (params) {\n var parentNode = findNode(params.parentPath);\n var node = parentNode.childs[params.index];\n node.updateField(params.oldValue);\n },\n 'redo': function (params) {\n var parentNode = findNode(params.parentPath);\n var node = parentNode.childs[params.index];\n node.updateField(params.newValue);\n }\n },\n 'editValue': {\n 'undo': function (params) {\n findNode(params.path).updateValue(params.oldValue);\n },\n 'redo': function (params) {\n findNode(params.path).updateValue(params.newValue);\n }\n },\n 'changeType': {\n 'undo': function (params) {\n findNode(params.path).changeType(params.oldType);\n },\n 'redo': function (params) {\n findNode(params.path).changeType(params.newType);\n }\n },\n\n 'appendNodes': {\n 'undo': function (params) {\n var parentNode = findNode(params.parentPath);\n params.paths.map(findNode).forEach(function (node) {\n parentNode.removeChild(node);\n });\n },\n 'redo': function (params) {\n var parentNode = findNode(params.parentPath);\n params.nodes.forEach(function (node) {\n parentNode.appendChild(node);\n });\n }\n },\n 'insertBeforeNodes': {\n 'undo': function (params) {\n var parentNode = findNode(params.parentPath);\n params.paths.map(findNode).forEach(function (node) {\n parentNode.removeChild(node);\n });\n },\n 'redo': function (params) {\n var parentNode = findNode(params.parentPath);\n var beforeNode = findNode(params.beforePath);\n params.nodes.forEach(function (node) {\n parentNode.insertBefore(node,

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beforeNode);\n        });\n      }\n    },\n    'insertAfterNodes': {\n      'undo': function (params) {\n        var parentNode
= findNode(params.parentPath);\n        params.paths.map(findNode).forEach(function (node) {\n
parentNode.removeChild(node);\n        });\n      },\n      'redo': function (params) {\n        var parentNode =
findNode(params.parentPath);\n        var afterNode = findNode(params.afterPath);\n
params.nodes.forEach(function (node) {\n          parentNode.insertAfter(node, afterNode);\n          afterNode =
node;\n        });\n      }\n    },\n    'removeNodes': {\n      'undo': function (params) {\n        var parentNode =
findNode(params.parentPath);\n        var beforeNode = parentNode.childs[params.index] || parentNode.append;\n
 params.nodes.forEach(function (node) {\n          parentNode.insertBefore(node, beforeNode);\n        });\n      },\n
'redo': function (params) {\n        var parentNode = findNode(params.parentPath);\n
params.paths.map(findNode).forEach(function (node) {\n          parentNode.removeChild(node);\n        });\n      }\n
},\n    'duplicateNodes': {\n      'undo': function (params) {\n        var parentNode = findNode(params.parentPath);\n
    params.clonePaths.map(findNode).forEach(function (node) {\n          parentNode.removeChild(node);\n        });\n
   },\n      'redo': function (params) {\n        var parentNode = findNode(params.parentPath);\n        var afterNode =
findNode(params.afterPath);\n        var nodes = params.paths.map(findNode);\n        nodes.forEach(function (node)
{\n          var clone = node.clone();\n          parentNode.insertAfter(clone, afterNode);\n          afterNode = clone;\n
 });\n      }\n    },\n    'moveNodes': {\n      'undo': function (params) {\n        var oldParentNode =
findNode(params.oldParentPath);\n        var newParentNode = findNode(params.newParentPath);\n        var
oldBeforeNode = oldParentNode.childs[params.oldIndex] || oldParentNode.append;\n\n        // first copy the nodes,
then move them\n        var nodes = newParentNode.childs.slice(params.newIndex, params.newIndex +
params.count);\n\n        nodes.forEach(function (node, index) {\n          node.field = params.fieldNames[index];\n
   oldParentNode.moveBefore(node, oldBeforeNode);\n        });\n\n        // This is a hack to work around an issue
that we don't know tha original\n        // path of the new parent after dragging, as the node is already moved at that
time.\n        if (params.newParentPathRedo === null) {\n          params.newParentPathRedo =
newParentNode.getInternalPath();\n        }\n      },\n      'redo': function (params) {\n        var oldParentNode =
findNode(params.oldParentPathRedo);\n        var newParentNode = findNode(params.newParentPathRedo);\n
var newBeforeNode = newParentNode.childs[params.newIndexRedo] || newParentNode.append;\n\n        // first
copy the nodes, then move them\n        var nodes = oldParentNode.childs.slice(params.oldIndexRedo,
params.oldIndexRedo + params.count);\n\n        nodes.forEach(function (node, index) {\n          node.field =
params.fieldNames[index];\n          newParentNode.moveBefore(node, newBeforeNode);\n        });\n      }\n    },\n\n
 'sort': {\n      'undo': function (params) {\n        var node = findNode(params.path);\n        node.hideChilds();\n
node.childs = params.oldChilds;\n        node.updateDom({updateIndexes: true});\n        node.showChilds();\n      },\n
    'redo': function (params) {\n        var node = findNode(params.path);\n        node.hideChilds();\n        node.childs
= params.newChilds;\n        node.updateDom({updateIndexes: true});\n        node.showChilds();\n      }\n    },\n\n
'transform': {\n      'undo': function (params) {\n        findNode(params.path).setInternalValue(params.oldValue);\n\n
     // TODO: would be nice to restore the state of the node and childs\n      },\n      'redo': function (params) {\n
findNode(params.path).setInternalValue(params.newValue);\n\n        // TODO: would be nice to restore the state of
the node and childs\n      }\n    }\n\n    // TODO: restore the original caret position and selection with each undo\n
// TODO: implement history for actions \"expand\", \"collapse\", \"scroll\", \"setDocument\"\n  };\n}\n\n/**\n * The
method onChange is executed when the History is changed, and can\n * be overloaded.\n
*/\nHistory.prototype.onChange = function () {};\n\n/**\n * Add a new action to the history\n * @param {String}
action  The executed action. Available actions: \"editField\",\n *                    \"editValue\", \"changeType\",
\"appendNode\",\n *                    \"removeNode\", \"duplicateNode\", \"moveNode\"\n * @param {Object}
params  Object containing parameters describing the change.\n *                    The parameters in params depend
on the action (for\n *                    example for \"editValue\" the Node, old value, and new\n *
value are provided). params contains all information\n *                    needed to undo or redo the action.\n
*/\nHistory.prototype.add = function (action, params) {\n  this.index++;\n  this.history[this.index] = {\n    'action':
action,\n    'params': params,\n    'timestamp': new Date()\n  };\n\n  // remove redo actions which are invalid now\n  if
(this.index < this.history.length - 1) {\n    this.history.splice(this.index + 1, this.history.length - this.index - 1);\n
```

}\n\n // fire onchange event\n this.onChange();\n};\n\n/**\n * Clear history\n */\nHistory.prototype.clear = function () {\n this.history = [];\n this.index = -1;\n\n // fire onchange event\n this.onChange();\n};\n\n/**\n * Check if there is an action available for undo\n * @return {Boolean} canUndo\n */\nHistory.prototype.canUndo = function () {\n return (this.index >= 0);\n};\n\n/**\n * Check if there is an action available for redo\n * @return {Boolean} canRedo\n */\nHistory.prototype.canRedo = function () {\n return (this.index < this.history.length - 1);\n};\n\n/**\n * Undo the last action\n */\nHistory.prototype.undo = function () {\n if (this.canUndo()) {\n   var obj = this.history[this.index];\n   if (obj) {\n   var action = this.actions[obj.action];\n   if (action && action.undo) {\n action.undo(obj.params);\n   if (obj.params.oldSelection) {\n   try {\n this.editor.setDomSelection(obj.params.oldSelection);\n   }\n   catch (err) {\n   console.error(err);\n }\n   }\n   }\n   else {\n   console.error(new Error('unknown action \"' + obj.action + '\"'));\n   }\n   }\n this.index--;\n\n   // fire onchange event\n   this.onChange();\n }\n};\n\n/**\n * Redo the last action\n */\nHistory.prototype.redo = function () {\n if (this.canRedo()) {\n   this.index++;\n\n   var obj = this.history[this.index];\n   if (obj) {\n   var action = this.actions[obj.action];\n   if (action && action.redo) {\n action.redo(obj.params);\n   if (obj.params.newSelection) {\n   try {\n this.editor.setDomSelection(obj.params.newSelection);\n   }\n   catch (err) {\n   console.error(err);\n }\n   }\n   }\n   else {\n   console.error(new Error('unknown action \"' + obj.action + '\"'));\n   }\n }\n\n   // fire onchange event\n   this.onChange();\n }\n};\n\n/**\n * Destroy history\n */\nHistory.prototype.destroy = function () {\n this.editor = null;\n\n this.history = [];\n this.index = -1;\n};\n\nmodule.exports = History;\n","'use strict';\n\nvar Ajv;\ntry {\n Ajv = require('ajv');\n}\ncatch (err) {\n // no problem... when we need Ajv we will throw a neat exception\n}\n\nvar ace = require('./ace'); // may be undefined in case of minimalist bundle\nvar VanillaPicker = require('./vanilla-picker'); // may be undefined in case of minimalist bundle\n\nvar treemode = require('./treemode');\nvar textmode = require('./textmode');\nvar util = require('./util');\n\nif (typeof Promise === 'undefined') {\n console.error('Promise undefined. Please load a Promise polyfill in the browser in order to use JSONEditor');\n}\n\n/**\n * @constructor JSONEditor\n * @param {Element} container   Container element\n * @param {Object} [options]   Object with options. available options:\n *   {String} mode   Editor mode. Available values:\n *   'tree' (default), 'view',\n *   'form', 'text', and 'code'.\n *   {function} onChange Callback method, triggered\n *   on change of contents.\n *   Does not pass the contents itself.\n *   See also `onChangeJSON` and\n *   `onChangeText`.\n *   {function} onChangeJSON Callback method, triggered\n *   in modes on change of contents,\n *   passing the changed contents\n *   as JSON.\n *   Only applicable for modes\n *   'tree', 'view', and 'form'.\n *   {function} onChangeText Callback method, triggered\n *   in modes on change of contents,\n *   passing the changed contents\n *   as stringified JSON.\n *   {function} onError   Callback method, triggered\n *   when an error occurs\n *   {Boolean} search   Enable search box.\n *   True by default\n *   Only applicable for modes\n *   'tree', 'view', and 'form'\n *   {Boolean} history   Enable history (undo/redo).\n *   True by default\n *   Only applicable for modes\n *   'tree', 'view', and 'form'\n *   {String} name   Field name for the root node.\n *   Only applicable for modes\n *   'tree', 'view', and 'form'\n *   {Number} indentation   Number of indentation\n *   spaces. 4 by default.\n *   Only applicable for\n *   modes 'text' and 'code'\n *   {boolean} escapeUnicode If true, unicode\n *   characters are escaped.\n *   false by default.\n *   {boolean} sortObjectKeys If true, object keys are\n *   sorted before display.\n *   false by default.\n *   {function}

```
onSelectionChange Callback method,\n *                                  triggered on node selection change\n
*                                  Only applicable for modes\n *                                  'tree',
'view', and 'form'\n *                  {function} onTextSelectionChange Callback method,\n *
                  triggered on text selection change\n *                                  Only applicable
for modes\n *                  {HTMLElement} modalAnchor       The anchor element to apply an\n *
                  overlay and display the modals in a\n *                                  centered
location.\n *                                  Defaults to document.body\n *
        'text' and 'code'\n *                  {function} onEvent Callback method, triggered\n *
            when an event occurs in\n *                                  a JSON field or value.\n *
          Only applicable for\n *                                  modes 'form', 'tree' and\n *
   'view'\n *                  {function} onClassName Callback method, triggered\n *
  when a Node DOM is rendered. Function returns\n *                                  a css class name to be set on a
node.\n *                                  Only applicable for\n *                                  modes 'form', 'tree'
and\n *                                  'view'\n *                  {Number} maxVisibleChilds Number of
children allowed for a node \n *                                  in 'tree', 'view', or 'form' mode before \n *
                  the \"show more/show all\" buttons appear.  \n *                                  100
by default.\n *\n * @param {Object | undefined} json JSON object\n */\nfunction JSONEditor (container, options,
json) {\n  if (!(this instanceof JSONEditor)) {\n    throw new Error('JSONEditor constructor called without
\"new\".');\n  }\n\n  // check for unsupported browser (IE8 and older)\n  var ieVersion =
util.getInternetExplorerVersion();\n  if (ieVersion != -1 && ieVersion < 9) {\n    throw new Error('Unsupported
browser, IE9 or newer required. ' +\n        'Please install the newest version of your browser.');\n  }\n\n  if (options)
{\n    // check for deprecated options\n    if (options.error) {\n      console.warn('Option \"error\" has been renamed to
\"onError\"');\n      options.onError = options.error;\n      delete options.error;\n    }\n    if (options.change) {\n
console.warn('Option \"change\" has been renamed to \"onChange\"');\n      options.onChange = options.change;\n
delete options.change;\n    }\n    if (options.editable) {\n      console.warn('Option \"editable\" has been renamed to
\"onEditable\"');\n      options.onEditable = options.editable;\n      delete options.editable;\n    }\n\n    // warn if
onChangeJSON is used when mode can be `text` or `code`\n    if (options.onChangeJSON) {\n      if (options.mode
=== 'text' || options.mode === 'code' ||\n          (options.modes && (options.modes.indexOf('text') !== -1 ||
options.modes.indexOf('code') !== -1))) {\n        console.warn('Option \"onChangeJSON\" is not applicable to
modes \"text\" and \"code\". ' +\n            'Use \"onChangeText\" or \"onChange\" instead.');\n      }\n    }\n\n    //
validate options\n    if (options) {\n      Object.keys(options).forEach(function (option) {\n        if
(JSONEditor.VALID_OPTIONS.indexOf(option) === -1) {\n          console.warn('Unknown option \"' + option +
'\". This option will be ignored');\n        }\n      });\n    }\n  }\n\n  if (arguments.length) {\n    this._create(container,
options, json);\n  }\n}\n\n/**\n * Configuration for all registered modes. Example:\n * {\n *     tree: {\n *
mixin: TreeEditor,\n *         data: 'json'\n *     },\n *     text: {\n *         mixin: TextEditor,\n *         data: 'text'\n *
}\n * }\n *\n * @type { Object.<String, {mixin: Object, data: String} > }\n */\nJSONEditor.modes = {};\n\n//
debounce interval for JSON schema vaidation in milliseconds\nJSONEditor.prototype.DEBOUNCE_INTERVAL =
150;\n\nJSONEditor.VALID_OPTIONS = [\n  'ajv', 'schema', 'schemaRefs','templates',\n  'ace', 'theme',
'autocomplete',\n  'onChange', 'onChangeJSON', 'onChangeText',\n  'onEditable', 'onError', 'onEvent',
'onModeChange', 'onNodeName', 'onValidate',\n  'onSelectionChange', 'onTextSelectionChange', 'onClassName',\n
'colorPicker', 'onColorPicker',\n  'timestampTag',\n  'escapeUnicode', 'history', 'search', 'mode', 'modes', 'name',
'indentation',\n  'sortObjectKeys', 'navigationBar', 'statusBar', 'mainMenuBar', 'languages', 'language', 'enableSort',
'enableTransform',\n  'maxVisibleChilds'\n];\n\n/**\n * Create the JSONEditor\n * @param {Element} container
Container element\n * @param {Object}  [options]    See description in constructor\n * @param {Object |
undefined} json JSON object\n * @private\n */\nJSONEditor.prototype._create = function (container, options, json)
{\n  this.container = container;\n  this.options = options || {};\n  this.json = json || {};\n\n  var mode =
this.options.mode || (this.options.modes && this.options.modes[0]) || 'tree';\n  this.setMode(mode);\n};\n\n/**\n *
Destroy the editor. Clean up DOM, event listeners, and web workers.\n */\nJSONEditor.prototype.destroy =
```

```
function () {};\n\n/**\n * Set JSON object in editor\n * @param {Object | undefined} json      JSON data\n
*/\nJSONEditor.prototype.set = function (json) {\n  this.json = json;\n};\n\n/**\n * Get JSON from the editor\n *
@returns {Object} json\n */\nJSONEditor.prototype.get = function () {\n  return this.json;\n};\n\n/**\n * Set string
containing JSON for the editor\n * @param {String | undefined} jsonText\n */\nJSONEditor.prototype.setText =
function (jsonText) {\n  this.json = util.parse(jsonText);\n};\n\n/**\n * Get stringified JSON contents from the
editor\n * @returns {String} jsonText\n */\nJSONEditor.prototype.getText = function () {\n  return
JSON.stringify(this.json);\n};\n\n/**\n * Set a field name for the root node.\n * @param {String | undefined}
name\n */\nJSONEditor.prototype.setName = function (name) {\n  if (!this.options) {\n    this.options = {};\n  }\n
this.options.name = name;\n};\n\n/**\n * Get the field name for the root node.\n * @return {String | undefined}
name\n */\nJSONEditor.prototype.getName = function () {\n  return this.options && this.options.name;\n};\n\n/**\n
* Change the mode of the editor.\n * JSONEditor will be extended with all methods needed for the chosen mode.\n
* @param {String} mode     Available modes: 'tree' (default), 'view', 'form',\n *                        'text', and 'code'.\n
*/\nJSONEditor.prototype.setMode = function (mode) {\n  // if the mode is the same as current mode (and it's not
the first time), do nothing.\n  if (mode === this.options.mode && this.create) {\n    return;\n  }\n\n  var container =
this.container;\n  var options = util.extend({}, this.options);\n  var oldMode = options.mode;\n  var data;\n  var
name;\n\n  options.mode = mode;\n  var config = JSONEditor.modes[mode];\n  if (config) {\n    try {\n      var
asText = (config.data == 'text');\n      name = this.getName();\n      data = this[asText ? 'getText' : 'get'](); // get text
or json\n\n      this.destroy();\n      util.clear(this);\n      util.extend(this, config.mixin);\n      this.create(container,
options);\n\n      this.setName(name);\n      this[asText ? 'setText' : 'set'](data); // set text or json\n\n      if (typeof
config.load === 'function') {\n        try {\n          config.load.call(this);\n        }\n        catch (err) {\n
console.error(err);\n        }\n      }\n\n      if (typeof options.onModeChange === 'function' && mode !== oldMode)
{\n        try {\n          options.onModeChange(mode, oldMode);\n        }\n        catch (err) {\n
console.error(err);\n        }\n      }\n    }\n    catch (err) {\n      this._onError(err);\n    }\n  }\n  else {\n    throw new
Error('Unknown mode \"' + options.mode + '\"');\n  }\n};\n\n/**\n * Get the current mode\n * @return {string}\n
*/\nJSONEditor.prototype.getMode = function () {\n  return this.options.mode;\n};\n\n/**\n * Throw an error. If an
error callback is configured in options.error, this\n * callback will be invoked. Else, a regular error is thrown.\n *
@param {Error} err\n * @private\n */\nJSONEditor.prototype._onError = function(err) {\n  if (this.options &&
typeof this.options.onError === 'function') {\n    this.options.onError(err);\n  }\n  else {\n    throw err;\n
}\n};\n\n/**\n * Set a JSON schema for validation of the JSON object.\n * To remove the schema, call
JSONEditor.setSchema(null)\n * @param {Object | null} schema\n * @param {Object.<string, Object>=}
schemaRefs Schemas that are referenced using the `$ref` property from the JSON schema that are set in the
`schema` option,\n +  the object structure in the form of `{reference_key: schemaObject}`\n
*/\nJSONEditor.prototype.setSchema = function (schema, schemaRefs) {\n  // compile a JSON schema validator if a
JSON schema is provided\n  if (schema) {\n    var ajv;\n    try {\n      // grab ajv from options if provided, else create
a new instance\n      ajv = this.options.ajv || Ajv({ allErrors: true, verbose: true });\n\n    }\n    catch (err) {\n
console.warn('Failed to create an instance of Ajv, JSON Schema validation is not available. Please use a
JSONEditor bundle including Ajv, or pass an instance of Ajv as via the configuration option `ajv`.');\n    }\n\n    if
(ajv) {\n      if(schemaRefs) {\n        for (var ref in schemaRefs) {\n          ajv.removeSchema(ref);  // When updating
a schema - old refs has to be removed first\n          if(schemaRefs[ref]) {\n            ajv.addSchema(schemaRefs[ref],
ref);\n          }\n        }\n        this.options.schemaRefs = schemaRefs;\n      }\n      this.validateSchema =
ajv.compile(schema);\n\n      // add schema to the options, so that when switching to an other mode,\n      // the set
schema is not lost\n      this.options.schema = schema;\n\n      // validate now\n      this.validate();\n    }\n\n
this.refresh(); // update DOM\n  }\n  else {\n    // remove current schema\n    this.validateSchema = null;\n
this.options.schema = null;\n    this.options.schemaRefs = null;\n    this.validate(); // to clear current error
messages\n    this.refresh();  // update DOM\n  }\n};\n\n/**\n * Validate current JSON object against the configured
JSON schema\n * Throws an exception when no JSON schema is configured\n */\nJSONEditor.prototype.validate =
function () {\n  // must be implemented by treemode and textmode\n};\n\n/**\n * Refresh the rendered contents\n
*/\nJSONEditor.prototype.refresh = function () {\n  // can be implemented by treemode and textmode\n};\n\n/**\n *
```

Register a plugin with one ore multiple modes for the JSON Editor.\n *\n * A mode is described as an object with properties:\n *\n * - `mode: String` The name of the mode.\n * - `mixin: Object` An object containing the mixin functions which\n * will be added to the JSONEditor. Must contain functions\n * create, get, getText, set, and setText. May have\n * additional functions.\n * When the JSONEditor switches to a mixin, all mixin\n * functions are added to the JSONEditor, and then\n * the function `create(container, options)` is executed.\n * - `data: 'text' | 'json'` The type of data that will be used to load the mixin.\n * - `[load: function]` An optional function called after the mixin\n * has been loaded.\n *\n * @param {Object | Array} mode A mode object or an array with multiple mode objects.\n */\nJSONEditor.registerMode = function (mode) {\n var i, prop;\n\n if (util.isArray(mode)) {\n   // multiple modes\n   for (i = 0; i < mode.length; i++) {\n   JSONEditor.registerMode(mode[i]);\n   }\n }\n else {\n   // validate the new mode\n   if (!('mode' in mode)) throw new Error('Property \"mode\" missing');\n   if (!('mixin' in mode)) throw new Error('Property \"mixin\" missing');\n   if (!('data' in mode)) throw new Error('Property \"data\" missing');\n   var name = mode.mode;\n   if (name in JSONEditor.modes) {\n   throw new Error('Mode \'" + name + '\" already registered');\n   }\n\n   // validate the mixin\n   if (typeof mode.mixin.create !== 'function') {\n   throw new Error('Required function \"create\" missing on mixin');\n   }\n   var reserved = ['setMode', 'registerMode', 'modes'];\n   for (i = 0; i < reserved.length; i++) {\n   prop = reserved[i];\n   if (prop in mode.mixin) {\n   throw new Error('Reserved property \'" + prop + '\" not allowed in mixin');\n   }\n   }\n\n   JSONEditor.modes[name] = mode;\n }\n};\n\n// register tree and text modes\nJSONEditor.registerMode(treemode);\nJSONEditor.registerMode(textmode);\n\n// expose some of the libraries that can be used customized\nJSONEditor.ace = ace;\nJSONEditor.Ajv = Ajv;\nJSONEditor.VanillaPicker = VanillaPicker;\n\n// default export for TypeScript ES6 projects\nJSONEditor.default = JSONEditor;\n\nmodule.exports = JSONEditor;\n","'use strict';\n\nvar ContextMenu = require('./ContextMenu');\nvar translate = require('./i18n').translate;\n\n/**\n * Create a select box to be used in the editor menu's, which allows to switch mode\n * @param {HTMLElement} container\n * @param {String[]} modes Available modes: 'code', 'form', 'text', 'tree', 'view'\n * @param {String} current Available modes: 'code', 'form', 'text', 'tree', 'view'\n * @param {function(mode: string)} onSwitch Callback invoked on switch\n * @constructor\n */\nfunction ModeSwitcher(container, modes, current, onSwitch) {\n // available modes\n var availableModes = {\n   code: {\n   'text': translate('modeCodeText'),\n   'title': translate('modeCodeTitle'),\n   'click': function () {\n   onSwitch('code')\n   }\n   },\n   form: {\n   'text': translate('modeFormText'),\n   'title': translate('modeFormTitle'),\n   'click': function () {\n   onSwitch('form');\n   }\n   },\n   text: {\n   'text': translate('modeTextText'),\n   'title': translate('modeTextTitle'),\n   'click': function () {\n   onSwitch('text');\n   }\n   },\n   tree: {\n   'text': translate('modeTreeText'),\n   'title': translate('modeTreeTitle'),\n   'click': function () {\n   onSwitch('tree');\n   }\n   },\n   view: {\n   'text': translate('modeViewText'),\n   'title': translate('modeViewTitle'),\n   'click': function () {\n   onSwitch('view');\n   }\n   }\n };\n\n // list the selected modes\n var items = [];\n for (var i = 0; i < modes.length; i++) {\n   var mode = modes[i];\n   var item = availableModes[mode];\n   if (!item) {\n   throw new Error('Unknown mode \'" + mode + '\");\n   }\n\n   item.className = 'jsoneditor-type-modes' + ((current == mode) ? ' jsoneditor-selected' : '');\n   items.push(item);\n }\n\n // retrieve the title of current mode\n var currentMode = availableModes[current];\n if (!currentMode) {\n   throw new Error('Unknown mode \'" + current + '\");\n }\n var currentTitle = currentMode.text;\n\n // create the html element\n var box = document.createElement('button');\n box.type = 'button';\n box.className = 'jsoneditor-modes jsoneditor-separator';\n box.innerHTML = currentTitle + ' ▾';\n box.title = 'Switch editor mode';\n box.onclick = function () {\n   var menu = new ContextMenu(items);\n   menu.show(box, container);\n };\n\n var frame = document.createElement('div');\n frame.className = 'jsoneditor-modes';\n frame.style.position = 'relative';\n frame.appendChild(box);\n\n container.appendChild(frame);\n\n this.dom = {\n   container: container,\n   box: box,\n   frame: frame\n };\n}\n\n/**\n * Set focus to switcher\n */\nModeSwitcher.prototype.focus = function () {\n this.dom.box.focus();\n};\n\n/**\n * Destroy the ModeSwitcher, remove from DOM\n */\nModeSwitcher.prototype.destroy = function () {\n if (this.dom && this.dom.frame && this.dom.frame.parentNode) {\n   this.dom.frame.parentNode.removeChild(this.dom.frame);\n

}\n this.dom = null;\n};\n\nmodule.exports = ModeSwitcher;","'use strict';\n\nvar jmespath = require('jmespath');\nvar naturalSort = require('javascript-natural-sort');\nvar createAbsoluteAnchor = require('./createAbsoluteAnchor').createAbsoluteAnchor;\nvar ContextMenu = require('./ContextMenu');\nvar appendNodeFactory = require('./appendNodeFactory');\nvar showMoreNodeFactory = require('./showMoreNodeFactory');\nvar showSortModal = require('./showSortModal');\nvar showTransformModal = require('./showTransformModal');\nvar util = require('./util');\nvar translate = require('./i18n').translate;\n\nvar DEFAULT_MODAL_ANCHOR = document.body; // TODO: this constant is defined twice\n\nvar YEAR_2000 = 946684800000;\n\n/**\n * @constructor Node\n * Create a new Node\n * @param {./treemode} editor\n * @param {Object} [params] Can contain parameters:\n * {string} field\n * {boolean} fieldEditable\n * {*} value\n * {String} type Can have values 'auto', 'array',\n * 'object', or 'string'.\n */\nfunction Node (editor, params) {\n /** @type {./treemode} */\n this.editor = editor;\n this.dom = {};\n this.expanded = false;\n\n if(params && (params instanceof Object)) {\n this.setField(params.field, params.fieldEditable);\n   if ('value' in params) {\n   this.setValue(params.value, params.type);\n   }\n   if ('internalValue' in params) {\n   this.setInternalValue(params.internalValue);\n   }\n }\n else {\n   this.setField('');\n   this.setValue(null);\n }\n\n this._debouncedOnChangeValue = util.debounce(this._onChangeValue.bind(this), Node.prototype.DEBOUNCE_INTERVAL);\n this._debouncedOnChangeField = util.debounce(this._onChangeField.bind(this), Node.prototype.DEBOUNCE_INTERVAL);\n\n // starting value for visible children\n this.visibleChilds = this.getMaxVisibleChilds();\n}\n\n// debounce interval for keyboard input in milliseconds\nNode.prototype.DEBOUNCE_INTERVAL = 150;\n\n// search will stop iterating as soon as the max is reached\nNode.prototype.MAX_SEARCH_RESULTS = 999;\n\n// default number of child nodes to display \nvar DEFAULT_MAX_VISIBLE_CHILDS = 100;\n\nNode.prototype.getMaxVisibleChilds = function() {\n return (this.editor && this.editor.options && this.editor.options.maxVisibleChilds)\n   ? this.editor.options.maxVisibleChilds\n   : DEFAULT_MAX_VISIBLE_CHILDS;\n}\n\n/**\n * Determine whether the field and/or value of this node are editable\n * @private\n */\nNode.prototype._updateEditability = function () {\n this.editable = {\n   field: true,\n   value: true\n };\n\n if (this.editor) {\n   this.editable.field = this.editor.options.mode === 'tree';\n   this.editable.value = this.editor.options.mode !== 'view';\n\n   if ((this.editor.options.mode === 'tree' || this.editor.options.mode === 'form') &&\n   (typeof this.editor.options.onEditable === 'function')) {\n   var editable = this.editor.options.onEditable({\n   field: this.field,\n   value: this.value,\n   path: this.getPath()\n   });\n\n   if (typeof editable === 'boolean') {\n   this.editable.field = editable;\n   this.editable.value = editable;\n   }\n   else {\n   if (typeof editable.field === 'boolean') this.editable.field = editable.field;\n   if (typeof editable.value === 'boolean') this.editable.value = editable.value;\n   }\n   }\n }\n};\n\n/**\n * Get the path of this node\n * @return {{string|number}[]} Array containing the path to this node.\n * Element is a number if is the index of an array, a string otherwise.\n */\nNode.prototype.getPath = function () {\n var node = this;\n var path = [];\n while (node) {\n   var field = node.getName();\n   if (field !== undefined) {\n   path.unshift(field);\n   }\n   node = node.parent;\n }\n return path;\n};\n\n/**\n * Get the internal path of this node, a list with the child indexes.\n * @return {String[]} Array containing the internal path to this node\n */\nNode.prototype.getInternalPath = function () {\n var node = this;\n var internalPath = [];\n while (node) {\n   if (node.parent) {\n   internalPath.unshift(node.getIndex());\n   }\n   node = node.parent;\n }\n return internalPath;\n};\n\n/**\n * Get node serializable name\n * @returns {String|Number}\n */\nNode.prototype.getName = function () {\n return !this.parent\n ? undefined // do not add an (optional) field name of the root node\n : (this.parent.type != 'array')\n   ? this.field\n   : this.index;\n};\n\n/**\n * Find child node by serializable path\n * @param {Array<String>} path\n */\nNode.prototype.findNodeByPath = function (path) {\n if (!path) {\n   return;\n }\n\n if (path.length == 0) {\n   return this;\n }\n\n if (path.length && this.childs && this.childs.length) {\n   for (var i=0; i < this.childs.length; ++i) {\n   if (('' + path[0]) === ('' + this.childs[i].getName())) {\n   return this.childs[i].findNodeByPath(path.slice(1));\n   }\n   }\n }\n};\n\n/**\n * Find child node by an internal path: the indexes of the childs nodes\n * @param {Array<String>} internalPath\n * @return {Node | undefined} Returns the node if the path exists.\n * Returns undefined otherwise.\n

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*/\nNode.prototype.findNodeByInternalPath = function (internalPath) {\n  if (!internalPath) {\n    return
undefined;\n  }\n\n  var node = this;\n  for (var i = 0; i < internalPath.length && node; i++) {\n    var childIndex =
internalPath[i];\n    node = node.childs[childIndex];\n  }\n\n  return node;\n};\n\n/**\n * @typedef {{value:
String|Object|Number|Boolean, path: Array.<String|Number>}} SerializableNode\n *\n * Returns serializable
representation for the node\n * @return {SerializableNode}\n */\nNode.prototype.serialize = function () {\n  return
{\n    value: this.getValue(),\n    path: this.getPath()\n  };\n};\n\n/**\n * Find a Node from a JSON path like
'.items[3].name'\n * @param {string} jsonPath\n * @return {Node | null} Returns the Node when found, returns null
if not found\n */\nNode.prototype.findNode = function (jsonPath) {\n  var path = util.parsePath(jsonPath);\n  var
node = this;\n  while (node && path.length > 0) {\n    var prop = path.shift();\n    if (typeof prop === 'number') {\n
  if (node.type !== 'array') {\n        throw new Error('Cannot get child node at index ' + prop + ': node is no array');\n
  }\n      node = node.childs[prop];\n    }\n    else { // string\n      if (node.type !== 'object') {\n        throw new
Error('Cannot get child node ' + prop + ': node is no object');\n      }\n      node = node.childs.filter(function (child)
{\n        return child.field === prop;\n      })[0];\n    }\n  }\n\n  return node;\n};\n\n/**\n * Find all parents of this
node. The parents are ordered from root node towards\n * the original node.\n * @return {Array.<Node>}\n
*/\nNode.prototype.findParents = function () {\n  var parents = [];\n  var parent = this.parent;\n  while (parent) {\n
parents.unshift(parent);\n    parent = parent.parent;\n  }\n  return parents;\n};\n\n/**\n *\n * @param {{dataPath:
string, keyword: string, message: string, params: Object, schemaPath: string} | null} error\n * @param {Node}
[child]  When this is the error of a parent node, pointing\n *                    to an invalid child node, the child node
itself\n *                    can be provided. If provided, clicking the error\n *                    icon will set focus to the
invalid child node.\n */\nNode.prototype.setError = function (error, child) {\n  this.error = error;\n  this.errorChild =
child;\n\n  if (this.dom && this.dom.tr) {\n    this.updateError();\n  }\n};\n\n/**\n * Render the error\n
*/\nNode.prototype.updateError = function() {\n  var error = this.error;\n  var tdError = this.dom.tdError;\n  if (error
&& this.dom && this.dom.tr) {\n    util.addClassName(this.dom.tr, 'jsoneditor-validation-error');\n\n    if (!tdError)
{\n      tdError = document.createElement('td');\n      this.dom.tdError = tdError;\n
this.dom.tdValue.parentNode.appendChild(tdError);\n    }\n\n    var popover = document.createElement('div');\n
popover.className = 'jsoneditor-popover jsoneditor-right';\n
popover.appendChild(document.createTextNode(error.message));\n\n    var button =
document.createElement('button');\n    button.type = 'button';\n    button.className = 'jsoneditor-button jsoneditor-
schema-error';\n    button.appendChild(popover);\n\n    // update the direction of the popover\n
button.onmouseover = button.onfocus = function updateDirection() {\n      var directions = ['right', 'above', 'below',
'left'];\n      for (var i = 0; i < directions.length; i++) {\n        var direction = directions[i];\n        popover.className
= 'jsoneditor-popover jsoneditor-' + direction;\n\n        var contentRect =
this.editor.content.getBoundingClientRect();\n        var popoverRect = popover.getBoundingClientRect();\n        var
margin = 20; // account for a scroll bar\n        var fit = util.insideRect(contentRect, popoverRect, margin);\n\n        if
(fit) {\n          break;\n        }\n      }\n    }.bind(this);\n\n    // when clicking the error icon, expand all nodes towards
the invalid\n    // child node, and set focus to the child node\n    var child = this.errorChild;\n    if (child) {\n
button.onclick = function showInvalidNode() {\n        child.findParents().forEach(function (parent) {\n
parent.expand(false);\n        });\n\n        child.scrollTo(function () {\n          child.focus();\n        });\n      };\n    }\n\n
// apply the error message to the node\n    while (tdError.firstChild) {\n
tdError.removeChild(tdError.firstChild);\n    }\n    tdError.appendChild(button);\n  }\n  else {\n    if (this.dom.tr) {\n
   util.removeClassName(this.dom.tr, 'jsoneditor-validation-error');\n    }\n\n    if (tdError) {\n
this.dom.tdError.parentNode.removeChild(this.dom.tdError);\n      delete this.dom.tdError;\n    }\n  }\n};\n\n/**\n *
Get the index of this node: the index in the list of childs where this\n * node is part of\n * @return {number | null}
Returns the index, or null if this is the root node\n */\nNode.prototype.getIndex = function () {\n  if (this.parent) {\n
  var index = this.parent.childs.indexOf(this);\n    return index !== -1 ? index : null;\n  }\n  else {\n    return -1;\n
}\n};\n\n/**\n * Set parent node\n * @param {Node} parent\n */\nNode.prototype.setParent = function(parent) {\n
this.parent = parent;\n};\n\n/**\n * Set field\n * @param {String}  field\n * @param {boolean} [fieldEditable]\n
*/\nNode.prototype.setField = function(field, fieldEditable) {\n  this.field = field;\n  this.previousField = field;\n
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this.fieldEditable = (fieldEditable === true);\n};\n\n/**\n * Get field\n * @return {String}\n
*/\nNode.prototype.getField = function() {\n  if (this.field === undefined) {\n    this._getDomField();\n  }\n\n  return
this.field;\n};\n\n/**\n * Set value. Value is a JSON structure or an element String, Boolean, etc.\n * @param {*}
value\n * @param {String} [type]  Specify the type of the value. Can be 'auto',\n *                    'array', 'object', or
'string'\n */\nNode.prototype.setValue = function(value, type) {\n  var childValue, child, visible;\n  var i, j;\n  var
notUpdateDom = false;\n  var previousChilds = this.childs;\n\n  this.type = this._getType(value);\n\n  // check if
type corresponds with the provided type\n  if (type && type !== this.type) {\n    if (type === 'string' && this.type
=== 'auto') {\n      this.type = type;\n    }\n    else {\n      throw new Error('Type mismatch: ' +\n          'cannot cast
value of type \'" + this.type +\n          ' to the specified type \'" + type + '\'");\n    }\n  }\n\n  if (this.type === 'array')
{\n    // array\n    if (!this.childs) {\n      this.childs = [];\n    }\n\n    for (i = 0; i < value.length; i++) {\n      childValue
= value[i];\n      if (childValue !== undefined && !(childValue instanceof Function)) {\n        if (i <
this.childs.length) {\n          // reuse existing child, keep its state\n          child = this.childs[i];\n\n
child.fieldEditable = false;\n          child.index = i;\n          child.setValue(childValue);\n        }\n        else {\n          //
create a new child\n          child = new Node(this.editor, {\n            value: childValue\n          });\n          visible = i <
this.getMaxVisibleChilds();\n          this.appendChild(child, visible, notUpdateDom);\n        }\n      }\n    }\n\n    //
cleanup redundant childs\n    // we loop backward to prevent issues with shifting index numbers\n    for (j =
this.childs.length; j >= value.length; j--) {\n      this.removeChild(this.childs[j], notUpdateDom);\n    }\n  }\n  else if
(this.type === 'object') {\n    // object\n    if (!this.childs) {\n      this.childs = [];\n    }\n\n    // cleanup redundant
childs\n    // we loop backward to prevent issues with shifting index numbers\n    for (j = this.childs.length - 1; j >=
0; j--) {\n      if (!value.hasOwnProperty(this.childs[j].field)) {\n        this.removeChild(this.childs[j],
notUpdateDom);\n      }\n    }\n\n    i = 0;\n    for (var childField in value) {\n      if
(value.hasOwnProperty(childField)) {\n        childValue = value[childField];\n        if (childValue !== undefined &&
!(childValue instanceof Function)) {\n          child = this.findChildByProperty(childField);\n\n          if (child) {\n
    // reuse existing child, keep its state\n            child.setField(childField, true);\n
child.setValue(childValue);\n          }\n          else {\n            // create a new child\n            child = new
Node(this.editor, {\n              field: childField,\n              value: childValue\n            });\n            visible = i <
this.getMaxVisibleChilds();\n            this.appendChild(child, visible, notUpdateDom);\n          }\n        }\n
i++;\n      }\n\n    }\n    this.value = '';\n\n    // sort object keys\n    if (this.editor.options.sortObjectKeys === true) {\n
    this.sort([], 'asc');\n    }\n  }\n  else {\n    // value\n    this.hideChilds();\n\n    delete this.append;\n    delete
this.showMore;\n    delete this.expanded;\n    delete this.childs;\n\n    this.value = value;\n  }\n\n  // recreate the
DOM if switching from an object/array to auto/string or vice versa\n  // needed to recreated the expand button for
example\n  if (Array.isArray(previousChilds) !== Array.isArray(this.childs)) {\n    this.recreateDom();\n  }\n\n
this.updateDom({'updateIndexes': true});\n\n  this.previousValue = this.value; // used only to check for changes in
DOM vs JS model\n};\n\n/**\n * Set internal value\n * @param {*} internalValue  Internal value structure keeping
type,\n *                    order and duplicates in objects\n */\nNode.prototype.setInternalValue =
function(internalValue) {\n  var childValue, child, visible;\n  var i, j;\n  var notUpdateDom = false;\n  var
previousChilds = this.childs;\n\n  this.type = internalValue.type;\n\n  if (internalValue.type === 'array') {\n    //
array\n    if (!this.childs) {\n      this.childs = [];\n    }\n\n    for (i = 0; i < internalValue.childs.length; i++) {\n
childValue = internalValue.childs[i];\n      if (childValue !== undefined && !(childValue instanceof Function)) {\n
    if (i < this.childs.length) {\n          // reuse existing child, keep its state\n          child = this.childs[i];\n\n
child.fieldEditable = false;\n          child.index = i;\n          child.setInternalValue(childValue);\n        }\n        else {\n
          // create a new child\n          child = new Node(this.editor, {\n            internalValue: childValue\n          });\n
  visible = i < this.getMaxVisibleChilds();\n          this.appendChild(child, visible, notUpdateDom);\n        }\n      }\n
  }\n\n    // cleanup redundant childs\n    // we loop backward to prevent issues with shifting index numbers\n    for (j
= this.childs.length; j >= internalValue.childs.length; j--) {\n      this.removeChild(this.childs[j], notUpdateDom);\n
}\n  }\n  else if (internalValue.type === 'object') {\n    // object\n    if (!this.childs) {\n      this.childs = [];\n    }\n\n
for (i = 0; i < internalValue.childs.length; i++) {\n      childValue = internalValue.childs[i];\n      if (childValue !==
undefined && !(childValue instanceof Function)) {\n        if (i < this.childs.length) {\n          // reuse existing child,
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keep its state\n child = this.childs[i];\n\n delete child.index;\n child.setField(childValue.field, true);\n child.setInternalValue(childValue.value);\n }\n else {\n // create a new child\n child = new Node(this.editor, {\n field: childValue.field,\n internalValue: childValue.value\n });\n visible = i < this.getMaxVisibleChilds();\n this.appendChild(child, visible, notUpdateDom);\n }\n }\n }\n\n // cleanup redundant childs\n // we loop backward to prevent issues with shifting index numbers\n for (j = this.childs.length; j >= internalValue.childs.length; j--) {\n this.removeChild(this.childs[j], notUpdateDom);\n }\n }\n else {\n // value\n this.hideChilds();\n\n delete this.append;\n delete this.showMore;\n delete this.expanded;\n delete this.childs;\n\n this.value = internalValue.value;\n }\n\n // recreate the DOM if switching from an object/array to auto/string or vice versa\n // needed to recreated the expand button for example\n if (Array.isArray(previousChilds) !== Array.isArray(this.childs)) {\n this.recreateDom();\n }\n\n this.updateDom({'updateIndexes': true});\n\n this.previousValue = this.value; // used only to check for changes in DOM vs JS model\n};\n\n/**\n * Remove the DOM of this node and it's childs and recreate it again\n */\nNode.prototype.recreateDom = function() {\n if (this.dom && this.dom.tr && this.dom.tr.parentNode) {\n var domAnchor = this._detachFromDom();\n\n this.clearDom();\n\n this._attachToDom(domAnchor);\n }\n else {\n this.clearDom();\n }\n};\n\n/**\n * Get value. Value is a JSON structure\n * @return {*} value\n */\nNode.prototype.getValue = function() {\n if (this.type == 'array') {\n var arr = [];\n this.childs.forEach (function (child) {\n arr.push(child.getValue());\n });\n return arr;\n }\n else if (this.type == 'object') {\n var obj = {};\n this.childs.forEach (function (child) {\n obj[child.getField()] = child.getValue();\n });\n return obj;\n }\n else {\n if (this.value === undefined) {\n this._getDomValue();\n }\n\n return this.value;\n }\n};\n\n/**\n * Get internal value, a structure which maintains ordering and duplicates in objects\n * @return {*} value\n */\nNode.prototype.getInternalValue = function() {\n if (this.type === 'array') {\n return {\n type: this.type,\n childs: this.childs.map (function (child) {\n return child.getInternalValue();\n })\n };\n }\n else if (this.type === 'object') {\n return {\n type: this.type,\n childs: this.childs.map(function (child) {\n return {\n field: child.getField(),\n value: child.getInternalValue()\n }\n })\n };\n }\n else {\n if (this.value === undefined) {\n this._getDomValue();\n }\n\n return {\n type: this.type,\n value: this.value\n };\n }\n};\n\n/**\n * Get the nesting level of this node\n * @return {Number} level\n */\nNode.prototype.getLevel = function() {\n return (this.parent ? this.parent.getLevel() + 1 : 0);\n};\n\n/**\n * Get jsonpath of the current node\n * @return {Node[]} Returns an array with nodes\n */\nNode.prototype.getNodePath = function () {\n var path = this.parent ? this.parent.getNodePath() : [];\n path.push(this);\n return path;\n};\n\n/**\n * Create a clone of a node\n * The complete state of a clone is copied, including whether it is expanded or\n * not. The DOM elements are not cloned.\n * @return {Node} clone\n */\nNode.prototype.clone = function() {\n var clone = new Node(this.editor);\n clone.type = this.type;\n clone.field = this.field;\n clone.fieldInnerText = this.fieldInnerText;\n clone.fieldEditable = this.fieldEditable;\n clone.previousField = this.previousField;\n clone.value = this.value;\n clone.valueInnerText = this.valueInnerText;\n clone.previousValue = this.previousValue;\n clone.expanded = this.expanded;\n clone.visibleChilds = this.visibleChilds;\n\n if (this.childs) {\n // an object or array\n var cloneChilds = [];\n this.childs.forEach(function (child) {\n var childClone = child.clone();\n childClone.setParent(clone);\n cloneChilds.push(childClone);\n });\n clone.childs = cloneChilds;\n }\n else {\n // a value\n clone.childs = undefined;\n }\n\n return clone;\n};\n\n/**\n * Expand this node and optionally its childs.\n * @param {boolean} [recurse] Optional recursion, true by default. When\n * true, all childs will be expanded recursively\n */\nNode.prototype.expand = function(recurse) {\n if (!this.childs) {\n return;\n }\n\n // set this node expanded\n this.expanded = true;\n if (this.dom.expand) {\n this.dom.expand.className = 'jsoneditor-button jsoneditor-expanded';\n }\n\n this.showChilds();\n\n if (recurse !== false) {\n this.childs.forEach(function (child) {\n child.expand(recurse);\n });\n }\n};\n\n/**\n * Collapse this node and optionally its childs.\n * @param {boolean} [recurse] Optional recursion, true by default. When\n * true, all childs will be collapsed recursively\n */\nNode.prototype.collapse = function(recurse) {\n if (!this.childs) {\n return;\n }\n\n this.hideChilds();\n\n // collapse childs in case of recurse\n if (recurse !== false) {\n this.childs.forEach(function (child) {\n child.collapse(recurse);\n });\n\n }\n\n // make this node collapsed\n if (this.dom.expand) {\n

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this.dom.expand.className = 'jsoneditor-button jsoneditor-collapsed';\n  }\n  this.expanded = false;\n};\n\n/**\n * Recursively show all childs when they are expanded\n */\nNode.prototype.showChilds = function() {\n  var childs = this.childs;\n  if (!childs) {\n    return;\n  }\n  if (!this.expanded) {\n    return;\n  }\n\n  var tr = this.dom.tr;\n  var table = tr ? tr.parentNode : undefined;\n  if (table) {\n    // show row with append button\n    var append = this.getAppendDom();\n    if (!append.parentNode) {\n      var nextTr = tr.nextSibling;\n      if (nextTr) {\n table.insertBefore(append, nextTr);\n      }\n      else {\n        table.appendChild(append);\n      }\n    }\n\n    // show childs\n    var iMax = Math.min(this.childs.length, this.visibleChilds);\n    var nextTr = this._getNextTr();\n    for (var i = 0; i < iMax; i++) {\n      var child = this.childs[i];\n      if (!child.getDom().parentNode) {\n table.insertBefore(child.getDom(), nextTr);\n      }\n      child.showChilds();\n    }\n\n    // show \"show more childs\" if limited\n    var showMore = this.getShowMoreDom();\n    var nextTr = this._getNextTr();\n    if (!showMore.parentNode) {\n      table.insertBefore(showMore, nextTr);\n    }\n    this.showMore.updateDom(); // to update the counter\n  }\n};\n\nNode.prototype._getNextTr = function() {\n  if (this.showMore && this.showMore.getDom().parentNode) {\n    return this.showMore.getDom();\n  }\n\n  if (this.append && this.append.getDom().parentNode) {\n    return this.append.getDom();\n  }\n};\n\n/**\n * Hide the node with all its childs\n * @param {{resetVisibleChilds: boolean}} [options]\n */\nNode.prototype.hide = function(options) {\n  var tr = this.dom.tr;\n  var table = tr ? tr.parentNode : undefined;\n  if (table) {\n    table.removeChild(tr);\n  }\n this.hideChilds(options);\n};\n\n\n/**\n * Recursively hide all childs\n * @param {{resetVisibleChilds: boolean}} [options]\n */\nNode.prototype.hideChilds = function(options) {\n  var childs = this.childs;\n  if (!childs) {\n return;\n  }\n  if (!this.expanded) {\n    return;\n  }\n\n  // hide append row\n  var append = this.getAppendDom();\n if (append.parentNode) {\n    append.parentNode.removeChild(append);\n  }\n\n  // hide childs\n this.childs.forEach(function (child) {\n    child.hide();\n  });\n\n  // hide \"show more\" row\n  var showMore = this.getShowMoreDom();\n  if (showMore.parentNode) {\n    showMore.parentNode.removeChild(showMore);\n }\n\n  // reset max visible childs\n  if (!options || options.resetVisibleChilds) {\n    this.visibleChilds = this.getMaxVisibleChilds();\n  }\n};\n\n/**\n * set custom css classes on a node\n */\nNode.prototype._updateCssClassName = function () {\n  if(this.dom.field\n    && this.editor \n    && this.editor.options \n    && typeof this.editor.options.onClassName ==='function'\n    && this.dom.tree){              \n   util.removeAllClassNames(this.dom.tree);              \n      var addClasses = this.editor.options.onClassName({ path: this.getPath(), field: this.field, value: this.value }) || \"\";\n      util.addClassName(this.dom.tree, \"jsoneditor-values \" + addClasses);\n  }\n};\n\nNode.prototype.recursivelyUpdateCssClassesOnNodes = function () {  \n this._updateCssClassName();\n  if (this.childs !== 'undefined') {\n    for (var i = 0; i < this.childs.length; i++) {\n this.childs[i].recursivelyUpdateCssClassesOnNodes();\n    }\n  }  \n}\n\n/**\n * Goes through the path from the node to the root and ensures that it is expanded\n */\nNode.prototype.expandTo = function() {\n  var currentNode = this.parent;\n  while (currentNode) {\n    if (!currentNode.expanded) {\n      currentNode.expand();\n    }\n currentNode = currentNode.parent;\n  }\n};\n\n\n/**\n * Add a new child to the node.\n * Only applicable when Node value is of type array or object\n * @param {Node} node\n * @param {boolean} [visible] If true (default), the child will be rendered\n * @param {boolean} [updateDom]  If true (default), the DOM of both parent\n *          node and appended node will be updated\n *                                  (child count, indexes)\n */\nNode.prototype.appendChild = function(node, visible, updateDom) {\n  if (this._hasChilds()) {\n    // adjust the link to the parent\n    node.setParent(this);\n    node.fieldEditable = (this.type == 'object');\n    if (this.type == 'array') {\n      node.index = this.childs.length;\n    }\n    if (this.type === 'object' && node.field == undefined) {\n      // initialize field value if needed\n      node.setField('');\n    }\n    this.childs.push(node);\n\n    if (this.expanded && visible !== false) {\n      // insert into the DOM, before the appendRow\n      var newTr = node.getDom();\n      var nextTr = this._getNextTr();\n      var table = nextTr ? nextTr.parentNode : undefined;\n      if (nextTr && table) {\n   table.insertBefore(newTr, nextTr);\n      }\n\n      node.showChilds();\n\n      this.visibleChilds++;\n    }\n\n    if (updateDom !== false) {\n      this.updateDom({'updateIndexes': true});\n      node.updateDom({'recurse': true});\n }\n  }\n};\n\n\n/**\n * Move a node from its current parent to this node\n * Only applicable when Node value is of type array or object\n * @param {Node} node\n * @param {Node} beforeNode\n */\nNode.prototype.moveBefore = function(node, beforeNode) {\n  if (this._hasChilds()) {\n    // create a temporary row, to prevent the scroll
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position from jumping\n    // when removing the node\n    var tbody = (this.dom.tr) ? this.dom.tr.parentNode :
undefined;\n    if (tbody) {\n      var trTemp = document.createElement('tr');\n      trTemp.style.height =
tbody.clientHeight + 'px';\n      tbody.appendChild(trTemp);\n    }\n\n    if (node.parent) {\n
node.parent.removeChild(node);\n    }\n\n    if (beforeNode instanceof AppendNode || !beforeNode) {\n      // the
this.childs.length + 1 is to reckon with the node that we're about to add\n      if (this.childs.length + 1 >
this.visibleChilds) {\n        var lastVisibleNode = this.childs[this.visibleChilds - 1];\n        this.insertBefore(node,
lastVisibleNode);\n      }\n      else {\n        this.appendChild(node);\n      }\n    }\n    else {\n
this.insertBefore(node, beforeNode);\n    }\n\n    if (tbody) {\n      tbody.removeChild(trTemp);\n    }\n
}\n};\n\n/**\n * Insert a new child before a given node\n * Only applicable when Node value is of type array or
object\n * @param {Node} node\n * @param {Node} beforeNode\n */\nNode.prototype.insertBefore =
function(node, beforeNode) {\n  if (this._hasChilds()) {\n    this.visibleChilds++;\n\n    // initialize field value if
needed\n    if (this.type === 'object' && node.field == undefined) {\n      node.setField('');\n    }\n\n    if (beforeNode
=== this.append) {\n      // append to the child nodes\n\n      // adjust the link to the parent\n
node.setParent(this);\n      node.fieldEditable = (this.type == 'object');\n      this.childs.push(node);\n    }\n    else {\n
  // insert before a child node\n      var index = this.childs.indexOf(beforeNode);\n      if (index == -1) {\n        throw
new Error('Node not found');\n      }\n\n      // adjust the link to the parent\n      node.setParent(this);\n
node.fieldEditable = (this.type == 'object');\n      this.childs.splice(index, 0, node);\n    }\n\n    if (this.expanded) {\n
  // insert into the DOM\n      var newTr = node.getDom();\n      var nextTr = beforeNode.getDom();\n      var table =
nextTr ? nextTr.parentNode : undefined;\n      if (nextTr && table) {\n        table.insertBefore(newTr, nextTr);\n
}\n\n      node.showChilds();\n      this.showChilds();\n    }\n\n    this.updateDom({'updateIndexes': true});\n
node.updateDom({'recurse': true});\n  }\n};\n\n/**\n * Insert a new child before a given node\n * Only applicable
when Node value is of type array or object\n * @param {Node} node\n * @param {Node} afterNode\n
*/\nNode.prototype.insertAfter = function(node, afterNode) {\n  if (this._hasChilds()) {\n    var index =
this.childs.indexOf(afterNode);\n    var beforeNode = this.childs[index + 1];\n    if (beforeNode) {\n
this.insertBefore(node, beforeNode);\n    }\n    else {\n      this.appendChild(node);\n    }\n  }\n};\n\n/**\n * Search
in this node\n * Searches are case insensitive.\n * @param {String} text\n * @param {Node[]} [results] Array
where search results will be added\n *                          used to count and limit the results whilst iterating\n *
@return {Node[]} results  Array with nodes containing the search text\n */\nNode.prototype.search = function(text,
results) {\n  if (!Array.isArray(results)) {\n    results = [];\n  }\n  var index;\n  var search = text ? text.toLowerCase()
: undefined;\n\n  // delete old search data\n  delete this.searchField;\n  delete this.searchValue;\n\n  // search in
field\n  if (this.field !== undefined && results.length <= this.MAX_SEARCH_RESULTS) {\n    var field =
String(this.field).toLowerCase();\n    index = field.indexOf(search);\n    if (index !== -1) {\n      this.searchField =
true;\n      results.push({\n        'node': this,\n        'elem': 'field'\n      });\n    }\n\n    // update dom\n
this._updateDomField();\n  }\n\n  // search in value\n  if (this._hasChilds()) {\n    // array, object\n\n    // search the
nodes childs\n    if (this.childs) {\n      this.childs.forEach(function (child) {\n        child.search(text, results);\n
});\n    }\n  }\n  else {\n    // string, auto\n    if (this.value !== undefined  && results.length <=
this.MAX_SEARCH_RESULTS) {\n      var value = String(this.value).toLowerCase();\n      index =
value.indexOf(search);\n      if (index !== -1) {\n        this.searchValue = true;\n        results.push({\n          'node':
this,\n          'elem': 'value'\n        });\n      }\n\n      // update dom\n      this._updateDomValue();\n    }\n  }\n\n  return
results;\n};\n\n/**\n * Move the scroll position such that this node is in the visible area.\n * The node will not get
the focus\n * @param {function(boolean)} [callback]\n */\nNode.prototype.scrollTo = function(callback) {\n
this.expandPathToNode();\n\n  if (this.dom.tr && this.dom.tr.parentNode) {\n
this.editor.scrollTo(this.dom.tr.offsetTop, callback);\n  }\n};\n\n/**\n * if the node is not visible, expand its
parents\n */\nNode.prototype.expandPathToNode = function () {\n  var node = this;\n  var recurse = false;\n  while
(node && node.parent) {\n    // expand visible childs of the parent if needed\n    var index = node.parent.type ===
'array'\n        ? node.index\n        : node.parent.childs.indexOf(node);\n    while (node.parent.visibleChilds < index +
1) {\n      node.parent.visibleChilds += this.getMaxVisibleChilds();\n    }\n\n    // expand the parent itself\n
node.parent.expand(recurse);\n    node = node.parent;\n  }\n};\n\n\n// stores the element name currently having the
```

focus\nNode.focusElement = undefined;\n\n/**\n * Set focus to this node\n * @param {String} [elementName]
The field name of the element to get the\n * focus available values: 'drag', 'menu',\n *
'expand', 'field', 'value' (default)\n */\nNode.prototype.focus = function(elementName) {\n
Node.focusElement = elementName;\n\n if (this.dom.tr && this.dom.tr.parentNode) {\n var dom = this.dom;\n\n
switch (elementName) {\n case 'drag':\n if (dom.drag) {\n dom.drag.focus();\n }\n else {\n
dom.menu.focus();\n }\n break;\n\n case 'menu':\n dom.menu.focus();\n break;\n\n case
'expand':\n if (this._hasChilds()) {\n dom.expand.focus();\n }\n else if (dom.field &&
this.fieldEditable) {\n dom.field.focus();\n util.selectContentEditable(dom.field);\n }\n else if
(dom.value && !this._hasChilds()) {\n dom.value.focus();\n util.selectContentEditable(dom.value);\n
}\n else {\n dom.menu.focus();\n }\n break;\n\n case 'field':\n if (dom.field &&
this.fieldEditable) {\n dom.field.focus();\n util.selectContentEditable(dom.field);\n }\n else if
(dom.value && !this._hasChilds()) {\n dom.value.focus();\n util.selectContentEditable(dom.value);\n
}\n else if (this._hasChilds()) {\n dom.expand.focus();\n }\n else {\n dom.menu.focus();\n
}\n break;\n\n case 'value':\n default:\n if (dom.select) {\n // enum select box\n
dom.select.focus();\n }\n else if (dom.value && !this._hasChilds()) {\n dom.value.focus();\n
util.selectContentEditable(dom.value);\n }\n else if (dom.field && this.fieldEditable) {\n
dom.field.focus();\n util.selectContentEditable(dom.field);\n }\n else if (this._hasChilds()) {\n
dom.expand.focus();\n }\n else {\n dom.menu.focus();\n }\n break;\n }\n }\n};\n\n/**\n *
Select all text in an editable div after a delay of 0 ms\n * @param {Element} editableDiv\n */\nNode.select =
function(editableDiv) {\n setTimeout(function () {\n util.selectContentEditable(editableDiv);\n }, 0);\n};\n\n/**\n
* Update the values from the DOM field and value of this node\n */\nNode.prototype.blur = function() {\n //
retrieve the actual field and value from the DOM.\n this._getDomValue(false);\n
this._getDomField(false);\n};\n\n/**\n * Check if given node is a child. The method will check recursively to find\n
* this node.\n * @param {Node} node\n * @return {boolean} containsNode\n */\nNode.prototype.containsNode =
function(node) {\n if (this == node) {\n return true;\n }\n\n var childs = this.childs;\n if (childs) {\n // TODO:
use the js5 Array.some() here?\n for (var i = 0, iMax = childs.length; i < iMax; i++) {\n if
(childs[i].containsNode(node)) {\n return true;\n }\n }\n }\n\n return false;\n};\n\n/**\n * Remove a child
from the node.\n * Only applicable when Node value is of type array or object\n * @param {Node} node The child
node to be removed;\n * @param {boolean} [updateDom] If true (default), the DOM of the parent\n *
node will be updated (like child count)\n * @return {Node | undefined} node The removed node on success,\n *
else undefined\n */\nNode.prototype.removeChild = function(node, updateDom) {\n if
(this.childs) {\n var index = this.childs.indexOf(node);\n\n if (index !== -1) {\n if (index < this.visibleChilds
&& this.expanded) {\n this.visibleChilds--;\n }\n\n node.hide();\n\n // delete old search results\n
delete node.searchField;\n delete node.searchValue;\n\n var removedNode = this.childs.splice(index, 1)[0];\n
removedNode.parent = null;\n\n if (updateDom !== false) {\n this.updateDom({'updateIndexes': true});\n
}\n\n return removedNode;\n }\n }\n\n return undefined;\n};\n\n/**\n * Remove a child node node from this
node\n * This method is equal to Node.removeChild, except that _remove fire an\n * onChange event.\n * @param
{Node} node\n * @private\n */\nNode.prototype._remove = function (node) {\n
this.removeChild(node);\n};\n\n/**\n * Change the type of the value of this Node\n * @param {String} newType\n
*/\nNode.prototype.changeType = function (newType) {\n var oldType = this.type;\n\n if (oldType == newType)
{\n // type is not changed\n return;\n }\n\n if ((newType == 'string' || newType == 'auto') &&\n (oldType ==
'string' || oldType == 'auto')) {\n // this is an easy change\n this.type = newType;\n }\n else {\n // change from
array to object, or from string/auto to object/array\n var domAnchor = this._detachFromDom();\n\n // delete the
old DOM\n this.clearDom();\n\n // adjust the field and the value\n this.type = newType;\n\n // adjust childs\n
if (newType == 'object') {\n if (!this.childs) {\n this.childs = [];\n }\n\n this.childs.forEach(function
(child) {\n child.clearDom();\n delete child.index;\n child.fieldEditable = true;\n if (child.field ==
undefined) {\n child.field = '';\n }\n });\n\n if (oldType == 'string' || oldType == 'auto') {\n
this.expanded = true;\n }\n }\n else if (newType == 'array') {\n if (!this.childs) {\n this.childs = [];\n

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}\n\n    this.childs.forEach(function (child, index) {\n      child.clearDom();\n      child.fieldEditable = false;\n
child.index = index;\n    });\n\n    if (oldType == 'string' || oldType == 'auto') {\n      this.expanded = true;\n
}\n  }\n  else {\n    this.expanded = false;\n  }\n\n  this._attachToDom(domAnchor);\n  }\n\n  if (newType ==
'auto' || newType == 'string') {\n  // cast value to the correct type\n  if (newType == 'string') {\n    this.value =
String(this.value);\n  }\n  else {\n    this.value = this._stringCast(String(this.value));\n  }\n\n  this.focus();\n
}\n\n  this.updateDom({'updateIndexes': true});\n};\n\n/**\n * Test whether the JSON contents of this node are deep
equal to provided JSON object.\n * @param {*} json\n */\nNode.prototype.deepEqual = function (json) {\n  var
i;\n\n  if (this.type === 'array') {\n  if (!Array.isArray(json)) {\n    return false;\n  }\n\n  if (this.childs.length
!== json.length) {\n    return false;\n  }\n\n  for (i = 0; i < this.childs.length; i++) {\n    if
(!this.childs[i].deepEqual(json[i])) {\n      return false;\n    }\n  }\n  }\n  else if (this.type === 'object') {\n  if
(typeof json !== 'object' || !json) {\n    return false;\n  }\n\n  // TODO: for better efficiency, we could create a
property `isDuplicate` on all of the childs\n  // and keep that up to date. This should make deepEqual about 20%
faster.\n  var props = {};\n  var propCount = 0;\n  for (i = 0; i < this.childs.length; i++) {\n    var child =
this.childs[i];\n    if (!props[child.field]) {\n      // We can have childs with duplicate field names.\n      // We take
the first, and ignore the others.\n      props[child.field] = true;\n      propCount++;\n\n      if (!(child.field in json))
{\n        return false;\n      }\n\n      if (!child.deepEqual(json[child.field])) {\n        return false;\n      }\n    }\n
}\n\n  if (propCount !== Object.keys(json).length) {\n    return false;\n  }\n  }\n  else {\n  if (this.value !==
json) {\n    return false;\n  }\n  }\n\n  return true;\n};\n\n/**\n * Retrieve value from DOM\n * @param {boolean}
[silent]  If true (default), no errors will be thrown in\n *                    case of invalid data\n * @private\n
*/\nNode.prototype._getDomValue = function(silent) {\n  if (this.dom.value && this.type != 'array' && this.type !=
'object') {\n  this.valueInnerText = util.getInnerText(this.dom.value);\n  }\n\n  if (this.valueInnerText != undefined)
{\n  try {\n    // retrieve the value\n    var value;\n    if (this.type == 'string') {\n      value =
this._unescapeHTML(this.valueInnerText);\n    }\n    else {\n      var str =
this._unescapeHTML(this.valueInnerText);\n      value = this._stringCast(str);\n    }\n    if (value !== this.value)
{\n      this.value = value;\n      this._debouncedOnChangeValue();\n    }\n  }\n  catch (err) {\n    this.value =
undefined;\n    // TODO: sent an action with the new, invalid value?\n    if (silent !== true) {\n      throw err;\n
}\n  }\n  }\n};\n\n/**\n * Handle a changed value\n * @private\n */\nNode.prototype._onChangeValue = function
() {\n  // get current selection, then override the range such that we can select\n  // the added/removed text on
undo/redo\n  var oldSelection = this.editor.getDomSelection();\n  if (oldSelection.range) {\n  var undoDiff =
util.textDiff(String(this.value), String(this.previousValue));\n  oldSelection.range.startOffset = undoDiff.start;\n
oldSelection.range.endOffset = undoDiff.end;\n  }\n  var newSelection = this.editor.getDomSelection();\n  if
(newSelection.range) {\n  var redoDiff = util.textDiff(String(this.previousValue), String(this.value));\n
newSelection.range.startOffset = redoDiff.start;\n  newSelection.range.endOffset = redoDiff.end;\n  }\n\n
this.editor._onAction('editValue', {\n  path: this.getInternalPath(),\n  oldValue: this.previousValue,\n  newValue:
this.value,\n  oldSelection: oldSelection,\n  newSelection: newSelection\n  });\n\n  this.previousValue =
this.value;\n};\n\n/**\n * Handle a changed field\n * @private\n */\nNode.prototype._onChangeField = function ()
{\n  // get current selection, then override the range such that we can select\n  // the added/removed text on
undo/redo\n  var oldSelection = this.editor.getDomSelection();\n  var previous = this.previousField || '';\n  if
(oldSelection.range) {\n  var undoDiff = util.textDiff(this.field, previous);\n  oldSelection.range.startOffset =
undoDiff.start;\n  oldSelection.range.endOffset = undoDiff.end;\n  }\n  var newSelection =
this.editor.getDomSelection();\n  if (newSelection.range) {\n  var redoDiff = util.textDiff(previous, this.field);\n
newSelection.range.startOffset = redoDiff.start;\n  newSelection.range.endOffset = redoDiff.end;\n  }\n\n
this.editor._onAction('editField', {\n  parentPath: this.parent.getInternalPath(),\n  index: this.getIndex(),\n
oldValue: this.previousField,\n  newValue: this.field,\n  oldSelection: oldSelection,\n  newSelection:
newSelection\n  });\n\n  this.previousField = this.field;\n};\n\n/**\n * Update dom value:\n * - the text color of the
value, depending on the type of the value\n * - the height of the field, depending on the width\n * - background color
in case it is empty\n * @private\n */\nNode.prototype._updateDomValue = function () {\n  var domValue =
this.dom.value;\n  if (domValue) {\n  var classNames = ['jsoneditor-value'];\n\n  // set text color depending on
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value type\n    var value = this.value;\n    var type = (this.type == 'auto') ? util.type(value) : this.type;\n    var isUrl =
type == 'string' && util.isUrl(value);\n    classNames.push('jsoneditor-' + type);\n    if (isUrl) {\n
classNames.push('jsoneditor-url');\n    }\n\n    // visual styling when empty\n    var isEmpty = (String(this.value) == ''
&& this.type != 'array' && this.type != 'object');\n    if (isEmpty) {\n      classNames.push('jsoneditor-empty');\n
}\n\n    // highlight when there is a search result\n    if (this.searchValueActive) {\n      classNames.push('jsoneditor-
highlight-active');\n    }\n    if (this.searchValue) {\n      classNames.push('jsoneditor-highlight');\n    }\n\n
domValue.className = classNames.join(' ');\n\n    // update title\n    if (type == 'array' || type == 'object') {\n      var
count = this.childs ? this.childs.length : 0;\n      domValue.title = this.type + ' containing ' + count + ' items';\n    }\n
else if (isUrl && this.editable.value) {\n      domValue.title = translate('openUrl');\n    }\n    else {\n
domValue.title = '';\n    }\n\n    // show checkbox when the value is a boolean\n    if (type === 'boolean' &&
this.editable.value) {\n      if (!this.dom.checkbox) {\n        this.dom.checkbox = document.createElement('input');\n
    this.dom.checkbox.type = 'checkbox';\n        this.dom.tdCheckbox = document.createElement('td');\n
this.dom.tdCheckbox.className = 'jsoneditor-tree';\n
this.dom.tdCheckbox.appendChild(this.dom.checkbox);\n\n
this.dom.tdValue.parentNode.insertBefore(this.dom.tdCheckbox, this.dom.tdValue);\n      }\n\n
this.dom.checkbox.checked = this.value;\n    }\n    else {\n      // cleanup checkbox when displayed\n      if
(this.dom.tdCheckbox) {\n        this.dom.tdCheckbox.parentNode.removeChild(this.dom.tdCheckbox);\n        delete
this.dom.tdCheckbox;\n        delete this.dom.checkbox;\n      }\n    }\n\n    // create select box when this node has an
enum object\n    if (this.enum && this.editable.value) {\n      if (!this.dom.select) {\n        this.dom.select =
document.createElement('select');\n        this.id = this.field + \"_\" + new Date().getUTCMilliseconds();\n
this.dom.select.id = this.id;\n        this.dom.select.name = this.dom.select.id;\n\n        //Create the default empty
option\n        this.dom.select.option = document.createElement('option');\n        this.dom.select.option.value = '';\n
 this.dom.select.option.innerHTML = '--';\n        this.dom.select.appendChild(this.dom.select.option);\n\n
//Iterate all enum values and add them as options\n        for(var i = 0; i < this.enum.length; i++) {\n
this.dom.select.option = document.createElement('option');\n          this.dom.select.option.value = this.enum[i];\n
  this.dom.select.option.innerHTML = this.enum[i];\n          if(this.dom.select.option.value == this.value){\n
this.dom.select.option.selected = true;\n          }\n          this.dom.select.appendChild(this.dom.select.option);\n
}\n\n        this.dom.tdSelect = document.createElement('td');\n        this.dom.tdSelect.className = 'jsoneditor-tree';\n
      this.dom.tdSelect.appendChild(this.dom.select);\n
this.dom.tdValue.parentNode.insertBefore(this.dom.tdSelect, this.dom.tdValue);\n      }\n\n      // If the enum is
inside a composite type display\n      // both the simple input and the dropdown field\n      if(this.schema && (\n
!this.schema.hasOwnProperty(\"oneOf\") &&\n          !this.schema.hasOwnProperty(\"anyOf\") &&\n
!this.schema.hasOwnProperty(\"allOf\"))\n      ) {\n        this.valueFieldHTML = this.dom.tdValue.innerHTML;\n
 this.dom.tdValue.style.visibility = 'hidden';\n        this.dom.tdValue.innerHTML = '';\n      } else {\n        delete
this.valueFieldHTML;\n      }\n    }\n    else {\n      // cleanup select box when displayed\n      if (this.dom.tdSelect)
{\n        this.dom.tdSelect.parentNode.removeChild(this.dom.tdSelect);\n        delete this.dom.tdSelect;\n        delete
this.dom.select;\n        this.dom.tdValue.innerHTML = this.valueFieldHTML;\n        this.dom.tdValue.style.visibility
= '';\n        delete this.valueFieldHTML;\n      }\n    }\n\n    // show color picker when value is a color\n    if
(this.editable.value &&\n        this.editor.options.colorPicker &&\n        typeof value === 'string' &&\n
util.isValidColor(value)) {\n\n      if (!this.dom.color) {\n        this.dom.color = document.createElement('div');\n
this.dom.color.className = 'jsoneditor-color';\n\n        this.dom.tdColor = document.createElement('td');\n
this.dom.tdColor.className = 'jsoneditor-tree';\n        this.dom.tdColor.appendChild(this.dom.color);\n\n
this.dom.tdValue.parentNode.insertBefore(this.dom.tdColor, this.dom.tdValue);\n\n        // this is a bit hacky,
overriding the text color like this. find a nicer solution\n        this.dom.value.style.color = '#1A1A1A';\n      }\n\n
// update the color background\n      this.dom.color.style.backgroundColor = value;\n    }\n    else {\n      // cleanup
color picker when displayed\n      this._deleteDomColor();\n    }\n\n    // show date tag when value is a timestamp in
milliseconds\n    if (this.editor.options.timestampTag &&\n        typeof value === 'number' &&\n        value >
YEAR_2000 &&\n        !isNaN(new Date(value).valueOf())) {\n\n      if (!this.dom.date) {\n        this.dom.date =
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document.createElement('div');\n this.dom.date.className = 'jsoneditor-date'\n this.dom.value.parentNode.appendChild(this.dom.date);\n }\n\n this.dom.date.innerHTML = new Date(value).toISOString();\n this.dom.date.title = new Date(value).toString();\n }\n else {\n // cleanup date tag\n if (this.dom.date) {\n this.dom.date.parentNode.removeChild(this.dom.date);\n delete this.dom.date;\n }\n }\n\n // strip formatting from the contents of the editable div\n util.stripFormatting(domValue);\n }\n};\n\nNode.prototype._deleteDomColor = function () {\n if (this.dom.color) {\n this.dom.tdColor.parentNode.removeChild(this.dom.tdColor);\n delete this.dom.tdColor;\n delete this.dom.color;\n\n this.dom.value.style.color = '';\n }\n}\n\n/**\n * Update dom field:\n * - the text color of the field, depending on the text\n * - the height of the field, depending on the width\n * - background color in case it is empty\n * @private\n */\nNode.prototype._updateDomField = function () {\n var domField = this.dom.field;\n if (domField) {\n // make backgound color lightgray when empty\n var isEmpty = (String(this.field) == '' && this.parent.type != 'array');\n if (isEmpty) {\n util.addClassName(domField, 'jsoneditor-empty');\n }\n else {\n util.removeClassName(domField, 'jsoneditor-empty');\n }\n\n // highlight when there is a search result\n if (this.searchFieldActive) {\n util.addClassName(domField, 'jsoneditor-highlight-active');\n }\n else {\n util.removeClassName(domField, 'jsoneditor-highlight-active');\n }\n if (this.searchField) {\n util.addClassName(domField, 'jsoneditor-highlight');\n }\n else {\n util.removeClassName(domField, 'jsoneditor-highlight');\n }\n\n // strip formatting from the contents of the editable div\n util.stripFormatting(domField);\n }\n};\n\n/**\n * Retrieve field from DOM\n * @param {boolean} [silent] If true (default), no errors will be thrown in\n * case of invalid data\n * @private\n */\nNode.prototype._getDomField = function(silent) {\n if (this.dom.field && this.fieldEditable) {\n this.fieldInnerText = util.getInnerText(this.dom.field);\n }\n\n if (this.fieldInnerText != undefined) {\n try {\n var field = this._unescapeHTML(this.fieldInnerText);\n\n if (field !== this.field) {\n this.field = field;\n this._debouncedOnChangeField();\n }\n }\n catch (err) {\n this.field = undefined;\n // TODO: sent an action here, with the new, invalid value?\n if (silent !== true) {\n throw err;\n }\n }\n }\n};\n\n/**\n * Validate this node and all it's childs\n * @return {Array.<{node: Node, error: {message: string}}>} Returns a list with duplicates\n */\nNode.prototype.validate = function () {\n var errors = [];\n\n // find duplicate keys\n if (this.type === 'object') {\n var keys = {};\n var duplicateKeys = [];\n for (var i = 0; i < this.childs.length; i++) {\n var child = this.childs[i];\n if (keys.hasOwnProperty(child.field)) {\n duplicateKeys.push(child.field);\n }\n keys[child.field] = true;\n }\n\n if (duplicateKeys.length > 0) {\n errors = this.childs\n .filter(function (node) {\n return duplicateKeys.indexOf(node.field) !== -1;\n })\n .map(function (node) {\n return {\n node: node,\n error: {\n message: translate('duplicateKey') + ' \'" + node.field + '\"'\n }\n }\n });\n }\n }\n\n // recurse over the childs\n if (this.childs) {\n for (var i = 0; i < this.childs.length; i++) {\n var e = this.childs[i].validate();\n if (e.length > 0) {\n errors = errors.concat(e);\n }\n }\n }\n\n return errors;\n};\n\n/**\n * Clear the dom of the node\n */\nNode.prototype.clearDom = function() {\n // TODO: hide the node first?\n //this.hide();\n // TODO: recursively clear dom?\n\n this.dom = {};\n};\n\n/**\n * Get the HTML DOM TR element of the node.\n * The dom will be generated when not yet created\n * @return {Element} tr HTML DOM TR Element\n */\nNode.prototype.getDom = function() {\n var dom = this.dom;\n if (dom.tr) {\n return dom.tr;\n }\n\n this._updateEditability();\n\n // create row\n dom.tr = document.createElement('tr');\n dom.tr.node = this;\n\n if (this.editor.options.mode === 'tree') { // note: we take here the global setting\n var tdDrag = document.createElement('td');\n if (this.editable.field) {\n // create draggable area\n if (this.parent) {\n var domDrag = document.createElement('button');\n domDrag.type = 'button';\n dom.drag = domDrag;\n domDrag.className = 'jsoneditor-button jsoneditor-dragarea';\n domDrag.title = translate('drag');\n tdDrag.appendChild(domDrag);\n }\n }\n dom.tr.appendChild(tdDrag);\n\n // create context menu\n var tdMenu = document.createElement('td');\n var menu = document.createElement('button');\n menu.type = 'button';\n dom.menu = menu;\n menu.className = 'jsoneditor-button jsoneditor-contextmenu';\n menu.title = translate('actionsMenu');\n tdMenu.appendChild(dom.menu);\n dom.tr.appendChild(tdMenu);\n }\n\n // create tree and field\n var tdField = document.createElement('td');\n dom.tr.appendChild(tdField);\n dom.tree =

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this._createDomTree();\n  tdField.appendChild(dom.tree);\n\n  this.updateDom({'updateIndexes': true});\n\n  return
dom.tr;\n};\n\n/**\n * Test whether a Node is rendered and visible\n * @returns {boolean}\n
*/\nNode.prototype.isVisible = function () {\n  return this.dom && this.dom.tr && this.dom.tr.parentNode ||
false\n};\n\n/**\n * DragStart event, fired on mousedown on the dragarea at the left side of a Node\n * @param
{Node[] | Node} nodes\n * @param {Event} event\n */\nNode.onDragStart = function (nodes, event) {\n  if
(!Array.isArray(nodes)) {\n    return Node.onDragStart([nodes], event);\n  }\n  if (nodes.length === 0) {\n
return;\n  }\n\n  var firstNode = nodes[0];\n  var lastNode = nodes[nodes.length - 1];\n  var parent =
firstNode.parent;\n  var draggedNode = Node.getNodeFromTarget(event.target);\n  var editor = firstNode.editor;\n\n
// in case of multiple selected nodes, offsetY prevents the selection from\n  // jumping when you start dragging one
of the lower down nodes in the selection\n  var offsetY = util.getAbsoluteTop(draggedNode.dom.tr) -
util.getAbsoluteTop(firstNode.dom.tr);\n\n  if (!editor.mousemove) {\n    editor.mousemove =
util.addEventListener(window, 'mousemove', function (event) {\n      Node.onDrag(nodes, event);\n    });\n  }\n\n  if
(!editor.mouseup) {\n    editor.mouseup = util.addEventListener(window, 'mouseup',function (event ) {\n
Node.onDragEnd(nodes, event);\n    });\n  }\n\n  editor.highlighter.lock();\n  editor.drag = {\n    oldCursor:
document.body.style.cursor,\n    oldSelection: editor.getDomSelection(),\n    oldPaths:
nodes.map(getInternalPath),\n    oldParent: parent,\n    oldNextNode: parent.childs[lastNode.getIndex() + 1] ||
parent.append,\n    oldParentPathRedo: parent.getInternalPath(),\n    oldIndexRedo: firstNode.getIndex(),\n
mouseX: event.pageX,\n    offsetY: offsetY,\n    level: firstNode.getLevel()\n  };\n  document.body.style.cursor =
'move';\n\n  event.preventDefault();\n};\n\n/**\n * Drag event, fired when moving the mouse while dragging a
Node\n * @param {Node[] | Node} nodes\n * @param {Event} event\n */\nNode.onDrag = function (nodes, event)
{\n  if (!Array.isArray(nodes)) {\n    return Node.onDrag([nodes], event);\n  }\n  if (nodes.length === 0) {\n
return;\n  }\n\n  // TODO: this method has grown too large. Split it in a number of methods\n  var editor =
nodes[0].editor;\n  var mouseY = event.pageY - editor.drag.offsetY;\n  var mouseX = event.pageX;\n  var trThis,
trPrev, trNext, trFirst, trLast, trRoot;\n  var nodePrev, nodeNext;\n  var topThis, topPrev, topFirst, heightThis,
bottomNext, heightNext;\n  var moved = false;\n\n  // TODO: add an ESC option, which resets to the original
position\n\n  // move up/down\n  var firstNode = nodes[0];\n  trThis = firstNode.dom.tr;\n  topThis =
util.getAbsoluteTop(trThis);\n  heightThis = trThis.offsetHeight;\n  if (mouseY < topThis) {\n    // move up\n
trPrev = trThis;\n    do {\n      trPrev = trPrev.previousSibling;\n      nodePrev = Node.getNodeFromTarget(trPrev);\n
    topPrev = trPrev ? util.getAbsoluteTop(trPrev) : 0;\n    }\n    while (trPrev && mouseY < topPrev);\n\n    if
(nodePrev && !nodePrev.parent) {\n      nodePrev = undefined;\n    }\n\n    if (!nodePrev) {\n      // move to the first
node\n      trRoot = trThis.parentNode.firstChild;\n      trPrev = trRoot ? trRoot.nextSibling : undefined;\n
nodePrev = Node.getNodeFromTarget(trPrev);\n      if (nodePrev == firstNode) {\n        nodePrev = undefined;\n
}\n    }\n\n    if (nodePrev && nodePrev.isVisible()) {\n      // check if mouseY is really inside the found node\n
trPrev = nodePrev.dom.tr;\n      topPrev = trPrev ? util.getAbsoluteTop(trPrev) : 0;\n      if (mouseY > topPrev +
heightThis) {\n        nodePrev = undefined;\n      }\n    }\n\n    if (nodePrev) {\n      nodes.forEach(function (node)
{\n        nodePrev.parent.moveBefore(node, nodePrev);\n      });\n      moved = true;\n    }\n  }\n  else {\n    // move
down\n    var lastNode = nodes[nodes.length - 1];\n    trLast = (lastNode.expanded && lastNode.append) ?
lastNode.append.getDom() : lastNode.dom.tr;\n    trFirst = trLast ? trLast.nextSibling : undefined;\n    if (trFirst) {\n
    topFirst = util.getAbsoluteTop(trFirst);\n      trNext = trFirst;\n      do {\n        nodeNext =
Node.getNodeFromTarget(trNext);\n        if (trNext) {\n          bottomNext = trNext.nextSibling ?\n
util.getAbsoluteTop(trNext.nextSibling) : 0;\n          heightNext = trNext ? (bottomNext - topFirst) : 0;\n\n          if
(nodeNext &&\n              nodeNext.parent.childs.length == nodes.length &&\n
nodeNext.parent.childs[nodes.length - 1] == lastNode) {\n            // We are about to remove the last child of this
parent,\n            // which will make the parents appendNode visible.\n            topThis += 27;\n            // TODO:
dangerous to suppose the height of the appendNode a constant of 27 px.\n          }\n\n          trNext =
trNext.nextSibling;\n        }\n      }\n      while (trNext && mouseY > topThis + heightNext);\n\n      if (nodeNext
&& nodeNext.parent) {\n        // calculate the desired level\n        var diffX = (mouseX - editor.drag.mouseX);\n
var diffLevel = Math.round(diffX / 24 / 2);\n        var level = editor.drag.level + diffLevel; // desired level\n        var
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levelNext = nodeNext.getLevel();     // level to be\n\n        // find the best fitting level (move upwards over the
append nodes)\n        trPrev = nodeNext.dom.tr && nodeNext.dom.tr.previousSibling;\n        while (levelNext <
level && trPrev) {\n          nodePrev = Node.getNodeFromTarget(trPrev);\n\n          var isDraggedNode =
nodes.some(function (node) {\n            return node === nodePrev || nodePrev.isDescendantOf(node);\n          });\n\n
      if (isDraggedNode) {\n            // neglect the dragged nodes themselves and their childs\n          }\n          else if
(nodePrev instanceof AppendNode) {\n            var childs = nodePrev.parent.childs;\n            if (childs.length !=
nodes.length || childs[nodes.length - 1] != lastNode) {\n              // non-visible append node of a list of childs\n
  // consisting of not only this node (else the\n              // append node will change into a visible \"empty\"\n
// text when removing this node).\n              nodeNext = Node.getNodeFromTarget(trPrev);\n              levelNext =
nodeNext.getLevel();\n            }\n            else {\n              break;\n            }\n          }\n          else {\n            break;\n
      }\n\n          trPrev = trPrev.previousSibling;\n        }\n\n        if (nodeNext instanceof AppendNode &&
!nodeNext.isVisible() &&\n            nodeNext.parent.showMore.isVisible()) {\n          nodeNext =
nodeNext._nextNode();\n        }\n\n        // move the node when its position is changed\n        if (nodeNext &&
nodeNext.dom.tr && trLast.nextSibling != nodeNext.dom.tr) {\n          nodes.forEach(function (node) {\n
nodeNext.parent.moveBefore(node, nodeNext);\n          });\n          moved = true;\n        }\n      }\n    }\n  }\n\n  if
(moved) {\n    // update the dragging parameters when moved\n    editor.drag.mouseX = mouseX;\n
editor.drag.level = firstNode.getLevel();\n  }\n\n  // auto scroll when hovering around the top of the editor\n
editor.startAutoScroll(mouseY);\n\n  event.preventDefault();\n};\n\n/**\n * Drag event, fired on mouseup after
having dragged a node\n * @param {Node[] | Node} nodes\n * @param {Event} event\n */\nNode.onDragEnd =
function (nodes, event) {\n  if (!Array.isArray(nodes)) {\n    return Node.onDrag([nodes], event);\n  }\n  if
(nodes.length === 0) {\n    return;\n  }\n\n  var firstNode = nodes[0];\n  var editor = firstNode.editor;\n\n  // set
focus to the context menu button of the first node\n  if (nodes[0]) {\n    nodes[0].dom.menu.focus();\n  }\n\n  var
oldParentPath = editor.drag.oldParent.getInternalPath();\n  var newParentPath =
firstNode.parent.getInternalPath();\n  var sameParent = editor.drag.oldParent === firstNode.parent;\n  var oldIndex
= editor.drag.oldNextNode.getIndex();\n  var newIndex = firstNode.getIndex();\n  var oldParentPathRedo =
editor.drag.oldParentPathRedo;\n\n  var oldIndexRedo = editor.drag.oldIndexRedo;\n  var newIndexRedo =
(sameParent && oldIndexRedo < newIndex)\n      ? (newIndex + nodes.length)\n      : newIndex;\n\n  if
(!sameParent || oldIndexRedo !== newIndex) {\n    // only register this action if the node is actually moved to
another place\n    editor._onAction('moveNodes', {\n      count: nodes.length,\n      fieldNames:
nodes.map(getField),\n\n      oldParentPath: oldParentPath,\n      newParentPath: newParentPath,\n      oldIndex:
oldIndex,\n      newIndex: newIndex,\n\n      oldIndexRedo: oldIndexRedo,\n      newIndexRedo: newIndexRedo,\n
  oldParentPathRedo: oldParentPathRedo,\n      newParentPathRedo: null, // This is a hack, value will be filled in
during undo\n\n      oldSelection: editor.drag.oldSelection,\n      newSelection: editor.getDomSelection()\n    });\n
}\n\n  document.body.style.cursor = editor.drag.oldCursor;\n  editor.highlighter.unlock();\n  nodes.forEach(function
(node) {\n    node.updateDom();\n\n    if (event.target !== node.dom.drag && event.target !== node.dom.menu) {\n
    editor.highlighter.unhighlight();\n    }\n  });\n  delete editor.drag;\n\n  if (editor.mousemove) {\n
util.removeEventListener(window, 'mousemove', editor.mousemove);\n    delete editor.mousemove;\n  }\n  if
(editor.mouseup) {\n    util.removeEventListener(window, 'mouseup', editor.mouseup);\n    delete editor.mouseup;\n
}\n\n  // Stop any running auto scroll\n  editor.stopAutoScroll();\n\n  event.preventDefault();\n};\n\n/**\n * Test if
this node is a sescendant of an other node\n * @param {Node} node\n * @return {boolean} isDescendant\n *
@private\n */\nNode.prototype.isDescendantOf = function (node) {\n  var n = this.parent;\n  while (n) {\n    if (n ==
node) {\n      return true;\n    }\n    n = n.parent;\n  }\n\n  return false;\n};\n\n/**\n * Create an editable field\n *
@return {Element} domField\n * @private\n */\nNode.prototype._createDomField = function () {\n  return
document.createElement('div');\n};\n\n/**\n * Set highlighting for this node and all its childs.\n * Only applied to
the currently visible (expanded childs)\n * @param {boolean} highlight\n */\nNode.prototype.setHighlight =
function (highlight) {\n  if (this.dom.tr) {\n    if (highlight) {\n      util.addClassName(this.dom.tr, 'jsoneditor-
highlight');\n    }\n    else {\n      util.removeClassName(this.dom.tr, 'jsoneditor-highlight');\n    }\n\n    if
(this.append) {\n      this.append.setHighlight(highlight);\n    }\n\n    if (this.childs) {\n
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this.childs.forEach(function (child) {\n        child.setHighlight(highlight);\n      });\n    }\n  }\n};\n\n/**\n * Select or
deselect a node\n * @param {boolean} selected\n * @param {boolean} [isFirst]\n */\nNode.prototype.setSelected =
function (selected, isFirst) {\n  this.selected = selected;\n\n  if (this.dom.tr) {\n    if (selected) {\n
util.addClassName(this.dom.tr, 'jsoneditor-selected');\n    }\n    else {\n      util.removeClassName(this.dom.tr,
'jsoneditor-selected');\n    }\n\n    if (isFirst) {\n      util.addClassName(this.dom.tr, 'jsoneditor-first');\n    }\n    else
{\n      util.removeClassName(this.dom.tr, 'jsoneditor-first');\n    }\n\n    if (this.append) {\n
this.append.setSelected(selected);\n    }\n\n    if (this.showMore) {\n      this.showMore.setSelected(selected);\n
}\n\n    if (this.childs) {\n      this.childs.forEach(function (child) {\n        child.setSelected(selected);\n      });\n    }\n
}\n};\n\n/**\n * Update the value of the node. Only primitive types are allowed, no Object\n * or Array is allowed.\n
* @param {String | Number | Boolean | null} value\n */\nNode.prototype.updateValue = function (value) {\n
this.value = value;\n  this.previousValue = value;\n  this.updateDom();\n};\n\n/**\n * Update the field of the node.\n
* @param {String} field\n */\nNode.prototype.updateField = function (field) {\n  this.field = field;\n
this.previousField = field;\n  this.updateDom();\n};\n\n/**\n * Update the HTML DOM, optionally recursing
through the childs\n * @param {Object} [options] Available parameters:\n *                    {boolean} [recurse]
 If true, the\n *                    DOM of the childs will be updated recursively.\n *                    False by
default.\n *                    {boolean} [updateIndexes]   If true, the childs\n *                    indexes of the node
will be updated too. False by\n *                    default.\n */\nNode.prototype.updateDom = function (options) {\n
// update level indentation\n  var domTree = this.dom.tree;\n  if (domTree) {\n    domTree.style.marginLeft =
this.getLevel() * 24 + 'px';\n  }\n\n  // apply field to DOM\n  var domField = this.dom.field;\n  if (domField) {\n    if
(this.fieldEditable) {\n      // parent is an object\n      domField.contentEditable = this.editable.field;\n
domField.spellcheck = false;\n      domField.className = 'jsoneditor-field';\n      // add title from schema description
to show the tips for user input\n      domField.title = Node._findSchema(this.editor.options.schema || {},
this.editor.options.schemaRefs || {}, this.getPath())['description'] || '';\n    }\n    else {\n      // parent is an array this is
the root node\n      domField.contentEditable = false;\n      domField.className = 'jsoneditor-readonly';\n    }\n\n
var fieldText;\n    if (this.index != undefined) {\n      fieldText = this.index;\n    }\n    else if (this.field != undefined)
{\n      fieldText = this.field;\n    }\n    else if (this._hasChilds()) {\n      fieldText = this.type;\n    }\n    else {\n
fieldText = '';\n    }\n    domField.innerHTML = this._escapeHTML(fieldText);\n\n    this._updateSchema();\n  }\n\n
// apply value to DOM\n  var domValue = this.dom.value;\n  if (domValue) {\n    if (this.type == 'array') {\n
this.updateNodeName();\n      util.addClassName(this.dom.tr, 'jsoneditor-expandable');\n    }\n    else if (this.type ==
'object') {\n      this.updateNodeName();\n      util.addClassName(this.dom.tr, 'jsoneditor-expandable');\n    }\n    else
{\n      domValue.innerHTML = this._escapeHTML(this.value);\n      util.removeClassName(this.dom.tr, 'jsoneditor-
expandable');\n    }\n  }\n\n  // update field and value\n  this._updateDomField();\n  this._updateDomValue();\n   \n
this._updateCssClassName();\n\n  // update childs indexes\n  if (options && options.updateIndexes === true) {\n
// updateIndexes is true or undefined\n    this._updateDomIndexes();\n  }\n\n  // update childs recursively\n  if
(options && options.recurse === true) {\n    if (this.childs) {\n      this.childs.forEach(function (child) {\n
child.updateDom(options);\n      });\n    }\n  }\n\n  // update rendering of error\n  if (this.error) {\n
this.updateError()\n  }\n\n  // update row with append button\n  if (this.append) {\n    this.append.updateDom();\n
}\n\n  // update \"show more\" text at the bottom of large arrays\n  if (this.showMore) {\n
this.showMore.updateDom();\n  }\n};\n\n/**\n * Locate the JSON schema of the node and check for any enum
type\n * @private\n */\nNode.prototype._updateSchema = function () {\n  //Locating the schema of the node and
checking for any enum type\n  if(this.editor && this.editor.options) {\n    // find the part of the json schema
matching this nodes path\n    this.schema = this.editor.options.schema\n        // fix childSchema with $ref, and not
display the select element on the child schema because of not found enum\n        ?
Node._findSchema(this.editor.options.schema, this.editor.options.schemaRefs || {}, this.getPath())\n        : null;\n
if (this.schema) {\n      this.enum = Node._findEnum(this.schema);\n    }\n    else {\n      delete this.enum;\n    }\n
}\n};\n\n/**\n * find an enum definition in a JSON schema, as property `enum` or inside\n * one of the schemas
composites (`oneOf`, `anyOf`, `allOf`)\n * @param  {Object} schema\n * @return {Array | null} Returns the enum
when found, null otherwise.\n * @private\n */\nNode._findEnum = function (schema) {\n  if (schema.enum) {\n
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return schema.enum;\n  }\n\n  var composite = schema.oneOf || schema.anyOf || schema.allOf;\n  if (composite) {\n
var match = composite.filter(function (entry) {return entry.enum});\n    if (match.length > 0) {\n      return
match[0].enum;\n    }\n  }\n\n  return null\n};\n\n/**\n * Return the part of a JSON schema matching given path.\n *
@param {Object} schema\n * @param {Object} schemaRefs\n * @param {Array.<string | number>} path\n *
@return {Object | null}\n * @private\n */\nNode._findSchema = function (schema, schemaRefs, path) {\n  var
childSchema = schema;\n  var foundSchema = childSchema;\n\n  var allSchemas = schema.oneOf || schema.anyOf ||
schema.allOf;\n  if (!allSchemas) {\n    allSchemas = [schema];\n  }\n\n  for (var j = 0; j < allSchemas.length; j++)
{\n    childSchema = allSchemas[j];\n\n    for (var i = 0; i < path.length && childSchema; i++) {\n      var key =
path[i];\n\n      // fix childSchema with $ref, and not display the select element on the child schema because of not
found enum\n      if (typeof key === 'string' && childSchema['$ref']) {\n        childSchema =
schemaRefs[childSchema['$ref']];\n        if (childSchema) {\n          foundSchema =
Node._findSchema(childSchema, schemaRefs, path.slice(i, path.length));\n        }\n      }\n      else if (typeof key
=== 'string' && childSchema.patternProperties && i == path.length - 1) {\n        for (var prop in
childSchema.patternProperties) {\n          foundSchema = Node._findSchema(childSchema.patternProperties[prop],
schemaRefs, path.slice(i, path.length));\n        }\n      }\n      else if (childSchema.items &&
childSchema.items.properties) {\n        childSchema = childSchema.items.properties[key];\n        if (childSchema)
{\n          foundSchema = Node._findSchema(childSchema, schemaRefs, path.slice(i, path.length));\n        }\n      }\n
  else if (typeof key === 'string' && childSchema.properties) {\n        childSchema = childSchema.properties[key] ||
null;\n        if (childSchema) {\n          foundSchema = Node._findSchema(childSchema, schemaRefs, path.slice(i,
path.length));\n        }\n      }\n      else if (typeof key === 'number' && childSchema.items) {\n        childSchema =
childSchema.items;\n        if (childSchema) {\n          foundSchema = Node._findSchema(childSchema, schemaRefs,
path.slice(i, path.length));\n        }\n      }\n    }\n\n  }\n  return foundSchema\n};\n\n/**\n * Update the DOM of the
childs of a node: update indexes and undefined field\n * names.\n * Only applicable when structure is an array or
object\n * @private\n */\nNode.prototype._updateDomIndexes = function () {\n  var domValue = this.dom.value;\n
var childs = this.childs;\n  if (domValue && childs) {\n    if (this.type == 'array') {\n      childs.forEach(function
(child, index) {\n        child.index = index;\n        var childField = child.dom.field;\n        if (childField) {\n
childField.innerHTML = index;\n        }\n      });\n    }\n    else if (this.type == 'object') {\n
childs.forEach(function (child) {\n        if (child.index != undefined) {\n          delete child.index;\n\n          if
(child.field == undefined) {\n            child.field = '';\n          }\n        }\n      });\n    }\n  }\n};\n\n/**\n * Create an
editable value\n * @private\n */\nNode.prototype._createDomValue = function () {\n  var domValue;\n\n  if
(this.type == 'array') {\n    domValue = document.createElement('div');\n    domValue.innerHTML = '[...]';\n  }\n
else if (this.type == 'object') {\n    domValue = document.createElement('div');\n    domValue.innerHTML = '{...}';\n
}\n  else {\n    if (!this.editable.value && util.isUrl(this.value)) {\n      // create a link in case of read-only editor and
value containing an url\n      domValue = document.createElement('a');\n      domValue.href = this.value;\n
domValue.innerHTML = this._escapeHTML(this.value);\n    }\n    else {\n      // create an editable or read-only div\n
    domValue = document.createElement('div');\n      domValue.contentEditable = this.editable.value;\n
domValue.spellcheck = false;\n      domValue.innerHTML = this._escapeHTML(this.value);\n    }\n  }\n\n  return
domValue;\n};\n\n/**\n * Create an expand/collapse button\n * @return {Element} expand\n * @private\n
*/\nNode.prototype._createDomExpandButton = function () {\n  // create expand button\n  var expand =
document.createElement('button');\n  expand.type = 'button';\n  if (this._hasChilds()) {\n    expand.className =
this.expanded\n        ? 'jsoneditor-button jsoneditor-expanded'\n        : 'jsoneditor-button jsoneditor-collapsed';\n
expand.title = translate('expandTitle');\n  }\n  else {\n    expand.className = 'jsoneditor-button jsoneditor-
invisible';\n    expand.title = '';\n  }\n\n  return expand;\n};\n\n\n/**\n * Create a DOM tree element, containing the
expand/collapse button\n * @return {Element} domTree\n * @private\n */\nNode.prototype._createDomTree =
function () {\n  var dom = this.dom;\n  var domTree = document.createElement('table');\n  var tbody =
document.createElement('tbody');\n  domTree.style.borderCollapse = 'collapse'; // TODO: put in css\n
domTree.className = 'jsoneditor-values';\n  domTree.appendChild(tbody);\n  var tr =
document.createElement('tr');\n  tbody.appendChild(tr);\n\n  // create expand button\n  var tdExpand =
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document.createElement('td');\n  tdExpand.className = 'jsoneditor-tree';\n  tr.appendChild(tdExpand);\n
dom.expand = this._createDomExpandButton();\n  tdExpand.appendChild(dom.expand);\n  dom.tdExpand =
tdExpand;\n\n  // create the field\n  var tdField = document.createElement('td');\n  tdField.className = 'jsoneditor-
tree';\n  tr.appendChild(tdField);\n  dom.field = this._createDomField();\n  tdField.appendChild(dom.field);\n
dom.tdField = tdField;\n\n  // create a separator\n  var tdSeparator = document.createElement('td');\n
tdSeparator.className = 'jsoneditor-tree';\n  tr.appendChild(tdSeparator);\n  if (this.type != 'object' && this.type !=
'array') {\n    tdSeparator.appendChild(document.createTextNode(':'));\n    tdSeparator.className = 'jsoneditor-
separator';\n  }\n  dom.tdSeparator = tdSeparator;\n\n  // create the value\n  var tdValue =
document.createElement('td');\n  tdValue.className = 'jsoneditor-tree';\n  tr.appendChild(tdValue);\n  dom.value =
this._createDomValue();\n  tdValue.appendChild(dom.value);\n  dom.tdValue = tdValue;\n\n  return
domTree;\n};\n\n/**\n * Handle an event. The event is caught centrally by the editor\n * @param {Event} event\n
*/\nNode.prototype.onEvent = function (event) {\n  var type = event.type,\n      target = event.target ||
event.srcElement,\n      dom = this.dom,\n      node = this,\n      expandable = this._hasChilds();\n\n\n  if (typeof
this.editor.options.onEvent === 'function') {\n    this._onEvent(event);\n  }\n\n  // check if mouse is on menu or on
dragarea.\n  // If so, highlight current row and its childs\n  if (target == dom.drag || target == dom.menu) {\n    if
(type == 'mouseover') {\n      this.editor.highlighter.highlight(this);\n    }\n    else if (type == 'mouseout') {\n
this.editor.highlighter.unhighlight();\n    }\n  }\n\n  // context menu events\n  if (type == 'click' && target ==
dom.menu) {\n    var highlighter = node.editor.highlighter;\n    highlighter.highlight(node);\n    highlighter.lock();\n
util.addClassName(dom.menu, 'jsoneditor-selected');\n    this.showContextMenu(dom.menu, function () {\n
util.removeClassName(dom.menu, 'jsoneditor-selected');\n      highlighter.unlock();\n      highlighter.unhighlight();\n
  });\n  }\n\n  // expand events\n  if (type == 'click') {\n    if (target == dom.expand ||\n
((node.editor.options.mode === 'view' || node.editor.options.mode === 'form') && target.nodeName === 'DIV')) {\n
    if (expandable) {\n        var recurse = event.ctrlKey; // with ctrl-key, expand/collapse all\n
this._onExpand(recurse);\n      }\n    }\n  }\n\n  if (type === 'click' && (event.target === node.dom.tdColor ||
event.target === node.dom.color)) {\n    this._showColorPicker();\n  }\n\n  // swap the value of a boolean when the
checkbox displayed left is clicked\n  if (type == 'change' && target == dom.checkbox) {\n
this.dom.value.innerHTML = !this.value;\n    this._getDomValue();\n  }\n\n  // update the value of the node based on
the selected option\n  if (type == 'change' && target == dom.select) {\n    this.dom.value.innerHTML =
dom.select.value;\n    this._getDomValue();\n    this._updateDomValue();\n  }\n\n  // value events\n  var domValue
= dom.value;\n  if (target == domValue) {\n    //noinspection FallthroughInSwitchStatementJS\n    switch (type) {\n
   case 'blur':\n      case 'change':\n        this._getDomValue(true);\n        this._updateDomValue();\n        if
(this.value) {\n          domValue.innerHTML = this._escapeHTML(this.value);\n        }\n        break;\n\n      case
'input':\n        //this._debouncedGetDomValue(true); // TODO\n        this._getDomValue(true);\n
this._updateDomValue();\n        break;\n\n      case 'keydown':\n      case 'mousedown':\n          // TODO: cleanup\n
  this.editor.selection = this.editor.getDomSelection();\n        break;\n\n      case 'click':\n        if (event.ctrlKey &&
this.editable.value) {\n          // if read-only, we use the regular click behavior of an anchor\n          if
(util.isUrl(this.value)) {\n            event.preventDefault();\n            window.open(this.value, '_blank');\n          }\n
}\n        break;\n\n      case 'keyup':\n        //this._debouncedGetDomValue(true); // TODO\n
this._getDomValue(true);\n        this._updateDomValue();\n        break;\n\n      case 'cut':\n      case 'paste':\n
setTimeout(function () {\n          node._getDomValue(true);\n          node._updateDomValue();\n        }, 1);\n
break;\n    }\n  }\n\n  // field events\n  var domField = dom.field;\n  if (target == domField) {\n    switch (type) {\n
case 'blur':\n      case 'change':\n        this._getDomField(true);\n        this._updateDomField();\n        if (this.field) {\n
        domField.innerHTML = this._escapeHTML(this.field);\n        }\n        break;\n\n      case 'input':\n
this._getDomField(true);\n        this._updateSchema();\n        this._updateDomField();\n
this._updateDomValue();\n        break;\n\n      case 'keydown':\n      case 'mousedown':\n        this.editor.selection =
this.editor.getDomSelection();\n        break;\n\n      case 'keyup':\n        this._getDomField(true);\n
this._updateDomField();\n        break;\n\n      case 'cut':\n      case 'paste':\n        setTimeout(function () {\n
node._getDomField(true);\n          node._updateDomField();\n        }, 1);\n        break;\n    }\n  }\n\n  // focus\n  //
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when clicked in whitespace left or right from the field or value, set focus\n  var domTree = dom.tree;\n  if (domTree
&& target == domTree.parentNode && type == 'click' && !event.hasMoved) {\n    var left = (event.offsetX !=
undefined) ?\n        (event.offsetX < (this.getLevel() + 1) * 24) :\n        (event.pageX <
util.getAbsoluteLeft(dom.tdSeparator));// for FF\n    if (left || expandable) {\n      // node is expandable when it is an
object or array\n      if (domField) {\n        util.setEndOfContentEditable(domField);\n        domField.focus();\n
}\n    }\n    else {\n      if (domValue && !this.enum) {\n        util.setEndOfContentEditable(domValue);\n
domValue.focus();\n      }\n    }\n  }\n  if (((target == dom.tdExpand && !expandable) || target == dom.tdField ||
target == dom.tdSeparator) &&\n      (type == 'click' && !event.hasMoved)) {\n    if (domField) {\n
util.setEndOfContentEditable(domField);\n      domField.focus();\n    }\n  }\n\n  if (type == 'keydown') {\n
this.onKeyDown(event);\n  }\n};\n\n/**\n * Trigger external onEvent provided in options if node is a JSON field
or\n * value.\n * Information provided depends on the element, value is only included if\n * event occurs in a JSON
value:\n * {field: string, path: {string|number}[] [, value: string]}\n * @param {Event} event\n * @private\n
*/\nNode.prototype._onEvent = function (event) {\n  var element = event.target;\n  if (element === this.dom.field ||
element === this.dom.value) {\n    var info = {\n      field: this.getField(),\n      path: this.getPath()\n    };\n    // For
leaf values, include value\n    if (!this._hasChilds() &&element === this.dom.value) {\n      info.value =
this.getValue();\n    }\n    this.editor.options.onEvent(info, event);\n  }\n};\n\n/**\n * Key down event handler\n *
@param {Event} event\n */\nNode.prototype.onKeyDown = function (event) {\n  var keynum = event.which ||
event.keyCode;\n  var target = event.target || event.srcElement;\n  var ctrlKey = event.ctrlKey;\n  var shiftKey =
event.shiftKey;\n  var altKey = event.altKey;\n  var handled = false;\n  var prevNode, nextNode, nextDom,
nextDom2;\n  var editable = this.editor.options.mode === 'tree';\n  var oldSelection;\n  var oldNextNode;\n  var
oldParent;\n  var oldIndexRedo;\n  var newIndexRedo;\n  var oldParentPathRedo;\n  var newParentPathRedo;\n  var
nodes;\n  var multiselection;\n  var selectedNodes = this.editor.multiselection.nodes.length > 0\n      ?
this.editor.multiselection.nodes\n      : [this];\n  var firstNode = selectedNodes[0];\n  var lastNode =
selectedNodes[selectedNodes.length - 1];\n\n  // console.log(ctrlKey, keynum, event.charCode); // TODO: cleanup\n
if (keynum == 13) { // Enter\n    if (target == this.dom.value) {\n      if (!this.editable.value || event.ctrlKey) {\n
if (util.isUrl(this.value)) {\n          window.open(this.value, '_blank');\n          handled = true;\n        }\n      }\n    }\n
else if (target == this.dom.expand) {\n      var expandable = this._hasChilds();\n      if (expandable) {\n        var
recurse = event.ctrlKey; // with ctrl-key, expand/collapse all\n        this._onExpand(recurse);\n        target.focus();\n
    handled = true;\n      }\n    }\n  }\n  else if (keynum == 68) {  // D\n    if (ctrlKey && editable) {   // Ctrl+D\n
Node.onDuplicate(selectedNodes);\n      handled = true;\n    }\n  }\n  else if (keynum == 69) { // E\n    if (ctrlKey) {
   // Ctrl+E and Ctrl+Shift+E\n      this._onExpand(shiftKey);  // recurse = shiftKey\n      target.focus(); // TODO:
should restore focus in case of recursing expand (which takes DOM offline)\n      handled = true;\n    }\n  }\n  else if
(keynum == 77 && editable) { // M\n    if (ctrlKey) { // Ctrl+M\n      this.showContextMenu(target);\n      handled =
true;\n    }\n  }\n  else if (keynum == 46 && editable) { // Del\n    if (ctrlKey) {       // Ctrl+Del\n
Node.onRemove(selectedNodes);\n      handled = true;\n    }\n  }\n  else if (keynum == 45 && editable) { // Ins\n
if (ctrlKey && !shiftKey) {       // Ctrl+Ins\n      this._onInsertBefore();\n      handled = true;\n    }\n    else if (ctrlKey
&& shiftKey) {   // Ctrl+Shift+Ins\n      this._onInsertAfter();\n      handled = true;\n    }\n  }\n  else if (keynum ==
35) { // End\n    if (altKey) { // Alt+End\n      // find the last node\n      var endNode = this._lastNode();\n      if
(endNode) {\n        endNode.focus(Node.focusElement || this._getElementName(target));\n      }\n      handled =
true;\n    }\n  }\n  else if (keynum == 36) { // Home\n    if (altKey) { // Alt+Home\n      // find the first node\n      var
homeNode = this._firstNode();\n      if (homeNode) {\n        homeNode.focus(Node.focusElement ||
this._getElementName(target));\n      }\n      handled = true;\n    }\n  }\n  else if (keynum == 37) {        // Arrow
Left\n    if (altKey && !shiftKey) {  // Alt + Arrow Left\n      // move to left element\n      var prevElement =
this._previousElement(target);\n      if (prevElement) {\n        this.focus(this._getElementName(prevElement));\n
}\n      handled = true;\n    }\n    else if (altKey && shiftKey && editable) { // Alt + Shift + Arrow left\n      if
(lastNode.expanded) {\n        var appendDom = lastNode.getAppendDom();\n        nextDom = appendDom ?
appendDom.nextSibling : undefined;\n      }\n      else {\n        var dom = lastNode.getDom();\n        nextDom =
dom.nextSibling;\n      }\n      if (nextDom) {\n        nextNode = Node.getNodeFromTarget(nextDom);\n
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nextDom2 = nextDom.nextSibling;\n        nextNode2 = Node.getNodeFromTarget(nextDom2);\n        if (nextNode
&& nextNode instanceof AppendNode &&\n            !(lastNode.parent.childs.length == 1) &&\n            nextNode2
&& nextNode2.parent) {\n          oldSelection = this.editor.getDomSelection();\n          oldParent =
firstNode.parent;\n          oldNextNode = oldParent.childs[lastNode.getIndex() + 1] || oldParent.append;\n
oldIndexRedo = firstNode.getIndex();\n          newIndexRedo = nextNode2.getIndex();\n          oldParentPathRedo =
oldParent.getInternalPath();\n          newParentPathRedo = nextNode2.parent.getInternalPath();\n\n
selectedNodes.forEach(function (node) {\n            nextNode2.parent.moveBefore(node, nextNode2);\n          });\n
  this.focus(Node.focusElement || this._getElementName(target));\n\n\n          this.editor._onAction('moveNodes',
{\n            count: selectedNodes.length,\n            fieldNames: selectedNodes.map(getField),\n\n
oldParentPath: oldParent.getInternalPath(),\n            newParentPath: firstNode.parent.getInternalPath(),\n
oldIndex: oldNextNode.getIndex(),\n            newIndex: firstNode.getIndex(),\n\n            oldIndexRedo:
oldIndexRedo,\n            newIndexRedo: newIndexRedo,\n            oldParentPathRedo: oldParentPathRedo,\n
newParentPathRedo: newParentPathRedo,\n\n            oldSelection: oldSelection,\n            newSelection:
this.editor.getDomSelection()\n          });\n        }\n      }\n    }\n  }\n  else if (keynum == 38) {        // Arrow Up\n    if
(altKey && !shiftKey) {  // Alt + Arrow Up\n      // find the previous node\n      prevNode = this._previousNode();\n
  if (prevNode) {\n        this.editor.deselect(true);\n        prevNode.focus(Node.focusElement ||
this._getElementName(target));\n      }\n      handled = true;\n    }\n    else if (!altKey && ctrlKey && shiftKey &&
editable) { // Ctrl + Shift + Arrow Up\n      // select multiple nodes\n      prevNode = this._previousNode();\n      if
(prevNode) {\n        multiselection = this.editor.multiselection;\n        multiselection.start = multiselection.start ||
this;\n        multiselection.end = prevNode;\n        nodes = this.editor._findTopLevelNodes(multiselection.start,
multiselection.end);\n\n        this.editor.select(nodes);\n        prevNode.focus('field'); // select field as we know this
always exists\n      }\n      handled = true;\n    }\n    else if (altKey && shiftKey && editable) { // Alt + Shift +
Arrow Up\n      // find the previous node\n      prevNode = firstNode._previousNode();\n      if (prevNode &&
prevNode.parent) {\n        oldSelection = this.editor.getDomSelection();\n        oldParent = firstNode.parent;\n
oldNextNode = oldParent.childs[lastNode.getIndex() + 1] || oldParent.append;\n        oldIndexRedo =
firstNode.getIndex();\n        newIndexRedo = prevNode.getIndex();\n        oldParentPathRedo =
oldParent.getInternalPath();\n        newParentPathRedo = prevNode.parent.getInternalPath();\n\n
selectedNodes.forEach(function (node) {\n          prevNode.parent.moveBefore(node, prevNode);\n        });\n
this.focus(Node.focusElement || this._getElementName(target));\n\n        this.editor._onAction('moveNodes', {\n
 count: selectedNodes.length,\n          fieldNames: selectedNodes.map(getField),\n\n          oldParentPath:
oldParent.getInternalPath(),\n          newParentPath: firstNode.parent.getInternalPath(),\n          oldIndex:
oldNextNode.getIndex(),\n          newIndex: firstNode.getIndex(),\n\n          oldIndexRedo: oldIndexRedo,\n
newIndexRedo: newIndexRedo,\n          oldParentPathRedo: oldParentPathRedo,\n          newParentPathRedo:
newParentPathRedo,\n\n          oldSelection: oldSelection,\n          newSelection: this.editor.getDomSelection()\n
});\n      }\n      handled = true;\n    }\n  }\n  else if (keynum == 39) {        // Arrow Right\n    if (altKey &&
!shiftKey) {  // Alt + Arrow Right\n      // move to right element\n      var nextElement = this._nextElement(target);\n
    if (nextElement) {\n        this.focus(this._getElementName(nextElement));\n      }\n      handled = true;\n    }\n
else if (altKey && shiftKey && editable) { // Alt + Shift + Arrow Right\n      dom = firstNode.getDom();\n      var
prevDom = dom.previousSibling;\n      if (prevDom) {\n        prevNode = Node.getNodeFromTarget(prevDom);\n
  if (prevNode && prevNode.parent && !prevNode.isVisible()) {\n          oldSelection =
this.editor.getDomSelection();\n          oldParent = firstNode.parent;\n          oldNextNode =
oldParent.childs[lastNode.getIndex() + 1] || oldParent.append;\n          oldIndexRedo = firstNode.getIndex();\n
newIndexRedo = prevNode.getIndex();\n          oldParentPathRedo = oldParent.getInternalPath();\n
newParentPathRedo = prevNode.parent.getInternalPath();\n\n          selectedNodes.forEach(function (node) {\n
 prevNode.parent.moveBefore(node, prevNode);\n          });\n          this.focus(Node.focusElement ||
this._getElementName(target));\n\n          this.editor._onAction('moveNodes', {\n            count:
selectedNodes.length,\n            fieldNames: selectedNodes.map(getField),\n\n            oldParentPath:
oldParent.getInternalPath(),\n            newParentPath: firstNode.parent.getInternalPath(),\n            oldIndex:
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oldNextNode.getIndex(),\n            newIndex: firstNode.getIndex(),\n\n            oldIndexRedo: oldIndexRedo,\n
newIndexRedo: newIndexRedo,\n            oldParentPathRedo: oldParentPathRedo,\n            newParentPathRedo:
newParentPathRedo,\n\n            oldSelection: oldSelection,\n            newSelection: this.editor.getDomSelection()\n
        });\n        }\n      }\n    }\n  }\n  else if (keynum == 40) {        // Arrow Down\n    if (altKey && !shiftKey) {  //
Alt + Arrow Down\n      // find the next node\n      nextNode = this._nextNode();\n      if (nextNode) {\n
this.editor.deselect(true);\n        nextNode.focus(Node.focusElement || this._getElementName(target));\n      }\n
handled = true;\n    }\n    else if (!altKey && ctrlKey && shiftKey && editable) { // Ctrl + Shift + Arrow Down\n
// select multiple nodes\n      nextNode = this._nextNode();\n      if (nextNode) {\n        multiselection =
this.editor.multiselection;\n        multiselection.start = multiselection.start || this;\n        multiselection.end =
nextNode;\n        nodes = this.editor._findTopLevelNodes(multiselection.start, multiselection.end);\n\n
this.editor.select(nodes);\n        nextNode.focus('field'); // select field as we know this always exists\n      }\n
handled = true;\n    }\n    else if (altKey && shiftKey && editable) { // Alt + Shift + Arrow Down\n      // find the
2nd next node and move before that one\n      if (lastNode.expanded) {\n        nextNode = lastNode.append ?
lastNode.append._nextNode() : undefined;\n      }\n      else {\n        nextNode = lastNode._nextNode();\n      }\n\n
// when the next node is not visible, we've reached the \"showMore\" buttons\n      if (nextNode &&
!nextNode.isVisible()) {\n        nextNode = nextNode.parent.showMore;\n      }\n\n      if (nextNode && nextNode
instanceof AppendNode) {\n        nextNode = lastNode;\n      }\n\n      var nextNode2 = nextNode &&
(nextNode._nextNode() || nextNode.parent.append);\n      if (nextNode2 && nextNode2.parent) {\n        oldSelection
= this.editor.getDomSelection();\n        oldParent = firstNode.parent;\n        oldNextNode =
oldParent.childs[lastNode.getIndex() + 1] || oldParent.append;\n        oldIndexRedo = firstNode.getIndex();\n
newIndexRedo = nextNode2.getIndex();\n        oldParentPathRedo = oldParent.getInternalPath();\n
newParentPathRedo = nextNode2.parent.getInternalPath();\n\n        selectedNodes.forEach(function (node) {\n
nextNode2.parent.moveBefore(node, nextNode2);\n        });\n        this.focus(Node.focusElement ||
this._getElementName(target));\n\n        this.editor._onAction('moveNodes', {\n          count: selectedNodes.length,\n
        fieldNames: selectedNodes.map(getField),\n          oldParentPath: oldParent.getInternalPath(),\n
newParentPath: firstNode.parent.getInternalPath(),\n          oldParentPathRedo: oldParentPathRedo,\n
newParentPathRedo: newParentPathRedo,\n          oldIndexRedo: oldIndexRedo,\n          newIndexRedo:
newIndexRedo,\n          oldIndex: oldNextNode.getIndex(),\n          newIndex: firstNode.getIndex(),\n
oldSelection: oldSelection,\n          newSelection: this.editor.getDomSelection()\n        });\n      }\n      handled =
true;\n    }\n  }\n\n  if (handled) {\n    event.preventDefault();\n    event.stopPropagation();\n  }\n};\n\n/**\n *
Handle the expand event, when clicked on the expand button\n * @param {boolean} recurse   If true, child nodes
will be expanded too\n * @private\n */\nNode.prototype._onExpand = function (recurse) {\n  if (recurse) {\n    //
Take the table offline\n    var table = this.dom.tr.parentNode; // TODO: not nice to access the main table like this\n
var frame = table.parentNode;\n    var scrollTop = frame.scrollTop;\n    frame.removeChild(table);\n  }\n\n  if
(this.expanded) {\n    this.collapse(recurse);\n  }\n  else {\n    this.expand(recurse);\n  }\n\n  if (recurse) {\n    // Put
the table online again\n    frame.appendChild(table);\n    frame.scrollTop = scrollTop;\n  }\n};\n\n/**\n * Open a
color picker to select a new color\n * @private\n */\nNode.prototype._showColorPicker = function () {\n  if (typeof
this.editor.options.onColorPicker === 'function' && this.dom.color) {\n    var node = this;\n\n    // force deleting
current color picker (if any)\n    node._deleteDomColor();\n    node.updateDom();\n\n    var colorAnchor =
createAbsoluteAnchor(this.dom.color, this.editor.frame);\n\n    this.editor.options.onColorPicker(colorAnchor,
this.value, function onChange(value) {\n      if (typeof value === 'string' && value !== node.value) {\n        // force
recreating the color block, to cleanup any attached color picker\n        node._deleteDomColor();\n\n        node.value
= value;\n        node.updateDom();\n        node._debouncedOnChangeValue();\n      }\n    });\n  }\n};\n\n/**\n *
Remove nodes\n * @param {Node[] | Node} nodes\n */\nNode.onRemove = function(nodes) {\n  if
(!Array.isArray(nodes)) {\n    return Node.onRemove([nodes]);\n  }\n\n  if (nodes && nodes.length > 0) {\n    var
firstNode = nodes[0];\n    var parent = firstNode.parent;\n    var editor = firstNode.editor;\n    var firstIndex =
firstNode.getIndex();\n    editor.highlighter.unhighlight();\n\n    // adjust the focus\n    var oldSelection =
editor.getDomSelection();\n    Node.blurNodes(nodes);\n    var newSelection = editor.getDomSelection();\n\n    //
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store the paths before removing them (needed for history)\n var paths = nodes.map(getInternalPath);\n\n // remove the nodes\n nodes.forEach(function (node) {\n   node.parent._remove(node);\n });\n\n // store history action\n editor._onAction('removeNodes', {\n   nodes: nodes,\n   paths: paths,\n   parentPath: parent.getInternalPath(),\n   index: firstIndex,\n   oldSelection: oldSelection,\n   newSelection: newSelection\n });\n }\n};\n\n\n/**\n * Duplicate nodes\n * duplicated nodes will be added right after the original nodes\n * @param {Node[] | Node} nodes\n */\nNode.onDuplicate = function(nodes) {\n if (!Array.isArray(nodes)) {\n return Node.onDuplicate([nodes]);\n }\n\n if (nodes && nodes.length > 0) {\n var lastNode = nodes[nodes.length - 1];\n var parent = lastNode.parent;\n var editor = lastNode.editor;\n\n editor.deselect(editor.multiselection.nodes);\n\n // duplicate the nodes\n var oldSelection = editor.getDomSelection();\n var afterNode = lastNode;\n var clones = nodes.map(function (node) {\n   var clone = node.clone();\n   parent.insertAfter(clone, afterNode);\n   afterNode = clone;\n   return clone;\n });\n\n // set selection to the duplicated nodes\n if (nodes.length === 1) {\n   clones[0].focus();\n }\n else {\n   editor.select(clones);\n }\n var newSelection = editor.getDomSelection();\n\n editor._onAction('duplicateNodes', {\n   paths: nodes.map(getInternalPath),\n   clonePaths: clones.map(getInternalPath),\n   afterPath: lastNode.getInternalPath(),\n   parentPath: parent.getInternalPath(),\n   oldSelection: oldSelection,\n   newSelection: newSelection\n });\n }\n};\n\n/**\n * Handle insert before event\n * @param {String} [field]\n * @param {*} [value]\n * @param {String} [type] Can be 'auto', 'array', 'object', or 'string'\n * @private\n */\nNode.prototype._onInsertBefore = function (field, value, type) {\n var oldSelection = this.editor.getDomSelection();\n\n var newNode = new Node(this.editor, {\n   field: (field != undefined) ? field : '',\n   value: (value != undefined) ? value : '',\n   type: type\n });\n newNode.expand(true);\n\n var beforePath = this.getInternalPath();\n\n this.parent.insertBefore(newNode, this);\n this.editor.highlighter.unhighlight();\n newNode.focus('field');\n var newSelection = this.editor.getDomSelection();\n\n this.editor._onAction('insertBeforeNodes', {\n   nodes: [newNode],\n   paths: [newNode.getInternalPath()],\n   beforePath: beforePath,\n   parentPath: this.parent.getInternalPath(),\n   oldSelection: oldSelection,\n   newSelection: newSelection\n });\n};\n\n/**\n * Handle insert after event\n * @param {String} [field]\n * @param {*} [value]\n * @param {String} [type] Can be 'auto', 'array', 'object', or 'string'\n * @private\n */\nNode.prototype._onInsertAfter = function (field, value, type) {\n var oldSelection = this.editor.getDomSelection();\n\n var newNode = new Node(this.editor, {\n   field: (field != undefined) ? field : '',\n   value: (value != undefined) ? value : '',\n   type: type\n });\n newNode.expand(true);\n this.parent.insertAfter(newNode, this);\n this.editor.highlighter.unhighlight();\n newNode.focus('field');\n var newSelection = this.editor.getDomSelection();\n\n this.editor._onAction('insertAfterNodes', {\n   nodes: [newNode],\n   paths: [newNode.getInternalPath()],\n   afterPath: this.getInternalPath(),\n   parentPath: this.parent.getInternalPath(),\n   oldSelection: oldSelection,\n   newSelection: newSelection\n });\n};\n\n/**\n * Handle append event\n * @param {String} [field]\n * @param {*} [value]\n * @param {String} [type] Can be 'auto', 'array', 'object', or 'string'\n * @private\n */\nNode.prototype._onAppend = function (field, value, type) {\n var oldSelection = this.editor.getDomSelection();\n\n var newNode = new Node(this.editor, {\n   field: (field != undefined) ? field : '',\n   value: (value != undefined) ? value : '',\n   type: type\n });\n newNode.expand(true);\n this.parent.appendChild(newNode);\n this.editor.highlighter.unhighlight();\n newNode.focus('field');\n var newSelection = this.editor.getDomSelection();\n\n this.editor._onAction('appendNodes', {\n   nodes: [newNode],\n   paths: [newNode.getInternalPath()],\n   parentPath: this.parent.getInternalPath(),\n   oldSelection: oldSelection,\n   newSelection: newSelection\n });\n};\n\n/**\n * Change the type of the node's value\n * @param {String} newType\n * @private\n */\nNode.prototype._onChangeType = function (newType) {\n var oldType = this.type;\n if (newType != oldType) {\n   var oldSelection = this.editor.getDomSelection();\n   this.changeType(newType);\n   var newSelection = this.editor.getDomSelection();\n\n   this.editor._onAction('changeType', {\n   path: this.getInternalPath(),\n   oldType: oldType,\n   newType: newType,\n   oldSelection: oldSelection,\n   newSelection: newSelection\n   });\n }\n};\n\n/**\n * Sort the child's of the node. Only applicable when the node has type 'object'\n * or 'array'.\n * @param {String[]} path Path of the child value to be compared\n * @param {String} direction Sorting direction. Available values: \"asc\", \"desc\"\n * @private\n */\nNode.prototype.sort =

function (path, direction) {\n if (!this._hasChilds()) {\n   return;\n }\n\n this.hideChilds(); // sorting is faster when the childs are not attached to the dom\n\n // copy the childs array (the old one will be kept for an undo action\n var oldChilds = this.childs;\n this.childs = this.childs.concat();\n\n // sort the childs array\n var order = (direction === 'desc') ? -1 : 1;\n\n if (this.type === 'object') {\n   this.childs.sort(function (a, b) {\n   return order * naturalSort(a.field, b.field);\n   });\n }\n else { // this.type === 'array'\n   this.childs.sort(function (a, b) {\n   var nodeA = a.getNestedChild(path);\n   var nodeB = b.getNestedChild(path);\n\n   if (!nodeA) {\n   return order;\n   }\n   if (!nodeB) {\n   return -order;\n   }\n\n   var valueA = nodeA.value;\n   var valueB = nodeB.value;\n\n   if (typeof valueA !== 'string' && typeof valueB !== 'string') {\n   // both values are a number, boolean, or null -> use simple, fast sorting\n   return valueA > valueB ? order : valueA < valueB ? -order : 0;\n   }\n\n   return order * naturalSort(valueA, valueB);\n   });\n }\n\n // update the index numbering\n this._updateDomIndexes();\n\n this.editor._onAction('sort', {\n   path: this.getInternalPath(),\n   oldChilds: oldChilds,\n   newChilds: this.childs\n });\n\n this.showChilds();\n};\n\n/**\n * Replace the value of the node, keep it's state\n * @param {*} newValue\n */\nNode.prototype.update = function (newValue) {\n var oldValue = this.getInternalValue();\n\n this.setValue(newValue);\n\n this.editor._onAction('transform', {\n   path: this.getInternalPath(),\n   oldValue: oldValue,\n   newValue: this.getInternalValue()\n });\n};\n\n/**\n * Remove this node from the DOM\n * @returns {{table: Element, nextTr?: Element}}\n *   Returns the DOM elements that which be used to attach the node\n *   to the DOM again, see _attachToDom.\n * @private\n */\nNode.prototype._detachFromDom = function () {\n var table = this.dom.tr ? this.dom.tr.parentNode : undefined;\n var lastTr;\n if (this.expanded) {\n   lastTr = this.getAppendDom();\n }\n else {\n   lastTr = this.getDom();\n }\n var nextTr = (lastTr && lastTr.parentNode) ? lastTr.nextSibling : undefined;\n\n this.hide({ resetVisibleChilds: false });\n\n return {\n   table: table,\n   nextTr: nextTr\n }\n};\n\n/**\n * Attach this node to the DOM again\n * @param {{table: Element, nextTr?: Element}} domAnchor\n *   The DOM elements returned by _detachFromDom.\n * @private\n */\nNode.prototype._attachToDom = function (domAnchor) {\n if (domAnchor.table) {\n   if (domAnchor.nextTr) {\n   domAnchor.table.insertBefore(this.getDom(), domAnchor.nextTr);\n   }\n   else {\n   domAnchor.table.appendChild(this.getDom());\n   }\n }\n\n if (this.expanded) {\n   this.showChilds();\n }\n};\n\n/**\n * Transform the node given a JMESPath query.\n * @param {String} query   JMESPath query to apply\n * @private\n */\nNode.prototype.transform = function (query) {\n if (!this._hasChilds()) {\n   return;\n }\n\n this.hideChilds(); // sorting is faster when the childs are not attached to the dom\n\n try {\n   // apply the JMESPath query\n   var oldInternalValue = this.getInternalValue();\n\n   var oldValue = this.getValue();\n   var newValue = jmespath.search(oldValue, query);\n   this.setValue(newValue);\n\n   var newInternalValue = this.getInternalValue();\n\n   this.editor._onAction('transform', {\n   path: this.getInternalPath(),\n   oldValue: oldInternalValue,\n   newValue: newInternalValue\n   });\n\n   this.showChilds();\n }\n catch (err) {\n   this.showChilds();\n\n   this.editor._onError(err);\n }\n};\n\n/**\n * Get a nested child given a path with properties\n * @param {String[]} path\n * @returns {Node}\n */\nNode.prototype.getNestedChild = function (path) {\n var i = 0;\n var child = this;\n\n while (child && i < path.length) {\n   child = child.findChildByProperty(path[i]);\n   i++;\n }\n\n return child;\n};\n\n/**\n * Find a child by property name\n * @param {string} prop\n * @return {Node | undefined} Returns the child node when found, or undefined otherwise\n */\nNode.prototype.findChildByProperty = function(prop) {\n if (this.type !== 'object') {\n   return undefined;\n }\n\n return this.childs.find(function (child) {\n   return child.field === prop;\n });\n};\n\n/**\n * Get the child paths of this node\n * @param {boolean} [includeObjects=false] If true, object and array paths are returned as well\n * @return {string[]}\n */\nNode.prototype.getChildPaths = function (includeObjects) {\n var pathsMap = {};\n\n this._getChildPaths(pathsMap, '', includeObjects);\n\n if (this.type === 'array') {\n   this.childs.forEach(function (child) {\n   child._getChildPaths(pathsMap, '', includeObjects);\n   });\n }\n\n return Object.keys(pathsMap).sort();\n};\n\n/**\n * Get the child paths of this node\n * @param {Object<String, boolean>} pathsMap\n * @param {boolean} [includeObjects=false] If true, object and array paths are returned as well\n * @param {string} rootPath\n */\nNode.prototype._getChildPaths = function (pathsMap, rootPath, includeObjects) {\n if (this.type === 'auto' || this.type === 'string' || includeObjects) {\n   pathsMap[rootPath || '.'] =

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true;\n  }\n\n  if (this.type === 'object') {\n    this.childs.forEach(function (child) {\n
child._getChildPaths(pathsMap, rootPath + '.' + child.field, includeObjects);\n    });\n  }\n};\n\n/**\n * Create a table
row with an append button.\n * @return {HTMLElement | undefined} tr with the AppendNode contents\n
*/\nNode.prototype.getAppendDom = function () {\n  if (!this.append) {\n    this.append = new
AppendNode(this.editor);\n    this.append.setParent(this);\n  }\n  return this.append.getDom();\n};\n\n/**\n * Create
a table row with an showMore button and text\n * @return {HTMLElement | undefined} tr with the AppendNode
contents\n */\nNode.prototype.getShowMoreDom = function () {\n  if (!this.showMore) {\n    this.showMore = new
ShowMoreNode(this.editor, this);\n  }\n  return this.showMore.getDom();\n};\n\n/**\n * Find the node from an
event target\n * @param {HTMLElement} target\n * @return {Node | undefined} node  or undefined when not
found\n * @static\n */\nNode.getNodeFromTarget = function (target) {\n  while (target) {\n    if (target.node) {\n
return target.node;\n    }\n    target = target.parentNode;\n  }\n\n  return undefined;\n};\n\n/**\n * Test whether
target is a child of the color DOM of a node\n * @param {HTMLElement} target\n * @returns {boolean}\n
*/\nNode.targetIsColorPicker = function (target) {\n  var node = Node.getNodeFromTarget(target);\n\n  if (node) {\n
  var parent = target && target.parentNode;\n    while (parent) {\n      if (parent === node.dom.color) {\n        return
true;\n      }\n      parent = parent.parentNode;\n    }\n  }\n\n  return false;\n};\n\n/**\n * Remove the focus of given
nodes, and move the focus to the (a) node before,\n * (b) the node after, or (c) the parent node.\n * @param
{Array.<Node> | Node} nodes\n */\nNode.blurNodes = function (nodes) {\n  if (!Array.isArray(nodes)) {\n
Node.blurNodes([nodes]);\n    return;\n  }\n\n  var firstNode = nodes[0];\n  var parent = firstNode.parent;\n  var
firstIndex = firstNode.getIndex();\n\n  if (parent.childs[firstIndex + nodes.length]) {\n    parent.childs[firstIndex +
nodes.length].focus();\n  }\n  else if (parent.childs[firstIndex - 1]) {\n    parent.childs[firstIndex - 1].focus();\n  }\n
else {\n    parent.focus();\n  }\n};\n\n/**\n * Get the next sibling of current node\n * @return {Node} nextSibling\n
*/\nNode.prototype.nextSibling = function () {\n  var index = this.parent.childs.indexOf(this);\n  return
this.parent.childs[index + 1] || this.parent.append;\n};\n\n/**\n * Get the previously rendered node\n * @return
{Node | null} previousNode\n */\nNode.prototype._previousNode = function () {\n  var prevNode = null;\n  var dom
= this.getDom();\n  if (dom && dom.parentNode) {\n    // find the previous field\n    var prevDom = dom;\n    do {\n
    prevDom = prevDom.previousSibling;\n      prevNode = Node.getNodeFromTarget(prevDom);\n    }\n    while
(prevDom && prevNode && (prevNode instanceof AppendNode && !prevNode.isVisible()));\n  }\n  return
prevNode;\n};\n\n/**\n * Get the next rendered node\n * @return {Node | null} nextNode\n * @private\n
*/\nNode.prototype._nextNode = function () {\n  var nextNode = null;\n  var dom = this.getDom();\n  if (dom &&
dom.parentNode) {\n    // find the previous field\n    var nextDom = dom;\n    do {\n      nextDom =
nextDom.nextSibling;\n      nextNode = Node.getNodeFromTarget(nextDom);\n    }\n    while (nextDom &&
nextNode && (nextNode instanceof AppendNode && !nextNode.isVisible()));\n  }\n\n  return
nextNode;\n};\n\n/**\n * Get the first rendered node\n * @return {Node | null} firstNode\n * @private\n
*/\nNode.prototype._firstNode = function () {\n  var firstNode = null;\n  var dom = this.getDom();\n  if (dom &&
dom.parentNode) {\n    var firstDom = dom.parentNode.firstChild;\n    firstNode =
Node.getNodeFromTarget(firstDom);\n  }\n\n  return firstNode;\n};\n\n/**\n * Get the last rendered node\n *
@return {Node | null} lastNode\n * @private\n */\nNode.prototype._lastNode = function () {\n  var lastNode =
null;\n  var dom = this.getDom();\n  if (dom && dom.parentNode) {\n    var lastDom = dom.parentNode.lastChild;\n
  lastNode =  Node.getNodeFromTarget(lastDom);\n    while (lastDom && lastNode && !lastNode.isVisible()) {\n
  lastDom = lastDom.previousSibling;\n      lastNode =  Node.getNodeFromTarget(lastDom);\n    }\n  }\n  return
lastNode;\n};\n\n/**\n * Get the next element which can have focus.\n * @param {Element} elem\n * @return
{Element | null} nextElem\n * @private\n */\nNode.prototype._previousElement = function (elem) {\n  var dom =
this.dom;\n  // noinspection FallthroughInSwitchStatementJS\n  switch (elem) {\n    case dom.value:\n      if
(this.fieldEditable) {\n        return dom.field;\n      }\n    // intentional fall through\n    case dom.field:\n      if
(this._hasChilds()) {\n        return dom.expand;\n      }\n    // intentional fall through\n    case dom.expand:\n
return dom.menu;\n    case dom.menu:\n      if (dom.drag) {\n        return dom.drag;\n      }\n    // intentional fall
through\n    default:\n      return null;\n  }\n};\n\n/**\n * Get the next element which can have focus.\n * @param
{Element} elem\n * @return {Element | null} nextElem\n * @private\n */\nNode.prototype._nextElement =
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function (elem) {\n var dom = this.dom;\n // noinspection FallthroughInSwitchStatementJS\n switch (elem) {\n case dom.drag:\n return dom.menu;\n case dom.menu:\n if (this._hasChilds()) {\n return dom.expand;\n }\n // intentional fall through\n case dom.expand:\n if (this.fieldEditable) {\n return dom.field;\n }\n // intentional fall through\n case dom.field:\n if (!this._hasChilds()) {\n return dom.value;\n }\n default:\n return null;\n }\n};\n\n/**\n * Get the dom name of given element. returns null if not found.\n * For example when element == dom.field, \"field\" is returned.\n * @param {Element} element\n * @return {String | null} elementName Available elements with name: 'drag',\n * 'menu', 'expand', 'field', 'value'\n * @private\n */\nNode.prototype._getElementName = function (element) {\n var dom = this.dom;\n for (var name in dom) {\n if (dom.hasOwnProperty(name)) {\n if (dom[name] == element) {\n return name;\n }\n }\n }\n return null;\n};\n\n/**\n * Test if this node has childs. This is the case when the node is an object\n * or array.\n * @return {boolean} hasChilds\n * @private\n */\nNode.prototype._hasChilds = function () {\n return this.type == 'array' || this.type == 'object';\n};\n\n// titles with explanation for the different types\nNode.TYPE_TITLES = {\n 'auto': translate('autoType'),\n 'object': translate('objectType'),\n 'array': translate('arrayType'),\n 'string': translate('stringType')\n};\n\nNode.prototype.addTemplates = function (menu, append) {\n var node = this;\n var templates = node.editor.options.templates;\n if (templates == null) return;\n if (templates.length) {\n // create a separator\n menu.push({\n 'type': 'separator'\n });\n }\n var appendData = function (name, data) {\n node._onAppend(name, data);\n };\n var insertData = function (name, data) {\n node._onInsertBefore(name, data);\n };\n templates.forEach(function (template) {\n menu.push({\n text: template.text,\n className: (template.className || 'jsoneditor-type-object'),\n title: template.title,\n click: (append ? appendData.bind(this, template.field, template.value) : insertData.bind(this, template.field, template.value))\n });\n });\n};\n\n/**\n * Show a contextmenu for this node\n * @param {HTMLElement} anchor Anchor element to attach the context menu to\n * as sibling.\n * @param {function} [onClose] Callback method called when the context menu\n * is being closed.\n */\nNode.prototype.showContextMenu = function (anchor, onClose) {\n var node = this;\n var titles = Node.TYPE_TITLES;\n var items = [];\n\n if (this.editable.value) {\n items.push({\n text: translate('type'),\n title: translate('typeTitle'),\n className: 'jsoneditor-type-' + this.type,\n submenu: [\n {\n text: translate('auto'),\n className: 'jsoneditor-type-auto' +\n (this.type == 'auto' ? ' jsoneditor-selected' : ''),\n title: titles.auto,\n click: function () {\n node._onChangeType('auto');\n }\n },\n {\n text: translate('array'),\n className: 'jsoneditor-type-array' +\n (this.type == 'array' ? ' jsoneditor-selected' : ''),\n title: titles.array,\n click: function () {\n node._onChangeType('array');\n }\n },\n {\n text: translate('object'),\n className: 'jsoneditor-type-object' +\n (this.type == 'object' ? ' jsoneditor-selected' : ''),\n title: titles.object,\n click: function () {\n node._onChangeType('object');\n }\n },\n {\n text: translate('string'),\n className: 'jsoneditor-type-string' +\n (this.type == 'string' ? ' jsoneditor-selected' : ''),\n title: titles.string,\n click: function () {\n node._onChangeType('string');\n }\n }\n]\n });\n }\n\n if (this._hasChilds()) {\n if (this.editor.options.enableSort) {\n items.push({\n text: translate('sort'),\n title: translate('sortTitle', {type: this.type}),\n className: 'jsoneditor-sort-asc',\n click: function () {\n var anchor = node.editor.options.modalAnchor || DEFAULT_MODAL_ANCHOR;\n showSortModal(node, anchor)\n }\n });\n }\n\n if (this.editor.options.enableTransform) {\n items.push({\n text: translate('transform'),\n title: translate('transformTitle', {type: this.type}),\n className: 'jsoneditor-transform',\n click: function () {\n var anchor = node.editor.options.modalAnchor || DEFAULT_MODAL_ANCHOR;\n showTransformModal(node, anchor)\n }\n });\n }\n }\n\n if (this.parent && this.parent._hasChilds()) {\n if (items.length) {\n // create a separator\n items.push({\n 'type': 'separator'\n });\n }\n\n // create append button (for last child node only)\n var childs = node.parent.childs;\n if (node == childs[childs.length - 1]) {\n var appendSubmenu = [\n {\n text: translate('auto'),\n className: 'jsoneditor-type-auto',\n title: titles.auto,\n click: function () {\n node._onAppend('', '', 'auto');\n }\n },\n {\n text: translate('array'),\n className: 'jsoneditor-type-array',\n title: titles.array,\n click:

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function () {\n                    node._onAppend('', []);\n                }\n            },\n            {\n                text:
translate('object'),\n                className: 'jsoneditor-type-object',\n                title: titles.object,\n                click:
function () {\n                    node._onAppend('', {});\n                }\n            },\n            {\n                text:
translate('string'),\n                className: 'jsoneditor-type-string',\n                title: titles.string,\n                click:
function () {\n                    node._onAppend('', '', 'string');\n                }\n            }\n        ];\n
node.addTemplates(appendSubmenu, true);\n        items.push({\n            text: translate('appendText'),\n            title:
translate('appendTitle'),\n            submenuTitle: translate('appendSubmenuTitle'),\n            className: 'jsoneditor-
append',\n            click: function () {\n                node._onAppend('', '', 'auto');\n            },\n            submenu:
appendSubmenu\n        });\n    }\n\n\n\n    // create insert button\n    var insertSubmenu = [\n        {\n            text:
translate('auto'),\n            className: 'jsoneditor-type-auto',\n            title: titles.auto,\n            click: function () {\n
            node._onInsertBefore('', '', 'auto');\n            }\n        },\n        {\n            text: translate('array'),\n
className: 'jsoneditor-type-array',\n            title: titles.array,\n            click: function () {\n
node._onInsertBefore('', []);\n            }\n        },\n        {\n            text: translate('object'),\n            className:
'jsoneditor-type-object',\n            title: titles.object,\n            click: function () {\n                node._onInsertBefore('',
{});\n            }\n        },\n        {\n            text: translate('string'),\n            className: 'jsoneditor-type-string',\n
title: titles.string,\n            click: function () {\n                node._onInsertBefore('', '', 'string');\n            }\n        }\n
];\n    node.addTemplates(insertSubmenu, false);\n    items.push({\n        text: translate('insert'),\n        title:
translate('insertTitle'),\n        submenuTitle: translate('insertSub'),\n        className: 'jsoneditor-insert',\n        click:
function () {\n            node._onInsertBefore('', '', 'auto');\n        },\n        submenu: insertSubmenu\n    });\n\n    if
(this.editable.field) {\n        // create duplicate button\n        items.push({\n            text: translate('duplicateText'),\n
title: translate('duplicateField'),\n            className: 'jsoneditor-duplicate',\n            click: function () {\n
Node.onDuplicate(node);\n            }\n        });\n\n        // create remove button\n        items.push({\n            text:
translate('removeText'),\n            title: translate('removeField'),\n            className: 'jsoneditor-remove',\n            click:
function () {\n            Node.onRemove(node);\n            }\n        });\n    }\n  }\n\n  var menu = new ContextMenu(items,
{close: onClose});\n  menu.show(anchor, this.editor.frame);\n};\n\n/**\n * get the type of a value\n * @param {*}
value\n * @return {String} type   Can be 'object', 'array', 'string', 'auto'\n * @private\n */\nNode.prototype._getType
= function(value) {\n  if (value instanceof Array) {\n    return 'array';\n  }\n  if (value instanceof Object) {\n    return
'object';\n  }\n  if (typeof(value) == 'string' && typeof(this._stringCast(value)) != 'string') {\n    return 'string';\n
}\n\n  return 'auto';\n};\n\n/**\n * cast contents of a string to the correct type. This can be a string,\n * a number, a
boolean, etc\n * @param {String} str\n * @return {*} castedStr\n * @private\n */\nNode.prototype._stringCast =
function(str) {\n  var lower = str.toLowerCase(),\n      num = Number(str),          // will nicely fail with '123ab'\n
numFloat = parseFloat(str); // will nicely fail with '  '\n\n  if (str == '') {\n    return '';\n  }\n  else if (lower == 'null')
{\n    return null;\n  }\n  else if (lower == 'true') {\n    return true;\n  }\n  else if (lower == 'false') {\n    return false;\n
}\n  else if (!isNaN(num) && !isNaN(numFloat)) {\n    return num;\n  }\n  else {\n    return str;\n  }\n};\n\n/**\n *
escape a text, such that it can be displayed safely in an HTML element\n * @param {String} text\n * @return
{String} escapedText\n * @private\n */\nNode.prototype._escapeHTML = function (text) {\n  if (typeof text !==
'string') {\n    return String(text);\n  }\n  else {\n    var htmlEscaped = String(text)\n        .replace(/&/g, '&amp;')    //
must be replaced first!\n        .replace(/</g, '&lt;')\n        .replace(/>/g, '&gt;')\n        .replace(/  /g, '  ') // replace
double space with an nbsp and space\n        .replace(/^ /, ' ')   // space at start\n        .replace(/ $/, ' ');  //
space at end\n\n    var json = JSON.stringify(htmlEscaped);\n    var html = json.substring(1, json.length - 1);\n    if
(this.editor.options.escapeUnicode === true) {\n        html = util.escapeUnicodeChars(html);\n    }\n    return html;\n
}\n};\n\n/**\n * unescape a string.\n * @param {String} escapedText\n * @return {String} text\n * @private\n
*/\nNode.prototype._unescapeHTML = function (escapedText) {\n  var json = '\"' + this._escapeJSON(escapedText)
+ '\"';\n  var htmlEscaped = util.parse(json);\n\n  return htmlEscaped\n      .replace(/&lt;/g, '<')\n      .replace(/&gt;/g,
'>')\n      .replace(/ |\\u00A0/g, ' ')\n      .replace(/&amp;/g, '&');   // must be replaced last\n};\n\n/**\n * escape
a text to make it a valid JSON string. The method will:\n *   - replace unescaped double quotes with '\\\"'\n *   -
replace unescaped backslash with '\\\\'\n *   - replace returns with '\\n'\n * @param {String} text\n * @return
{String} escapedText\n * @private\n */\nNode.prototype._escapeJSON = function (text) {\n  // TODO: replace with
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some smart regex (only when a new solution is faster!)\n  var escaped = '';\n  var i = 0;\n  while (i < text.length) {\n
var c = text.charAt(i);\n    if (c == '\\n') {\n      escaped += '\\\\n';\n    }\n    else if (c == '\\\\') {\n      escaped += c;\n
i++;\n\n      c = text.charAt(i);\n      if (c === '' || '\"\\\\/bfnrtu'.indexOf(c) == -1) {\n        escaped += '\\\\';  // no valid
escape character\n      }\n      escaped += c;\n    }\n    else if (c == '\"') {\n      escaped += '\\\\\"';\n    }\n    else {\n
escaped += c;\n    }\n    i++;\n  }\n\n  return escaped;\n};\n\n/**\n * update the object name according to the
callback onNodeName\n * @private\n */\nNode.prototype.updateNodeName = function () {\n  var count =
this.childs ? this.childs.length : 0;\n  var nodeName;\n  if (this.type === 'object' || this.type === 'array') {\n    if
(this.editor.options.onNodeName) {\n      try {\n        nodeName = this.editor.options.onNodeName({\n          path:
this.getPath(),\n          size: count,\n          type: this.type\n        });\n      }\n      catch (err) {\n
console.error('Error in onNodeName callback: ', err);\n      }\n    }\n\n    this.dom.value.innerHTML = (this.type ===
'object')\n      ? ('{' + (nodeName || count) + '}')\n      : ('[' + (nodeName || count) + ']');\n  }\n}\n\n/**\n * update
recursively the object's and its children's name.\n * @private\n */\nNode.prototype.recursivelyUpdateNodeName =
function () {\n  if (this.expanded) {\n    this.updateNodeName();\n    if (this.childs !== 'undefined') {\n      var i;\n
for (i in this.childs) {\n        this.childs[i].recursivelyUpdateNodeName();\n      }\n    }\n  }\n}\n\n// helper function
to get the internal path of a node\nfunction getInternalPath (node) {\n  return node.getInternalPath();\n}\n\n// helper
function to get the field of a node\nfunction getField (node) {\n  return node.getField();\n}\n\n// TODO: find a nicer
solution to resolve this circular dependency between Node and AppendNode\n//       idea: introduce properties
.isAppendNode and .isNode and use that instead of instanceof AppendNode checks\nvar AppendNode =
appendNodeFactory(Node);\nvar ShowMoreNode = showMoreNodeFactory(Node);\n\nmodule.exports =
Node;\n","'use strict';\n\n/**\n * @constructor SearchBox\n * Create a search box in given HTML container\n *
@param {JSONEditor} editor    The JSON Editor to attach to\n * @param {Element} container              HTML
container element of where to\n *                                    create the search box\n */\nfunction SearchBox (editor,
container) {\n  var searchBox = this;\n\n  this.editor = editor;\n  this.timeout = undefined;\n  this.delay = 200; // ms\n
this.lastText = undefined;\n\n  this.dom = {};\n  this.dom.container = container;\n\n  var table =
document.createElement('table');\n  this.dom.table = table;\n  table.className = 'jsoneditor-search';\n
container.appendChild(table);\n  var tbody = document.createElement('tbody');\n  this.dom.tbody = tbody;\n
table.appendChild(tbody);\n  var tr = document.createElement('tr');\n  tbody.appendChild(tr);\n\n  var td =
document.createElement('td');\n  tr.appendChild(td);\n  var results = document.createElement('div');\n
this.dom.results = results;\n  results.className = 'jsoneditor-results';\n  td.appendChild(results);\n\n  td =
document.createElement('td');\n  tr.appendChild(td);\n  var divInput = document.createElement('div');\n
this.dom.input = divInput;\n  divInput.className = 'jsoneditor-frame';\n  divInput.title = 'Search fields and values';\n
td.appendChild(divInput);\n\n  // table to contain the text input and search button\n  var tableInput =
document.createElement('table');\n  divInput.appendChild(tableInput);\n  var tbodySearch =
document.createElement('tbody');\n  tableInput.appendChild(tbodySearch);\n  tr = document.createElement('tr');\n
tbodySearch.appendChild(tr);\n\n  var refreshSearch = document.createElement('button');\n  refreshSearch.type =
'button';\n  refreshSearch.className = 'jsoneditor-refresh';\n  td = document.createElement('td');\n
td.appendChild(refreshSearch);\n  tr.appendChild(td);\n\n  var search = document.createElement('input');\n  //
search.type = 'button';\n  this.dom.search = search;\n  search.oninput = function (event) {\n
searchBox._onDelayedSearch(event);\n  };\n  search.onchange = function (event) { // For IE 9\n
searchBox._onSearch();\n  };\n  search.onkeydown = function (event) {\n    searchBox._onKeyDown(event);\n  };\n
search.onkeyup = function (event) {\n    searchBox._onKeyUp(event);\n  };\n  refreshSearch.onclick = function
(event) {\n    search.select();\n  };\n\n  // TODO: ESC in FF restores the last input, is a FF bug,
https://bugzilla.mozilla.org/show_bug.cgi?id=598819\n  td = document.createElement('td');\n
td.appendChild(search);\n  tr.appendChild(td);\n\n  var searchNext = document.createElement('button');\n
searchNext.type = 'button';\n  searchNext.title = 'Next result (Enter)';\n  searchNext.className = 'jsoneditor-next';\n
searchNext.onclick = function () {\n    searchBox.next();\n  };\n  td = document.createElement('td');\n
td.appendChild(searchNext);\n  tr.appendChild(td);\n\n  var searchPrevious = document.createElement('button');\n
searchPrevious.type = 'button';\n  searchPrevious.title = 'Previous result (Shift+Enter)';\n  searchPrevious.className
```

= 'jsoneditor-previous';\n searchPrevious.onclick = function () {\n   searchBox.previous();\n };\n td = document.createElement('td');\n td.appendChild(searchPrevious);\n tr.appendChild(td);\n}\n\n/**\n * Go to the next search result\n * @param {boolean} [focus]   If true, focus will be set to the next result\n *   focus is false by default.\n */\nSearchBox.prototype.next = function(focus) {\n if (this.results != undefined) {\n   var index = (this.resultIndex != undefined) ? this.resultIndex + 1 : 0;\n   if (index > this.results.length - 1) {\n   index = 0;\n   }\n   this._setActiveResult(index, focus);\n }\n};\n\n/**\n * Go to the prevous search result\n * @param {boolean} [focus]   If true, focus will be set to the next result\n *   focus is false by default.\n */\nSearchBox.prototype.previous = function(focus) {\n if (this.results != undefined) {\n   var max = this.results.length - 1;\n   var index = (this.resultIndex != undefined) ? this.resultIndex - 1 : max;\n   if (index < 0) {\n   index = max;\n   }\n   this._setActiveResult(index, focus);\n }\n};\n\n/**\n * Set new value for the current active result\n * @param {Number} index\n * @param {boolean} [focus]   If true, focus will be set to the next result.\n *   focus is false by default.\n * @private\n */\nSearchBox.prototype._setActiveResult = function(index, focus) {\n // de-activate current active result\n if (this.activeResult) {\n   var prevNode = this.activeResult.node;\n   var prevElem = this.activeResult.elem;\n   if (prevElem == 'field') {\n   delete prevNode.searchFieldActive;\n   }\n   else {\n   delete prevNode.searchValueActive;\n   }\n   prevNode.updateDom();\n }\n\n if (!this.results || !this.results[index]) {\n   // out of range, set to undefined\n   this.resultIndex = undefined;\n   this.activeResult = undefined;\n   return;\n }\n\n this.resultIndex = index;\n\n // set new node active\n var node = this.results[this.resultIndex].node;\n var elem = this.results[this.resultIndex].elem;\n if (elem == 'field') {\n   node.searchFieldActive = true;\n }\n else {\n   node.searchValueActive = true;\n }\n this.activeResult = this.results[this.resultIndex];\n node.updateDom();\n\n // TODO: not so nice that the focus is only set after the animation is finished\n node.scrollTo(function () {\n   if (focus) {\n   node.focus(elem);\n   }\n });\n};\n\n/**\n * Cancel any running onDelayedSearch.\n * @private\n */\nSearchBox.prototype._clearDelay = function() {\n if (this.timeout != undefined) {\n   clearTimeout(this.timeout);\n   delete this.timeout;\n }\n};\n\n/**\n * Start a timer to execute a search after a short delay.\n * Used for reducing the number of searches while typing.\n * @param {Event} event\n * @private\n */\nSearchBox.prototype._onDelayedSearch = function (event) {\n // execute the search after a short delay (reduces the number of\n // search actions while typing in the search text box)\n this._clearDelay();\n var searchBox = this;\n this.timeout = setTimeout(function (event) {\n   searchBox._onSearch();\n },\n this.delay);\n};\n\n/**\n * Handle onSearch event\n * @param {boolean} [forceSearch] If true, search will be executed again even\n *   when the search text is not changed.\n *   Default is false.\n * @private\n */\nSearchBox.prototype._onSearch = function (forceSearch) {\n this._clearDelay();\n\n var value = this.dom.search.value;\n var text = (value.length > 0) ? value : undefined;\n if (text !== this.lastText || forceSearch) {\n   // only search again when changed\n   this.lastText = text;\n   this.results = this.editor.search(text);\n   var MAX_SEARCH_RESULTS = this.results[0]\n   ? this.results[0].node.MAX_SEARCH_RESULTS\n   : Infinity;\n\n   // try to maintain the current active result if this is still part of the new search results\n   var activeResultIndex = 0;\n   if (this.activeResult) {\n   for (var i = 0; i < this.results.length; i++) {\n   if (this.results[i].node === this.activeResult.node) {\n   activeResultIndex = i;\n   break;\n   }\n   }\n   }\n\n   this._setActiveResult(activeResultIndex, false);\n\n   // display search results\n   if (text !== undefined) {\n   var resultCount = this.results.length;\n   if (resultCount === 0) {\n   this.dom.results.innerHTML = 'no results';\n   }\n   else if (resultCount === 1) {\n   this.dom.results.innerHTML = '1 result';\n   }\n   else if (resultCount > MAX_SEARCH_RESULTS) {\n   this.dom.results.innerHTML = MAX_SEARCH_RESULTS + '+ results';\n   }\n   else {\n   this.dom.results.innerHTML = resultCount + ' results';\n   }\n   }\n   else {\n   this.dom.results.innerHTML = '';\n   }\n }\n};\n\n/**\n * Handle onKeyDown event in the input box\n * @param {Event} event\n * @private\n */\nSearchBox.prototype._onKeyDown = function (event) {\n var keynum = event.which;\n if (keynum == 27) { // ESC\n   this.dom.search.value = ''; // clear search\n   this._onSearch();\n   event.preventDefault();\n   event.stopPropagation();\n }\n else if (keynum == 13) { // Enter\n   if (event.ctrlKey) {\n   // force to search again\n   this._onSearch(true);\n   }\n   else if (event.shiftKey) {\n   // move to the previous search result\n

this.previous();\n   }\n   else {\n   // move to the next search result\n   this.next();\n   }\n
event.preventDefault();\n   event.stopPropagation();\n }\n};\n\n/**\n * Handle onKeyUp event in the input box\n *
@param {Event} event\n * @private\n */\nSearchBox.prototype._onKeyUp = function (event) {\n var keynum =
event.keyCode;\n if (keynum != 27 && keynum != 13) { // !show and !Enter\n   this._onDelayedSearch(event);   //
For IE 9\n }\n};\n\n/**\n * Clear the search results\n */\nSearchBox.prototype.clear = function () {\n
this.dom.search.value = '';\n this._onSearch();\n};\n\n/**\n * Refresh searchResults if there is a search value\n
*/\nSearchBox.prototype.forceSearch = function () {\n this._onSearch(true);\n};\n\n/**\n * Test whether the search
box value is empty\n * @returns {boolean} Returns true when empty.\n */\nSearchBox.prototype.isEmpty =
function () {\n return this.dom.search.value === '';\n};\n\n/**\n * Destroy the search box\n
*/\nSearchBox.prototype.destroy = function () {\n this.editor = null;\n
this.dom.container.removeChild(this.dom.table);\n this.dom = null;\n\n this.results = null;\n this.activeResult =
null;\n\n this._clearDelay();\n\n};\n\nmodule.exports = SearchBox;\n","'use strict';\n\nvar ContextMenu =
require('./ContextMenu');\nvar translate = require('./i18n').translate;\nvar util = require('./util');\n\n/**\n * Creates a
component that visualize path selection in tree based editors\n * @param {HTMLElement} container \n * @param
{HTMLElement} root\n * @constructor\n */\nfunction TreePath(container, root) {\n if (container) {\n   this.root =
root;\n   this.path = document.createElement('div');\n   this.path.className = 'jsoneditor-treepath';\n
this.path.setAttribute('tabindex',0);\n   this.contentMenuClicked;\n   container.appendChild(this.path);\n
this.reset();\n }\n}\n\n/**\n * Reset component to initial status\n */\nTreePath.prototype.reset = function () {\n
this.path.innerHTML = translate('selectNode');\n};\n\n/**\n * Renders the component UI according to a given path
objects\n * @param {Array<{name: String, childs: Array}>} pathObjs a list of path objects\n * \n
*/\nTreePath.prototype.setPath = function (pathObjs) {\n var me = this;\n\n this.path.innerHTML = '';\n\n if
(pathObjs && pathObjs.length) {\n   pathObjs.forEach(function (pathObj, idx) {\n   var pathEl =
document.createElement('span');\n   var sepEl;\n   pathEl.className = 'jsoneditor-treepath-element';\n
pathEl.innerText = pathObj.name;\n   pathEl.onclick = _onSegmentClick.bind(me, pathObj);\n \n
me.path.appendChild(pathEl);\n\n   if (pathObj.children.length) {\n   sepEl =
document.createElement('span');\n   sepEl.className = 'jsoneditor-treepath-seperator';\n   sepEl.innerHTML
= '►';\n\n   sepEl.onclick = function () {\n   me.contentMenuClicked = true;\n   var items = [];\n
    pathObj.children.forEach(function (child) {\n   items.push({\n   'text': child.name,\n
'className': 'jsoneditor-type-modes' + (pathObjs[idx + 1] + 1 && pathObjs[idx + 1].name === child.name ? '
jsoneditor-selected' : ''),\n   'click': _onContextMenuItemClick.bind(me, pathObj, child.name)\n   });\n
    });\n   var menu = new ContextMenu(items);\n   menu.show(sepEl, me.root, true);\n   };\n\n
me.path.appendChild(sepEl);\n   }\n\n   if(idx === pathObjs.length - 1) {\n   var leftRectPos = (sepEl ||
pathEl).getBoundingClientRect().right;\n   if(me.path.offsetWidth < leftRectPos) {\n   me.path.scrollLeft =
leftRectPos;\n   }\n\n   if (me.path.scrollLeft) {\n   var showAllBtn = document.createElement('span');\n
    showAllBtn.className = 'jsoneditor-treepath-show-all-btn';\n   showAllBtn.title = 'show all path';\n
showAllBtn.innerHTML = '...';\n   showAllBtn.onclick = _onShowAllClick.bind(me, pathObjs);\n
me.path.insertBefore(showAllBtn, me.path.firstChild);\n   }\n   }\n   });\n }\n\n function
_onShowAllClick(pathObjs) {\n   me.contentMenuClicked = false;\n   util.addClassName(me.path, 'show-all');\n
me.path.style.width = me.path.parentNode.getBoundingClientRect().width - 10 + 'px';\n   me.path.onblur =
function() {\n   if (me.contentMenuClicked) {\n   me.contentMenuClicked = false;\n   me.path.focus();\n
return;\n   }\n   util.removeClassName(me.path, 'show-all');\n   me.path.onblur = undefined;\n
me.path.style.width = '';\n   me.setPath(pathObjs);\n   };\n }\n\n function _onSegmentClick(pathObj) {\n   if
(this.selectionCallback) {\n   this.selectionCallback(pathObj);\n   }\n }\n\n function
_onContextMenuItemClick(pathObj, selection) {\n   if (this.contextMenuCallback) {\n
this.contextMenuCallback(pathObj, selection);\n   }\n }\n};\n\n/**\n * set a callback function for selection of path
section\n * @param {Function} callback function to invoke when section is selected\n
*/\nTreePath.prototype.onSectionSelected = function (callback) {\n if (typeof callback === 'function') {\n
this.selectionCallback = callback;   \n }\n};\n\n/**\n * set a callback function for selection of path section\n *

@param {Function} callback function to invoke when section is selected\n
*/\nTreePath.prototype.onContextMenuItemSelected = function (callback) {\n if (typeof callback === 'function') {\n   this.contextMenuCallback = callback;\n }\n};\n\nmodule.exports = TreePath;","var ace\nif (window.ace) {\n // use the already loaded instance of Ace\n ace = window.ace\n}\nelse {\n try {\n   // load brace\n   ace = require('brace');\n\n   // load required Ace plugins\n   require('brace/mode/json');\n
require('brace/ext/searchbox');\n }\n catch (err) {\n   // failed to load brace (can be minimalist bundle).\n   // No worries, the editor will fall back to plain text if needed.\n }\n}\n\nmodule.exports = ace;\n","/* ***** BEGIN LICENSE BLOCK *****\n * Distributed under the BSD license:\n *\n * Copyright (c) 2010, Ajax.org B.V.\n * All rights reserved.\n * \n * Redistribution and use in source and binary forms, with or without\n * modification, are permitted provided that the following conditions are met:\n *   * Redistributions of source code must retain the above copyright\n *   notice, this list of conditions and the following disclaimer.\n *   * Redistributions in binary form must reproduce the above copyright\n *   notice, this list of conditions and the following disclaimer in the\n *   documentation and/or other materials provided with the distribution.\n *   * Neither the name of Ajax.org B.V. nor the\n *   names of its contributors may be used to endorse or promote products\n *   derived from this software without specific prior written permission.\n * \n * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS \"AS IS\" AND\n * ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED\n * WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE\n * DISCLAIMED. IN NO EVENT SHALL AJAX.ORG B.V. BE LIABLE FOR ANY\n * DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES\n * (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES;\n * LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND\n * ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT\n * (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS\n * SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.\n *\n * ***** END LICENSE BLOCK ***** */\n\nace.define('ace/theme/jsoneditor', ['require', 'exports', 'module', 'ace/lib/dom'], function(acequire, exports, module) {\n\nexports.isDark = false;\nexports.cssClass = \"ace-jsoneditor\";\nexports.cssText = \".ace-jsoneditor .ace_gutter {\\\nbackground: #ebebeb;\\\ncolor: #333\\\n}\\\n\\\n.ace-jsoneditor.ace_editor {\\\nfont-family: \\\"dejavu sans mono\\\", \\\"droid sans mono\\\", consolas, monaco, \\\"lucida console\\\", \\\"courier new\\\", courier, monospace, sans-serif;\\\nline-height: 1.3;\\\nbackground-color: #fff;\\\n}\\\n.ace-jsoneditor .ace_print-margin {\\\nwidth: 1px;\\\nbackground: #e8e8e8\\\n}\\\n.ace-jsoneditor .ace_scroller {\\\nbackground-color: #FFFFFF\\\n}\\\n.ace-jsoneditor .ace_text-layer {\\\ncolor: gray\\\n}\\\n.ace-jsoneditor .ace_variable {\\\ncolor: #1a1a1a\\\n}\\\n.ace-jsoneditor .ace_cursor {\\\nborder-left: 2px solid #000000\\\n}\\\n.ace-jsoneditor .ace_overwrite-cursors .ace_cursor {\\\nborder-left: 0px;\\\nborder-bottom: 1px solid #000000\\\n}\\\n.ace-jsoneditor .ace_marker-layer .ace_selection {\\\nbackground: lightgray\\\n}\\\n.ace-jsoneditor.ace_multiselect .ace_selection.ace_start {\\\nbox-shadow: 0 0 3px 0px #FFFFFF;\\\nborder-radius: 2px\\\n}\\\n.ace-jsoneditor .ace_marker-layer .ace_step {\\\nbackground: rgb(255, 255, 0)\\\n}\\\n.ace-jsoneditor .ace_marker-layer .ace_bracket {\\\nmargin: -1px 0 0 -1px;\\\nborder: 1px solid #BFBFBF\\\n}\\\n.ace-jsoneditor .ace_marker-layer .ace_active-line {\\\nbackground: #FFFBD1\\\n}\\\n.ace-jsoneditor .ace_gutter-active-line {\\\nbackground-color : #dcdcdc\\\n}\\\n.ace-jsoneditor .ace_marker-layer .ace_selected-word {\\\nborder: 1px solid lightgray\\\n}\\\n.ace-jsoneditor .ace_invisible {\\\ncolor: #BFBFBF\\\n}\\\n.ace-jsoneditor .ace_keyword,\\\n.ace-jsoneditor .ace_meta,\\\n.ace-jsoneditor .ace_support.ace_constant.ace_property-value {\\\ncolor: #AF956F\\\n}\\\n.ace-jsoneditor .ace_keyword.ace_operator {\\\ncolor: #484848\\\n}\\\n.ace-jsoneditor .ace_keyword.ace_other.ace_unit {\\\ncolor: #96DC5F\\\n}\\\n.ace-jsoneditor .ace_constant.ace_language {\\\ncolor: darkorange\\\n}\\\n.ace-jsoneditor .ace_constant.ace_numeric {\\\ncolor: red\\\n}\\\n.ace-jsoneditor .ace_constant.ace_character.ace_entity {\\\ncolor: #BF78CC\\\n}\\\n.ace-jsoneditor .ace_invalid {\\\ncolor: #FFFFFF;\\\nbackground-color: #FF002A;\\\n}\\\n.ace-jsoneditor .ace_fold {\\\nbackground-color: #AF956F;\\\nborder-color: #000000\\\n}\\\n.ace-jsoneditor .ace_storage,\\\n.ace-jsoneditor .ace_support.ace_class,\\\n.ace-jsoneditor

.ace_support.ace_function,\\\n.ace-jsoneditor .ace_support.ace_other,\\\n.ace-jsoneditor .ace_support.ace_type {\\\ncolor: #C52727\\\n}\\\n.ace-jsoneditor .ace_string {\\\ncolor: green\\\n}\\\n.ace-jsoneditor .ace_comment {\\\ncolor: #BCC8BA\\\n}\\\n.ace-jsoneditor .ace_entity.ace_name.ace_tag,\\\n.ace-jsoneditor .ace_entity.ace_other.ace_attribute-name {\\\ncolor: #606060\\\n}\\\n.ace-jsoneditor .ace_markup.ace_underline {\\\ntext-decoration: underline\\\n}\\\n.ace-jsoneditor .ace_indent-guide {\\\nbackground: url(\\\"\\\") right repeat-y\\\n}\";\n\nvar dom = acequire(\"../lib/dom\");\ndom.importCssString(exports.cssText, exports.cssClass);\n});\n","'use strict';\n\nvar util = require('./util');\nvar ContextMenu = require('./ContextMenu');\nvar translate = require('./i18n').translate;\n\n/**\n * A factory function to create an AppendNode, which depends on a Node\n * @param {Node} Node\n */\nfunction appendNodeFactory(Node) {\n /**\n   * @constructor AppendNode\n   * @extends Node\n   * @param {TreeEditor} editor\n   * Create a new AppendNode. This is a special node which is created at the\n   * end of the list with childs for an object or array\n   */\n function AppendNode (editor) {\n   /** @type {TreeEditor} */\n   this.editor = editor;\n   this.dom = {};\n }\n\n AppendNode.prototype = new Node();\n\n /**\n   * Return a table row with an append button.\n   * @return {Element} dom   TR element\n   */\n AppendNode.prototype.getDom = function () {\n   // TODO: implement a new solution for the append node\n   var dom = this.dom;\n\n   if (dom.tr) {\n   return dom.tr;\n   }\n\n   this._updateEditability();\n\n   // a row for the append button\n   var trAppend = document.createElement('tr');\n   trAppend.className = 'jsoneditor-append';\n   trAppend.node = this;\n   dom.tr = trAppend;\n\n   // TODO: consistent naming\n\n   if (this.editor.options.mode === 'tree') {\n   // a cell for the dragarea column\n   dom.tdDrag = document.createElement('td');\n\n   // create context menu\n   var tdMenu = document.createElement('td');\n   dom.tdMenu = tdMenu;\n   var menu = document.createElement('button');\n menu.type = 'button';\n   menu.className = 'jsoneditor-button jsoneditor-contextmenu';\n   menu.title = 'Click to open the actions menu (Ctrl+M)';\n   dom.menu = menu;\n   tdMenu.appendChild(dom.menu);\n   }\n\n   // a cell for the contents (showing text 'empty')\n   var tdAppend = document.createElement('td');\n   var domText = document.createElement('div');\n   domText.innerHTML = '(' + translate('empty') + ')';\n   domText.className = 'jsoneditor-readonly';\n   tdAppend.appendChild(domText);\n   dom.td = tdAppend;\n   dom.text = domText;\n\n this.updateDom();\n\n   return trAppend;\n };\n\n /**\n   * Append node doesn't have a path\n   * @returns {null}\n   */\n AppendNode.prototype.getPath = function() {\n   return null;\n };\n\n /**\n   * Append node doesn't have an index\n   * @returns {null}\n   */\n AppendNode.prototype.getIndex = function() {\n   return null;\n };\n\n /**\n   * Update the HTML dom of the Node\n   */\n AppendNode.prototype.updateDom = function(options) {\n   var dom = this.dom;\n   var tdAppend = dom.td;\n   if (tdAppend) {\n tdAppend.style.paddingLeft = (this.getLevel() * 24 + 26) + 'px';\n   // TODO: not so nice hard coded offset\n }\n\n   var domText = dom.text;\n   if (domText) {\n   domText.innerHTML = '(' + translate('empty') + ' ' + this.parent.type + ')';\n   }\n\n   // attach or detach the contents of the append node:\n   // hide when the parent has childs, show when the parent has no childs\n   var trAppend = dom.tr;\n   if (!this.isVisible()) {\n   if (dom.tr.firstChild) {\n   if (dom.tdDrag) {\n   trAppend.removeChild(dom.tdDrag);\n   }\n   if (dom.tdMenu) {\n   trAppend.removeChild(dom.tdMenu);\n   }\n   trAppend.removeChild(tdAppend);\n }\n   }\n   else {\n   if (!dom.tr.firstChild) {\n   if (dom.tdDrag) {\n trAppend.appendChild(dom.tdDrag);\n   }\n   if (dom.tdMenu) {\n trAppend.appendChild(dom.tdMenu);\n   }\n   trAppend.appendChild(tdAppend);\n   }\n   }\n };\n\n /**\n   * Check whether the AppendNode is currently visible.\n   * the AppendNode is visible when its parent has no childs (i.e. is empty).\n   * @return {boolean} isVisible\n   */\n AppendNode.prototype.isVisible = function () {\n   return (this.parent.childs.length == 0);\n };\n\n /**\n   * Show a contextmenu for this node\n   * @param {HTMLElement} anchor   The element to attach the menu to.\n   * @param {function} [onClose]   Callback method called when the context menu\n   *   is being closed.\n   */\n AppendNode.prototype.showContextMenu = function (anchor, onClose) {\n   var node = this;\n   var titles = Node.TYPE_TITLES;\n   var appendSubmenu = [\n   {\n   text: translate('auto'),\n   className: 'jsoneditor-type-auto',\n   title: titles.auto,\n   click: function () {\n   node._onAppend('', '',

'auto');\n }\n },\n {\n text: translate('array'),\n className: 'jsoneditor-type-array',\n title: titles.array,\n click: function () {\n node._onAppend(", []);\n }\n },\n {\n text: translate('object'),\n className: 'jsoneditor-type-object',\n title: titles.object,\n click: function () {\n node._onAppend(", {});\n }\n },\n {\n text: translate('string'),\n className: 'jsoneditor-type-string',\n title: titles.string,\n click: function () {\n node._onAppend(", ", 'string');\n }\n }\n];\n node.addTemplates(appendSubmenu, true);\n var items = [\n // create append button\n {\n 'text': translate('appendText'),\n 'title': translate('appendTitleAuto'),\n 'submenuTitle': translate('appendSubmenuTitle'),\n 'className': 'jsoneditor-insert',\n 'click': function () {\n node._onAppend(", ", 'auto');\n },\n 'submenu': appendSubmenu\n }\n];\n\n var menu = new ContextMenu(items, {close: onClose});\n menu.show(anchor, this.editor.content);\n };\n\n /**\n * Handle an event. The event is caught centrally by the editor\n * @param {Event} event\n */\n AppendNode.prototype.onEvent = function (event) {\n var type = event.type;\n var target = event.target || event.srcElement;\n var dom = this.dom;\n\n // highlight the append nodes parent\n var menu = dom.menu;\n if (target == menu) {\n if (type == 'mouseover') {\n this.editor.highlighter.highlight(this.parent);\n }\n else if (type == 'mouseout') {\n this.editor.highlighter.unhighlight();\n }\n }\n\n // context menu events\n if (type == 'click' && target == dom.menu) {\n var highlighter = this.editor.highlighter;\n highlighter.highlight(this.parent);\n highlighter.lock();\n util.addClassName(dom.menu, 'jsoneditor-selected');\n this.showContextMenu(dom.menu, function () {\n util.removeClassName(dom.menu, 'jsoneditor-selected');\n highlighter.unlock();\n highlighter.unhighlight();\n });\n }\n\n if (type == 'keydown') {\n this.onKeyDown(event);\n }\n };\n\n return AppendNode;\n}\n\nmodule.exports = appendNodeFactory;\n","/* Jison generated parser */\nvar jsonlint = (function(){\nvar parser = {trace: function trace() { },\nyy: {},\nsymbols_: {\"error\":2,\"JSONString\":3,\"STRING\":4,\"JSONNumber\":5,\"NUMBER\":6,\"JSONNullLiteral\":7,\"NULL\":8,\"JSONBooleanLiteral\":9,\"TRUE\":10,\"FALSE\":11,\"JSONText\":12,\"JSONValue\":13,\"EOF\":14,\"JSONObject\":15,\"JSONArray\":16,\"{\":17,\"}\":18,\"JSONMemberList\":19,\"JSONMember\":20,\":\":21,\",\":22,\"[\":23,\"]\":24,\"JSONElementList\":25,\"$accept\":0,\"$end\":1},\nterminals_: {2:\"error\",4:\"STRING\",6:\"NUMBER\",8:\"NULL\",10:\"TRUE\",11:\"FALSE\",14:\"EOF\",17:\"{\",18:\"}\",21:\":\",22:\",\",23:\"[\",24:\"]\"},\nproductions_: [0,[3,1],[5,1],[7,1],[9,1],[9,1],[12,2],[13,1],[13,1],[13,1],[13,1],[13,1],[13,1],[15,2],[15,3],[20,3],[19,1],[19,3],[16,2],[16,3],[25,1],[25,3]],\nperformAction: function anonymous(yytext,yyleng,yylineno,yy,yystate,$$,_$) {\n\nvar $0 = $$.length - 1;\nswitch (yystate) {\ncase 1: // replace escaped characters with actual character\n this.$ = yytext.replace(/\\\\(\\\\|\")/g, \"$\"+\"1\")\n .replace(/\\\\n/g,'\\n')\n .replace(/\\\\r/g,'\\r')\n .replace(/\\\\t/g,'\\t')\n .replace(/\\\\v/g,'\\v')\n .replace(/\\\\f/g,'\\f')\n .replace(/\\\\b/g,'\\b');\n \nbreak;\ncase 2:this.$ = Number(yytext);\nbreak;\ncase 3:this.$ = null;\nbreak;\ncase 4:this.$ = true;\nbreak;\ncase 5:this.$ = false;\nbreak;\ncase 6:return this.$ = $$[$0-1];\nbreak;\ncase 13:this.$ = {};\nbreak;\ncase 14:this.$ = $$[$0-1];\nbreak;\ncase 15:this.$ = [$$[$0-2], $$[$0]];\nbreak;\ncase 16:this.$ = {}; this.$[$$[$0][0]] = $$[$0][1];\nbreak;\ncase 17:this.$ = $$[$0-2]; $$[$0-2][$$[$0][0]] = $$[$0][1];\nbreak;\ncase 18:this.$ = [];\nbreak;\ncase 19:this.$ = $$[$0-1];\nbreak;\ncase 20:this.$ = [$$[$0]];\nbreak;\ncase 21:this.$ = $$[$0-2]; $$[$0-2].push($$[$0]);\nbreak;\n}\n},\ntable: [{3:5,4:[1,12],5:6,6:[1,13],7:3,8:[1,9],9:4,10:[1,10],11:[1,11],12:1,13:2,15:7,16:8,17:[1,14],23:[1,15]},{1:[3]},{14:[1,16]},{14:[2,7],18:[2,7],22:[2,7],24:[2,7]},{14:[2,8],18:[2,8],22:[2,8],24:[2,8]},{14:[2,9],18:[2,9],22:[2,9],24:[2,9]},{14:[2,10],18:[2,10],22:[2,10],24:[2,10]},{14:[2,11],18:[2,11],22:[2,11],24:[2,11]},{14:[2,12],18:[2,12],22:[2,12],24:[2,12]},{14:[2,3],18:[2,3],22:[2,3],24:[2,3]},{14:[2,4],18:[2,4],22:[2,4],24:[2,4]},{14:[2,5],18:[2,5],22:[2,5],24:[2,5]},{14:[2,1],18:[2,1],21:[2,1],22:[2,1],24:[2,1]},{14:[2,2],18:[2,2],22:[2,2],24:[2,2]},{3:20,4:[1,12],18:[1,17],19:18,20:19},{3:5,4:[1,12],5:6,6:[1,13],7:3,8:[1,9],9:4,10:[1,10],11:[1,11],13:23,15:7,16:8,17:[1,14],23:[1,15],24:[1,21],25:22},{1:[2,6]},{14:[2,13],18:[2,13],22:[2,13],24:[2,13]},{18:[1,24],22:[1,25]},{18:[2,16],22:[2,16]},{21:[1,26]},{14:[2,18],18:[2,18],22:[2,18],24:[2,18]},{22:[1,28],24:[1,27]},{22:[2,20],24:[2,20]},{14:[2,14],18:[2,14],22:[2,14],24:[2,14]},{3:20,4:[1,12],20:29},{3:5,4:[1,12],5:6,6:[1,13],7:3,8:[1,9],9:4,10:[1,10],11:[1,11],13:30,15:7,16:8,17:[1,14

],23:[1,15]},{14:[2,19],18:[2,19],22:[2,19],24:[2,19]},{3:5,4:[1,12],5:6,6:[1,13],7:3,8:[1,9],9:4,10:[1,10],11:[1,11],13:31,15:7,16:8,17:[1,14],23:[1,15]},{18:[2,17],22:[2,17]},{18:[2,15],22:[2,15]},{22:[2,21],24:[2,21]}],\ndefaultActions: {16:[2,6]},\nparseError: function parseError(str, hash) {\n   throw new Error(str);\n},\nparse: function parse(input) {\n   var self = this,\n   stack = [0],\n   vstack = [null], // semantic value stack\n   lstack = [], // location stack\n   table = this.table,\n   yytext = '',\n   yylineno = 0,\n   yyleng = 0,\n   recovering = 0,\n   TERROR = 2,\n   EOF = 1;\n\n   //this.reductionCount = this.shiftCount = 0;\n\n   this.lexer.setInput(input);\n   this.lexer.yy = this.yy;\n   this.yy.lexer = this.lexer;\n   if (typeof this.lexer.yylloc == 'undefined')\n   this.lexer.yylloc = {};\n   var yyloc = this.lexer.yylloc;\n   lstack.push(yyloc);\n\n   if (typeof this.yy.parseError === 'function')\n   this.parseError = this.yy.parseError;\n\n   function popStack (n) {\n   stack.length = stack.length - 2*n;\n   vstack.length = vstack.length - n;\n   lstack.length = lstack.length - n;\n   }\n\n   function lex() {\n   var token;\n   token = self.lexer.lex() || 1; // $end = 1\n   // if token isn't its numeric value, convert\n   if (typeof token !== 'number') {\n   token = self.symbols_[token] || token;\n   }\n   return token;\n   }\n\n   var symbol, preErrorSymbol, state, action, a, r, yyval={},p,len,newState, expected;\n   while (true) {\n   // retreive state number from top of stack\n   state = stack[stack.length-1];\n\n   // use default actions if available\n   if (this.defaultActions[state]) {\n   action = this.defaultActions[state];\n   } else {\n   if (symbol == null)\n   symbol = lex();\n   // read action for current state and first input\n   action = table[state] && table[state][symbol];\n   }\n\n   // handle parse error\n   _handle_error:\n   if (typeof action === 'undefined' || !action.length || !action[0]) {\n\n   if (!recovering) {\n   // Report error\n   expected = [];\n   for (p in table[state]) if (this.terminals_[p] && p > 2) {\n   expected.push(\'"\'+this.terminals_[p]+\'"\');\n   }\n   var errStr = '';\n   if (this.lexer.showPosition) {\n   errStr = 'Parse error on line '+(yylineno+1)+\":\\n\"+this.lexer.showPosition()+\"\\nExpecting \"+expected.join(', ') + \", got '\" + this.terminals_[symbol]+ \'"\';\n   } else {\n   errStr = 'Parse error on line '+(yylineno+1)+\": Unexpected \" +\n   (symbol == 1 /*EOF*/ ? \"end of input\" :\n   (\'"\'+(this.terminals_[symbol] || symbol)+\'"\'));\n   }\n   this.parseError(errStr,\n   {text: this.lexer.match, token: this.terminals_[symbol] || symbol, line: this.lexer.yylineno, loc: yyloc, expected: expected});\n   }\n\n   // just recovered from another error\n   if (recovering == 3) {\n   if (symbol == EOF) {\n   throw new Error(errStr || 'Parsing halted.');\n   }\n\n   // discard current lookahead and grab another\n   yyleng = this.lexer.yyleng;\n   yytext = this.lexer.yytext;\n   yylineno = this.lexer.yylineno;\n   yyloc = this.lexer.yylloc;\n   symbol = lex();\n   }\n\n   // try to recover from error\n   while (1) {\n   // check for error recovery rule in this state\n   if ((TERROR.toString()) in table[state]) {\n   break;\n   }\n   if (state == 0) {\n   throw new Error(errStr || 'Parsing halted.');\n   }\n   popStack(1);\n   state = stack[stack.length-1];\n   }\n\n   preErrorSymbol = symbol; // save the lookahead token\n   symbol = TERROR;   // insert generic error symbol as new lookahead\n   state = stack[stack.length-1];\n   action = table[state] && table[state][TERROR];\n   recovering = 3; // allow 3 real symbols to be shifted before reporting a new error\n   }\n\n   // this shouldn't happen, unless resolve defaults are off\n   if (action[0] instanceof Array && action.length > 1) {\n   throw new Error('Parse Error: multiple actions possible at state: '+state+', token: '+symbol);\n   }\n\n   switch (action[0]) {\n\n   case 1: // shift\n   //this.shiftCount++;\n\n   stack.push(symbol);\n   vstack.push(this.lexer.yytext);\n   lstack.push(this.lexer.yylloc);\n   stack.push(action[1]); // push state\n   symbol = null;\n   if (!preErrorSymbol) { // normal execution/no error\n   yyleng = this.lexer.yyleng;\n   yytext = this.lexer.yytext;\n   yylineno = this.lexer.yylineno;\n   yyloc = this.lexer.yylloc;\n   if (recovering > 0)\n   recovering--;\n   } else { // error just occurred, resume old lookahead f/before error\n   symbol = preErrorSymbol;\n   preErrorSymbol = null;\n   }\n   break;\n\n   case 2: // reduce\n   //this.reductionCount++;\n\n   len = this.productions_[action[1]][1];\n\n   // perform semantic action\n   yyval.$ = vstack[vstack.length-len]; // default to $$ = $1\n   // default location, uses first token for firsts, last for lasts\n   yyval._$ =

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{\n                first_line: lstack[lstack.length-(len||1)].first_line,\n                last_line: lstack[lstack.length-
1].last_line,\n                first_column: lstack[lstack.length-(len||1)].first_column,\n                last_column:
lstack[lstack.length-1].last_column\n            };\n            r = this.performAction.call(yyval, yytext, yyleng,
yylineno, this.yy, action[1], vstack, lstack);\n\n            if (typeof r !== 'undefined') {\n                return r;\n
    }\n\n            // pop off stack\n            if (len) {\n                stack = stack.slice(0,-1*len*2);\n
vstack = vstack.slice(0, -1*len);\n                lstack = lstack.slice(0, -1*len);\n            }\n\n
stack.push(this.productions_[action[1]][0]);    // push nonterminal (reduce)\n            vstack.push(yyval.$);\n
  lstack.push(yyval._$);\n            // goto new state = table[STATE][NONTERMINAL]\n            newState =
table[stack[stack.length-2]][stack[stack.length-1]];\n            stack.push(newState);\n            break;\n\n
case 3: // accept\n            return true;\n        }\n\n    }\n\n    return true;\n}};\n/* Jison generated lexer */\nvar lexer
= (function(){\nvar lexer = ({EOF:1,\nparseError:function parseError(str, hash) {\n        if (this.yy.parseError) {\n
    this.yy.parseError(str, hash);\n        } else {\n            throw new Error(str);\n        }\n    },\nsetInput:function
(input) {\n        this._input = input;\n        this._more = this._less = this.done = false;\n        this.yylineno =
this.yyleng = 0;\n        this.yytext = this.matched = this.match = '';\n        this.conditionStack = ['INITIAL'];\n
this.yylloc = {first_line:1,first_column:0,last_line:1,last_column:0};\n        return this;\n    },\ninput:function () {\n
  var ch = this._input[0];\n        this.yytext+=ch;\n        this.yyleng++;\n        this.match+=ch;\n
this.matched+=ch;\n        var lines = ch.match(/\\n/);\n        if (lines) this.yylineno++;\n        this._input =
this._input.slice(1);\n        return ch;\n    },\nunput:function (ch) {\n        this._input = ch + this._input;\n        return
this;\n    },\nmore:function () {\n        this._more = true;\n        return this;\n    },\nless:function (n) {\n
this._input = this.match.slice(n) + this._input;\n    },\npastInput:function () {\n        var past = this.matched.substr(0,
this.matched.length - this.match.length);\n        return (past.length > 20 ? '...':'') + past.substr(-20).replace(/\\n/g,
\"\");\n    },\nupcomingInput:function () {\n        var next = this.match;\n        if (next.length < 20) {\n            next +=
this._input.substr(0, 20-next.length);\n        }\n        return (next.substr(0,20)+(next.length > 20 ?
'...':'')).replace(/\\n/g, \"\");\n    },\nshowPosition:function () {\n        var pre = this.pastInput();\n        var c = new
Array(pre.length + 1).join(\"-\");\n        return pre + this.upcomingInput() + \"\\n\" + c+\"^\";\n    },\nnext:function ()
{\n        if (this.done) {\n            return this.EOF;\n        }\n        if (!this._input) this.done = true;\n\n        var token,\n
            match,\n            tempMatch,\n            index,\n            col,\n            lines;\n        if (!this._more) {\n
this.yytext = '';\n            this.match = '';\n        }\n        var rules = this._currentRules();\n        for (var i=0;i <
rules.length; i++) {\n            tempMatch = this._input.match(this.rules[rules[i]]);\n            if (tempMatch &&
(!match || tempMatch[0].length > match[0].length)) {\n                match = tempMatch;\n                index = i;\n
  if (!this.options.flex) break;\n            }\n        }\n        if (match) {\n            lines = match[0].match(/\\n.*/g);\n
 if (lines) this.yylineno += lines.length;\n            this.yylloc = {first_line: this.yylloc.last_line,\n
last_line: this.yylineno+1,\n                first_column: this.yylloc.last_column,\n                last_column:
lines ? lines[lines.length-1].length-1 : this.yylloc.last_column + match[0].length}\n            this.yytext += match[0];\n
            this.match += match[0];\n            this.yyleng = this.yytext.length;\n            this._more = false;\n
this._input = this._input.slice(match[0].length);\n            this.matched += match[0];\n            token =
this.performAction.call(this, this.yy, this, rules[index],this.conditionStack[this.conditionStack.length-1]);\n            if
(this.done && this._input) this.done = false;\n            if (token) return token;\n            else return;\n        }\n        if
(this._input === \"\") {\n            return this.EOF;\n        } else {\n            this.parseError('Lexical error on line
'+(this.yylineno+1)+'. Unrecognized text.\\n'+this.showPosition(), \n                {text: \"\", token: null, line:
this.yylineno});\n        }\n    },\nlex:function lex() {\n        var r = this.next();\n        if (typeof r !== 'undefined') {\n
        return r;\n        } else {\n            return this.lex();\n        }\n    },\nbegin:function begin(condition) {\n
this.conditionStack.push(condition);\n    },\npopState:function popState() {\n        return this.conditionStack.pop();\n
  },\n_currentRules:function _currentRules() {\n        return
this.conditions[this.conditionStack[this.conditionStack.length-1]].rules;\n    },\ntopState:function () {\n        return
this.conditionStack[this.conditionStack.length-2];\n    },\npushState:function begin(condition) {\n
this.begin(condition);\n    }});\nlexer.options = {};\nlexer.performAction = function
anonymous(yy,yy_,$avoiding_name_collisions,YY_START) {\n\nvar
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YYSTATE=YY_START\nswitch($avoiding_name_collisions) {\ncase 0:/* skip whitespace */\nbreak;\ncase 1:return 6\nbreak;\ncase 2:yy_.yytext = yy_.yytext.substr(1,yy_.yyleng-2); return 4\nbreak;\ncase 3:return 17\nbreak;\ncase 4:return 18\nbreak;\ncase 5:return 23\nbreak;\ncase 6:return 24\nbreak;\ncase 7:return 22\nbreak;\ncase 8:return 21\nbreak;\ncase 9:return 10\nbreak;\ncase 10:return 11\nbreak;\ncase 11:return 8\nbreak;\ncase 12:return 14\nbreak;\ncase 13:return 'INVALID'\nbreak;\n}\n};\nlexer.rules = [/^(?:\\s+)/,/^(?:(-?([0-9]|[1-9][0-9]+))(\\.[0-9]+)?([eE][-+]?[0-9]+)?\\b)/,/^(?:\"(?:\\\\[\\\\\"bfnrt/]|\\\\u[a-fA-F0-9]{4}|[^\\\\\\\\0-\\x09\\x0a-\\x1f\"])*\")/,/^(?:\\{)/,/^(?:\\})/,/^(?:\\[)/,/^(?:\\])/,/^(?:,)/,/^(?::)/,/^(?:true\\b)/,/^(?:false\\b)/,/^(?:null\\b)/,/^(?:$)/,/^(?:.)/];\nlexer.conditions = {\"INITIAL\":{\"rules\":[0,1,2,3,4,5,6,7,8,9,10,11,12,13],\"inclusive\":true}};\n\n\n;\nreturn lexer;})()\nparser.lexer = lexer;\nreturn parser;\n})();\nif (typeof require !== 'undefined' && typeof exports !== 'undefined') {\n exports.parser = jsonlint;\n exports.parse = jsonlint.parse.bind(jsonlint);\n}","/*!\n * Selectr 2.4.0\n * https://github.com/Mobius1/Selectr\n *\n * Released under the MIT license\n */\n\n'use strict';\n\n/**\n * Default configuration options\n * @type {Object}\n */\nvar defaultConfig = {\n /**\n   * Emulates browser behaviour by selecting the first option by default\n   * @type {Boolean}\n   */\n defaultSelected: true,\n\n /**\n   * Sets the width of the container\n   * @type {String}\n   */\n width: \"auto\",\n\n /**\n   * Enables/ disables the container\n   * @type {Boolean}\n   */\n disabled: false,\n\n /**\n   * Enables / disables the search function\n   * @type {Boolean}\n   */\n searchable: true,\n\n /**\n   * Enable disable the clear button\n   * @type {Boolean}\n   */\n clearable: false,\n\n /**\n   * Sort the tags / multiselect options\n   * @type {Boolean}\n   */\n sortSelected: false,\n\n /**\n   * Allow deselecting of select-one options\n   * @type {Boolean}\n   */\n allowDeselect: false,\n\n /**\n   * Close the dropdown when scrolling (@AlexanderReiswich, #11)\n   * @type {Boolean}\n   */\n closeOnScroll: false,\n\n /**\n   * Allow the use of the native dropdown (@jonnyscholes, #14)\n   * @type {Boolean}\n   */\n nativeDropdown: false,\n\n /**\n   * Set the main placeholder\n   * @type {String}\n   */\n placeholder: \"Select an option...\",\n\n /**\n   * Allow the tagging feature\n   * @type {Boolean}\n   */\n taggable: false,\n\n /**\n   * Set the tag input placeholder (@labikmartin, #21, #22)\n   * @type {String}\n   */\n tagPlaceholder: \"Enter a tag...\"\n};\n\n/**\n * Event Emitter\n */\nvar Events = function() {};\n\n/**\n * Event Prototype\n * @type {Object}\n */\nEvents.prototype = {\n /**\n   * Add custom event listener\n   * @param {String} event Event type\n   * @param {Function} func Callback\n   * @return {Void}\n   */\n on: function(event, func) {\n   this._events = this._events || {};\n   this._events[event] = this._events[event] || [];\n   this._events[event].push(func);\n },\n\n /**\n   * Remove custom event listener\n   * @param {String} event Event type\n   * @param {Function} func Callback\n   * @return {Void}\n   */\n off: function(event, func) {\n   this._events = this._events || {};\n   if (event in this._events === false) return;\n   this._events[event].splice(this._events[event].indexOf(func), 1);\n },\n\n /**\n   * Fire a custom event\n   * @param {String} event Event type\n   * @return {Void}\n   */\n emit: function(event /* , args... */) {\n   this._events = this._events || {};\n   if (event in this._events === false) return;\n   for (var i = 0; i < this._events[event].length; i++) {\n   this._events[event][i].apply(this, Array.prototype.slice.call(arguments, 1));\n   }\n }\n};\n\n/**\n * Event mixin\n * @param {Object} obj\n * @return {Object}\n */\nEvents.mixin = function(obj) {\n var props = ['on', 'off', 'emit'];\n for (var i = 0; i < props.length; i++) {\n   if (typeof obj === 'function') {\n   obj.prototype[props[i]] = Events.prototype[props[i]];\n   } else {\n   obj[props[i]] = Events.prototype[props[i]];\n   }\n }\n return obj;\n};\n\n/**\n * Helpers\n * @type {Object}\n */\nvar util = {\n extend: function(src, props) {\n   props = props || {};\n   var p;\n   for (p in src) {\n   if (src.hasOwnProperty(p)) {\n   if (!props.hasOwnProperty(p)) {\n   props[p] = src[p];\n   }\n   }\n   }\n   return props;\n },\n each: function(a, b, c) {\n   if (\"[object Object]\" === Object.prototype.toString.call(a)) {\n   for (var d in a) {\n   if (Object.prototype.hasOwnProperty.call(a, d)) {\n   b.call(c, d, a[d], a);\n   }\n   }\n   } else {\n   for (var e = 0, f = a.length; e < f; e++) {\n   b.call(c, e, a[e], a);\n   }\n   }\n },\n createElement: function(e, a) {\n   var d = document,\n   el = d.createElement(e);\n   if (a && \"[object Object]\" === Object.prototype.toString.call(a)) {\n   var i;\n   for (i in a)\n   if (i in el) el[i] = a[i];\n   else if (\"html\" === i) el.innerHTML = a[i];\n   else if (\"text\" === i) {\n   var t = d.createTextNode(a[i]);\n   el.appendChild(t);\n   } else el.setAttribute(i, a[i]);\n   }\n   return el;\n },\n hasClass: function(a, b) {\n   if

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(a)\n      return a.classList ? a.classList.contains(b) : !!a.className && !!a.className.match(new
RegExp(\"(\\\\s|^)\" + b + \"(\\\\s|$)\"));\n  },\n  addClass: function(a, b) {\n    if (!util.hasClass(a, b)) {\n      if
(a.classList) {\n        a.classList.add(b);\n      } else {\n        a.className = a.className.trim() + \" \" + b;\n      }\n
}\n  },\n  removeClass: function(a, b) {\n    if (util.hasClass(a, b)) {\n      if (a.classList) {\n
a.classList.remove(b);\n      } else {\n        a.className = a.className.replace(new RegExp(\"(^|\\\\s)\" + b.split(\"
\").join(\"|\") + \"(\\\\s|$)\", \"gi\"), \" \");\n      }\n    }\n  },\n  closest: function(el, fn) {\n    return el && el !==
document.body && (fn(el) ? el : util.closest(el.parentNode, fn));\n  },\n  isInt: function(val) {\n    return typeof val
=== 'number' && isFinite(val) && Math.floor(val) === val;\n  },\n  debounce: function(a, b, c) {\n    var d;\n
return function() {\n      var e = this,\n          f = arguments,\n          g = function() {\n            d = null;\n            if (!c)
a.apply(e, f);\n          },\n          h = c && !d;\n      clearTimeout(d);\n      d = setTimeout(g, b);\n      if (h) {\n
a.apply(e, f);\n      }\n    };\n  },\n  rect: function(el, abs) {\n    var w = window;\n    var r =
el.getBoundingClientRect();\n    var x = abs ? w.pageXOffset : 0;\n    var y = abs ? w.pageYOffset : 0;\n\n    return
{\n      bottom: r.bottom + y,\n      height: r.height,\n      left: r.left + x,\n      right: r.right + x,\n      top: r.top + y,\n
width: r.width\n    };\n  },\n  includes: function(a, b) {\n    return a.indexOf(b) > -1;\n  },\n  truncate: function(el) {\n
  while (el.firstChild) {\n      el.removeChild(el.firstChild);\n    }\n  }\n};\n\n\nfunction isset(obj, prop) {\n  return
obj.hasOwnProperty(prop) && (obj[prop] === true || obj[prop].length);\n}\n\n/**\n * Append an item to the list\n *
@param  {Object} item\n * @param  {Object} custom\n * @return {Void}\n */\nfunction appendItem(item, parent,
custom) {\n  if (item.parentNode) {\n    if (!item.parentNode.parentNode) {\n
parent.appendChild(item.parentNode);\n    }\n  } else {\n    parent.appendChild(item);\n  }\n\n
util.removeClass(item, \"excluded\");\n  if (!custom) {\n    item.innerHTML = item.textContent;\n  }\n}\n\n/**\n *
Render the item list\n * @return {Void}\n */\nvar render = function() {\n  if (this.items.length) {\n    var f =
document.createDocumentFragment();\n\n    if (this.config.pagination) {\n      var pages = this.pages.slice(0,
this.pageIndex);\n\n      util.each(pages, function(i, items) {\n        util.each(items, function(j, item) {\n
appendItem(item, f, this.customOption);\n        }, this);\n      }, this);\n    } else {\n      util.each(this.items, function(i,
item) {\n        appendItem(item, f, this.customOption);\n      }, this);\n    }\n\n    if (f.childElementCount) {\n
util.removeClass(this.items[this.navIndex], \"active\");\n      this.navIndex = f.querySelector(\".selectr-
option\").idx;\n      util.addClass(this.items[this.navIndex], \"active\");\n    }\n\n    this.tree.appendChild(f);\n
}\n};\n\n/**\n * Dismiss / close the dropdown\n * @param  {obj} e\n * @return {void}\n */\nvar dismiss =
function(e) {\n  var target = e.target;\n  if (!this.container.contains(target) && (this.opened ||
util.hasClass(this.container, \"notice\"))) {\n    this.close();\n  }\n};\n\n/**\n * Build a list item from the
HTMLOptionElement\n * @param  {int} i      HTMLOptionElement index\n * @param  {HTMLOptionElement}
option\n * @param  {bool} group  Has parent optgroup\n * @return {void}\n */\nvar createItem = function(option,
data) {\n  data = data || option;\n  var content = this.customOption ? this.config.renderOption(data) :
option.textContent;\n  var opt = util.createElement(\"li\", {\n    class: \"selectr-option\",\n    html: content,\n    role:
\"treeitem\",\n    \"aria-selected\": false\n  });\n\n  opt.idx = option.idx;\n\n  this.items.push(opt);\n\n  if
(option.defaultSelected) {\n    this.defaultSelected.push(option.idx);\n  }\n\n  if (option.disabled) {\n    opt.disabled
= true;\n    util.addClass(opt, \"disabled\");\n  }\n\n  return opt;\n};\n\n/**\n * Build the container\n * @return
{Void}\n */\nvar build = function() {\n\n  this.requiresPagination = this.config.pagination && this.config.pagination
> 0;\n\n  // Set width\n  if (isset(this.config, \"width\")) {\n    if (util.isInt(this.config.width)) {\n      this.width =
this.config.width + \"px\";\n    } else {\n      if (this.config.width === \"auto\") {\n        this.width = \"100%\";\n      }
else if (util.includes(this.config.width, \"%\")) {\n        this.width = this.config.width;\n      }\n    }\n  }\n\n
this.container = util.createElement(\"div\", {\n    class: \"selectr-container\"\n  });\n\n  // Custom className\n  if
(this.config.customClass) {\n    util.addClass(this.container, this.config.customClass);\n  }\n\n  // Mobile device\n  if
(this.mobileDevice) {\n    util.addClass(this.container, \"selectr-mobile\");\n  } else {\n
util.addClass(this.container, \"selectr-desktop\");\n  }\n\n  // Hide the HTMLSelectElement and prevent focus\n
this.el.tabIndex = -1;\n\n  // Native dropdown\n  if (this.config.nativeDropdown || this.mobileDevice) {\n
util.addClass(this.el, \"selectr-visible\");\n  } else {\n    util.addClass(this.el, \"selectr-hidden\");\n  }\n\n
this.selected = util.createElement(\"div\", {\n    class: \"selectr-selected\",\n    disabled: this.disabled,\n    tabIndex: 1,
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// enable tabIndex (#9)\n    \"aria-expanded\": false\n  });\n\n  this.label = util.createElement(this.el.multiple ? \"ul\" :
\"span\", {\n    class: \"selectr-label\"\n  });\n\n  var dropdown = util.createElement(\"div\", {\n    class: \"selectr-
options-container\"\n  });\n\n  this.tree = util.createElement(\"ul\", {\n    class: \"selectr-options\",\n    role: \"tree\",\n
  \"aria-hidden\": true,\n    \"aria-expanded\": false\n  });\n\n  this.notice = util.createElement(\"div\", {\n    class:
\"selectr-notice\"\n  });\n\n  this.el.setAttribute(\"aria-hidden\", true);\n\n  if (this.disabled) {\n    this.el.disabled =
true;\n  }\n\n  if (this.el.multiple) {\n    util.addClass(this.label, \"selectr-tags\");\n    util.addClass(this.container,
\"multiple\");\n\n    // Collection of tags\n    this.tags = [];\n\n    // Collection of selected values\n
this.selectedValues = this.getSelectedProperties('value');\n\n    // Collection of selected indexes\n
this.selectedIndexes = this.getSelectedProperties('idx');\n  }\n\n  this.selected.appendChild(this.label);\n\n  if
(this.config.clearable) {\n    this.selectClear = util.createElement(\"button\", {\n      class: \"selectr-clear\",\n      type:
\"button\"\n    });\n\n    this.container.appendChild(this.selectClear);\n\n    util.addClass(this.container,
\"clearable\");\n  }\n\n  if (this.config.taggable) {\n    var li = util.createElement('li', {\n      class: 'input-tag'\n    });\n
  this.input = util.createElement(\"input\", {\n      class: \"selectr-tag-input\",\n      placeholder:
this.config.tagPlaceholder,\n      tagIndex: 0,\n      autocomplete: \"off\",\n      autocorrect: \"off\",\n
autocapitalize: \"off\",\n      spellcheck: \"false\",\n      role: \"textbox\",\n      type: \"search\"\n    });\n\n
li.appendChild(this.input);\n    this.label.appendChild(li);\n    util.addClass(this.container, \"taggable\");\n\n
this.tagSeperators = [\",\"];\n    if (this.config.tagSeperators) {\n      this.tagSeperators =
this.tagSeperators.concat(this.config.tagSeperators);\n    }\n  }\n\n  if (this.config.searchable) {\n    this.input =
util.createElement(\"input\", {\n      class: \"selectr-input\",\n      tagIndex: -1,\n      autocomplete: \"off\",\n
autocorrect: \"off\",\n      autocapitalize: \"off\",\n      spellcheck: \"false\",\n      role: \"textbox\",\n      type:
\"search\"\n    });\n    this.inputClear = util.createElement(\"button\", {\n      class: \"selectr-input-clear\",\n      type:
\"button\"\n    });\n    this.inputContainer = util.createElement(\"div\", {\n      class: \"selectr-input-container\"\n
});\n\n    this.inputContainer.appendChild(this.input);\n    this.inputContainer.appendChild(this.inputClear);\n
dropdown.appendChild(this.inputContainer);\n  }\n\n  dropdown.appendChild(this.notice);\n
dropdown.appendChild(this.tree);\n\n  // List of items for the dropdown\n  this.items = [];\n\n  // Establish options\n
this.options = [];\n\n  // Check for options in the element\n  if (this.el.options.length) {\n    this.options =
[].slice.call(this.el.options);\n  }\n\n  // Element may have optgroups so\n  // iterate element.children instead of
element.options\n  var group = false,\n      j = 0;\n  if (this.el.children.length) {\n    util.each(this.el.children,
function(i, element) {\n      if (element.nodeName === \"OPTGROUP\") {\n\n        group = util.createElement(\"ul\",
{\n          class: \"selectr-optgroup\",\n          role: \"group\",\n          html: \"<li class='selectr-optgroup--label'>\" +
element.label + \"</li>\"\n        });\n\n        util.each(element.children, function(x, el) {\n          el.idx = j;\n
group.appendChild(createItem.call(this, el, group));\n          j++;\n        }, this);\n      } else {\n        element.idx = j;\n
      createItem.call(this, element);\n        j++;\n      }\n    }, this);\n  }\n\n  // Options defined by the data option\n  if
(this.config.data && Array.isArray(this.config.data)) {\n    this.data = [];\n    var optgroup = false,\n        option;\n\n
  group = false;\n    j = 0;\n\n    util.each(this.config.data, function(i, opt) {\n      // Check for group options\n      if
(isset(opt, \"children\")) {\n        optgroup = util.createElement(\"optgroup\", {\n          label: opt.text\n        });\n\n
  group = util.createElement(\"ul\", {\n          class: \"selectr-optgroup\",\n          role: \"group\",\n          html: \"<li
class='selectr-optgroup--label'>\" + opt.text + \"</li>\"\n        });\n\n        util.each(opt.children, function(x, data) {\n
        option = new Option(data.text, data.value, false, data.hasOwnProperty(\"selected\") && data.selected ===
true);\n\n          option.disabled = isset(data, \"disabled\");\n\n          this.options.push(option);\n\n
optgroup.appendChild(option);\n\n          option.idx = j;\n\n          group.appendChild(createItem.call(this, option,
data));\n\n          this.data[j] = data;\n\n          j++;\n        }, this);\n      } else {\n        option = new Option(opt.text,
opt.value, false, opt.hasOwnProperty(\"selected\") && opt.selected === true);\n\n        option.disabled = isset(opt,
\"disabled\");\n\n        this.options.push(option);\n\n        option.idx = j;\n\n        createItem.call(this, option, opt);\n\n
      this.data[j] = opt;\n\n        j++;\n      }\n    }, this);\n  }\n\n  this.setSelected(true);\n\n  var first;\n  this.navIndex =
0;\n  for (var i = 0; i < this.items.length; i++) {\n    first = this.items[i];\n\n    if (!util.hasClass(first, \"disabled\"))
{\n\n      util.addClass(first, \"active\");\n      this.navIndex = i;\n      break;\n    }\n  }\n\n  // Check for pagination /
infinite scroll\n  if (this.requiresPagination) {\n    this.pageIndex = 1;\n\n    // Create the pages\n    this.paginate();\n
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}\n\n  this.container.appendChild(this.selected);\n  this.container.appendChild(dropdown);\n\n  this.placeEl =
util.createElement(\"div\", {\n    class: \"selectr-placeholder\"\n  });\n\n  // Set the placeholder\n
this.setPlaceholder();\n\n  this.selected.appendChild(this.placeEl);\n\n  // Disable if required\n  if (this.disabled) {\n
this.disable();\n  }\n\n  this.el.parentNode.insertBefore(this.container, this.el);\n
this.container.appendChild(this.el);\n};\n\n/**\n * Navigate through the dropdown\n * @param  {obj} e\n * @return
{void}\n */\nvar navigate = function(e) {\n  e = e || window.event;\n\n  // Filter out the keys we don\"t want\n  if
(!this.items.length || !this.opened || !util.includes([13, 38, 40], e.which)) {\n    this.navigating = false;\n    return;\n
}\n\n  e.preventDefault();\n\n  if (e.which === 13) {\n\n    if (this.config.taggable && this.input.value.length > 0)
{\n      return false;\n    }\n\n    return this.change(this.navIndex);\n  }\n\n  var direction, prevEl =
this.items[this.navIndex];\n\n  switch (e.which) {\n    case 38:\n      direction = 0;\n      if (this.navIndex > 0) {\n
this.navIndex--;\n      }\n      break;\n    case 40:\n      direction = 1;\n      if (this.navIndex < this.items.length - 1) {\n
    this.navIndex++;\n      }\n  }\n\n  this.navigating = true;\n\n\n  // Instead of wasting memory holding a copy of
this.items\n  // with disabled / excluded options omitted, skip them instead\n  while
(util.hasClass(this.items[this.navIndex], \"disabled\") || util.hasClass(this.items[this.navIndex], \"excluded\")) {\n    if
(direction) {\n      this.navIndex++;\n    } else {\n      this.navIndex--;\n    }\n\n    if (this.searching) {\n      if
(this.navIndex > this.tree.lastElementChild.idx) {\n        this.navIndex = this.tree.lastElementChild.idx;\n
break;\n      } else if (this.navIndex < this.tree.firstElementChild.idx) {\n        this.navIndex =
this.tree.firstElementChild.idx;\n        break;\n      }\n    }\n  }\n\n  // Autoscroll the dropdown during navigation\n
var r = util.rect(this.items[this.navIndex]);\n\n  if (!direction) {\n    if (this.navIndex === 0) {\n      this.tree.scrollTop
= 0;\n    } else if (r.top - this.optsRect.top < 0) {\n      this.tree.scrollTop = this.tree.scrollTop + (r.top -
this.optsRect.top);\n    }\n  } else {\n    if (this.navIndex === 0) {\n      this.tree.scrollTop = 0;\n    } else if ((r.top +
r.height) > (this.optsRect.top + this.optsRect.height)) {\n      this.tree.scrollTop = this.tree.scrollTop + ((r.top +
r.height) - (this.optsRect.top + this.optsRect.height));\n    }\n\n    // Load another page if needed\n    if (this.navIndex
=== this.tree.childElementCount - 1 && this.requiresPagination) {\n      load.call(this);\n    }\n  }\n\n  if (prevEl) {\n
  util.removeClass(prevEl, \"active\");\n  }\n\n  util.addClass(this.items[this.navIndex], \"active\");\n};\n\n/**\n *
Add a tag\n * @param  {HTMLElement} item\n */\nvar addTag = function(item) {\n  var that = this,\n      r;\n\n  var
docFrag = document.createDocumentFragment();\n  var option = this.options[item.idx];\n  var data = this.data ?
this.data[item.idx] : option;\n  var content = this.customSelected ? this.config.renderSelection(data) :
option.textContent;\n\n  var tag = util.createElement(\"li\", {\n    class: \"selectr-tag\",\n    html: content\n  });\n  var
btn = util.createElement(\"button\", {\n    class: \"selectr-tag-remove\",\n    type: \"button\"\n  });\n\n
tag.appendChild(btn);\n\n  // Set property to check against later\n  tag.idx = item.idx;\n  tag.tag = option.value;\n\n
this.tags.push(tag);\n\n  if (this.config.sortSelected) {\n\n    var tags = this.tags.slice();\n\n    // Deal with values that
contain numbers\n    r = function(val, arr) {\n      val.replace(/(\\d+)|(\\D+)/g, function(that, $1, $2) {\n
arr.push([$1 || Infinity, $2 || \"\"]);\n      });\n    };\n\n    tags.sort(function(a, b) {\n      var x = [],\n          y = [],\n
ac, bc;\n      if (that.config.sortSelected === true) {\n        ac = a.tag;\n        bc = b.tag;\n      } else if
(that.config.sortSelected === 'text') {\n        ac = a.textContent;\n        bc = b.textContent;\n      }\n\n      r(ac, x);\n
r(bc, y);\n\n      while (x.length && y.length) {\n        var ax = x.shift();\n        var by = y.shift();\n        var nn =
(ax[0] - by[0]) || ax[1].localeCompare(by[1]);\n        if (nn) return nn;\n      }\n\n      return x.length - y.length;\n
});\n\n    util.each(tags, function(i, tg) {\n      docFrag.appendChild(tg);\n    });\n\n    this.label.innerHTML =
\"";\n\n  } else {\n    docFrag.appendChild(tag);\n  }\n\n  if (this.config.taggable) {\n
this.label.insertBefore(docFrag, this.input.parentNode);\n  } else {\n    this.label.appendChild(docFrag);\n
}\n};\n\n/**\n * Remove a tag\n * @param  {HTMLElement} item\n * @return {void}\n */\nvar removeTag =
function(item) {\n  var tag = false;\n\n  util.each(this.tags, function(i, t) {\n    if (t.idx === item.idx) {\n      tag = t;\n
  }\n  }, this);\n\n  if (tag) {\n    this.label.removeChild(tag);\n    this.tags.splice(this.tags.indexOf(tag), 1);\n
}\n};\n\n/**\n * Load the next page of items\n * @return {void}\n */\nvar load = function() {\n  var tree =
this.tree;\n  var scrollTop = tree.scrollTop;\n  var scrollHeight = tree.scrollHeight;\n  var offsetHeight =
tree.offsetHeight;\n  var atBottom = scrollTop >= (scrollHeight - offsetHeight);\n\n  if ((atBottom &&
this.pageIndex < this.pages.length)) {\n    var f = document.createDocumentFragment();\n\n
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util.each(this.pages[this.pageIndex], function(i, item) {\n      appendItem(item, f, this.customOption);\n    },
this);\n\n    tree.appendChild(f);\n\n    this.pageIndex++;\n\n    this.emit(\"selectr.paginate\", {\n      items:
this.items.length,\n      total: this.data.length,\n      page: this.pageIndex,\n      pages: this.pages.length\n    });\n
}\n};\n\n/**\n * Clear a search\n * @return {void}\n */\nvar clearSearch = function() {\n  if (this.config.searchable ||
this.config.taggable) {\n    this.input.value = null;\n    this.searching = false;\n    if (this.config.searchable) {\n
util.removeClass(this.inputContainer, \"active\");\n    }\n\n    if (util.hasClass(this.container, \"notice\")) {\n
util.removeClass(this.container, \"notice\");\n      util.addClass(this.container, \"open\");\n      this.input.focus();\n
}\n\n    util.each(this.items, function(i, item) {\n      // Items that didn't match need the class\n      // removing to
make them visible again\n      util.removeClass(item, \"excluded\");\n      // Remove the span element for underlining
matched items\n      if (!this.customOption) {\n        item.innerHTML = item.textContent;\n      }\n    }, this);\n
}\n};\n\n/**\n * Query matching for searches\n * @param  {string} query\n * @param  {HTMLOptionElement}
option\n * @return {bool}\n */\nvar match = function(query, option) {\n  var result = new RegExp(query,
\"i\").exec(option.textContent);\n  if (result) {\n    return option.textContent.replace(result[0], \"<span class='selectr-
match'>\" + result[0] + \"</span>\");\n  }\n  return false;\n};\n\n// Main Lib\nvar Selectr = function(el, config) {\n\n
config = config || {};\n\n  if (!el) {\n    throw new Error(\"You must supply either a HTMLSelectElement or a CSS3
selector string.\");\n  }\n\n  this.el = el;\n\n  // CSS3 selector string\n  if (typeof el === \"string\") {\n    this.el =
document.querySelector(el);\n  }\n\n  if (this.el === null) {\n    throw new Error(\"The element you passed to Selectr
can not be found.\");\n  }\n\n  if (this.el.nodeName.toLowerCase() !== \"select\") {\n    throw new Error(\"The
element you passed to Selectr is not a HTMLSelectElement.\");\n  }\n\n  this.render(config);\n};\n\n/**\n * Render
the instance\n * @param  {object} config\n * @return {void}\n */\nSelectr.prototype.render = function(config)
{\n\n  if (this.rendered) return;\n\n  // Merge defaults with user set config\n  this.config = util.extend(defaultConfig,
config);\n\n  // Store type\n  this.originalType = this.el.type;\n\n  // Store tabIndex\n  this.originalIndex =
this.el.tabIndex;\n\n  // Store defaultSelected options for form reset\n  this.defaultSelected = [];\n\n  // Store the
original option count\n  this.originalOptionCount = this.el.options.length;\n\n  if (this.config.multiple ||
this.config.taggable) {\n    this.el.multiple = true;\n  }\n\n  // Disabled?\n  this.disabled = isset(this.config,
\"disabled\");\n\n  this.opened = false;\n\n  if (this.config.taggable) {\n    this.config.searchable = false;\n  }\n\n
this.navigating = false;\n\n  this.mobileDevice = false;\n  if (/Android|webOS|iPhone|iPad|BlackBerry|Windows
Phone|Opera Mini|IEMobile|Mobile/i.test(navigator.userAgent)) {\n    this.mobileDevice = true;\n  }\n\n
this.customOption = this.config.hasOwnProperty(\"renderOption\") && typeof this.config.renderOption ===
\"function\";\n  this.customSelected = this.config.hasOwnProperty(\"renderSelection\") && typeof
this.config.renderSelection === \"function\";\n\n  // Enable event emitter\n  Events.mixin(this);\n\n
build.call(this);\n\n  this.bindEvents();\n\n  this.update();\n\n  this.optsRect = util.rect(this.tree);\n\n  this.rendered =
true;\n\n  // Fixes macOS Safari bug #28\n  if (!this.el.multiple) {\n    this.el.selectedIndex = this.selectedIndex;\n
}\n\n  var that = this;\n  setTimeout(function() {\n    that.emit(\"selectr.init\");\n  },
20);\n};\n\nSelectr.prototype.getSelected = function () {\n  var selected =
this.el.querySelectorAll('option:checked');\n  return selected;\n};\n\nSelectr.prototype.getSelectedProperties =
function (prop) {\n  var selected = this.getSelected();\n  var values = [].slice.call(selected)\n
.map(function(option) { return option[prop]; })\n      .filter(function(i) { return i!==null && i!==undefined; });\n
return values;\n};\n\n/**\n * Attach the required event listeners\n */\nSelectr.prototype.bindEvents = function()
{\n\n  var that = this;\n\n  this.events = {};\n\n  this.events.dismiss = dismiss.bind(this);\n  this.events.navigate =
navigate.bind(this);\n  this.events.reset = this.reset.bind(this);\n\n  if (this.config.nativeDropdown ||
this.mobileDevice) {\n\n    this.container.addEventListener(\"touchstart\", function(e) {\n      if
(e.changedTouches[0].target === that.el) {\n        that.toggle();\n      }\n    });\n\n    if (this.config.nativeDropdown ||
this.mobileDevice) {\n      this.container.addEventListener(\"click\", function(e) {\n        e.preventDefault();  // Jos:
Added to prevent emitting clear directly after select\n        e.stopPropagation(); // Jos: Added to prevent emitting
clear directly after select\n\n        if (e.target === that.el) {\n          that.toggle();\n        }\n      });\n    }\n\n    var
getChangedOptions = function(last, current) {\n      var added=[], removed=last.slice(0);\n      var idx;\n      for (var
i=0; i<current.length; i++) {\n        idx = removed.indexOf(current[i]);\n        if (idx > -1)\n
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removed.splice(idx, 1);\n        else\n          added.push(current[i]);\n      }\n      return [added, removed];\n    };\n\n
// Listen for the change on the native select\n    // and update accordingly\n    this.el.addEventListener(\"change\",
function(e) {\n      if (that.el.multiple) {\n        var indexes = that.getSelectedProperties('idx');\n        var changes =
getChangedOptions(that.selectedIndexes, indexes);\n\n        util.each(changes[0], function(i, idx) {\n
that.select(idx);\n        }, that);\n\n        util.each(changes[1], function(i, idx) {\n          that.deselect(idx);\n        },
that);\n\n      } else {\n        if (that.el.selectedIndex > -1) {\n          that.select(that.el.selectedIndex);\n        }\n      }\n
  });\n\n  }\n\n  // Open the dropdown with Enter key if focused\n  if (this.config.nativeDropdown) {\n
this.container.addEventListener(\"keydown\", function(e) {\n      if (e.key === \"Enter\" && that.selected ===
document.activeElement) {\n        // Show the native\n        that.toggle();\n\n        // Focus on the native multiselect\n
      setTimeout(function() {\n          that.el.focus();\n        }, 200);\n      }\n    });\n  }\n\n  // Non-native dropdown\n
this.selected.addEventListener(\"click\", function(e) {\n\n    if (!that.disabled) {\n      that.toggle();\n    }\n\n
e.preventDefault();\n    e.stopPropagation(); // Jos: Added to prevent emitting clear directly after select\n  });\n\n  //
Remove tag\n  this.label.addEventListener(\"click\", function(e) {\n    if (util.hasClass(e.target, \"selectr-tag-
remove\")) {\n      that.deselect(e.target.parentNode.idx);\n    }\n  });\n\n  // Clear input\n  if (this.selectClear) {\n
this.selectClear.addEventListener(\"click\", this.clear.bind(this));\n  }\n\n  // Prevent text selection\n
this.tree.addEventListener(\"mousedown\", function(e) {\n    e.preventDefault();\n  });\n\n  // Select / deselect
items\n  this.tree.addEventListener(\"click\", function(e) {\n    e.preventDefault();  // Jos: Added to prevent emitting
clear directly after select\n    e.stopPropagation(); // Jos: Added to prevent emitting clear directly after select\n\n
var item = util.closest(e.target, function(el) {\n      return el && util.hasClass(el, \"selectr-option\");\n    });\n\n    if
(item) {\n      if (!util.hasClass(item, \"disabled\")) {\n        if (util.hasClass(item, \"selected\")) {\n          if
(that.el.multiple || !that.el.multiple && that.config.allowDeselect) {\n            that.deselect(item.idx);\n          }\n
} else {\n          that.select(item.idx);\n        }\n\n        if (that.opened && !that.el.multiple) {\n          that.close();\n
  }\n      }\n    }\n  });\n\n  // Mouseover list items\n  this.tree.addEventListener(\"mouseover\", function(e) {\n    if
(util.hasClass(e.target, \"selectr-option\")) {\n      if (!util.hasClass(e.target, \"disabled\")) {\n
util.removeClass(that.items[that.navIndex], \"active\");\n\n        util.addClass(e.target, \"active\");\n\n
that.navIndex = [].slice.call(that.items).indexOf(e.target);\n      }\n    }\n  });\n\n  // Searchable\n  if
(this.config.searchable) {\n    // Show / hide the search input clear button\n\n    this.input.addEventListener(\"focus\",
function(e) {\n      that.searching = true;\n    });\n\n    this.input.addEventListener(\"blur\", function(e) {\n
that.searching = false;\n    });\n\n    this.input.addEventListener(\"keyup\", function(e) {\n      that.search();\n\n      if
(!that.config.taggable) {\n        // Show / hide the search input clear button\n        if (this.value.length) {\n
util.addClass(this.parentNode, \"active\");\n        } else {\n          util.removeClass(this.parentNode, \"active\");\n
}\n      }\n    });\n\n    // Clear the search input\n    this.inputClear.addEventListener(\"click\", function(e) {\n
that.input.value = null;\n      clearSearch.call(that);\n\n      if (!that.tree.childElementCount) {\n
render.call(that);\n      }\n    });\n  }\n\n  if (this.config.taggable) {\n    this.input.addEventListener(\"keyup\",
function(e) {\n\n      that.search();\n\n      if (that.config.taggable && this.value.length) {\n        var val =
this.value.trim();\n\n        if (e.which === 13 || util.includes(that.tagSeperators, e.key)) {\n\n
util.each(that.tagSeperators, function(i, k) {\n            val = val.replace(k, '');\n          });\n\n          var option =
that.add({\n            value: val,\n            text: val,\n            selected: true\n          }, true);\n\n          if (!option) {\n
  this.value = '';\n            that.setMessage('That tag is already in use.');\n          } else {\n            that.close();\n
clearSearch.call(that);\n          }\n        }\n      }\n    });\n  }\n\n  this.update = util.debounce(function() {\n    //
Optionally close dropdown on scroll / resize (#11)\n    if (that.opened && that.config.closeOnScroll) {\n
that.close();\n    }\n    if (that.width) {\n      that.container.style.width = that.width;\n    }\n    that.invert();\n  },
50);\n\n  if (this.requiresPagination) {\n    this.paginateItems = util.debounce(function() {\n      load.call(this);\n    },
50);\n\n    this.tree.addEventListener(\"scroll\", this.paginateItems.bind(this));\n  }\n\n  // Dismiss when clicking
outside the container\n  document.addEventListener(\"click\", this.events.dismiss);\n
window.addEventListener(\"keydown\", this.events.navigate);\n\n  window.addEventListener(\"resize\",
this.update);\n  window.addEventListener(\"scroll\", this.update);\n\n  // Listen for form.reset() (@ambrooks, #13)\n
if (this.el.form) {\n    this.el.form.addEventListener(\"reset\", this.events.reset);\n  }\n};\n\n/**\n * Check for
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selected options\n * @param {bool} reset\n */\nSelectr.prototype.setSelected = function(reset) {\n\n // Select first option as with a native select-one element - #21, #24\n if (!this.config.data && !this.el.multiple && this.el.options.length) {\n   // Browser has selected the first option by default\n   if (this.el.selectedIndex === 0) {\n   if (!this.el.options[0].defaultSelected && !this.config.defaultSelected) {\n   this.el.selectedIndex = -1;\n   }\n   }\n\n   this.selectedIndex = this.el.selectedIndex;\n\n   if (this.selectedIndex > -1) {\n   this.select(this.selectedIndex);\n   }\n }\n\n // If we're changing a select-one to select-multiple via the config\n // and there are no selected options, the first option will be selected by the browser\n // Let's prevent that here.\n if (this.config.multiple && this.originalType === \"select-one\" && !this.config.data) {\n   if (this.el.options[0].selected && !this.el.options[0].defaultSelected) {\n   this.el.options[0].selected = false;\n   }\n }\n\n util.each(this.options, function(i, option) {\n   if (option.selected && option.defaultSelected) {\n   this.select(option.idx);\n   }\n }, this);\n\n if (this.config.selectedValue) {\n   this.setValue(this.config.selectedValue);\n }\n\n if (this.config.data) {\n\n\n   if (!this.el.multiple && this.config.defaultSelected && this.el.selectedIndex < 0) {\n   this.select(0);\n   }\n\n   var j = 0;\n   util.each(this.config.data, function(i, opt) {\n   // Check for group options\n   if (isset(opt, \"children\")) {\n   util.each(opt.children, function(x, item) {\n   if (item.hasOwnProperty(\"selected\") && item.selected === true) {\n   this.select(j);\n   }\n   j++;\n   }, this);\n   } else {\n   if (opt.hasOwnProperty(\"selected\") && opt.selected === true) {\n   this.select(j);\n   }\n   j++;\n   }\n   }, this);\n }\n};\n\n/**\n * Destroy the instance\n * @return {void}\n */\nSelectr.prototype.destroy = function() {\n\n if (!this.rendered) return;\n\n this.emit(\"selectr.destroy\");\n\n // Revert to select-single if programtically set to multiple\n if (this.originalType === 'select-one') {\n   this.el.multiple = false;\n }\n\n if (this.config.data) {\n   this.el.innerHTML = \"\";\n }\n\n // Remove the className from select element\n util.removeClass(this.el, 'selectr-hidden');\n\n // Remove reset listener from parent form\n if (this.el.form) {\n   util.off(this.el.form, \"reset\", this.events.reset);\n }\n\n // Remove event listeners attached to doc and win\n util.off(document, \"click\", this.events.dismiss);\n util.off(document, \"keydown\", this.events.navigate);\n util.off(window, \"resize\", this.update);\n util.off(window, \"scroll\", this.update);\n\n // Replace the container with the original select element\n this.container.parentNode.replaceChild(this.el, this.container);\n\n this.rendered = false;\n};\n\n/**\n * Change an options state\n * @param {Number} index\n * @return {void}\n */\nSelectr.prototype.change = function(index) {\n var item = this.items[index],\n   option = this.options[index];\n\n if (option.disabled) {\n   return;\n }\n\n if (option.selected && util.hasClass(item, \"selected\")) {\n   this.deselect(index);\n } else {\n   this.select(index);\n }\n\n if (this.opened && !this.el.multiple) {\n   this.close();\n }\n};\n\n/**\n * Select an option\n * @param {Number} index\n * @return {void}\n */\nSelectr.prototype.select = function(index) {\n\n var item = this.items[index],\n   options = [].slice.call(this.el.options),\n   option = this.options[index];\n\n if (this.el.multiple) {\n   if (util.includes(this.selectedIndexes, index)) {\n   return false;\n   }\n\n   if (this.config.maxSelections && this.tags.length === this.config.maxSelections) {\n   this.setMessage(\"A maximum of \" + this.config.maxSelections + \" items can be selected.\", true);\n   return false;\n   }\n\n   this.selectedValues.push(option.value);\n   this.selectedIndexes.push(index);\n\n   addTag.call(this, item);\n } else {\n   var data = this.data ? this.data[index] : option;\n   this.label.innerHTML = this.customSelected ? this.config.renderSelection(data) : option.textContent;\n\n   this.selectedValue = option.value;\n   this.selectedIndex = index;\n\n   util.each(this.options, function(i, o) {\n   var opt = this.items[i];\n\n   if (i !== index) {\n   if (opt) {\n   util.removeClass(opt, \"selected\");\n   }\n   o.selected = false;\n   o.removeAttribute(\"selected\");\n   }\n   }, this);\n }\n\n if (!util.includes(options, option)) {\n   this.el.add(option);\n }\n\n item.setAttribute(\"aria-selected\", true);\n\n util.addClass(item, \"selected\");\n util.addClass(this.container, \"has-selected\");\n\n option.selected = true;\n option.setAttribute(\"selected\", \"\");\n\n this.emit(\"selectr.change\", option);\n\n this.emit(\"selectr.select\", option);\n};\n\n/**\n * Deselect an option\n * @param {Number} index\n * @return {void}\n */\nSelectr.prototype.deselect = function(index, force) {\n var item = this.items[index],\n   option = this.options[index];\n\n if (this.el.multiple) {\n   var selIndex = this.selectedIndexes.indexOf(index);\n   this.selectedIndexes.splice(selIndex, 1);\n\n   var valIndex = this.selectedValues.indexOf(option.value);\n   this.selectedValues.splice(valIndex, 1);\n\n   removeTag.call(this,

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item);\n\n    if (!this.tags.length) {\n      util.removeClass(this.container, \"has-selected\");\n    }\n  } else {\n\n    if
(!force && !this.config.clearable && !this.config.allowDeselect) {\n      return false;\n    }\n\n
this.label.innerHTML = \"\";\n    this.selectedValue = null;\n\n    this.el.selectedIndex = this.selectedIndex = -1;\n\n
util.removeClass(this.container, \"has-selected\");\n  }\n\n\n  this.items[index].setAttribute(\"aria-selected\",
false);\n\n  util.removeClass(this.items[index], \"selected\");\n\n  option.selected = false;\n\n
option.removeAttribute(\"selected\");\n\n  this.emit(\"selectr.change\", null);\n\n  this.emit(\"selectr.deselect\",
option);\n};\n\n/**\n * Programmatically set selected values\n * @param {String|Array} value - A string or an array
of strings\n */\nSelectr.prototype.setValue = function(value) {\n  var isArray = Array.isArray(value);\n\n  if
(!isArray) {\n    value = value.toString().trim();\n  }\n\n  // Can't pass array to select-one\n  if (!this.el.multiple &&
isArray) {\n    return false;\n  }\n\n  util.each(this.options, function(i, option) {\n    if (isArray &&
util.includes(value.toString(), option.value) || option.value === value) {\n      this.change(option.idx);\n    }\n  },
this);\n};\n\n/**\n * Set the selected value(s)\n * @param  {bool} toObject Return only the raw values or an
object\n * @param  {bool} toJson   Return the object as a JSON string\n * @return {mixed}         Array or String\n
*/\nSelectr.prototype.getValue = function(toObject, toJson) {\n  var value;\n\n  if (this.el.multiple) {\n    if
(toObject) {\n      if (this.selectedIndexes.length) {\n        value = {};\n        value.values = [];\n
util.each(this.selectedIndexes, function(i, index) {\n          var option = this.options[index];\n          value.values[i] =
{\n            value: option.value,\n            text: option.textContent\n          };\n        }, this);\n      }\n    } else {\n
value = this.selectedValues.slice();\n    }\n  } else {\n    if (toObject) {\n      var option =
this.options[this.selectedIndex];\n      value = {\n        value: option.value,\n        text: option.textContent\n      };\n
} else {\n      value = this.selectedValue;\n    }\n  }\n\n  if (toObject && toJson) {\n    value =
JSON.stringify(value);\n  }\n\n  return value;\n};\n\n/**\n * Add a new option or options\n * @param {object}
data\n */\nSelectr.prototype.add = function(data, checkDuplicate) {\n  if (data) {\n\n    this.data = this.data || [];\n
this.items = this.items || [];\n    this.options = this.options || [];\n\n    if (Array.isArray(data)) {\n      // We have an
array on items\n      util.each(data, function(i, obj) {\n        this.add(obj, checkDuplicate);\n      }, this);\n    }\n    //
User passed a single object to the method\n    // or Selectr passed an object from an array\n    else if (\"[object
Object]\" === Object.prototype.toString.call(data)) {\n\n      if (checkDuplicate) {\n        var dupe = false;\n\n
util.each(this.options, function(i, option) {\n          if (option.value.toLowerCase() === data.value.toLowerCase())
{\n            dupe = true;\n          }\n        });\n\n        if (dupe) {\n          return false;\n        }\n      }\n\n      var option =
util.createElement('option', data);\n\n      this.data.push(data);\n\n      // Add the new option to the list\n
this.options.push(option);\n\n      // Add the index for later use\n      option.idx = this.options.length > 0 ?
this.options.length - 1 : 0;\n\n      // Create a new item\n      createItem.call(this, option);\n\n      // Select the item if
required\n      if (data.selected) {\n        this.select(option.idx);\n      }\n\n      return option;\n    }\n\n    // We may
have had an empty select so update\n    // the placeholder to reflect the changes.\n    this.setPlaceholder();\n\n    //
Recount the pages\n    if (this.config.pagination) {\n      this.paginate();\n    }\n\n    return true;\n  }\n};\n\n/**\n *
Remove an option or options\n * @param  {Mixed} o Array, integer (index) or string (value)\n * @return {Void}\n
*/\nSelectr.prototype.remove = function(o) {\n  var options = [];\n  if (Array.isArray(o)) {\n    util.each(o, function(i,
opt) {\n      if (util.isInt(opt)) {\n        options.push(this.getOptionByIndex(opt));\n      } else if (typeof o ===
\"string\") {\n        options.push(this.getOptionByValue(opt));\n      }\n    }, this);\n\n  } else if (util.isInt(o)) {\n
options.push(this.getOptionByIndex(o));\n  } else if (typeof o === \"string\") {\n
options.push(this.getOptionByValue(o));\n  }\n\n  if (options.length) {\n    var index;\n    util.each(options,
function(i, option) {\n      index = option.idx;\n\n      // Remove the HTMLOptionElement\n
this.el.remove(option);\n\n      // Remove the reference from the option array\n      this.options.splice(index, 1);\n\n
 // If the item has a parentNode (group element) it needs to be removed\n      // otherwise the render function will still
append it to the dropdown\n      var parentNode = this.items[index].parentNode;\n\n      if (parentNode) {\n
parentNode.removeChild(this.items[index]);\n      }\n\n      // Remove reference from the items array\n
this.items.splice(index, 1);\n\n      // Reset the indexes\n      util.each(this.options, function(i, opt) {\n        opt.idx =
i;\n        this.items[i].idx = i;\n      }, this);\n    }, this);\n\n    // We may have had an empty select now so update\n
// the placeholder to reflect the changes.\n    this.setPlaceholder();\n\n    // Recount the pages\n    if
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(this.config.pagination) {\n      this.paginate();\n    }\n  }\n};\n\n/**\n * Remove all options\n
*/\nSelectr.prototype.removeAll = function() {\n\n  // Clear any selected options\n  this.clear(true);\n\n  // Remove
the HTMLOptionElements\n  util.each(this.el.options, function(i, option) {\n    this.el.remove(option);\n  },
this);\n\n  // Empty the dropdown\n  util.truncate(this.tree);\n\n  // Reset variables\n  this.items = [];\n  this.options =
[];\n  this.data = [];\n\n  this.navIndex = 0;\n\n  if (this.requiresPagination) {\n    this.requiresPagination = false;\n\n
this.pageIndex = 1;\n    this.pages = [];\n  }\n\n  // Update the placeholder\n  this.setPlaceholder();\n};\n\n/**\n *
Perform a search\n * @param  {string} query The query string\n */\nSelectr.prototype.search = function(string)
{\n\n  if (this.navigating) return;\n\n  string = string || this.input.value;\n\n  var f =
document.createDocumentFragment();\n\n  // Remove message\n  this.removeMessage();\n\n  // Clear the
dropdown\n  util.truncate(this.tree);\n\n  if (string.length > 1) {\n    // Check the options for the matching string\n
util.each(this.options, function(i, option) {\n      var item = this.items[option.idx];\n      var includes =
util.includes(option.textContent.toLowerCase(), string.toLowerCase());\n\n      if (includes && !option.disabled)
{\n\n        appendItem(item, f, this.customOption);\n\n        util.removeClass(item, \"excluded\");\n\n        //
Underline the matching results\n        if (!this.customOption) {\n          item.innerHTML = match(string, option);\n
  }\n      } else {\n        util.addClass(item, \"excluded\");\n      }\n    }, this);\n\n\n    if (!f.childElementCount) {\n
if (!this.config.taggable) {\n        this.setMessage(\"no results.\");\n      }\n    } else {\n      // Highlight top result
(@binary-koan #26)\n      var prevEl = this.items[this.navIndex];\n      var firstEl = f.firstElementChild;\n\n
util.removeClass(prevEl, \"active\");\n\n      this.navIndex = firstEl.idx;\n\n      util.addClass(firstEl, \"active\");\n
}\n\n  } else {\n    render.call(this);\n  }\n\n  this.tree.appendChild(f);\n};\n\n/**\n * Toggle the dropdown\n *
@return {void}\n */\nSelectr.prototype.toggle = function() {\n  if (!this.disabled) {\n    if (this.opened) {\n
this.close();\n    } else {\n      this.open();\n    }\n  }\n};\n\n/**\n * Open the dropdown\n * @return {void}\n
*/\nSelectr.prototype.open = function() {\n\n  var that = this;\n\n  if (!this.options.length) {\n    return false;\n  }\n\n
if (!this.opened) {\n    this.emit(\"selectr.open\");\n  }\n\n  this.opened = true;\n\n  if (this.mobileDevice ||
this.config.nativeDropdown) {\n    util.addClass(this.container, \"native-open\");\n\n    if (this.config.data) {\n      //
Dump the options into the select\n      // otherwise the native dropdown will be empty\n      util.each(this.options,
function(i, option) {\n        this.el.add(option);\n      }, this);\n    }\n\n    return;\n  }\n\n  util.addClass(this.container,
\"open\");\n\n  render.call(this);\n\n  this.invert();\n\n  this.tree.scrollTop = 0;\n\n  util.removeClass(this.container,
\"notice\");\n\n  this.selected.setAttribute(\"aria-expanded\", true);\n\n  this.tree.setAttribute(\"aria-hidden\", false);\n
this.tree.setAttribute(\"aria-expanded\", true);\n\n  if (this.config.searchable && !this.config.taggable) {\n
setTimeout(function() {\n      that.input.focus();\n      // Allow tab focus\n      that.input.tabIndex = 0;\n    }, 10);\n
}\n};\n\n/**\n * Close the dropdown\n * @return {void}\n */\nSelectr.prototype.close = function() {\n\n  if
(this.opened) {\n    this.emit(\"selectr.close\");\n  }\n\n  this.opened = false;\n\n  if (this.mobileDevice ||
this.config.nativeDropdown) {\n    util.removeClass(this.container, \"native-open\");\n    return;\n  }\n\n  var notice
= util.hasClass(this.container, \"notice\");\n\n  if (this.config.searchable && !notice) {\n    this.input.blur();\n    //
Disable tab focus\n    this.input.tabIndex = -1;\n    this.searching = false;\n  }\n\n  if (notice) {\n
util.removeClass(this.container, \"notice\");\n    this.notice.textContent = \"\";\n  }\n\n
util.removeClass(this.container, \"open\");\n  util.removeClass(this.container, \"native-open\");\n\n
this.selected.setAttribute(\"aria-expanded\", false);\n\n  this.tree.setAttribute(\"aria-hidden\", true);\n
this.tree.setAttribute(\"aria-expanded\", false);\n\n  util.truncate(this.tree);\n  clearSearch.call(this);\n};\n\n\n/**\n *
Enable the element\n * @return {void}\n */\nSelectr.prototype.enable = function() {\n  this.disabled = false;\n
this.el.disabled = false;\n\n  this.selected.tabIndex = this.originalIndex;\n\n  if (this.el.multiple) {\n
util.each(this.tags, function(i, t) {\n      t.lastElementChild.tabIndex = 0;\n    });\n  }\n\n
util.removeClass(this.container, \"selectr-disabled\");\n};\n\n/**\n * Disable the element\n * @param  {boolean}
container Disable the container only (allow value submit with form)\n * @return {void}\n
*/\nSelectr.prototype.disable = function(container) {\n  if (!container) {\n    this.el.disabled = true;\n  }\n\n
this.selected.tabIndex = -1;\n\n  if (this.el.multiple) {\n    util.each(this.tags, function(i, t) {\n
t.lastElementChild.tabIndex = -1;\n    });\n  }\n\n  this.disabled = true;\n  util.addClass(this.container, \"selectr-
disabled\");\n};\n\n\n/**\n * Reset to initial state\n * @return {void}\n */\nSelectr.prototype.reset = function() {\n
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if (!this.disabled) {\n this.clear();\n\n this.setSelected(true);\n\n util.each(this.defaultSelected, function(i, idx) {\n   this.select(idx);\n }, this);\n\n this.emit(\"selectr.reset\");\n }\n};\n\n/**\n * Clear all selections\n * @return {void}\n */\nSelectr.prototype.clear = function(force) {\n\n if (this.el.multiple) {\n // Loop over the selectedIndexes so we don't have to loop over all the options\n // which can be costly if there are a lot of them\n\n if (this.selectedIndexes.length) {\n   // Copy the array or we'll get an error\n   var indexes = this.selectedIndexes.slice();\n\n   util.each(indexes, function(i, idx) {\n   this.deselect(idx);\n   }, this);\n }\n } else {\n if (this.selectedIndex > -1) {\n   this.deselect(this.selectedIndex, force);\n }\n }\n\n this.emit(\"selectr.clear\");\n};\n\n/**\n * Return serialised data\n * @param {boolean} toJson\n * @return {mixed} Returns either an object or JSON string\n */\nSelectr.prototype.serialise = function(toJson) {\n var data = [];\n util.each(this.options, function(i, option) {\n var obj = {\n   value: option.value,\n   text: option.textContent\n };\n\n if (option.selected) {\n   obj.selected = true;\n }\n if (option.disabled) {\n obj.disabled = true;\n }\n data[i] = obj;\n });\n\n return toJson ? JSON.stringify(data) : data;\n};\n\n/**\n * Localised version of serialise() method\n */\nSelectr.prototype.serialize = function(toJson) {\n return this.serialise(toJson);\n};\n\n/**\n * Sets the placeholder\n * @param {String} placeholder\n */\nSelectr.prototype.setPlaceholder = function(placeholder) {\n // Set the placeholder\n placeholder = placeholder || this.config.placeholder || this.el.getAttribute(\"placeholder\");\n\n if (!this.options.length) {\n placeholder = \"No options available\";\n }\n\n this.placeEl.innerHTML = placeholder;\n};\n\n/**\n * Paginate the option list\n * @return {Array}\n */\nSelectr.prototype.paginate = function() {\n if (this.items.length) {\n var that = this;\n\n this.pages = this.items.map(function(v, i) {\n   return i % that.config.pagination === 0 ? that.items.slice(i, i + that.config.pagination) : null;\n }).filter(function(pages) {\n   return pages;\n });\n\n return this.pages;\n }\n};\n\n/**\n * Display a message\n * @param {String} message The message\n */\nSelectr.prototype.setMessage = function(message, close) {\n if (close) {\n this.close();\n }\n util.addClass(this.container, \"notice\");\n this.notice.textContent = message;\n};\n\n/**\n * Dismiss the current message\n */\nSelectr.prototype.removeMessage = function() {\n util.removeClass(this.container, \"notice\");\n this.notice.innerHTML = \"\";\n};\n\n/**\n * Keep the dropdown within the window\n * @return {void}\n */\nSelectr.prototype.invert = function() {\n var rt = util.rect(this.selected),\n   oh = this.tree.parentNode.offsetHeight,\n   wh = window.innerHeight,\n   doInvert = rt.top + rt.height + oh > wh;\n\n if (doInvert) {\n util.addClass(this.container, \"inverted\");\n this.isInverted = true;\n } else {\n util.removeClass(this.container, \"inverted\");\n this.isInverted = false;\n }\n\n this.optsRect = util.rect(this.tree);\n};\n\n/**\n * Get an option via it's index\n * @param {Integer} index The index of the HTMLOptionElement required\n * @return {HTMLOptionElement}\n */\nSelectr.prototype.getOptionByIndex = function(index) {\n return this.options[index];\n};\n\n/**\n * Get an option via it's value\n * @param {String} value The value of the HTMLOptionElement required\n * @return {HTMLOptionElement}\n */\nSelectr.prototype.getOptionByValue = function(value) {\n var option = false;\n\n for (var i = 0, l = this.options.length; i < l; i++) {\n if (this.options[i].value.trim() === value.toString().trim()) {\n   option = this.options[i];\n   break;\n }\n }\n\n return option;\n};\n\nmodule.exports = Selectr;\n","'use strict';\n\nfunction completely(config) {\n config = config || {};\n config.confirmKeys = config.confirmKeys || [39, 35, 9] // right, end, tab \n config.caseSensitive = config.caseSensitive || false // autocomplete case sensitive\n\n var fontSize = '';\n var fontFamily = ''; \n\n var wrapper = document.createElement('div');\n wrapper.style.position = 'relative';\n wrapper.style.outline = '0';\n wrapper.style.border = '0';\n wrapper.style.margin = '0';\n wrapper.style.padding = '0';\n\n var dropDown = document.createElement('div');\n dropDown.className = 'autocomplete dropdown';\n dropDown.style.position = 'absolute';\n dropDown.style.visibility = 'hidden';\n\n var spacer;\n var leftSide; // <-- it will contain the leftSide part of the textfield (the bit that was already autocompleted)\n var createDropDownController = function (elem, rs) {\n   var rows = [];\n   var ix = 0;\n var oldIndex = -1;\n\n   var onMouseOver = function () { this.style.outline = '1px solid #ddd'; }\n   var onMouseOut = function () { this.style.outline = '0'; }\n   var onMouseDown = function () { p.hide(); p.onmouseselection(this.__hint, p.rs); }\n\n   var p = {\n   rs: rs,\n   hide: function () {\n elem.style.visibility = 'hidden';\n   //rs.hideDropDown();\n   },\n   refresh: function (token, array)

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{\n            elem.style.visibility = 'hidden';\n            ix = 0;\n            elem.innerHTML = '';\n            var vph
= (window.innerHeight || document.documentElement.clientHeight);\n            var rect =
elem.parentNode.getBoundingClientRect();\n            var distanceToTop = rect.top - 6;                // heuristic
give 6px \n            var distanceToBottom = vph - rect.bottom - 6;  // distance from the browser border.\n\n
 rows = [];\n            for (var i = 0; i < array.length; i++) {\n\n                if (  (config.caseSensitive &&
array[i].indexOf(token) !== 0)\n                    ||(!config.caseSensitive &&
array[i].toLowerCase().indexOf(token.toLowerCase()) !== 0)) { continue; }\n\n                var divRow =
document.createElement('div');\n                divRow.className = 'item';\n                //divRow.style.color =
config.color;\n                divRow.onmouseover = onMouseOver;\n                divRow.onmouseout =
onMouseOut;\n                divRow.onmousedown = onMouseDown;\n                divRow.__hint = array[i];\n
        divRow.innerHTML = array[i].substring(0, token.length) + '<b>' + array[i].substring(token.length) + '</b>';\n
            rows.push(divRow);\n                elem.appendChild(divRow);\n            }\n            if (rows.length
=== 0) {\n                return; // nothing to show.\n            }\n            if (rows.length === 1 && (
(token.toLowerCase() === rows[0].__hint.toLowerCase() && !config.caseSensitive) \n
||(token === rows[0].__hint && config.caseSensitive))){\n                return; // do not show the dropDown if it has
only one element which matches what we have just displayed.\n            }\n\n            if (rows.length < 2)
return;\n            p.highlight(0);\n\n            if (distanceToTop > distanceToBottom * 3) {        // Heuristic (only
when the distance to the to top is 4 times more than distance to the bottom\n                elem.style.maxHeight =
distanceToTop + 'px';  // we display the dropDown on the top of the input text\n                elem.style.top = '';\n
        elem.style.bottom = '100%';\n            } else {\n                elem.style.top = '100%';\n
elem.style.bottom = '';\n                elem.style.maxHeight = distanceToBottom + 'px';\n            }\n
elem.style.visibility = 'visible';\n        },\n        highlight: function (index) {\n            if (oldIndex != -1 &&
rows[oldIndex]) {\n                rows[oldIndex].className = \"item\";\n            }\n
rows[index].className = \"item hover\"; \n            oldIndex = index;\n        },\n        move: function (step) {
// moves the selection either up or down (unless it's not possible) step is either +1 or -1.\n            if
(elem.style.visibility === 'hidden') return ''; // nothing to move if there is no dropDown. (this happens if the user hits
escape and then down or up)\n            if (ix + step === -1 || ix + step === rows.length) return rows[ix].__hint; //
NO CIRCULAR SCROLLING. \n            ix += step;\n            p.highlight(ix);\n            return
rows[ix].__hint;//txtShadow.value = uRows[uIndex].__hint ;\n        },\n        onmouseselection: function () { }
// it will be overwritten. \n    };\n    return p;\n  }\n\n  function
setEndOfContenteditable(contentEditableElement) {\n    var range, selection;\n    if
(document.createRange)//Firefox, Chrome, Opera, Safari, IE 9+\n    {\n        range =
document.createRange();//Create a range (a range is a like the selection but invisible)\n
range.selectNodeContents(contentEditableElement);//Select the entire contents of the element with the range\n
 range.collapse(false);//collapse the range to the end point. false means collapse to end rather than the start\n
selection = window.getSelection();//get the selection object (allows you to change selection)\n
selection.removeAllRanges();//remove any selections already made\n        selection.addRange(range);//make the
range you have just created the visible selection\n    }\n    else if (document.selection)//IE 8 and lower\n    {\n
        range = document.body.createTextRange();//Create a range (a range is a like the selection but invisible)\n
  range.moveToElementText(contentEditableElement);//Select the entire contents of the element with the range\n
    range.collapse(false);//collapse the range to the end point. false means collapse to end rather than the start\n
 range.select();//Select the range (make it the visible selection\n    }\n  }\n\n  function
calculateWidthForText(text) {\n    if (spacer === undefined) { // on first call only.\n        spacer =
document.createElement('span');\n        spacer.style.visibility = 'hidden';\n        spacer.style.position = 'fixed';\n
    spacer.style.outline = '0';\n        spacer.style.margin = '0';\n        spacer.style.padding = '0';\n
spacer.style.border = '0';\n        spacer.style.left = '0';\n        spacer.style.whiteSpace = 'pre';\n
spacer.style.fontSize = fontSize;\n        spacer.style.fontFamily = fontFamily;\n        spacer.style.fontWeight =
'normal';\n        document.body.appendChild(spacer);\n    }\n\n    // Used to encode an HTML string into a
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plain text.\n        // taken from http://stackoverflow.com/questions/1219860/javascript-jquery-html-encoding\n
spacer.innerHTML = String(text).replace(/&/g, '&amp;')\n            .replace(/\"/g, '&quot;')\n            .replace(/'/g,
'&#39;')\n            .replace(/</g, '&lt;')\n            .replace(/>/g, '&gt;');\n        return
spacer.getBoundingClientRect().right;\n    }\n\n    var rs = {\n        onArrowDown: function () { }, // defaults to no
action.\n        onArrowUp: function () { },   // defaults to no action.\n        onEnter: function () { },     // defaults to no
action.\n        onTab: function () { },       // defaults to no action.\n        startFrom: 0,\n        options: [],\n        element:
null,\n        elementHint: null,\n        elementStyle: null,\n        wrapper: wrapper,      // Only to allow  easy access to
the HTML elements to the final user (possibly for minor customizations)\n        show: function (element, startPos,
options) {\n            this.startFrom = startPos;\n            this.wrapper.remove();\n            if (this.elementHint) {\n
    this.elementHint.remove();\n                this.elementHint = null;\n            }\n            \n            if (fontSize == '') {\n
            fontSize = window.getComputedStyle(element).getPropertyValue('font-size');\n            }\n            if
(fontFamily == '') {\n                fontFamily = window.getComputedStyle(element).getPropertyValue('font-
family');\n            }\n            \n            var w = element.getBoundingClientRect().right -
element.getBoundingClientRect().left;\n            dropDown.style.marginLeft = '0';\n
dropDown.style.marginTop = element.getBoundingClientRect().height + 'px';\n            this.options = options;\n\n
    if (this.element != element) {\n                this.element = element;\n                this.elementStyle = {\n
zIndex: this.element.style.zIndex,\n                    position: this.element.style.position,\n                    backgroundColor:
this.element.style.backgroundColor,\n                    borderColor: this.element.style.borderColor\n                }\n
}\n\n            this.element.style.zIndex = 3;\n            this.element.style.position = 'relative';\n
this.element.style.backgroundColor = 'transparent';\n            this.element.style.borderColor = 'transparent';\n\n
this.elementHint = element.cloneNode();\n            this.elementHint.className = 'autocomplete hint';\n
this.elementHint.style.zIndex = 2;\n            this.elementHint.style.position = 'absolute';\n
this.elementHint.onfocus = function () { this.element.focus(); }.bind(this);\n\n\n\n            if
(this.element.addEventListener) {\n                this.element.removeEventListener(\"keydown\", keyDownHandler);\n
            this.element.addEventListener(\"keydown\", keyDownHandler, false);\n
this.element.removeEventListener(\"blur\", onBlurHandler);\n                this.element.addEventListener(\"blur\",
onBlurHandler, false);                \n            } \n\n            wrapper.appendChild(this.elementHint);\n
wrapper.appendChild(dropDown);\n            element.parentElement.appendChild(wrapper);\n\n\n
this.repaint(element);\n        },\n        setText: function (text) {\n            this.element.innerText = text;\n        },\n
getText: function () {\n            return this.element.innerText;\n        },\n        hideDropDown: function () {\n
this.wrapper.remove();\n            if (this.elementHint) {\n                this.elementHint.remove();\n
this.elementHint = null;\n                dropDownController.hide();\n                this.element.style.zIndex =
this.elementStyle.zIndex;\n                this.element.style.position = this.elementStyle.position;\n
this.element.style.backgroundColor = this.elementStyle.backgroundColor;\n                this.element.style.borderColor
= this.elementStyle.borderColor;\n            }\n            \n        },\n        repaint: function (element) {\n            var text =
element.innerText;\n            text = text.replace('\\n', '');\n\n            var startFrom = this.startFrom;\n            var
options = this.options;\n            var optionsLength = this.options.length;\n\n            // breaking text in leftSide and
token.\n            \n            var token = text.substring(this.startFrom);\n            leftSide = text.substring(0,
this.startFrom);\n            \n            for (var i = 0; i < optionsLength; i++) {\n                var opt = this.options[i];\n
        if (   (!config.caseSensitive && opt.toLowerCase().indexOf(token.toLowerCase()) === 0)\n                    ||
(config.caseSensitive && opt.indexOf(token) === 0)) {   // <-- how about upperCase vs. lowercase\n
this.elementHint.innerText = leftSide + token + opt.substring(token.length);\n
this.elementHint.realInnerText = leftSide + opt;\n                    break;\n                }\n            }\n            // moving the
dropDown and refreshing it.\n            dropDown.style.left = calculateWidthForText(leftSide) + 'px';\n
dropDownController.refresh(token, this.options);\n            this.elementHint.style.width =
calculateWidthForText(this.elementHint.innerText) + 10 + 'px'\n            var wasDropDownHidden =
(dropDown.style.visibility == 'hidden');\n            if (!wasDropDownHidden)\n                this.elementHint.style.width
= calculateWidthForText(this.elementHint.innerText) + dropDown.clientWidth + 'px';\n        }\n    };\n\n    var
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dropDownController = createDropDownController(dropDown, rs);\n\n    var keyDownHandler = function (e) {\n
 //console.log(\"Keydown:\" + e.keyCode);\n        e = e || window.event;\n        var keyCode = e.keyCode;\n\n        if
(this.elementHint == null) return;\n\n        if (keyCode == 33) { return; } // page up (do nothing)\n        if (keyCode
== 34) { return; } // page down (do nothing);\n\n        if (keyCode == 27) { //escape\n            rs.hideDropDown();\n
        rs.element.focus();\n            e.preventDefault();\n            e.stopPropagation();\n            return;\n        }\n\n
var text = this.element.innerText;\n        text = text.replace('\\n', '');\n        var startFrom = this.startFrom;\n\n        if
(config.confirmKeys.indexOf(keyCode) >= 0) { //  (autocomplete triggered)\n            if (keyCode == 9) {
\n                if (this.elementHint.innerText.length == 0) {\n                    rs.onTab(); \n                }\n            }\n
if (this.elementHint.innerText.length > 0) { // if there is a hint                \n                if (this.element.innerText !=
this.elementHint.realInnerText) {\n                    this.element.innerText = this.elementHint.realInnerText;\n
  rs.hideDropDown();\n                    setEndOfContenteditable(this.element);\n                    if (keyCode == 9) {
   \n                        rs.element.focus();\n                        e.preventDefault();\n                        e.stopPropagation();\n
            }\n                }                \n            }\n            return;\n        }\n\n        if (keyCode == 13) {        // enter
(autocomplete triggered)\n            if (this.elementHint.innerText.length == 0) { // if there is a hint\n
rs.onEnter();\n            } else {\n                var wasDropDownHidden = (dropDown.style.visibility == 'hidden');\n
        dropDownController.hide();\n\n                if (wasDropDownHidden) {\n                    rs.hideDropDown();\n
            rs.element.focus();\n                    rs.onEnter();\n                    return;\n                }\n\n
this.element.innerText = this.elementHint.realInnerText;\n                rs.hideDropDown();\n
setEndOfContenteditable(this.element);\n                e.preventDefault();\n                e.stopPropagation();\n            }\n
        return;\n        }\n\n        if (keyCode == 40) {     // down\n            var token = text.substring(this.startFrom);\n
     var m = dropDownController.move(+1);\n            if (m == '') { rs.onArrowDown(); }\n
this.elementHint.innerText = leftSide + token + m.substring(token.length);\n            this.elementHint.realInnerText
= leftSide + m;\n            e.preventDefault();\n            e.stopPropagation();\n            return;\n        }\n\n        if
(keyCode == 38) {    // up\n            var token = text.substring(this.startFrom);\n            var m =
dropDownController.move(-1);\n            if (m == '') { rs.onArrowUp(); }\n            this.elementHint.innerText =
leftSide + token + m.substring(token.length);\n            this.elementHint.realInnerText = leftSide + m;\n
e.preventDefault();\n            e.stopPropagation();\n            return;\n        }\n\n    }.bind(rs);\n\n    var onBlurHandler
= function (e) {\n        rs.hideDropDown();\n        //console.log(\"Lost focus.\");\n    }.bind(rs);\n\n
dropDownController.onmouseselection = function (text, rs) {\n        rs.element.innerText = rs.elementHint.innerText
= leftSide + text;        \n        rs.hideDropDown();   \n        window.setTimeout(function () {\n
rs.element.focus();\n            setEndOfContenteditable(rs.element);  \n        }, 1);            \n    };\n\n    return
rs;\n}\n\nmodule.exports = completely;","var util = require('./util');\n\n/**\n * Create an anchor element absolutely
positioned in the `parent`\n * element.\n * @param {HTMLElement} anchor\n * @param {HTMLElement}
parent\n * @param [onDestroy(function(anchor)]  Callback when the anchor is destroyed\n * @returns
{HTMLElement}\n */\nexports.createAbsoluteAnchor = function (anchor, parent, onDestroy) {\n  var root =
getRootNode(anchor);\n  var eventListeners = {};\n\n  var anchorRect = anchor.getBoundingClientRect();\n  var
frameRect = parent.getBoundingClientRect();\n\n  var absoluteAnchor = document.createElement('div');\n
absoluteAnchor.className = 'jsoneditor-anchor';\n  absoluteAnchor.style.position = 'absolute';\n
absoluteAnchor.style.left = (anchorRect.left - frameRect.left) + 'px';\n  absoluteAnchor.style.top = (anchorRect.top -
frameRect.top) + 'px';\n  absoluteAnchor.style.width = (anchorRect.width - 2) + 'px';\n  absoluteAnchor.style.height
= (anchorRect.height - 2) + 'px';\n  absoluteAnchor.style.boxSizing = 'border-box';\n
parent.appendChild(absoluteAnchor);\n\n  function destroy () {\n    // remove temporary absolutely positioned
anchor\n    if (absoluteAnchor && absoluteAnchor.parentNode) {\n
absoluteAnchor.parentNode.removeChild(absoluteAnchor);\n\n      // remove all event listeners\n      // all event
listeners are supposed to be attached to document.\n      for (var name in eventListeners) {\n        if
(eventListeners.hasOwnProperty(name)) {\n          var fn = eventListeners[name];\n          if (fn) {\n
util.removeEventListener(root, name, fn);\n          }\n          delete eventListeners[name];\n        }\n      }\n\n      if
(typeof onDestroy === 'function') {\n        onDestroy(anchor);\n      }\n    }\n  }\n\n  // create and attach event
```

listeners\n var destroyIfOutside = function (event) {\n   var target = event.target;\n   if ((target !== absoluteAnchor) && !util.isChildOf(target, absoluteAnchor)) {\n   destroy();\n   }\n }\n\n eventListeners.mousedown = util.addEventListener(root, 'mousedown', destroyIfOutside);\n eventListeners.mousewheel = util.addEventListener(root, 'mousewheel', destroyIfOutside);\n // eventListeners.scroll = util.addEventListener(root, 'scroll', destroyIfOutside);\n\n absoluteAnchor.destroy = destroy;\n\n return absoluteAnchor\n}\n\n/**\n * Node.getRootNode shim\n * @param {HTMLElement} node node to check\n * @return {HTMLElement}   node's rootNode or `window` if there is ShadowDOM is not supported.\n */\nfunction getRootNode(node){\n return (typeof node.getRootNode === 'function')\n   ? node.getRootNode()\n   : window;\n}\n","'use strict';\n\nvar _locales = ['en', 'pt-BR'];\nvar _defs = {\n en: {\n array: 'Array',\n   auto: 'Auto',\n   appendText: 'Append',\n   appendTitle: 'Append a new field with type \\'auto\\' after this field (Ctrl+Shift+Ins)',\n   appendSubmenuTitle: 'Select the type of the field to be appended',\n appendTitleAuto: 'Append a new field with type \\'auto\\' (Ctrl+Shift+Ins)',\n   ascending: 'Ascending',\n ascendingTitle: 'Sort the childs of this ${type} in ascending order',\n   actionsMenu: 'Click to open the actions menu (Ctrl+M)',\n   collapseAll: 'Collapse all fields',\n   descending: 'Descending',\n   descendingTitle: 'Sort the childs of this ${type} in descending order',\n   drag: 'Drag to move this field (Alt+Shift+Arrows)',\n   duplicateKey: 'duplicate key',\n   duplicateText: 'Duplicate',\n   duplicateTitle: 'Duplicate selected fields (Ctrl+D)',\n duplicateField: 'Duplicate this field (Ctrl+D)',\n   empty: 'empty',\n   expandAll: 'Expand all fields',\n expandTitle: 'Click to expand/collapse this field (Ctrl+E). \\n' +\n   'Ctrl+Click to expand/collapse including all childs.',\n   insert: 'Insert',\n   insertTitle: 'Insert a new field with type \\'auto\\' before this field (Ctrl+Ins)',\n insertSub: 'Select the type of the field to be inserted',\n   object: 'Object',\n   ok: 'Ok',\n   redo: 'Redo (Ctrl+Shift+Z)',\n   removeText: 'Remove',\n   removeTitle: 'Remove selected fields (Ctrl+Del)',\n   removeField: 'Remove this field (Ctrl+Del)',\n   selectNode: 'Select a node...',\n   showAll: 'show all',\n   showMore: 'show more',\n   showMoreStatus: 'displaying ${visibleChilds} of ${totalChilds} items.',\n   sort: 'Sort',\n   sortTitle: 'Sort the childs of this ${type}',\n   sortTitleShort: 'Sort contents',\n   sortFieldLabel: 'Field:',\n   sortDirectionLabel: 'Direction:',\n   sortFieldTitle: 'Select the nested field by which to sort the array or object',\n   sortAscending: 'Ascending',\n   sortAscendingTitle: 'Sort the selected field in ascending order',\n   sortDescending: 'Descending',\n sortDescendingTitle: 'Sort the selected field in descending order',\n   string: 'String',\n   transform: 'Transform',\n transformTitle: 'Filter, sort, or transform the childs of this ${type}',\n   transformTitleShort: 'Filter, sort, or transform contents',\n   transformQueryTitle: 'Enter a JMESPath query',\n   transformWizardLabel: 'Wizard',\n transformWizardFilter: 'Filter',\n   transformWizardSortBy: 'Sort by',\n   transformWizardSelectFields: 'Select fields',\n   transformQueryLabel: 'Query',\n   transformPreviewLabel: 'Preview',\n   type: 'Type',\n   typeTitle: 'Change the type of this field',\n   openUrl: 'Ctrl+Click or Ctrl+Enter to open url in new window',\n   undo: 'Undo last action (Ctrl+Z)',\n   validationCannotMove: 'Cannot move a field into a child of itself',\n   autoType: 'Field type \"auto\". ' +\n   'The field type is automatically determined from the value ' +\n   'and can be a string, number, boolean, or null.',\n   objectType: 'Field type \"object\". ' +\n   'An object contains an unordered set of key/value pairs.',\n   arrayType: 'Field type \"array\". ' +\n   'An array contains an ordered collection of values.',\n stringType: 'Field type \"string\". ' +\n   'Field type is not determined from the value, ' +\n   'but always returned as string.',\n   modeCodeText: 'Code',\n   modeCodeTitle: 'Switch to code highlighter',\n   modeFormText: 'Form',\n   modeFormTitle: 'Switch to form editor',\n   modeTextText: 'Text',\n   modeTextTitle: 'Switch to plain text editor',\n   modeTreeText: 'Tree',\n   modeTreeTitle: 'Switch to tree editor',\n   modeViewText: 'View',\n modeViewTitle: 'Switch to tree view',\n },\n 'pt-BR': {\n   array: 'Lista',\n   auto: 'Automatico',\n   appendText: 'Adicionar',\n   appendTitle: 'Adicionar novo campo com tipo \\'auto\\' depois deste campo (Ctrl+Shift+Ins)',\n appendSubmenuTitle: 'Selecione o tipo do campo a ser adicionado',\n   appendTitleAuto: 'Adicionar novo campo com tipo \\'auto\\' (Ctrl+Shift+Ins)',\n   ascending: 'Ascendente',\n   ascendingTitle: 'Organizar filhor do tipo ${type} em crescente',\n   actionsMenu: 'Clique para abrir o menu de ações (Ctrl+M)',\n   collapseAll: 'Fechar todos campos',\n   descending: 'Descendente',\n   descendingTitle: 'Organizar o filhos do tipo ${type} em decrescente',\n   duplicateKey: 'chave duplicada',\n   drag: 'Arraste para mover este campo (Alt+Shift+Arrows)',\n duplicateText: 'Duplicar',\n   duplicateTitle: 'Duplicar campos selecionados (Ctrl+D)',\n   duplicateField: 'Duplicar

este campo (Ctrl+D)',\n empty: 'vazio',\n expandAll: 'Expandir todos campos',\n expandTitle: 'Clique para expandir/encolher este campo (Ctrl+E). \\n' +\n 'Ctrl+Click para expandir/encolher incluindo todos os filhos.',\n insert: 'Inserir',\n insertTitle: 'Inserir um novo campo do tipo \\'auto\\' antes deste campo (Ctrl+Ins)',\n insertSub: 'Selecionar o tipo de campo a ser inserido',\n object: 'Objeto',\n ok: 'Ok',\n redo: 'Refazer (Ctrl+Shift+Z)',\n removeText: 'Remover',\n removeTitle: 'Remover campos selecionados (Ctrl+Del)',\n removeField: 'Remover este campo (Ctrl+Del)',\n // TODO: correctly translate\n selectNode: 'Select a node...',\n // TODO: correctly translate\n showAll: 'mostre tudo',\n // TODO: correctly translate\n showMore: 'mostre mais',\n // TODO: correctly translate\n showMoreStatus: 'exibindo ${visibleChilds} de ${totalChilds} itens.',\n sort: 'Organizar',\n sortTitle: 'Organizar os filhos deste ${type}',\n // TODO: correctly translate\n sortTitleShort: 'Organizar os filhos',\n // TODO: correctly translate\n sortFieldLabel: 'Field:',\n // TODO: correctly translate\n sortDirectionLabel: 'Direction:',\n // TODO: correctly translate\n sortFieldTitle: 'Select the nested field by which to sort the array or object',\n // TODO: correctly translate\n sortAscending: 'Ascending',\n // TODO: correctly translate\n sortAscendingTitle: 'Sort the selected field in ascending order',\n // TODO: correctly translate\n sortDescending: 'Descending',\n // TODO: correctly translate\n sortDescendingTitle: 'Sort the selected field in descending order',\n string: 'Texto',\n // TODO: correctly translate\n transform: 'Transform',\n // TODO: correctly translate\n transformTitle: 'Filter, sort, or transform the childs of this ${type}',\n // TODO: correctly translate\n transformTitleShort: 'Filter, sort, or transform contents',\n // TODO: correctly translate\n transformQueryTitle: 'Enter a JMESPath query',\n // TODO: correctly translate\n transformWizardLabel: 'Wizard',\n // TODO: correctly translate\n transformWizardFilter: 'Filter',\n // TODO: correctly translate\n transformWizardSortBy: 'Sort by',\n // TODO: correctly translate\n transformWizardSelectFields: 'Select fields',\n // TODO: correctly translate\n transformQueryLabel: 'Query',\n // TODO: correctly translate\n transformPreviewLabel: 'Preview',\n type: 'Tipo',\n typeTitle: 'Mudar o tipo deste campo',\n openUrl: 'Ctrl+Click ou Ctrl+Enter para abrir link em nova janela',\n undo: 'Desfazer último ação (Ctrl+Z)',\n validationCannotMove: 'Não pode mover um campo como filho dele mesmo',\n autoType: 'Campo do tipo \"auto\". ' +\n 'O tipo do campo é determinao automaticamente a partir do seu valor ' +\n 'e pode ser texto, número, verdade/falso ou nulo.',\n objectType: 'Campo do tipo \"objeto\". ' +\n 'Um objeto contém uma lista de pares com chave e valor.',\n arrayType: 'Campo do tipo \"lista\". ' +\n 'Uma lista contem uma coleção de valores ordenados.',\n stringType: 'Campo do tipo \"string\". ' +\n 'Campo do tipo nao é determinado através do seu valor, ' +\n 'mas sempre retornara um texto.'\n }\n};\n\nvar _defaultLang = 'en';\nvar _lang;\nvar userLang = typeof navigator !== 'undefined' ?\n navigator.language || navigator.userLanguage :\n undefined;\n_lang = _locales.find(function (l) {\n return l === userLang;\n});\nif (!_lang) {\n _lang = _defaultLang;\n}\n\nmodule.exports = {\n // supported locales\n _locales: _locales,\n _defs: _defs,\n _lang: _lang,\n setLanguage: function (lang) {\n   if (!lang) {\n   return;\n   }\n   var langFound = _locales.find(function (l) {\n   return l === lang;\n   });\n   if (langFound) {\n   _lang = langFound;\n   } else {\n   console.error('Language not found');\n   }\n },\n setLanguages: function (languages) {\n   if (!languages) {\n   return;\n   }\n   for (var key in languages) {\n   var langFound = _locales.find(function (l) {\n   return l === key;\n   });\n   if (!langFound) {\n   _locales.push(key);\n   }\n   _defs[key] = Object.assign({}, _defs[_defaultLang], _defs[key], languages[key]);\n   }\n },\n translate: function (key, data, lang) {\n   if (!lang) {\n   lang = _lang;\n   }\n   var text = _defs[lang][key];\n   if (data) {\n   for (key in data) {\n   text = text.replace('${' + key + '}', data[key]);\n   }\n   }\n   return text || key;\n }\n};","'use strict';\n\nvar translate = require('./i18n').translate;\n\n/**\n * A factory function to create an ShowMoreNode, which depends on a Node\n * @param {function} Node\n */\nfunction showMoreNodeFactory(Node) {\n /**\n   * @constructor ShowMoreNode\n   * @extends Node\n   * @param {TreeEditor} editor\n   * @param {Node} parent\n   * Create a new ShowMoreNode. This is a special node which is created\n   * for arrays or objects having more than 100 items\n   */\n function ShowMoreNode (editor, parent) {\n   /** @type {TreeEditor} */\n   this.editor = editor;\n   this.parent = parent;\n   this.dom = {};\n }\n\n ShowMoreNode.prototype = new Node();\n\n /**\n   * Return a table row with an append button.\n   * @return {Element} dom TR element\n   */\n ShowMoreNode.prototype.getDom = function () {\n   if (this.dom.tr) {\n   return this.dom.tr;\n   }\n\n

this._updateEditability();\n\n // display \"show more\"\n if (!this.dom.tr) {\n   var me = this;\n   var parent = this.parent;\n   var showMoreButton = document.createElement('a');\n showMoreButton.appendChild(document.createTextNode(translate('showMore')));\n   showMoreButton.href = '#';\n   showMoreButton.onclick = function (event) {\n   // TODO: use callback instead of accessing a method of the parent\n   parent.visibleChilds = Math.floor(parent.visibleChilds / parent.getMaxVisibleChilds() + 1) *\n   parent.getMaxVisibleChilds();\n   me.updateDom();\n   parent.showChilds();\n\n event.preventDefault();\n   return false;\n   };\n\n   var showAllButton = document.createElement('a');\n showAllButton.appendChild(document.createTextNode(translate('showAll')));\n   showAllButton.href = '#';\n showAllButton.onclick = function (event) {\n   // TODO: use callback instead of accessing a method of the parent\n   parent.visibleChilds = Infinity;\n   me.updateDom();\n   parent.showChilds();\n\n event.preventDefault();\n   return false;\n   };\n\n   var moreContents = document.createElement('div');\n var moreText = document.createTextNode(this._getShowMoreText());\n   moreContents.className = 'jsoneditor-show-more';\n   moreContents.appendChild(moreText);\n   moreContents.appendChild(showMoreButton);\n moreContents.appendChild(document.createTextNode('. '));\n   moreContents.appendChild(showAllButton);\n moreContents.appendChild(document.createTextNode('. '));\n\n   var tdContents = document.createElement('td');\n tdContents.appendChild(moreContents);\n\n   var moreTr = document.createElement('tr');\n   if (this.editor.options.mode === 'tree') {\n   moreTr.appendChild(document.createElement('td'));\n moreTr.appendChild(document.createElement('td'));\n   }\n   moreTr.appendChild(tdContents);\n moreTr.className = 'jsoneditor-show-more';\n   this.dom.tr = moreTr;\n   this.dom.moreContents = moreContents;\n   this.dom.moreText = moreText;\n }\n\n this.updateDom();\n\n return this.dom.tr;\n };\n\n /**\n * Update the HTML dom of the Node\n */\n ShowMoreNode.prototype.updateDom = function(options) {\n if (this.isVisible()) {\n   // attach to the right child node (the first non-visible child)\n   this.dom.tr.node = this.parent.childs[this.parent.visibleChilds];\n\n   if (!this.dom.tr.parentNode) {\n   var nextTr = this.parent._getNextTr();\n   if (nextTr) {\n   nextTr.parentNode.insertBefore(this.dom.tr, nextTr);\n   }\n }\n\n   // update the counts in the text\n   this.dom.moreText.nodeValue = this._getShowMoreText();\n\n   // update left margin\n   this.dom.moreContents.style.marginLeft = (this.getLevel() + 1) * 24 + 'px';\n }\n else {\n if (this.dom.tr && this.dom.tr.parentNode) {\n   this.dom.tr.parentNode.removeChild(this.dom.tr);\n   }\n }\n };\n\n ShowMoreNode.prototype._getShowMoreText = function() {\n return translate('showMoreStatus', {\n visibleChilds: this.parent.visibleChilds,\n   totalChilds: this.parent.childs.length\n }) + ' ';\n };\n\n /**\n * Check whether the ShowMoreNode is currently visible.\n * the ShowMoreNode is visible when it's parent has more childs than\n * the current visibleChilds\n * @return {boolean} isVisible\n */\n ShowMoreNode.prototype.isVisible = function () {\n return this.parent.expanded && this.parent.childs.length > this.parent.visibleChilds;\n };\n\n /**\n * Handle an event. The event is caught centrally by the editor\n * @param {Event} event\n */\n ShowMoreNode.prototype.onEvent = function (event) {\n var type = event.type;\n if (type === 'keydown') {\n   this.onKeyDown(event);\n }\n };\n\n return ShowMoreNode;\n}\n\nmodule.exports = showMoreNodeFactory;\n","var picoModal = require('picomodal');\nvar translate = require('./i18n').translate;\n\n/**\n * Show advanced sorting modal\n * @param {Node} node the node to be sorted\n * @param {HTMLElement} container The container where to center\n * the modal and create an overlay\n */\nfunction showSortModal (node, container) {\n var content = '<div class=\"pico-modal-contents\">' +\n   '<div class=\"pico-modal-header\">' + translate('sort') + ' ' +\n   '<form>' +\n '<table>' +\n   '<tbody>' +\n   '<tr>' +\n   ' <td>' + translate('sortFieldLabel') + ' </td>' +\n   ' <td class=\"jsoneditor-modal-input\">' +\n   ' <div class=\"jsoneditor-select-wrapper\">' +\n   '   <select id=\"field\" title=\"' + translate('sortFieldTitle') + '\">' +\n   '   </select>' +\n   ' ' +\n   ' </td>' +\n   '</tr>' +\n '<tr>' +\n   ' <td>' + translate('sortDirectionLabel') + ' </td>' +\n   ' <td class=\"jsoneditor-modal-input\">' +\n ' <div id=\"direction\" class=\"jsoneditor-button-group\">' +\n   '<input type=\"button\" ' +\n   'value=\"' + translate('sortAscending') + '\" ' +\n   'title=\"' + translate('sortAscendingTitle') + '\" ' +\n   'data-value=\"asc\" ' +\n   'class=\"jsoneditor-button-first jsoneditor-button-asc\"/>' +\n   '<input type=\"button\" ' +\n   'value=\"' + translate('sortDescending') + '\" ' +\n   'title=\"' + translate('sortDescendingTitle') + '\" ' +\n   'data-value=\"desc\" '

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+\n      'class=\"jsoneditor-button-last jsoneditor-button-desc\"/>' +\n      '  </div>' +\n      '  </td>' +\n      '</tr>' +\n
'<tr>' +\n      '<td colspan=\"2\" class=\"jsoneditor-modal-input jsoneditor-modal-actions\">' +\n      '  <input
type=\"submit\" id=\"ok\" value=\"' + translate('ok') + '\" />' +\n      '</td>' +\n      '</tr>' +\n      '</tbody>' +\n
'</table>' +\n      '</form>' +\n      '</div>';\n\n  picoModal({\n    parent: container,\n    content: content,\n
overlayClass: 'jsoneditor-modal-overlay',\n    modalClass: 'jsoneditor-modal jsoneditor-modal-sort'\n  })\n
.afterCreate(function (modal) {\n        var form = modal.modalElem().querySelector('form');\n        var ok =
modal.modalElem().querySelector('#ok');\n        var field = modal.modalElem().querySelector('#field');\n        var
direction = modal.modalElem().querySelector('#direction');\n\n        var paths = node.type === 'array'\n            ?
node.getChildPaths()\n            : ['.'];\n\n        paths.forEach(function (path) {\n          var option =
document.createElement('option');\n          option.text = path;\n          option.value = path;\n
field.appendChild(option);\n        });\n\n        function setDirection(value) {\n          direction.value = value;\n
direction.className = 'jsoneditor-button-group jsoneditor-button-group-value-' + direction.value;\n        }\n\n
field.value = node.sortedBy ? node.sortedBy.path : paths[0];\n        setDirection(node.sortedBy ?
node.sortedBy.direction : 'asc');\n\n        direction.onclick = function (event) {\n
setDirection(event.target.getAttribute('data-value'));\n        };\n\n        ok.onclick = function (event) {\n
event.preventDefault();\n          event.stopPropagation();\n\n          modal.close();\n\n          var path = field.value;\n
    var pathArray = (path === '.') ? [] : path.split('.').slice(1);\n\n          node.sortedBy = {\n            path: path,\n
direction: direction.value\n          };\n\n          node.sort(pathArray, direction.value)\n        };\n\n        if (form) { //
form is not available when JSONEditor is created inside a form\n          form.onsubmit = ok.onclick;\n        }\n
})\n      .afterClose(function (modal) {\n        modal.destroy();\n      })\n      .show();\n}\n\nmodule.exports =
showSortModal;\n","var jmespath = require('jmespath');\nvar picoModal = require('picomodal');\nvar Selectr =
require('./assets/selectr/selectr');\nvar translate = require('./i18n').translate;\nvar debounce =
require('./util').debounce;\n\nvar MAX_PREVIEW_LINES = 100;\n\n/**\n * Show advanced filter and transform
modal using JMESPath\n * @param {Node} node the node to be transformed\n * @param {HTMLElement}
container   The container where to center\n *                                  the modal and create an overlay\n */\nfunction
showTransformModal (node, container) {\n  var value = node.getValue();\n\n  var content = '<label class=\"pico-
modal-contents\">' +\n      '<div class=\"pico-modal-header\">' + translate('transform') + '</div>' +\n      '<p>' +\n
'Enter a <a href=\"http://jmespath.org\" target=\"_blank\">JMESPath</a> query to filter, sort, or transform the
JSON data.<br/>' +\n      'To learn JMESPath, go to <a href=\"http://jmespath.org/tutorial.html\"
target=\"_blank\">the interactive tutorial</a>.' +\n      '</p>' +\n      '<table>' +\n      '<tbody>' +\n      '<tr>' +\n      '
<th>' + translate('transformWizardLabel') + ' </th>' +\n      '  <td>' +\n      '  <div id=\"wizard\" class=\"jsoneditor-
jmespath-wizard\">' +\n      '  <div>' +\n      '    <div class=\"jsoneditor-jmespath-wizard-label\">' +
translate('transformWizardFilter') + '</div>' +\n      '    <div class=\"jsoneditor-jmespath-filter\">' +\n      '      <div
class=\"jsoneditor-inline jsoneditor-jmespath-filter-field\" >' +\n      '        <select id=\"filterField\">' +\n      '
</select>' +\n      '      </div>' +\n      '      <div class=\"jsoneditor-inline jsoneditor-jmespath-filter-relation\" >' +\n
'        <select id=\"filterRelation\">' +\n      '          <option value=\"==\">==</option>' +\n      '          <option
value=\"!=\">!=</option>' +\n      '          <option value=\"<\">&lt;</option>' +\n      '          <option
value=\"<=\">&lt;=</option>' +\n      '          <option value=\">\">&gt;</option>' +\n      '          <option
value=\">=\">&gt;=</option>' +\n      '        </select>' +\n      '      </div>' +\n      '      <div class=\"jsoneditor-inline
jsoneditor-jmespath-filter-value\" >' +\n      '        <input placeholder=\"value...\" id=\"filterValue\" />' +\n      '
</div>' +\n      '    </div>' +\n      '  </div>' +\n      '  <div>' +\n      '    <div class=\"jsoneditor-jmespath-wizard-
label\">' + translate('transformWizardSortBy') + '</div>' +\n      '    <div class=\"jsoneditor-jmespath-filter\">' +\n
'      <div class=\"jsoneditor-inline jsoneditor-jmespath-sort-field\">' +\n      '        <select id=\"sortField\">' +\n      '
  </select>' +\n      '      </div>' +\n      '      <div class=\"jsoneditor-inline jsoneditor-jmespath-sort-order\" >' +\n      '
    <select id=\"sortOrder\">' +\n      '          <option value=\"asc\">Ascending</option>' +\n      '          <option
value=\"desc\">Descending</option>' +\n      '        </select>' +\n      '      </div>' +\n      '    </div>' +\n      '  </div>'
+\n      '  <div id=\"selectFieldsPart\">' +\n      '    <div class=\"jsoneditor-jmespath-wizard-label\">' +
translate('transformWizardSelectFields') + '</div>' +\n      '    <select class=\"jsoneditor-jmespath-select-fields\"
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id=\"selectFields\" multiple>' +\n    '  </select>' +\n    '  </div>' +\n    '  </div>' +\n    '  </td>' +\n    '</tr>' +\n
  '<tr>' +\n    '  <th>' + translate('transformQueryLabel') + ' </th>' +\n    '  <td class=\"jsoneditor-modal-input\">'
+\n    '  <textarea id=\"query\" ' +\n    '            rows=\"4\" ' +\n    '            autocomplete=\"off\" ' +\n    '
 autocorrect=\"off\" ' +\n    '            autocapitalize=\"off\" ' +\n    '            spellcheck=\"false\"' +\n    '
title=\"' + translate('transformQueryTitle') + '\">[*]</textarea>' +\n    '  </td>' +\n    '</tr>' +\n    '<tr>' +\n    '
<th>' + translate('transformPreviewLabel') + ' </th>' +\n    '  <td class=\"jsoneditor-modal-input\">' +\n    '
<textarea id=\"preview\" ' +\n    '        class=\"jsoneditor-transform-preview\"' +\n    '        readonly> </textarea>'
+\n    '  </td>' +\n    '</tr>' +\n    '<tr>' +\n    '<td colspan=\"2\" class=\"jsoneditor-modal-input jsoneditor-
modal-actions\">' +\n    '  <input type=\"submit\" id=\"ok\" value=\"' + translate('ok') + '\" autofocus />' +\n
'</td>' +\n    '</tr>' +\n    '</tbody>' +\n    '</table>' +\n    '</div>';\n\n  picoModal({\n    parent: container,\n
content: content,\n    overlayClass: 'jsoneditor-modal-overlay',\n    modalClass: 'jsoneditor-modal jsoneditor-modal-
transform',\n    focus: false\n  })\n    .afterCreate(function (modal) {\n      var elem = modal.modalElem();\n\n
var wizard = elem.querySelector('#wizard');\n      var ok = elem.querySelector('#ok');\n      var filterField =
elem.querySelector('#filterField');\n      var filterRelation = elem.querySelector('#filterRelation');\n      var
filterValue = elem.querySelector('#filterValue');\n      var sortField = elem.querySelector('#sortField');\n      var
sortOrder = elem.querySelector('#sortOrder');\n      var selectFields = elem.querySelector('#selectFields');\n      var
query = elem.querySelector('#query');\n      var preview = elem.querySelector('#preview');\n\n      if
(!Array.isArray(value)) {\n        wizard.style.display = 'none';\n        wizard.parentNode.style.fontStyle = 'italic';\n
      wizard.parentNode.appendChild(\n          document.createTextNode('(wizard not available for objects, only
for arrays)')\n        );\n      }\n\n      var paths = node.getChildPaths();\n      paths.forEach(function (path) {\n
 var formattedPath = preprocessPath(path);\n        var filterOption = document.createElement('option');\n
filterOption.text = formattedPath;\n        filterOption.value = formattedPath;\n
filterField.appendChild(filterOption);\n\n        var sortOption = document.createElement('option');\n
sortOption.text = formattedPath;\n        sortOption.value = formattedPath;\n
sortField.appendChild(sortOption);\n      });\n\n      var allPaths = node.getChildPaths(true).filter(function(path)
{\n        return path !== '.';\n      });\n\n      if (allPaths.length > 0) {\n        allPaths.forEach(function (path) {\n
      var formattedPath = preprocessPath(path);\n        var option = document.createElement('option');\n
option.text = formattedPath;\n        option.value = formattedPath;\n        selectFields.appendChild(option);\n
  });\n      }\n      else {\n        elem.querySelector('#selectFieldsPart').style.display = 'none';\n      }\n\n      var
selectrFilterField = new Selectr(filterField, { defaultSelected: false, clearable: true, allowDeselect: true, placeholder:
'field...' });\n      var selectrFilterRelation = new Selectr(filterRelation, { defaultSelected: false, clearable: true,
allowDeselect: true, placeholder: 'compare...' });\n      var selectrSortField = new Selectr(sortField, {
defaultSelected: false, clearable: true, allowDeselect: true, placeholder: 'field...' });\n      var selectrSortOrder = new
Selectr(sortOrder, { defaultSelected: false, clearable: true, allowDeselect: true, placeholder: 'order...' });\n      var
selectrSelectFields = new Selectr(selectFields, {multiple: true, clearable: true, defaultSelected: false});\n\n
selectrFilterField.on('selectr.change', generateQueryFromWizard);\n      selectrFilterRelation.on('selectr.change',
generateQueryFromWizard);\n      filterValue.oninput = generateQueryFromWizard;\n
selectrSortField.on('selectr.change', generateQueryFromWizard);\n      selectrSortOrder.on('selectr.change',
generateQueryFromWizard);\n      selectrSelectFields.on('selectr.change', generateQueryFromWizard);\n\n
elem.querySelector('.pico-modal-contents').onclick = function (event) {\n        // prevent the first clear button from
getting focus when clicking anywhere in the modal\n        event.preventDefault();\n      };\n\n      query.value =
Array.isArray(value) ? '[*]' : '@';\n\n      function preprocessPath(path) {\n        if (path[0] === '.') {\n
return (path === '.')\n          ? '@'\n          : path.slice(1);\n        }\n        else {\n          return path;\n
}\n      }\n\n      function generateQueryFromWizard () {\n        if (filterField.value && filterRelation.value &&
filterValue.value) {\n          var field1 = filterField.value;\n          // TODO: move _stringCast into a static util
function\n          var value1 = JSON.stringify(node._stringCast(filterValue.value));\n          query.value = '[? ' +\n
          field1 + ' ' +\n          filterRelation.value + ' ' +\n          '`' + value1 + '`' +\n          ']';\n        }\n
else {\n          query.value = '[*]';\n        }\n\n        if (sortField.value && sortOrder.value) {\n          var field2 =
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sortField.value;\n          if (sortOrder.value === 'desc') {\n            query.value += ' | reverse(sort_by(@, &' + field2
+ '))';\n          }\n          else {\n            query.value += ' | sort_by(@, &' + field2 + ')';\n          }\n        }\n\n
if (selectFields.value) {\n          var values = [];\n          for (var i=0; i < selectFields.options.length; i++) {\n
 if (selectFields.options[i].selected) {\n              var value = selectFields.options[i].value;\n
values.push(value);\n            }\n          }\n\n          if (query.value[query.value.length - 1] !== ']') {\n
query.value += ' | [*]';\n          }\n\n          if (values.length === 1) {\n            query.value += '.' + value;\n
}\n          else if (values.length > 1) {\n            query.value += '.{' +\n              values.map(function (value) {\n
          var parts = value.split('.');\n                var last = parts[parts.length - 1];\n                return last + ': ' +
value;\n              }).join(', ') +\n              '}';\n          }\n          else { // values.length === 0\n            //
ignore\n          }\n        }\n\n        debouncedUpdatePreview();\n      }\n\n      function updatePreview() {\n
try {\n          var transformed = jmespath.search(value, query.value);\n          var lines =
JSON.stringify(transformed, null, 2).split('\\n');\n\n          if (lines.length > MAX_PREVIEW_LINES) {\n
lines = lines.slice(0, MAX_PREVIEW_LINES).concat(['...'])\n          }\n\n\n          preview.className =
'jsoneditor-transform-preview';\n          preview.value = lines.join('\\n');\n          ok.disabled = false;\n        }\n
  catch (err) {\n          preview.className = 'jsoneditor-transform-preview jsoneditor-error';\n          preview.value
= err.toString();\n          ok.disabled = true;\n        }\n      }\n\n      var debouncedUpdatePreview =
debounce(updatePreview, 300);\n\n      query.oninput = debouncedUpdatePreview;\n
debouncedUpdatePreview();\n\n      ok.onclick = function (event) {\n        event.preventDefault();\n
event.stopPropagation();\n\n        modal.close();\n\n        node.transform(query.value)\n      };\n\n
setTimeout(function () {\n        query.select();\n        query.focus();\n        query.selectionStart = 3;\n
query.selectionEnd = 3;\n      });\n    })\n    .afterClose(function (modal) {\n      modal.destroy();\n    })\n
.show();\n}\n\nmodule.exports = showTransformModal;\n","'use strict';\n\nvar ace = require('./ace');\nvar
ModeSwitcher = require('./ModeSwitcher');\nvar util = require('./util');\n\n// create a mixin with the functions for
text mode\nvar textmode = {};\n\nvar DEFAULT_THEME = 'ace/theme/jsoneditor';\n\n/**\n * Create a text
editor\n * @param {Element} container\n * @param {Object} [options]   Object with options. available options:\n *
                {String} mode          Available values:\n *                                  \"text\" (default)\n *
                                or \"code\".\n *                    {Number} indentation     Number of indentation\n
*                                  spaces. 2 by default.\n *                    {function} onChange      Callback
method triggered on change.\n *                                  Does not pass the changed contents.\n *
        {function} onChangeText   Callback method, triggered\n *                                  in modes on
change of contents,\n *                                  passing the changed contents\n *
        as stringified JSON.\n *                    {function} onModeChange   Callback method\n *
                triggered after setMode\n *                    {function} onEditable    Determine if textarea is
readOnly\n *                                  readOnly defaults true\n *                    {Object} ace           A
custom instance of\n *                                  Ace editor.\n *                    {boolean} escapeUnicode
If true, unicode\n *                                  characters are escaped.\n *
false by default.\n *                    {function} onTextSelectionChange Callback method, \n *
                triggered on text selection change\n * @private\n */\ntextmode.create = function (container,
options) {\n  // read options\n  options = options || {};\n  \n  if (typeof options.statusBar === 'undefined') {\n
options.statusBar = true;\n  }\n\n  // setting default for textmode\n  options.mainMenuBar = options.mainMenuBar
!== false;\n\n  this.options = options;\n\n  // indentation\n  if (options.indentation) {\n    this.indentation =
Number(options.indentation);\n  }\n  else {\n    this.indentation = 2; // number of spaces\n  }\n\n  // grab ace from
options if provided\n  var _ace = options.ace ? options.ace : ace;\n  // TODO: make the option options.ace
deprecated, it's not needed anymore (see #309)\n\n  // determine mode\n  this.mode = (options.mode == 'code') ?
'code' : 'text';\n  if (this.mode == 'code') {\n    // verify whether Ace editor is available and supported\n    if (typeof
_ace === 'undefined') {\n      this.mode = 'text';\n      console.warn('Failed to load Ace editor, falling back to plain
text mode. Please use a JSONEditor bundle including Ace, or pass Ace as via the configuration option `ace`.');\n
}\n  }\n\n  // determine theme\n  this.theme = options.theme || DEFAULT_THEME;\n  if (this.theme ===
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DEFAULT_THEME && _ace) {\n    try {\n      require('./ace/theme-jsoneditor');\n    }\n    catch (err) {\n
console.error(err);\n    }\n  }\n\n  if (options.onTextSelectionChange) {\n
this.onTextSelectionChange(options.onTextSelectionChange);\n  }\n\n  var me = this;\n  this.container =
container;\n  this.dom = {};\n  this.aceEditor = undefined;  // ace code editor\n  this.textarea = undefined;  // plain
text editor (fallback when Ace is not available)\n  this.validateSchema = null;\n  this.validationSequence = 0;\n
this.annotations = [];\n  /**\n   * Visibility of validation error table\n   * @type {Boolean|undefined} undefined
means default behavior for mode\n   */\n  this.errorTableVisible = undefined;\n\n  // create a debounced validate
function\n  this._debouncedValidate = util.debounce(this.validate.bind(this), this.DEBOUNCE_INTERVAL);\n\n
this.width = container.clientWidth;\n  this.height = container.clientHeight;\n\n  this.frame =
document.createElement('div');\n  this.frame.className = 'jsoneditor jsoneditor-mode-' + this.options.mode;\n
this.frame.onclick = function (event) {\n    // prevent default submit action when the editor is located inside a form\n
  event.preventDefault();\n  };\n  this.frame.onkeydown = function (event) {\n    me._onKeyDown(event);\n  };\n\n
this.content = document.createElement('div');\n  this.content.className = 'jsoneditor-outer';\n\n  if
(this.options.mainMenuBar) {\n    util.addClassName(this.content, 'has-main-menu-bar');\n\n    // create menu\n
this.menu = document.createElement('div');\n    this.menu.className = 'jsoneditor-menu';\n
this.frame.appendChild(this.menu);\n\n    // create format button\n    var buttonFormat =
document.createElement('button');\n    buttonFormat.type = 'button';\n    buttonFormat.className = 'jsoneditor-
format';\n    buttonFormat.title = 'Format JSON data, with proper indentation and line feeds (Ctrl+\\\\)';\n
this.menu.appendChild(buttonFormat);\n    buttonFormat.onclick = function () {\n      try {\n        me.format();\n
me._onChange();\n      }\n      catch (err) {\n        me._onError(err);\n      }\n    };\n\n    // create compact button\n
var buttonCompact = document.createElement('button');\n    buttonCompact.type = 'button';\n
buttonCompact.className = 'jsoneditor-compact';\n    buttonCompact.title = 'Compact JSON data, remove all
whitespaces (Ctrl+Shift+\\\\)';\n    this.menu.appendChild(buttonCompact);\n    buttonCompact.onclick = function ()
{\n      try {\n        me.compact();\n        me._onChange();\n      }\n      catch (err) {\n        me._onError(err);\n      }\n
};\n\n    // create repair button\n    var buttonRepair = document.createElement('button');\n    buttonRepair.type =
'button';\n    buttonRepair.className = 'jsoneditor-repair';\n    buttonRepair.title = 'Repair JSON: fix quotes and
escape characters, remove comments and JSONP notation, turn JavaScript objects into JSON.';\n
this.menu.appendChild(buttonRepair);\n    buttonRepair.onclick = function () {\n      try {\n        me.repair();\n
me._onChange();\n      }\n      catch (err) {\n        me._onError(err);\n      }\n    };\n\n    // create mode box\n    if
(this.options && this.options.modes && this.options.modes.length) {\n      this.modeSwitcher = new
ModeSwitcher(this.menu, this.options.modes, this.options.mode, function onSwitch(mode) {\n        // switch mode
and restore focus\n        me.setMode(mode);\n        me.modeSwitcher.focus();\n      });\n    }\n\n    if (this.mode ==
'code') {\n      var poweredBy = document.createElement('a');\n
poweredBy.appendChild(document.createTextNode('powered by ace'));\n      poweredBy.href =
'http://ace.ajax.org';\n      poweredBy.target = '_blank';\n      poweredBy.className = 'jsoneditor-poweredBy';\n
poweredBy.onclick = function () {\n        // TODO: this anchor falls below the margin of the content,\n        //
therefore the normal a.href does not work. We use a click event\n        // for now, but this should be fixed.\n
window.open(poweredBy.href, poweredBy.target);\n      };\n      this.menu.appendChild(poweredBy);\n    }\n  }\n\n
var emptyNode = {};\n  var isReadOnly = (this.options.onEditable\n  && typeof(this.options.onEditable ===
'function')\n  && !this.options.onEditable(emptyNode));\n\n  this.frame.appendChild(this.content);\n
this.container.appendChild(this.frame);\n\n  if (this.mode == 'code') {\n    this.editorDom =
document.createElement('div');\n    this.editorDom.style.height = '100%'; // TODO: move to css\n
this.editorDom.style.width = '100%'; // TODO: move to css\n    this.content.appendChild(this.editorDom);\n\n    var
aceEditor = _ace.edit(this.editorDom);\n    var aceSession = aceEditor.getSession();\n    aceEditor.$blockScrolling =
Infinity;\n    aceEditor.setTheme(this.theme);\n    aceEditor.setOptions({ readOnly: isReadOnly });\n
aceEditor.setShowPrintMargin(false);\n    aceEditor.setFontSize(13);\n    aceSession.setMode('ace/mode/json');\n
aceSession.setTabSize(this.indentation);\n    aceSession.setUseSoftTabs(true);\n
aceSession.setUseWrapMode(true);\n    \n    // replace ace setAnnotations with custom function that also covers
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jsoneditor annotations\n var originalSetAnnotations = aceSession.setAnnotations;\n aceSession.setAnnotations = function (annotations) {\n originalSetAnnotations.call(this, annotations && annotations.length ? annotations : me.annotations);\n };\n \n aceEditor.commands.bindKey('Ctrl-L', null); // disable Ctrl+L (is used by the browser to select the address bar)\n aceEditor.commands.bindKey('Command-L', null); // disable Ctrl+L (is used by the browser to select the address bar)\n this.aceEditor = aceEditor;\n\n // TODO: deprecated since v5.0.0. Cleanup backward compatibility some day\n if (!this.hasOwnProperty('editor')) {\n Object.defineProperty(this, 'editor', {\n get: function () {\n console.warn('Property \"editor\" has been renamed to \"aceEditor\".');\n return me.aceEditor;\n },\n set: function (aceEditor) {\n console.warn('Property \"editor\" has been renamed to \"aceEditor\".');\n me.aceEditor = aceEditor;\n }\n });\n }\n\n // register onchange event\n aceEditor.on('change', this._onChange.bind(this));\n aceEditor.on('changeSelection', this._onSelect.bind(this));\n }\n else {\n // load a plain text textarea\n var textarea = document.createElement('textarea');\n textarea.className = 'jsoneditor-text';\n textarea.spellcheck = false;\n this.content.appendChild(textarea);\n this.textarea = textarea;\n this.textarea.readOnly = isReadOnly;\n\n // register onchange event\n if (this.textarea.oninput === null) {\n this.textarea.oninput = this._onChange.bind(this);\n }\n else {\n // oninput is undefined. For IE8-\n this.textarea.onchange = this._onChange.bind(this);\n }\n\n textarea.onselect = this._onSelect.bind(this);\n textarea.onmousedown = this._onMouseDown.bind(this);\n textarea.onblur = this._onBlur.bind(this);\n }\n\n var validationErrorsContainer = document.createElement('div');\n validationErrorsContainer.className = 'jsoneditor-validation-errors-container';\n this.dom.validationErrorsContainer = validationErrorsContainer;\n this.frame.appendChild(validationErrorsContainer);\n\n var additionalErrorsIndication = document.createElement('div');\n additionalErrorsIndication.style.display = 'none';\n additionalErrorsIndication.className = \"jsoneditor-additional-errors fadein\";\n additionalErrorsIndication.innerHTML = \"Scroll for more ▿\";\n this.dom.additionalErrorsIndication = additionalErrorsIndication;\n validationErrorsContainer.appendChild(additionalErrorsIndication);\n\n if (options.statusBar) {\n util.addClassName(this.content, 'has-status-bar');\n\n this.curserInfoElements = {};\n var statusBar = document.createElement('div');\n this.dom.statusBar = statusBar;\n statusBar.className = 'jsoneditor-statusbar';\n this.frame.appendChild(statusBar);\n\n var lnLabel = document.createElement('span');\n lnLabel.className = 'jsoneditor-curserinfo-label';\n lnLabel.innerText = 'Ln:';\n\n var lnVal = document.createElement('span');\n lnVal.className = 'jsoneditor-curserinfo-val';\n lnVal.innerText = '1';\n\n statusBar.appendChild(lnLabel);\n statusBar.appendChild(lnVal);\n\n var colLabel = document.createElement('span');\n colLabel.className = 'jsoneditor-curserinfo-label';\n colLabel.innerText = 'Col:';\n\n var colVal = document.createElement('span');\n colVal.className = 'jsoneditor-curserinfo-val';\n colVal.innerText = '1';\n\n statusBar.appendChild(colLabel);\n statusBar.appendChild(colVal);\n\n this.curserInfoElements.colVal = colVal;\n this.curserInfoElements.lnVal = lnVal;\n\n var countLabel = document.createElement('span');\n countLabel.className = 'jsoneditor-curserinfo-label';\n countLabel.innerText = 'characters selected';\n countLabel.style.display = 'none';\n\n var countVal = document.createElement('span');\n countVal.className = 'jsoneditor-curserinfo-count';\n countVal.innerText = '0';\n countVal.style.display = 'none';\n\n this.curserInfoElements.countLabel = countLabel;\n this.curserInfoElements.countVal = countVal;\n\n statusBar.appendChild(countVal);\n statusBar.appendChild(countLabel);\n\n var validationErrorIcon = document.createElement('span');\n validationErrorIcon.className = 'jsoneditor-validation-error-icon';\n validationErrorIcon.style.display = 'none';\n\n var validationErrorCount = document.createElement('span');\n validationErrorCount.className = 'jsoneditor-validation-error-count'; \n validationErrorCount.style.display = 'none';\n\n this.validationErrorIndication = {\n validationErrorIcon: validationErrorIcon,\n validationErrorCount: validationErrorCount\n };\n\n statusBar.appendChild(validationErrorCount);\n statusBar.appendChild(validationErrorIcon);\n\n this.parseErrorIndication = document.createElement('span');\n this.parseErrorIndication.className = 'jsoneditor-parse-error-icon'; \n this.parseErrorIndication.style.display = 'none';\n statusBar.appendChild(this.parseErrorIndication);\n }\n\n this.setSchema(this.options.schema,

this.options.schemaRefs); \n};\n\n/**\n * Handle a change:\n * - Validate JSON schema\n * - Send a callback to the onChange listener if provided\n * @private\n */\ntextmode._onChange = function () {\n if (this.onChangeDisabled) {\n   return;\n }\n\n // validate JSON schema (if configured)\n this._debouncedValidate();\n\n // trigger the onChange callback\n if (this.options.onChange) {\n   try {\n   this.options.onChange();\n   }\n   catch (err) {\n console.error('Error in onChange callback: ', err);\n   }\n }\n\n // trigger the onChangeText callback\n if (this.options.onChangeText) {\n   try {\n   this.options.onChangeText(this.getText());\n   }\n   catch (err) {\n console.error('Error in onChangeText callback: ', err);\n   }\n }\n};\n\n/**\n * Handle text selection\n * Calculates the cursor position and selection range and updates menu\n * @private\n */\ntextmode._onSelect = function () {\n this._updateCursorInfo();\n this._emitSelectionChange();\n};\n\n/**\n * Event handler for keydown. Handles shortcut keys\n * @param {Event} event\n * @private\n */\ntextmode._onKeyDown = function (event) {\n var keynum = event.which || event.keyCode;\n var handled = false;\n\n if (keynum == 220 && event.ctrlKey) {\n   if (event.shiftKey) { // Ctrl+Shift+\\\n   this.compact();\n   this._onChange();\n   }\n   else { // Ctrl+\\\n this.format();\n   this._onChange();\n   }\n   handled = true;\n }\n\n if (handled) {\n   event.preventDefault();\n event.stopPropagation();\n }\n\n this._updateCursorInfo();\n this._emitSelectionChange();\n};\n\n/**\n * Event handler for mousedown.\n * @private\n */\ntextmode._onMouseDown = function () {\n this._updateCursorInfo();\n this._emitSelectionChange();\n};\n\n/**\n * Event handler for blur.\n * @private\n */\ntextmode._onBlur = function () {\n var me = this;\n // this allows to avoid blur when clicking inner elements (like the errors panel)\n // just make sure to set the isFocused to true on the inner element onclick callback\n setTimeout(function(){\n   if (!me.isFocused) {\n   me._updateCursorInfo();\n   me._emitSelectionChange();\n   }\n   me.isFocused = false;\n });\n};\n\n/**\n * Update the cursor info and the status bar, if presented\n */\ntextmode._updateCursorInfo = function () {\n var me = this;\n var line, col, count;\n\n if (this.textarea) {\n   setTimeout(function() { //this to verify we get the most updated textarea cursor selection\n   var selectionRange = util.getInputSelection(me.textarea);\n   \n   if (selectionRange.startIndex !== selectionRange.endIndex) {\n count = selectionRange.endIndex - selectionRange.startIndex;\n   }\n   \n   if (count && me.cursorInfo && me.cursorInfo.line === selectionRange.end.row && me.cursorInfo.column === selectionRange.end.column) {\n line = selectionRange.start.row;\n   col = selectionRange.start.column;\n   } else {\n   line = selectionRange.end.row;\n   col = selectionRange.end.column;\n   }\n   \n   me.cursorInfo = {\n   line: line,\n   column: col,\n   count: count\n   };\n\n   if(me.options.statusBar) {\n   updateDisplay();\n }\n   },0);\n   \n } else if (this.aceEditor && this.curserInfoElements) {\n   var curserPos = this.aceEditor.getCursorPosition();\n   var selectedText = this.aceEditor.getSelectedText();\n\n   line = curserPos.row + 1;\n   col = curserPos.column + 1;\n   count = selectedText.length;\n\n   me.cursorInfo = {\n line: line,\n   column: col,\n   count: count\n   };\n\n   if(this.options.statusBar) {\n   updateDisplay();\n   }\n }\n\n function updateDisplay() {\n\n   if (me.curserInfoElements.countVal.innerText !== count) {\n me.curserInfoElements.countVal.innerText = count;\n   me.curserInfoElements.countVal.style.display = count ? 'inline' : 'none';\n   me.curserInfoElements.countLabel.style.display = count ? 'inline' : 'none';\n   }\n me.curserInfoElements.lnVal.innerText = line;\n   me.curserInfoElements.colVal.innerText = col;\n }\n};\n\n/**\n * emits selection change callback, if given\n * @private\n */\ntextmode._emitSelectionChange = function () {\n if(this._selectionChangedHandler) {\n   var currentSelection = this.getTextSelection();\n this._selectionChangedHandler(currentSelection.start, currentSelection.end, currentSelection.text);\n }\n};\n\n/**\n * refresh ERROR annotations state\n * error annotations are handled by the ace json mode (ace/mode/json)\n * validation annotations are handled by this mode\n * therefore in order to refresh we send only the annotations of error type in order to maintain its state \n * @private\n */\ntextmode._refreshAnnotations = function () { \n var session = this.aceEditor && this.aceEditor.getSession();\n if (session) {\n   var errEnnotations = session.getAnnotations().filter(function(annotation) {return annotation.type === 'error' });\n session.setAnnotations(errEnnotations);\n }\n};\n\n/**\n * Destroy the editor. Clean up DOM, event listeners, and web workers.\n */\ntextmode.destroy = function () {\n // remove old ace editor\n if (this.aceEditor) {\n this.aceEditor.destroy();\n   this.aceEditor = null;\n }\n\n if (this.frame && this.container && this.frame.parentNode == this.container) {\n   this.container.removeChild(this.frame);\n }\n\n if

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(this.modeSwitcher) {\n    this.modeSwitcher.destroy();\n    this.modeSwitcher = null;\n  }\n\n  this.textarea = null;\n
\n  this._debouncedValidate = null;\n};\n\n/**\n * Compact the code in the text editor\n */\ntextmode.compact =
function () {\n  var json = this.get();\n  var text = JSON.stringify(json);\n  this.setText(text);\n};\n\n/**\n * Format
the code in the text editor\n */\ntextmode.format = function () {\n  var json = this.get();\n  var text =
JSON.stringify(json, null, this.indentation);\n  this.setText(text);\n};\n\n/**\n * Repair the code in the text editor\n
*/\ntextmode.repair = function () {\n  var text = this.getText();\n  var sanitizedText = util.sanitize(text);\n
this.setText(sanitizedText);\n};\n\n/**\n * Set focus to the formatter\n */\ntextmode.focus = function () {\n  if
(this.textarea) {\n    this.textarea.focus();\n  }\n  if (this.aceEditor) {\n    this.aceEditor.focus();\n  }\n};\n\n/**\n *
Resize the formatter\n */\ntextmode.resize = function () {\n  if (this.aceEditor) {\n    var force = false;\n
this.aceEditor.resize(force);\n  }\n};\n\n/**\n * Set json data in the formatter\n * @param {*} json\n
*/\ntextmode.set = function(json) {\n  this.setText(JSON.stringify(json, null, this.indentation));\n};\n\n/**\n *
Update data. Same as calling `set` in text/code mode.\n * @param {*} json\n */\ntextmode.update = function(json)
{\n  this.updateText(JSON.stringify(json, null, this.indentation));\n};\n\n/**\n * Get json data from the formatter\n *
@return {*} json\n */\ntextmode.get = function() {\n  var text = this.getText();\n  var json;\n\n  try {\n    json =
util.parse(text); // this can throw an error\n  }\n  catch (err) {\n    // try to sanitize json, replace JavaScript notation
with JSON notation\n    text = util.sanitize(text);\n\n    // try to parse again\n    json = util.parse(text); // this can
throw an error\n  }\n\n  return json;\n};\n\n/**\n * Get the text contents of the editor\n * @return {String}
jsonText\n */\ntextmode.getText = function() {\n  if (this.textarea) {\n    return this.textarea.value;\n  }\n  if
(this.aceEditor) {\n    return this.aceEditor.getValue();\n  }\n  return '';\n};\n\n/**\n * Set the text contents of the
editor\n * @param {String} jsonText\n */\ntextmode.setText = function(jsonText) {\n  var text;\n\n  if
(this.options.escapeUnicode === true) {\n    text = util.escapeUnicodeChars(jsonText);\n  }\n  else {\n    text =
jsonText;\n  }\n\n  if (this.textarea) {\n    this.textarea.value = text;\n  }\n  if (this.aceEditor) {\n    // prevent emitting
onChange events while setting new text\n    this.onChangeDisabled = true;\n\n    this.aceEditor.setValue(text, -
1);\n\n    this.onChangeDisabled = false;\n  }\n  // validate JSON schema\n  this._debouncedValidate();\n};\n\n/**\n
* Update the text contents\n * @param {string} jsonText\n */\ntextmode.updateText = function(jsonText) {\n  //
don't update if there are no changes\n  if (this.getText() === jsonText) {\n    return;\n  }\n\n  this.onChangeDisabled
= true; // don't fire an onChange event\n  this.setText(jsonText);\n  this.onChangeDisabled = false;\n};\n\n/**\n *
Validate current JSON object against the configured JSON schema\n * Throws an exception when no JSON schema
is configured\n */\ntextmode.validate = function () {\n  var doValidate = false;\n  var schemaErrors = [];\n  var
parseErrors = [];\n  var json;\n  try {\n    json = this.get(); // this can fail when there is no valid json\n    if
(this.parseErrorIndication) {\n      this.parseErrorIndication.style.display = 'none';\n    }\n    doValidate = true;\n  }\n
catch (err) {\n    if (this.getText()) {\n      if (this.parseErrorIndication) {\n
this.parseErrorIndication.style.display = 'block';\n      }\n      // try to extract the line number from the jsonlint error
message\n      var match = /\\w*line\\s*(\\d+)\\w*/g.exec(err.message);\n      var line;\n      if (match) {\n        line =
+match[1];\n      }\n      if (this.parseErrorIndication) {\n        this.parseErrorIndication.title = !isNaN(line) ? ('parse
error on line ' + line) : 'parse error - check that the json is valid';\n      }\n      parseErrors.push({\n        type: 'error',\n
    message: err.message.replace(/\\n/g, '<br>'),\n        line: line\n      });\n    }\n  }\n\n  // only validate the JSON
when parsing the JSON succeeded\n  if (doValidate) {\n    // execute JSON schema validation (ajv)\n    if
(this.validateSchema) {\n      var valid = this.validateSchema(json);\n      if (!valid) {\n        schemaErrors =
this.validateSchema.errors.map(function (error) {\n          error.type = \"validation\";\n          return
util.improveSchemaError(error);\n        });\n      }\n    }\n\n    // execute custom validation and after than merge and
render all errors\n    try {\n      this.validationSequence++;\n      var me = this;\n      var seq =
this.validationSequence;\n      this._validateCustom(json)\n          .then(function (customValidationErrors) {\n
// only apply when there was no other validation started whilst resolving async results\n            if (seq ===
me.validationSequence) {\n              var errors = schemaErrors.concat(parseErrors ||
[]).concat(customValidationErrors || []);\n              me._renderErrors(errors);\n            }\n          })\n
.catch(function (err) {\n            console.error(err);\n          });\n    }\n    catch(err) {\n      console.error(err);\n    }\n
}\n  else {\n    this._renderErrors(parseErrors || [], true);\n  }\n};\n\n/**\n * Execute custom validation if
```

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configured.\n *\n * Returns a promise resolving with the custom errors (or nothing).\n
*/\ntextmode._validateCustom = function (json) {\n  if (this.options.onValidate) {\n    try {\n      var
customValidateResults = this.options.onValidate(json);\n\n      var resultPromise =
util.isPromise(customValidateResults)\n          ? customValidateResults\n          :
Promise.resolve(customValidateResults);\n\n      return resultPromise.then(function (customValidationPathErrors)
{\n        if (Array.isArray(customValidationPathErrors)) {\n          return customValidationPathErrors\n
.filter(function (error) {\n                var valid = util.isValidValidationError(error);\n\n                if (!valid) {\n
  console.warn('Ignoring a custom validation error with invalid structure. ' +\n                    'Expected structure:
{path: [...], message: \"...\"}. ' +\n                    'Actual error:', error);\n                }\n\n                return valid;\n
  })\n              .map(function (error) {\n                // change data structure into the structure matching the JSON
schema errors\n                return {\n                dataPath: util.stringifyPath(error.path),\n                message:
error.message\n                }\n              });\n        }\n        else {\n          return null;\n        }\n      });\n    }\n    catch
(err) {\n      return Promise.reject(err);\n    }\n  }\n\n  return Promise.resolve(null);\n};\n\ntextmode._renderErrors =
function(errors, noValidation) {\n  // clear all current errors\n  var me = this;\n  var validationErrorsCount = 0;\n\n
this.errorTableVisible = (typeof this.errorTableVisible === 'undefined') ? !this.aceEditor :
this.errorTableVisible;\n\n  if (this.dom.validationErrors) {\n
this.dom.validationErrors.parentNode.removeChild(this.dom.validationErrors);\n    this.dom.validationErrors =
null;\n    this.dom.additionalErrorsIndication.style.display = 'none';\n\n    this.content.style.marginBottom = '';\n
this.content.style.paddingBottom = '';\n  }\n\n  var jsonText = this.getText();\n  var errorPaths = [];\n
errors.reduce(function(acc, curr) {\n    if(acc.indexOf(curr.dataPath) === -1) {\n      acc.push(curr.dataPath);\n    }\n
  return acc;\n  }, errorPaths);\n  var errorLocations = util.getPositionForPath(jsonText, errorPaths);\n\n  // render the
new errors\n  if (errors.length > 0) {\n    if (this.aceEditor) {\n      this.annotations = errorLocations.map(function
(errLoc) {\n        var validationErrors = errors.filter(function(err){ return err.dataPath === errLoc.path; });\n        var
message = validationErrors.map(function(err) { return err.message }).join('\\n');\n        if (message) {\n          return
{\n            row: errLoc.line,\n            column: errLoc.column,\n            text: 'Schema validation error' +
(validationErrors.length !== 1 ? 's' : '') + ': \\n' + message,\n            type: 'warning',\n            source: 'jsoneditor',\n
  }\n        }\n\n        return {};\n      });\n      this._refreshAnnotations();\n\n    }\n\n    // keep default behavior for
parse errors\n    if (noValidation ? !this.aceEditor : this.errorTableVisible) {\n      var validationErrors =
document.createElement('div');\n      validationErrors.innerHTML = '<table class=\"jsoneditor-text-
errors\"><tbody></tbody></table>';\n      var tbody = validationErrors.getElementsByTagName('tbody')[0];\n\n
errors.forEach(function (error) {\n        var message;\n        if (typeof error === 'string') {\n          message = '<td
colspan=\"2\"><pre>' + error + '</pre></td>';\n        }\n        else {\n          message = \n            '<td>' +
(error.dataPath || '') + '</td>' +\n            '<td>' + error.message + '</td>';\n        }\n\n        var line;\n\n        if
(!isNaN(error.line)) {\n          line = error.line;\n        } else if (error.dataPath) {\n          var errLoc =
errorLocations.find(function(loc) { return loc.path === error.dataPath; });\n          if (errLoc) {\n            line =
errLoc.line + 1;\n          }\n        }\n\n        var trEl = document.createElement('tr');\n        trEl.className =
!isNaN(line) ? 'jump-to-line' : '';\n        if (error.type === 'error') {\n          trEl.className += ' parse-error';\n        }
else {\n          trEl.className += ' validation-error';\n          ++validationErrorsCount;\n        }\n        \n
trEl.innerHTML =  ('<td><button class=\"jsoneditor-schema-error\"></button></td><td style=\"white-
space:nowrap;\">'+ (!isNaN(line) ? ('Ln ' + line) : '') +'</td>' + message);\n        trEl.onclick = function() {\n
me.isFocused = true;\n          if (!isNaN(line)) {\n            me.setTextSelection({row: line, column: 1}, {row: line,
column: 1000});\n          }\n        };\n\n        tbody.appendChild(trEl);\n      });\n\n      this.dom.validationErrors =
validationErrors;\n      this.dom.validationErrorsContainer.appendChild(validationErrors);\n
this.dom.additionalErrorsIndication.title = errors.length + \" errors total\";\n\n      if
(this.dom.validationErrorsContainer.clientHeight < this.dom.validationErrorsContainer.scrollHeight) {\n
this.dom.additionalErrorsIndication.style.display = 'block';\n        this.dom.validationErrorsContainer.onscroll =
function () {\n          me.dom.additionalErrorsIndication.style.display =\n
(me.dom.validationErrorsContainer.clientHeight > 0 && me.dom.validationErrorsContainer.scrollTop === 0) ?
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'block' : 'none';\n }\n } else {\n this.dom.validationErrorsContainer.onscroll = undefined;\n }\n\n
var height = this.dom.validationErrorsContainer.clientHeight + (this.dom.statusBar ?
this.dom.statusBar.clientHeight : 0);\n this.content.style.marginBottom = (-height) + 'px';\n
this.content.style.paddingBottom = height + 'px';\n } else {\n validationErrorsCount = errors.reduce(function
(acc, curr) {return (curr.type === 'validation' ? ++acc: acc)}, 0);\n }\n \n } else {\n if (this.aceEditor) {\n
this.annotations = [];\n this._refreshAnnotations();\n }\n }\n\n if (this.options.statusBar) {\n
validationErrorsCount = validationErrorsCount || this.annotations.length;\n var showIndication =
!!validationErrorsCount;\n this.validationErrorIndication.validationErrorIcon.style.display = showIndication ?
'inline' : 'none';\n this.validationErrorIndication.validationErrorCount.style.display = showIndication ? 'inline' :
'none';\n if (showIndication) {\n this.validationErrorIndication.validationErrorCount.innerText =
validationErrorsCount;\n this.validationErrorIndication.validationErrorIcon.title = validationErrorsCount + '
schema validation error(s) found';\n this.validationErrorIndication.validationErrorCount.onclick =
this.validationErrorIndication.validationErrorIcon.onclick = this._toggleErrorTableVisibility.bind(this);\n }\n
}\n\n // update the height of the ace editor\n if (this.aceEditor) {\n var force = false;\n
this.aceEditor.resize(force);\n }\n};\n\ntextmode._toggleErrorTableVisibility = function () {\n
this.errorTableVisible = !this.errorTableVisible;\n this.validate();\n};\n\n/**\n * Get the selection details\n *
@returns {{start:{row:Number, column:Number},end:{row:Number, column:Number},text:String}}\n
*/\ntextmode.getTextSelection = function () {\n var selection = {};\n if (this.textarea) {\n var selectionRange =
util.getInputSelection(this.textarea);\n\n if (this.cursorInfo && this.cursorInfo.line === selectionRange.end.row
&& this.cursorInfo.column === selectionRange.end.column) {\n //selection direction is bottom => up\n
selection.start = selectionRange.end;\n selection.end = selectionRange.start;\n } else {\n selection =
selectionRange;\n }\n\n return {\n start: selection.start,\n end: selection.end,\n text:
this.textarea.value.substring(selectionRange.startIndex, selectionRange.endIndex)\n }\n }\n\n if (this.aceEditor)
{\n var aceSelection = this.aceEditor.getSelection();\n var selectedText = this.aceEditor.getSelectedText();\n
var range = aceSelection.getRange();\n var lead = aceSelection.getSelectionLead();\n\n if (lead.row ===
range.end.row && lead.column === range.end.column) {\n selection = range;\n } else {\n //selection
direction is bottom => up\n selection.start = range.end;\n selection.end = range.start;\n }\n \n return {\n
start: {\n row: selection.start.row + 1,\n column: selection.start.column + 1\n },\n end: {\n row:
selection.end.row + 1,\n column: selection.end.column + 1\n },\n text: selectedText\n };\n
}\n};\n\n/**\n * Callback registration for selection change\n * @param {selectionCallback} callback\n * \n *
@callback selectionCallback\n */\ntextmode.onTextSelectionChange = function (callback) {\n if (typeof callback
=== 'function') {\n this._selectionChangedHandler = util.debounce(callback, this.DEBOUNCE_INTERVAL);\n
}\n};\n\n/**\n * Set selection on editor's text\n * @param {{row:Number, column:Number}} startPos selection start
position\n * @param {{row:Number, column:Number}} endPos selected end position\n
*/\ntextmode.setTextSelection = function (startPos, endPos) {\n\n if (!startPos || !endPos) return;\n\n if
(this.textarea) {\n var startIndex = util.getIndexForPosition(this.textarea, startPos.row, startPos.column);\n var
endIndex = util.getIndexForPosition(this.textarea, endPos.row, endPos.column);\n if (startIndex > -1 &&
endIndex > -1) {\n if (this.textarea.setSelectionRange) {\n this.textarea.focus();\n
this.textarea.setSelectionRange(startIndex, endIndex);\n } else if (this.textarea.createTextRange) { // IE < 9\n
var range = this.textarea.createTextRange();\n range.collapse(true);\n range.moveEnd('character',
endIndex);\n range.moveStart('character', startIndex);\n range.select();\n }\n var rows =
(this.textarea.value.match(/\\n/g) || []).length + 1;\n var lineHeight = this.textarea.scrollHeight / rows;\n var
selectionScrollPos = (startPos.row * lineHeight);\n this.textarea.scrollTop = selectionScrollPos >
this.textarea.clientHeight ? (selectionScrollPos - (this.textarea.clientHeight / 2)) : 0;\n }\n } else if (this.aceEditor)
{\n var range = {\n start:{\n row: startPos.row - 1,\n column: startPos.column - 1\n },\n end:{\n
row: endPos.row - 1,\n column: endPos.column - 1\n }\n };\n
this.aceEditor.selection.setRange(range);\n this.aceEditor.scrollToLine(startPos.row - 1, true);\n }\n};\n\nfunction
load () {\n try {\n this.format()\n }\n catch (err) {\n // in case of an error, just move on, failing formatting is not

a big deal\n }\n}\n\n// define modes\nmodule.exports = [\n {\n   mode: 'text',\n   mixin: textmode,\n   data: 'text',\n   load: load\n },\n {\n   mode: 'code',\n   mixin: textmode,\n   data: 'text',\n   load: load\n }\n];\n",'"use strict';\n\nvar VanillaPicker = require('./vanilla-picker');\nvar Highlighter = require('./Highlighter');\nvar History = require('./History');\nvar SearchBox = require('./SearchBox');\nvar ContextMenu = require('./ContextMenu');\nvar TreePath = require('./TreePath');\nvar Node = require('./Node');\nvar ModeSwitcher = require('./ModeSwitcher');\nvar util = require('./util');\nvar autocomplete = require('./autocomplete');\nvar showSortModal = require('./showSortModal');\nvar showTransformModal = require('./showTransformModal');\nvar translate = require('./i18n').translate;\nvar setLanguages = require('./i18n').setLanguages;\nvar setLanguage = require('./i18n').setLanguage;\n\nvar DEFAULT_MODAL_ANCHOR = document.body; // TODO: this constant is defined twice\n\n// create a mixin with the functions for tree mode\nvar treemode = {};\n\n/**\n * Create a tree editor\n * @param {Element} container   Container element\n * @param {Object} [options]   Object with options. available options:\n *   {String} mode   Editor mode. Available values:\n *   'tree' (default), 'view',\n *   and 'form'.\n *   {Boolean} search   Enable search box.\n *   True by default\n *   {Boolean} history   Enable history (undo/redo).\n *   True by default\n *   {function} onChange   Callback method, triggered\n *   on change of contents.\n *   Does not pass the changed contents.\n *   {function} onChangeJSON Callback method, triggered\n *   in modes on change of contents,\n *   passing the changed contents\n *   as JSON.\n *   Only applicable for modes\n *   'tree', 'view', and 'form'.\n *   {function} onChangeText Callback method, triggered\n *   in modes on change of contents,\n *   passing the changed contents\n *   as stringified JSON.\n *   {String} name   Field name for the root node.\n *   {boolean} escapeUnicode If true, unicode\n *   characters are escaped.\n *   false by default.\n *   {Object} schema   A JSON Schema for validation\n *   {function} onEvent   Function triggered\n *   when an event occurs\n *   in a field or value.\n * @private\n */\ntreemode.create = function (container, options) {\n if (!container) {\n   throw new Error('No container element provided.');\n }\n this.container = container;\n this.dom = {};\n this.highlighter = new Highlighter();\n this.selection = undefined; // will hold the last input selection\n this.multiselection = {\n   nodes: []\n };\n this.validateSchema = null; // will be set in .setSchema(schema)\n this.validationSequence = 0;\n this.errorNodes = [];\n\n this.node = null;\n this.focusTarget = null;\n\n this._setOptions(options);\n\n if (options.autocomplete)\n   this.autocomplete = new autocomplete(options.autocomplete);\n\n if (this.options.history && this.options.mode !== 'view') {\n   this.history = new History(this);\n }\n\n this._createFrame();\n this._createTable();\n};\n\n/**\n * Destroy the editor. Clean up DOM, event listeners, and web workers.\n */\ntreemode.destroy = function () {\n if (this.frame && this.container && this.frame.parentNode == this.container) {\n   this.container.removeChild(this.frame);\n   this.frame = null;\n }\n this.container = null;\n\n this.dom = null;\n\n this.clear();\n this.node = null;\n this.focusTarget = null;\n this.selection = null;\n this.multiselection = null;\n this.errorNodes = null;\n this.validateSchema = null;\n this._debouncedValidate = null;\n\n if (this.history) {\n   this.history.destroy();\n   this.history = null;\n }\n\n if (this.searchBox) {\n   this.searchBox.destroy();\n   this.searchBox = null;\n }\n\n if (this.modeSwitcher) {\n   this.modeSwitcher.destroy();\n   this.modeSwitcher = null;\n }\n};\n\n/**\n * Initialize and set default options\n * @param {Object} [options]   See description in constructor\n * @private\n */\ntreemode._setOptions = function (options) {\n this.options = {\n   search: true,\n   history: true,\n   mode: 'tree',\n   name: undefined,   // field name of root node\n   schema: null,\n   schemaRefs: null,\n   autocomplete: null,\n   navigationBar : true,\n   mainMenuBar: true,\n   onSelectionChange: null,\n   colorPicker: true,\n   onColorPicker: function (parent, color, onChange) {\n   if (VanillaPicker) {\n   new VanillaPicker({\n   parent: parent,\n   color: color,\n   popup: 'bottom',\n   onDone: function (color) {\n   var alpha = color.rgba[3];\n   var hex = (alpha ===

1)\n ? color.hex.substr(0, 7) // return #RRGGBB\n : color.hex; // return #RRGGBBAA\n onChange(hex);\n }\n }).show();\n }\n else {\n console.warn('Cannot open color picker: the `vanilla-picker` library is not included in the bundle. ' +\n 'Either use the full bundle or implement your own color picker using `onColorPicker`.')\n }\n },\n timestampTag: true,\n onEvent: null,\n enableSort: true,\n enableTransform: true\n };\n\n // copy all options\n if (options) {\n for (var prop in options) {\n if (options.hasOwnProperty(prop)) {\n this.options[prop] = options[prop];\n }\n }\n }\n\n // compile a JSON schema validator if a JSON schema is provided\n this.setSchema(this.options.schema, this.options.schemaRefs);\n\n // create a debounced validate function\n this._debouncedValidate = util.debounce(this.validate.bind(this), this.DEBOUNCE_INTERVAL);\n\n if (options.onSelectionChange) {\n this.onSelectionChange(options.onSelectionChange);\n }\n\n setLanguages(this.options.languages);\n setLanguage(this.options.language)\n};\n\n/**\n * Set new JSON object in editor.\n * Resets the state of the editor (expanded nodes, search, selection).\n *\n * @param {*} json\n */\ntreemode.set = function (json) {\n // verify if json is valid JSON, ignore when a function\n if (json instanceof Function || (json === undefined)) {\n this.clear();\n }\n else {\n this.content.removeChild(this.table); // Take the table offline\n\n // replace the root node\n var params = {\n field: this.options.name,\n value: json\n };\n var node = new Node(this, params);\n this._setRoot(node);\n\n // validate JSON schema (if configured)\n this.validate();\n\n // expand\n var recurse = false;\n this.node.expand(recurse);\n\n this.content.appendChild(this.table); // Put the table online again\n }\n\n // TODO: maintain history, store last state and previous document\n if (this.history) {\n this.history.clear();\n }\n\n // clear search\n if (this.searchBox) {\n this.searchBox.clear();\n }\n};\n\n/**\n * Update JSON object in editor.\n * Maintains the state of the editor (expanded nodes, search, selection).\n *\n * @param {*} json\n */\ntreemode.update = function (json) {\n // don't update if there are no changes\n if (this.node.deepEqual(json)) {\n return;\n }\n\n var selection = this.getSelection();\n\n // apply the changed json\n this.onChangeDisabled = true; // don't fire an onChange event\n this.node.update(json);\n this.onChangeDisabled = false;\n\n // validate JSON schema\n this.validate();\n\n // update search result if any\n if (this.searchBox && !this.searchBox.isEmpty()) {\n this.searchBox.forceSearch();\n }\n\n // update selection if any\n if (selection && selection.start && selection.end) {\n // only keep/update the selection if both start and end node still exists,\n // else we clear the selection\n var startNode = this.node.findNodeByPath(selection.start.path);\n var endNode = this.node.findNodeByPath(selection.end.path);\n if (startNode && endNode) {\n this.setSelection(selection.start, selection.end);\n }\n else {\n this.setSelection({}, {}); // clear selection\n }\n }\n else {\n this.setSelection({}, {}); // clear selection\n }\n};\n\n/**\n * Get JSON object from editor\n * @return {Object | undefined} json\n */\ntreemode.get = function () {\n // remove focus from currently edited node\n if (this.focusTarget) {\n var node = Node.getNodeFromTarget(this.focusTarget);\n if (node) {\n node.blur();\n }\n }\n\n if (this.node) {\n return this.node.getValue();\n }\n else {\n return undefined;\n }\n};\n\n/**\n * Get the text contents of the editor\n * @return {String} jsonText\n */\ntreemode.getText = function() {\n return JSON.stringify(this.get());\n};\n\n/**\n * Set the text contents of the editor.\n * Resets the state of the editor (expanded nodes, search, selection).\n * @param {String} jsonText\n */\ntreemode.setText = function(jsonText) {\n try {\n this.set(util.parse(jsonText)); // this can throw an error\n }\n catch (err) {\n // try to sanitize json, replace JavaScript notation with JSON notation\n var sanitizedJsonText = util.sanitize(jsonText);\n\n // try to parse again\n this.set(util.parse(sanitizedJsonText)); // this can throw an error\n }\n};\n\n/**\n * Update the text contents of the editor.\n * Maintains the state of the editor (expanded nodes, search, selection).\n * @param {String} jsonText\n */\ntreemode.updateText = function(jsonText) {\n try {\n this.update(util.parse(jsonText)); // this can throw an error\n }\n catch (err) {\n // try to sanitize json, replace JavaScript notation with JSON notation\n var sanitizedJsonText = util.sanitize(jsonText);\n\n // try to parse again\n this.update(util.parse(sanitizedJsonText)); // this can throw an error\n }\n};\n\n/**\n * Set a field name for the root node.\n * @param {String | undefined} name\n */\ntreemode.setName = function (name) {\n this.options.name = name;\n if (this.node) {\n this.node.updateField(this.options.name);\n }\n};\n\n/**\n * Get the field name for the root node.\n * @return {String | undefined} name\n */\ntreemode.getName = function () {\n return this.options.name;\n};\n\n/**\n * Set focus to the editor. Focus will be set to:\n * - the first editable field or

value, or else\n * - to the expand button of the root node, or else\n * - to the context menu button of the root node, or else\n * - to the first button in the top menu\n */\ntreemode.focus = function () {\n var input = this.scrollableContent.querySelector('[contenteditable=true]');\n if (input) {\n   input.focus();\n }\n else if (this.node.dom.expand) {\n   this.node.dom.expand.focus();\n }\n else if (this.node.dom.menu) {\n this.node.dom.menu.focus();\n }\n else {\n   // focus to the first button in the menu\n   input = this.frame.querySelector('button');\n   if (input) {\n   input.focus();\n   }\n }\n};\n\n/**\n * Remove the root node from the editor\n */\ntreemode.clear = function () {\n if (this.node) {\n   this.node.hide();\n   delete this.node;\n }\n\n if (this.treePath) {\n   this.treePath.reset();\n }\n};\n\n/**\n * Set the root node for the json editor\n * @param {Node} node\n * @private\n */\ntreemode._setRoot = function (node) {\n this.clear();\n\n this.node = node;\n\n // append to the dom\n this.tbody.appendChild(node.getDom());\n};\n\n/**\n * Search text in all nodes\n * The nodes will be expanded when the text is found one of its childs,\n * else it will be collapsed. Searches are case insensitive.\n * @param {String} text\n * @return {Object[]} results Array with nodes containing the search results\n * The result objects contains fields:\n * - {Node} node,\n * - {String} elem the dom element name where\n * the result is found ('field' or\n * 'value')\n */\ntreemode.search = function (text) {\n var results;\n if (this.node) {\n this.content.removeChild(this.table); // Take the table offline\n   results = this.node.search(text);\n this.content.appendChild(this.table); // Put the table online again\n }\n else {\n   results = [];\n }\n\n return results;\n};\n\n/**\n * Expand all nodes\n */\ntreemode.expandAll = function () {\n if (this.node) {\n this.content.removeChild(this.table); // Take the table offline\n   this.node.expand();\n this.content.appendChild(this.table); // Put the table online again\n }\n};\n\n/**\n * Collapse all nodes\n */\ntreemode.collapseAll = function () {\n if (this.node) {\n   this.content.removeChild(this.table); // Take the table offline\n   this.node.collapse();\n   this.content.appendChild(this.table); // Put the table online again\n }\n};\n\n/**\n * The method onChange is called whenever a field or value is changed, created,\n * deleted, duplicated, etc.\n * @param {String} action Change action. Available values: \"editField\",\n * \"editValue\", \"changeType\", \"appendNode\",\n * \"removeNode\", \"duplicateNode\", \"moveNode\", \"expand\",\n * \"collapse\".\n * @param {Object} params Object containing parameters describing the change.\n * The parameters in params depend on the action (for\n * example for \"editValue\" the Node, old value, and new\n * value are provided). params contains all information\n * needed to undo or redo the action.\n * @private\n */\ntreemode._onAction = function (action, params) {\n // add an action to the history\n if (this.history) {\n this.history.add(action, params);\n }\n\n this._onChange();\n};\n\n/**\n * Handle a change:\n * - Validate JSON schema\n * - Send a callback to the onChange listener if provided\n * @private\n */\ntreemode._onChange = function () {\n if (this.onChangeDisabled) {\n   return;\n }\n\n // selection can be changed after undo/redo\n this.selection = this.getDomSelection();\n\n // validate JSON schema (if configured)\n this._debouncedValidate();\n\n if (this.treePath) {\n   var selectedNode = this.selection\n   ? this.node.findNodeByInternalPath(this.selection.path)\n   : this.multiselection\n   ? this.multiselection.nodes[0]\n   : undefined;\n\n   if (selectedNode) {\n this._updateTreePath(selectedNode.getNodePath())\n   }\n   else {\n   this.treePath.reset()\n   }\n }\n\n // trigger the onChange callback\n if (this.options.onChange) {\n   try {\n   this.options.onChange();\n   }\n   catch (err) {\n   console.error('Error in onChange callback: ', err);\n   }\n }\n\n // trigger the onChangeJSON callback\n if (this.options.onChangeJSON) {\n   try {\n   this.options.onChangeJSON(this.get());\n   }\n   catch (err) {\n console.error('Error in onChangeJSON callback: ', err);\n   }\n }\n\n // trigger the onChangeText callback\n if (this.options.onChangeText) {\n   try {\n   this.options.onChangeText(this.getText());\n   }\n   catch (err) {\n console.error('Error in onChangeText callback: ', err);\n   }\n }\n\n // trigger the onClassName callback\n if(this.options.onClassName) {\n   this.node.recursivelyUpdateCssClassesOnNodes();\n }\n\n // trigger the onNodeName callback\n if (this.options.onNodeName && this.node.childs) {\n   try {\n this.node.recursivelyUpdateNodeName();\n   } catch (err) {\n   console.error(\"Error in onNodeName callback: \", err);\n   } \n }\n};\n\n/**\n * Validate current JSON object against the configured JSON schema\n * Throws an

exception when no JSON schema is configured\n */\ntreemode.validate = function () {\n var root = this.node;\n if (!root) { // TODO: this should be redundant but is needed on mode switch\n   return;\n }\n\n var json = root.getValue();\n\n // check for duplicate keys\n var duplicateErrors = root.validate();\n\n // execute JSON schema validation\n var schemaErrors = [];\n if (this.validateSchema) {\n   var valid = this.validateSchema(json);\n   if (!valid) {\n   // apply all new errors\n   schemaErrors = this.validateSchema.errors\n   .map(function (error) {\n   return util.improveSchemaError(error);\n   })\n   .map(function findNode (error) {\n   return {\n   node: root.findNode(error.dataPath),\n error: error\n   }\n   })\n   .filter(function hasNode (entry) {\n   return entry.node != null\n   });\n   }\n }\n\n // execute custom validation and after than merge and render all errors\n try {\n   this.validationSequence++;\n   var me = this;\n   var seq = this.validationSequence;\n   this._validateCustom(json)\n   .then(function (customValidationErrors) {\n   // only apply when there was no other validation started whilst resolving async results\n   if (seq === me.validationSequence) {\n   var errorNodes = [].concat(duplicateErrors, schemaErrors, customValidationErrors || []);\n   me._renderValidationErrors(errorNodes);\n   }\n   })\n   .catch(function (err) {\n   console.error(err);\n   });\n }\n catch (err) {\n   console.error(err);\n }\n};\n\ntreemode._renderValidationErrors = function (errorNodes) {\n // clear all current errors\n if (this.errorNodes) {\n   this.errorNodes.forEach(function (node) {\n   node.setError(null);\n   });\n }\n\n // render the new errors\n var parentPairs = errorNodes\n   .reduce(function (all, entry) {\n   return entry.node\n   .findParents()\n   .filter(function (parent) {\n   return !all.some(function (pair) {\n   return pair[0] === parent;\n   });\n   })\n   .map(function (parent) {\n   return [parent, entry.node];\n   })\n   .concat(all);\n   }, []);\n\n this.errorNodes = parentPairs\n   .map(function (pair) {\n   return {\n   node: pair[0],\n   child: pair[1],\n   error: {\n   message: pair[0].type === 'object'\n   ? 'Contains invalid properties' // object\n   : 'Contains invalid items'   // array\n   }\n   };\n   })\n   .concat(errorNodes)\n   .map(function setError (entry) {\n   entry.node.setError(entry.error, entry.child);\n   return entry.node;\n   });\n};\n\n/**\n * Execute custom validation if configured.\n *\n * Returns a promise resolving with the custom errors (or nothing).\n */\ntreemode._validateCustom = function (json) {\n try {\n   if (this.options.onValidate) {\n var root = this.node;\n   var customValidateResults = this.options.onValidate(json);\n\n   var resultPromise = util.isPromise(customValidateResults)\n   ? customValidateResults\n   : Promise.resolve(customValidateResults);\n\n   return resultPromise.then(function (customValidationPathErrors) {\n   if (Array.isArray(customValidationPathErrors)) {\n   return customValidationPathErrors\n   .filter(function (error) {\n   var valid = util.isValidValidationError(error);\n\n   if (!valid) {\n console.warn('Ignoring a custom validation error with invalid structure. ' +\n   'Expected structure: {path: [...], message: \"...\"}. ' +\n   'Actual error:', error);\n   }\n\n   return valid;\n })\n   .map(function (error) {\n   var node;\n   try {\n   node = (error && error.path) ? root.findNodeByPath(error.path) : null\n   }\n   catch (err) {\n   // stay silent here, we throw a generic warning if no node is found\n   }\n   if (!node) {\n   console.warn('Ignoring validation error: node not found. Path:', error.path, 'Error:', error);\n   }\n\n   return {\n node: node,\n   error: error\n   }\n   })\n   .filter(function (entry) {\n   return entry && entry.node && entry.error && entry.error.message\n   });\n   }\n   else {\n   return null;\n   }\n   });\n   }\n }\n catch (err) {\n   return Promise.reject(err);\n }\n\n return Promise.resolve(null);\n};\n\n/**\n * Refresh the rendered contents\n */\ntreemode.refresh = function () {\n if (this.node) {\n   this.node.updateDom({recurse: true});\n }\n};\n\n/**\n * Start autoscrolling when given mouse position is above the top of the\n * editor contents, or below the bottom.\n * @param {Number} mouseY Absolute mouse position in pixels\n */\ntreemode.startAutoScroll = function (mouseY) {\n var me = this;\n var content = this.scrollableContent;\n var top = util.getAbsoluteTop(content);\n var height = content.clientHeight;\n var bottom = top + height;\n var margin = 24;\n var interval = 50; // ms\n\n if ((mouseY < top + margin) && content.scrollTop > 0) {\n   this.autoScrollStep = ((top + margin) - mouseY) / 3;\n }\n else if (mouseY > bottom - margin &&\n   height + content.scrollTop < content.scrollHeight) {\n   this.autoScrollStep = ((bottom - margin) -

mouseY) / 3;\n }\n else {\n this.autoScrollStep = undefined;\n }\n\n if (this.autoScrollStep) {\n if (!this.autoScrollTimer) {\n this.autoScrollTimer = setInterval(function () {\n if (me.autoScrollStep) {\n content.scrollTop -= me.autoScrollStep;\n }\n else {\n me.stopAutoScroll();\n }\n }, interval);\n }\n }\n else {\n this.stopAutoScroll();\n }\n};\n\n/**\n * Stop auto scrolling. Only applicable when scrolling\n */\ntreemode.stopAutoScroll = function () {\n if (this.autoScrollTimer) {\n clearTimeout(this.autoScrollTimer);\n delete this.autoScrollTimer;\n }\n if (this.autoScrollStep) {\n delete this.autoScrollStep;\n }\n};\n\n\n/**\n * Set the focus to an element in the editor, set text selection, and\n * set scroll position.\n * @param {Object} selection An object containing fields:\n * {Element | undefined} dom The dom element\n * which has focus\n * {Range | TextRange} range A text selection\n * {Node[]} nodes Nodes in case of multi selection\n * {Number} scrollTop Scroll position\n */\ntreemode.setDomSelection = function (selection) {\n if (!selection) {\n return;\n }\n\n if ('scrollTop' in selection && this.scrollableContent) {\n // TODO: animated scroll\n this.scrollableContent.scrollTop = selection.scrollTop;\n }\n if (selection.paths) {\n // multi-select\n var me = this;\n var nodes = selection.paths.map(function (path) {\n return me.node.findNodeByInternalPath(path);\n });\n\n this.select(nodes);\n }\n else {\n // find the actual DOM element where to apply the focus\n var node = selection.path\n ? this.node.findNodeByInternalPath(selection.path)\n : null;\n var container = (node && selection.domName)\n ? node.dom[selection.domName]\n : null;\n if (selection.range && container) {\n var range = Object.assign({}, selection.range, { container: container });\n util.setSelectionOffset(range);\n }\n else if (node) { // just a fallback\n node.focus();\n }\n }\n};\n\n/**\n * Get the current focus\n * @return {Object} selection An object containing fields:\n * {Element | undefined} dom The dom element\n * which has focus\n * {Range | TextRange} range A text selection\n * {Node[]} nodes Nodes in case of multi selection\n * {Number} scrollTop Scroll position\n */\ntreemode.getDomSelection = function () {\n // find the node and field name of the current target,\n // so we can store the current selection in a serializable\n // way (internal node path and domName)\n var node = Node.getNodeFromTarget(this.focusTarget);\n var focusTarget = this.focusTarget;\n var domName = node\n ? Object.keys(node.dom).find(function (domName) {\n return node.dom[domName] === focusTarget;\n })\n : null;\n\n var range = util.getSelectionOffset();\n if (range && range.container.nodeName !== 'DIV') { // filter on (editable) divs)\n range = null;\n }\n if (range && range.container !== focusTarget) {\n range = null;\n }\n if (range) {\n // we cannot rely on the current instance of the container,\n // we need to store the internal node path and field and\n // find the actual DOM field when applying the selection\n delete range.container;\n }\n\n return {\n path: node ? node.getInternalPath() : null,\n domName: domName,\n range: range,\n paths: this.multiselection.length > 0\n ? this.multiselection.nodes.map(function (node) {\n return node.getInternalPath();\n })\n : null,\n scrollTop: this.scrollableContent ? this.scrollableContent.scrollTop : 0\n };\n};\n\n/**\n * Adjust the scroll position such that given top position is shown at 1/4\n * of the window height.\n * @param {Number} top\n * @param {function(boolean)} [callback] Callback, executed when animation is\n * finished. The callback returns true\n * when animation is finished, or false\n * when not.\n */\ntreemode.scrollTo = function (top, callback) {\n var content = this.scrollableContent;\n if (content) {\n var editor = this;\n // cancel any running animation\n if (editor.animateTimeout) {\n clearTimeout(editor.animateTimeout);\n delete editor.animateTimeout;\n }\n if (editor.animateCallback) {\n editor.animateCallback(false);\n delete editor.animateCallback;\n }\n\n // calculate final scroll position\n var height = content.clientHeight;\n var bottom = content.scrollHeight - height;\n var finalScrollTop = Math.min(Math.max(top - height / 4, 0), bottom);\n\n // animate towards the new scroll position\n var animate = function () {\n var scrollTop = content.scrollTop;\n var diff = (finalScrollTop - scrollTop);\n if (Math.abs(diff) > 3) {\n content.scrollTop += diff / 3;\n editor.animateCallback = callback;\n editor.animateTimeout = setTimeout(animate, 50);\n }\n else {\n // finished\n if (callback) {\n callback(true);\n }\n content.scrollTop = finalScrollTop;\n delete editor.animateTimeout;\n delete

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editor.animateCallback;\n      }\n    };\n    animate();\n  }\n  else {\n    if (callback) {\n      callback(false);\n    }\n
}\n};\n\n/**\n * Create main frame\n * @private\n */\ntreemode._createFrame = function () {\n  // create the
frame\n  this.frame = document.createElement('div');\n  this.frame.className = 'jsoneditor jsoneditor-mode-' +
this.options.mode;\n  this.container.appendChild(this.frame);\n\n  this.contentOuter =
document.createElement('div');\n  this.contentOuter.className = 'jsoneditor-outer';\n\n  // create one global event
listener to handle all events from all nodes\n  var editor = this;\n  function onEvent(event) {\n    // when switching to
mode \"code\" or \"text\" via the menu, some events\n    // are still fired whilst the _onEvent methods is already
removed.\n    if (editor._onEvent) {\n      editor._onEvent(event);\n    }\n  }\n  this.frame.onclick = function (event)
{\n    var target = event.target;// || event.srcElement;\n\n    onEvent(event);\n\n    // prevent default submit action of
buttons when editor is located\n    // inside a form\n    if (target.nodeName == 'BUTTON') {\n
event.preventDefault();\n    }\n  };\n  this.frame.oninput = onEvent;\n  this.frame.onchange = onEvent;\n
this.frame.onkeydown = onEvent;\n  this.frame.onkeyup = onEvent;\n  this.frame.oncut = onEvent;\n
this.frame.onpaste = onEvent;\n  this.frame.onmousedown = onEvent;\n  this.frame.onmouseup = onEvent;\n
this.frame.onmouseover = onEvent;\n  this.frame.onmouseout = onEvent;\n  // Note: focus and blur events do not
propagate, therefore they defined\n  // using an eventListener with useCapture=true\n  // see
http://www.quirksmode.org/blog/archives/2008/04/delegating_the.html\n  util.addEventListener(this.frame, 'focus',
onEvent, true);\n  util.addEventListener(this.frame, 'blur', onEvent, true);\n  this.frame.onfocusin = onEvent;  // for
IE\n  this.frame.onfocusout = onEvent; // for IE\n\n  if (this.options.mainMenuBar) {\n
util.addClassName(this.contentOuter, 'has-main-menu-bar');\n\n    // create menu\n    this.menu =
document.createElement('div');\n    this.menu.className = 'jsoneditor-menu';\n
this.frame.appendChild(this.menu);\n\n    // create expand all button\n    var expandAll =
document.createElement('button');\n    expandAll.type = 'button';\n    expandAll.className = 'jsoneditor-expand-
all';\n    expandAll.title = translate('expandAll');\n    expandAll.onclick = function () {\n      editor.expandAll();\n
};\n    this.menu.appendChild(expandAll);\n\n    // create collapse all button\n    var collapseAll =
document.createElement('button');\n    collapseAll.type = 'button';\n    collapseAll.title = translate('collapseAll');\n
collapseAll.className = 'jsoneditor-collapse-all';\n    collapseAll.onclick = function () {\n      editor.collapseAll();\n
 };\n    this.menu.appendChild(collapseAll);\n\n    // create sort button\n    if (this.options.enableSort) {\n      var sort
= document.createElement('button');\n      sort.type = 'button';\n      sort.className = 'jsoneditor-sort';\n      sort.title
= translate('sortTitleShort');\n      sort.onclick = function () {\n        var anchor = editor.options.modalAnchor ||
DEFAULT_MODAL_ANCHOR;\n        showSortModal(editor.node, anchor)\n      };\n
this.menu.appendChild(sort);\n    }\n\n    // create transform button\n    if (this.options.enableTransform) {\n      var
transform = document.createElement('button');\n      transform.type = 'button';\n      transform.title =
translate('transformTitleShort');\n      transform.className = 'jsoneditor-transform';\n      transform.onclick =
function () {\n        var anchor = editor.options.modalAnchor || DEFAULT_MODAL_ANCHOR;\n
showTransformModal(editor.node, anchor)\n      };\n      this.menu.appendChild(transform);\n    }\n\n    // create
undo/redo buttons\n    if (this.history) {\n      // create undo button\n      var undo =
document.createElement('button');\n      undo.type = 'button';\n      undo.className = 'jsoneditor-undo jsoneditor-
separator';\n      undo.title = translate('undo');\n      undo.onclick = function () {\n        editor._onUndo();\n      };\n
this.menu.appendChild(undo);\n      this.dom.undo = undo;\n\n      // create redo button\n      var redo =
document.createElement('button');\n      redo.type = 'button';\n      redo.className = 'jsoneditor-redo';\n      redo.title
= translate('redo');\n      redo.onclick = function () {\n        editor._onRedo();\n      };\n
this.menu.appendChild(redo);\n      this.dom.redo = redo;\n\n      // register handler for onchange of history\n
this.history.onChange = function () {\n        undo.disabled = !editor.history.canUndo();\n        redo.disabled =
!editor.history.canRedo();\n      };\n      this.history.onChange();\n    }\n\n    // create mode box\n    if (this.options
&& this.options.modes && this.options.modes.length) {\n      var me = this;\n      this.modeSwitcher = new
ModeSwitcher(this.menu, this.options.modes, this.options.mode, function onSwitch(mode) {\n        // switch mode
and restore focus\n        me.setMode(mode);\n        me.modeSwitcher.focus();\n      });\n    }\n\n    // create search
box\n    if (this.options.search) {\n      this.searchBox = new SearchBox(this, this.menu);\n    }\n  }\n\n  if
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(this.options.navigationBar) {\n // create second menu row for treepath\n this.navBar = document.createElement('div');\n this.navBar.className = 'jsoneditor-navigation-bar nav-bar-empty';\n this.frame.appendChild(this.navBar);\n\n this.treePath = new TreePath(this.navBar, this.frame);\n this.treePath.onSectionSelected(this._onTreePathSectionSelected.bind(this));\n this.treePath.onContextMenuItemSelected(this._onTreePathMenuItemSelected.bind(this));\n }\n};\n\n/**\n * Perform an undo action\n * @private\n */\ntreemode._onUndo = function () {\n if (this.history) {\n // undo last action\n this.history.undo();\n\n // fire change event\n this._onChange();\n }\n};\n\n/**\n * Perform a redo action\n * @private\n */\ntreemode._onRedo = function () {\n if (this.history) {\n // redo last action\n this.history.redo();\n\n // fire change event\n this._onChange();\n }\n};\n\n/**\n * Event handler\n * @param event\n * @private\n */\ntreemode._onEvent = function (event) {\n // don't process events when coming from the color picker\n if (Node.targetIsColorPicker(event.target)) {\n return;\n }\n\n if (event.type === 'keydown') {\n this._onKeyDown(event);\n }\n\n if (event.type === 'focus') {\n this.focusTarget = event.target;\n }\n\n if (event.type === 'mousedown') {\n this._startDragDistance(event);\n }\n if (event.type === 'mousemove' || event.type === 'mouseup' || event.type === 'click') {\n this._updateDragDistance(event);\n }\n\n var node = Node.getNodeFromTarget(event.target);\n\n if (node && this.options && this.options.navigationBar && node && (event.type === 'keydown' || event.type === 'mousedown')) {\n // apply on next tick, right after the new key press is applied\n var me = this;\n setTimeout(function () {\n   me._updateTreePath(node.getNodePath());\n })\n }\n\n if (node && node.selected) {\n if (event.type === 'click') {\n   if (event.target === node.dom.menu) {\n this.showContextMenu(event.target);\n\n   // stop propagation (else we will open the context menu of a single node)\n   return;\n }\n\n // deselect a multi selection\n if (!event.hasMoved) {\n   this.deselect();\n }\n }\n\n if (event.type === 'mousedown') {\n // drag multiple nodes\n Node.onDragStart(this.multiselection.nodes, event);\n }\n }\n else {\n // filter mouse events in the contents part of the editor (not the main menu)\n if (event.type === 'mousedown' && util.hasParentNode(event.target, this.content)) {\n this.deselect();\n\n if (node && event.target === node.dom.drag) {\n   // drag a singe node\n   Node.onDragStart(node, event);\n }\n else if (!node || (event.target !== node.dom.field && event.target !== node.dom.value && event.target !== node.dom.select)) {\n   // select multiple nodes\n this._onMultiSelectStart(event);\n }\n }\n }\n\n if (node) {\n node.onEvent(event);\n }\n};\n\n/**\n * Update TreePath components\n * @param {Array<Node>} pathNodes list of nodes in path from root to selection\n * @private\n */\ntreemode._updateTreePath = function (pathNodes) {\n if (pathNodes && pathNodes.length) {\n util.removeClassName(this.navBar, 'nav-bar-empty');\n\n var pathObjs = [];\n pathNodes.forEach(function (node) {\n var pathObj = {\n   name: getName(node),\n   node: node,\n   children: []\n };\n if (node.childs && node.childs.length) {\n   node.childs.forEach(function (childNode) {\n pathObj.children.push({\n   name: getName(childNode),\n   node: childNode\n   });\n   });\n }\n pathObjs.push(pathObj);\n });\n this.treePath.setPath(pathObjs);\n } else {\n util.addClassName(this.navBar, 'nav-bar-empty');\n }\n\n function getName(node) {\n return node.parent\n   ? ((node.parent.type === 'array') ? node.index : node.field)\n   : node.type;\n }\n};\n\n/**\n * Callback for tree path section selection - focus the selected node in the tree\n * @param {Object} pathObj path object that was represents the selected section node\n * @private\n */\ntreemode._onTreePathSectionSelected = function (pathObj) {\n if(pathObj && pathObj.node) {\n pathObj.node.expandTo();\n pathObj.node.focus();\n }\n};\n\n/**\n * Callback for tree path menu item selection - rebuild the path accrding to the new selection and focus the selected node in the tree\n * @param {Object} pathObj path object that was represents the parent section node\n * @param {String} selection selected section child\n * @private\n */\ntreemode._onTreePathMenuItemSelected = function (pathObj, selection) {\n if(pathObj && pathObj.children.length) {\n var selectionObj = pathObj.children.find(function (obj) {\n return obj.name === selection;\n });\n if(selectionObj && selectionObj.node) {\n this._updateTreePath(selectionObj.node.getNodePath());\n selectionObj.node.expandTo();\n selectionObj.node.focus();\n }\n }\n};\n\ntreemode._startDragDistance = function (event) {\n this.dragDistanceEvent = {\n initialTarget: event.target,\n initialPageX: event.pageX,\n initialPageY: event.pageY,\n dragDistance: 0,\n hasMoved: false\n };\n};\n\ntreemode._updateDragDistance =

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function (event) {\n  if (!this.dragDistanceEvent) {\n    this._startDragDistance(event);\n  }\n\n  var diffX =
event.pageX - this.dragDistanceEvent.initialPageX;\n  var diffY = event.pageY -
this.dragDistanceEvent.initialPageY;\n\n  this.dragDistanceEvent.dragDistance = Math.sqrt(diffX * diffX + diffY *
diffY);\n  this.dragDistanceEvent.hasMoved =\n      this.dragDistanceEvent.hasMoved ||
this.dragDistanceEvent.dragDistance > 10;\n\n  event.dragDistance = this.dragDistanceEvent.dragDistance;\n
event.hasMoved = this.dragDistanceEvent.hasMoved;\n\n  return event.dragDistance;\n};\n\n/**\n * Start multi
selection of nodes by dragging the mouse\n * @param event\n * @private\n */\ntreemode._onMultiSelectStart =
function (event) {\n  var node = Node.getNodeFromTarget(event.target);\n\n  if (this.options.mode !== 'tree' ||
this.options.onEditable !== undefined) {\n    // dragging not allowed in modes 'view' and 'form'\n    // TODO: allow
multiselection of items when option onEditable is specified\n    return;\n  }\n\n  this.multiselection = {\n    start:
node || null,\n    end: null,\n    nodes: []\n  };\n\n  this._startDragDistance(event);\n\n  var editor = this;\n  if
(!this.mousemove) {\n    this.mousemove = util.addEventListener(window, 'mousemove', function (event) {\n
editor._onMultiSelect(event);\n    });\n  }\n  if (!this.mouseup) {\n    this.mouseup = util.addEventListener(window,
'mouseup', function (event ) {\n      editor._onMultiSelectEnd(event);\n    });\n  }\n\n
event.preventDefault();\n};\n\n/**\n * Multiselect nodes by dragging\n * @param event\n * @private\n
*/\ntreemode._onMultiSelect = function (event) {\n  event.preventDefault();\n\n
this._updateDragDistance(event);\n  if (!event.hasMoved) {\n    return;\n  }\n\n  var node =
Node.getNodeFromTarget(event.target);\n\n  if (node) {\n    if (this.multiselection.start == null) {\n
this.multiselection.start = node;\n    }\n    this.multiselection.end = node;\n  }\n\n  // deselect previous selection\n
this.deselect();\n\n  // find the selected nodes in the range from first to last\n  var start = this.multiselection.start;\n
var end = this.multiselection.end || this.multiselection.start;\n  if (start && end) {\n    // find the top level childs, all
having the same parent\n    this.multiselection.nodes = this._findTopLevelNodes(start, end);\n    if
(this.multiselection.nodes && this.multiselection.nodes.length) {\n      var firstNode =
this.multiselection.nodes[0];\n      if (this.multiselection.start === firstNode ||
this.multiselection.start.isDescendantOf(firstNode)) {\n        this.multiselection.direction = 'down';\n      } else {\n
 this.multiselection.direction = 'up';\n      }\n    }\n    this.select(this.multiselection.nodes);\n  }\n};\n\n/**\n * End of
multiselect nodes by dragging\n * @private\n */\ntreemode._onMultiSelectEnd = function () {\n  // set focus to the
context menu button of the first node\n  if (this.multiselection.nodes[0]) {\n
this.multiselection.nodes[0].dom.menu.focus();\n  }\n\n  this.multiselection.start = null;\n  this.multiselection.end =
null;\n\n  // cleanup global event listeners\n  if (this.mousemove) {\n    util.removeEventListener(window,
'mousemove', this.mousemove);\n    delete this.mousemove;\n  }\n  if (this.mouseup) {\n
util.removeEventListener(window, 'mouseup', this.mouseup);\n    delete this.mouseup;\n  }\n};\n\n/**\n * deselect
currently selected nodes\n * @param {boolean} [clearStartAndEnd=false]  If true, the `start` and `end`\n *
                    state is cleared too.\n */\ntreemode.deselect = function (clearStartAndEnd) {\n  var
selectionChanged = !!this.multiselection.nodes.length;\n  this.multiselection.nodes.forEach(function (node) {\n
node.setSelected(false);\n  });\n  this.multiselection.nodes = [];\n\n  if (clearStartAndEnd) {\n
this.multiselection.start = null;\n    this.multiselection.end = null;\n  }\n\n  if (selectionChanged) {\n    if
(this._selectionChangedHandler) {\n      this._selectionChangedHandler();\n    }\n  }\n};\n\n/**\n * select nodes\n *
@param {Node[] | Node} nodes\n */\ntreemode.select = function (nodes) {\n  if (!Array.isArray(nodes)) {\n    return
this.select([nodes]);\n  }\n\n  if (nodes) {\n    this.deselect();\n\n    this.multiselection.nodes = nodes.slice(0);\n\n
var first = nodes[0];\n    nodes.forEach(function (node) {\n      node.expandPathToNode();\n
node.setSelected(true, node === first);\n    });\n\n    if (this._selectionChangedHandler) {\n      var selection =
this.getSelection();\n      this._selectionChangedHandler(selection.start, selection.end);\n    }\n  }\n};\n\n/**\n *
From two arbitrary selected nodes, find their shared parent node.\n * From that parent node, select the two child
nodes in the brances going to\n * nodes `start` and `end`, and select all childs in between.\n * @param {Node}
start\n * @param {Node} end\n * @return {Array.<Node>} Returns an ordered list with child nodes\n * @private\n
*/\ntreemode._findTopLevelNodes = function (start, end) {\n  var startPath = start.getNodePath();\n  var endPath =
end.getNodePath();\n  var i = 0;\n  while (i < startPath.length && startPath[i] === endPath[i]) {\n    i++;\n  }\n  var
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root = startPath[i - 1];\n  var startChild = startPath[i];\n  var endChild = endPath[i];\n\n  if (!startChild || !endChild)
{\n    if (root.parent) {\n      // startChild is a parent of endChild or vice versa\n      startChild = root;\n      endChild =
root;\n      root = root.parent\n    }\n    else {\n      // we have selected the root node (which doesn't have a parent)\n
startChild = root.childs[0];\n      endChild = root.childs[root.childs.length - 1];\n    }\n  }\n\n  if (root && startChild
&& endChild) {\n    var startIndex = root.childs.indexOf(startChild);\n    var endIndex =
root.childs.indexOf(endChild);\n    var firstIndex = Math.min(startIndex, endIndex);\n    var lastIndex =
Math.max(startIndex, endIndex);\n\n    return root.childs.slice(firstIndex, lastIndex + 1);\n  }\n  else {\n    return [];\n
}\n};\n\n/**\n * Event handler for keydown. Handles shortcut keys\n * @param {Event} event\n * @private\n
*/\ntreemode._onKeyDown = function (event) {\n  var keynum = event.which || event.keyCode;\n  var altKey =
event.altKey;\n  var ctrlKey = event.ctrlKey;\n  var metaKey = event.metaKey;\n  var shiftKey = event.shiftKey;\n
var handled = false;\n\n  if (keynum == 9) { // Tab or Shift+Tab\n    var me = this;\n    setTimeout(function () {\n
// select all text when moving focus to an editable div\n      util.selectContentEditable(me.focusTarget);\n    }, 0);\n
}\n\n  if (this.searchBox) {\n    if (ctrlKey && keynum == 70) { // Ctrl+F\n      this.searchBox.dom.search.focus();\n
  this.searchBox.dom.search.select();\n      handled = true;\n    }\n    else if (keynum == 114 || (ctrlKey && keynum
== 71)) { // F3 or Ctrl+G\n      var focus = true;\n      if (!shiftKey) {\n        // select next search result (F3 or
Ctrl+G)\n        this.searchBox.next(focus);\n      }\n      else {\n        // select previous search result (Shift+F3 or
Ctrl+Shift+G)\n        this.searchBox.previous(focus);\n      }\n\n      handled = true;\n    }\n  }\n\n  if (this.history) {\n
  if (ctrlKey && !shiftKey && keynum == 90) { // Ctrl+Z\n      // undo\n      this._onUndo();\n      handled = true;\n
}\n    else if (ctrlKey && shiftKey && keynum == 90) { // Ctrl+Shift+Z\n      // redo\n      this._onRedo();\n
handled = true;\n    }\n  }\n\n  if ((this.options.autocomplete) && (!handled)) {\n      if (!ctrlKey && !altKey &&
!metaKey && (event.key.length == 1 || keynum == 8 || keynum == 46)) {\n          handled = false;\n          var
jsonElementType = \"\";\n          if (event.target.className.indexOf(\"jsoneditor-value\") >= 0) jsonElementType =
\"value\";\n          if (event.target.className.indexOf(\"jsoneditor-field\") >= 0) jsonElementType = \"field\";\n\n
  var node = Node.getNodeFromTarget(event.target);\n          // Activate autocomplete\n          setTimeout(function
(hnode, element) {\n              if (element.innerText.length > 0) {\n                  var result =
this.options.autocomplete.getOptions(element.innerText, hnode.getPath(), jsonElementType, hnode.editor);\n
    if (result === null) {\n                      this.autocomplete.hideDropDown();\n                  } else if (typeof result.then
=== 'function') {\n                      // probably a promise\n                      if (result.then(function (obj) {\n
if (obj === null) {\n                          this.autocomplete.hideDropDown();\n                      } else if (obj.options)
{\n                          this.autocomplete.show(element, obj.startFrom, obj.options);\n                      } else {\n
                  this.autocomplete.show(element, 0, obj);\n                      }\n                  }.bind(this)));\n                  }
else {\n                      // definitely not a promise\n                      if (result.options)\n
this.autocomplete.show(element, result.startFrom, result.options);\n                      else\n
this.autocomplete.show(element, 0, result);\n                  }\n              }\n              else\n
this.autocomplete.hideDropDown();\n\n          }.bind(this, node, event.target), 50);\n      }\n  }\n\n  if (handled) {\n
event.preventDefault();\n    event.stopPropagation();\n  }\n};\n\n/**\n * Create main table\n * @private\n
*/\ntreemode._createTable = function () {\n  if (this.options.navigationBar) {\n
util.addClassName(this.contentOuter, 'has-nav-bar');\n  }\n\n  this.scrollableContent =
document.createElement('div');\n  this.scrollableContent.className = 'jsoneditor-tree';\n
this.contentOuter.appendChild(this.scrollableContent);\n\n  // the jsoneditor-tree-inner div with bottom padding is
here to\n  // keep space for the action menu dropdown. It's created as a\n  // separate div instead of using
scrollableContent to work around\n  // and issue in the Chrome browser showing scrollable contents outside of the
div\n  // see https://github.com/josdejong/jsoneditor/issues/557\n  this.content = document.createElement('div');\n
this.content.className = 'jsoneditor-tree-inner';\n  this.scrollableContent.appendChild(this.content);\n\n  this.table =
document.createElement('table');\n  this.table.className = 'jsoneditor-tree';\n
this.content.appendChild(this.table);\n\n  // create colgroup where the first two columns don't have a fixed\n  //
width, and the edit columns do have a fixed width\n  var col;\n  this.colgroupContent =
document.createElement('colgroup');\n  if (this.options.mode === 'tree') {\n    col = document.createElement('col');\n
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  col.width = \"24px\";\n    this.colgroupContent.appendChild(col);\n  }\n  col = document.createElement('col');\n
col.width = \"24px\";\n  this.colgroupContent.appendChild(col);\n  col = document.createElement('col');\n
this.colgroupContent.appendChild(col);\n  this.table.appendChild(this.colgroupContent);\n\n  this.tbody =
document.createElement('tbody');\n  this.table.appendChild(this.tbody);\n\n
this.frame.appendChild(this.contentOuter);\n};\n\n/**\n * Show a contextmenu for this node.\n * Used for
multiselection\n * @param {HTMLElement} anchor   Anchor element to attach the context menu to.\n * @param
{function} [onClose]   Callback method called when the context menu\n *                              is being closed.\n
*/\ntreemode.showContextMenu = function (anchor, onClose) {\n  var items = [];\n  var selectedNodes =
this.multiselection.nodes.slice();\n\n  // create duplicate button\n  items.push({\n    text: translate('duplicateText'),\n
title: translate('duplicateTitle'),\n    className: 'jsoneditor-duplicate',\n    click: function () {\n
Node.onDuplicate(selectedNodes );\n    }\n  });\n\n  // create remove button\n  items.push({\n    text:
translate('remove'),\n    title: translate('removeTitle'),\n    className: 'jsoneditor-remove',\n    click: function () {\n
Node.onRemove(selectedNodes);\n    }\n  });\n\n  var menu = new ContextMenu(items, {close: onClose});\n
menu.show(anchor, this.frame);\n};\n\n/**\n * Get current selected nodes\n * @return {{start:SerializableNode,
end: SerializableNode}}\n */\ntreemode.getSelection = function () {\n  var selection = {\n    start: null,\n    end:
null\n  };\n  if (this.multiselection.nodes && this.multiselection.nodes.length) {\n    if
(this.multiselection.nodes.length) {\n      var selection1 = this.multiselection.nodes[0];\n      var selection2 =
this.multiselection.nodes[this.multiselection.nodes.length - 1];\n      if (this.multiselection.direction === 'down') {\n
    selection.start = selection1.serialize();\n        selection.end = selection2.serialize();\n      } else {\n
selection.start = selection2.serialize();\n        selection.end = selection1.serialize();\n      }\n    }\n  }\n  return
selection;\n};\n\n/**\n * Callback registration for selection change\n * @param {selectionCallback} callback\n *\n *
@callback selectionCallback\n */\ntreemode.onSelectionChange = function (callback) {\n  if (typeof callback ===
'function') {\n    this._selectionChangedHandler = util.debounce(callback, this.DEBOUNCE_INTERVAL);\n
}\n};\n\n/**\n * Select range of nodes.\n * For selecting single node send only the start parameter\n * For clear the
selection do not send any parameter\n * If the nodes are not from the same level the first common parent will be
selected\n * @param {{path: Array.<String>}} start object contains the path for selection start\n * @param {{path:
Array.<String>}} end object contains the path for selection end\n */\ntreemode.setSelection = function (start, end)
{\n  // check for old usage\n  if (start && start.dom && start.range) {\n    console.warn('setSelection/getSelection
usage for text selection is deprecated and should not be used, see documentation for supported selection options');\n
  this.setDomSelection(start);\n  }\n\n  var nodes = this._getNodeInstancesByRange(start, end);\n\n
nodes.forEach(function(node) {\n    node.expandTo();\n  });\n  this.select(nodes);\n};\n\n/**\n * Returns a set of
Nodes according to a range of selection\n * @param {{path: Array.<String>}} start object contains the path for
range start\n * @param {{path: Array.<String>}=} end object contains the path for range end\n * @return
{Array.<Node>} Node instances on the given range\n * @private\n */\ntreemode._getNodeInstancesByRange =
function (start, end) {\n  var startNode, endNode;\n\n  if (start && start.path) {\n    startNode =
this.node.findNodeByPath(start.path);\n    if (end && end.path) {\n      endNode =
this.node.findNodeByPath(end.path);\n    }\n  }\n\n  var nodes = [];\n  if (startNode instanceof Node) {\n    if
(endNode instanceof Node && endNode !== startNode) {\n      if (startNode.parent === endNode.parent) {\n
var start, end;\n        if (startNode.getIndex() < endNode.getIndex()) {\n          start = startNode;\n          end =
endNode;\n        } else {\n          start = endNode;\n          end = startNode;\n        }\n        var current = start;\n
nodes.push(current);\n        do {\n          current = current.nextSibling();\n          nodes.push(current);\n        } while
(current && current !== end);\n      } else {\n        nodes = this._findTopLevelNodes(startNode, endNode);\n      }\n
} else {\n      nodes.push(startNode);\n    }\n  }\n\n  return nodes;\n\n};\n\ntreemode.getNodesByRange = function
(start, end) {\n  var nodes = this._getNodeInstancesByRange(start, end);\n  var serializableNodes = [];\n\n
nodes.forEach(function (node){\n    serializableNodes.push(node.serialize());\n  });\n\n  return
serializableNodes;\n};\n\n// define modes\nmodule.exports = [\n  {\n    mode: 'tree',\n    mixin: treemode,\n    data:
'json'\n  },\n  {\n    mode: 'view',\n    mixin: treemode,\n    data: 'json'\n  },\n  {\n    mode: 'form',\n    mixin:
treemode,\n    data: 'json'\n  }\n];\n","'use strict';\n\nvar jsonlint = require('./assets/jsonlint/jsonlint');\nvar jsonMap =
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require('json-source-map');\n\n/**\n * Parse JSON using the parser built-in in the browser.\n * On exception, the jsonString is validated and a detailed error is thrown.\n * @param {String} jsonString\n * @return {JSON} json\n */\nexports.parse = function parse(jsonString) {\n try {\n   return JSON.parse(jsonString);\n }\n catch (err) {\n   // try to throw a more detailed error message using validate\n   exports.validate(jsonString);\n\n   // rethrow the original error\n   throw err;\n }\n};\n\n/**\n * Sanitize a JSON-like string containing. For example changes JavaScript\n * notation into JSON notation.\n * This function for example changes a string like \"{a: 2, 'b': {c: 'd'}\"\n * into '{\"a\": 2, \"b\": {\"c\": \"d\"}'\n * @param {string} jsString\n * @returns {string} json\n */\nexports.sanitize = function (jsString) {\n // escape all single and double quotes inside strings\n var chars = [];\n var i = 0;\n\n //If JSON starts with a function (characters/digits/\"_-\"), remove this function.\n //This is useful for \"stripping\" JSONP objects to become JSON\n //For example: /* some comment */ function_12321321 ([{\"a\":\"b\"}]); => [{\"a\":\"b\"}]\n var match = jsString.match(/^\\s*(\\/*(.|[\\r\\n])*?*\\/)?\\s*[\\da-zA-Z_$]+\\s*\\(([\\s\\S]*)\\)\\s*;?\\s*$/);\n if (match) {\n   jsString = match[3];\n }\n\n var controlChars = {\n   '\\b': '\\\\b',\n   '\\f': '\\\\f',\n   '\\n': '\\\\n',\n   '\\r': '\\\\r',\n   '\\t': '\\\\t'\n };\n\n var quote = '\\'';\n var quoteDbl = '\"';\n var quoteLeft = '\\u2018';\n var quoteRight = '\\u2019';\n var quoteDblLeft = '\\u201C';\n var quoteDblRight = '\\u201D';\n var graveAccent = '\\u0060';\n var acuteAccent = '\\u00B4';\n\n // helper functions to get the current/prev/next character\n function curr () { return jsString.charAt(i);   }\n function next() { return jsString.charAt(i + 1); }\n function prev() { return jsString.charAt(i - 1); }\n\n function isWhiteSpace(c) {\n   return c === ' ' || c === '\\n' || c === '\\r' || c === '\\t';\n }\n\n // get the last parsed non-whitespace character\n function lastNonWhitespace () {\n   var p = chars.length - 1;\n\n   while (p >= 0) {\n   var pp = chars[p];\n   if (!isWhiteSpace(pp)) {\n   return pp;\n   }\n   p--;\n   }\n\n   return '';\n }\n\n // get at the first next non-white space character\n function nextNonWhiteSpace() {\n   var iNext = i + 1;\n   while (iNext < jsString.length && isWhiteSpace(jsString[iNext])) {\n   iNext++;\n   }\n\n   return jsString[iNext];\n }\n\n // skip a block comment '/* ... */'\n function skipBlockComment () {\n   i += 2;\n   while (i < jsString.length && (curr() !== '*' || next() !== '/')) {\n   i++;\n   }\n   i += 2;\n }\n\n // skip a comment '// ...'\n function skipComment () {\n   i += 2;\n   while (i < jsString.length && (curr() !== '\\n')) {\n   i++;\n   }\n }\n\n // parse single or double quoted string\n function parseString(endQuote) {\n   chars.push('\'');\n   i++;\n   var c = curr();\n   while (i < jsString.length && c !== endQuote) {\n   if (c === '\'' && prev() !== '\\\\') {\n   // unescaped double quote, escape it\n   chars.push('\\\\\'');\n   }\n   else if (controlChars.hasOwnProperty(c)) {\n   // replace unescaped control characters with escaped ones\n   chars.push(controlChars[c])\n   }\n   else if (c === '\\\\') {\n   // remove the escape character when followed by a single quote ', not needed\n   i++;\n   c = curr();\n   if (c !== '\\'') {\n   chars.push('\\\\');\n   }\n   chars.push(c);\n   }\n   else {\n   // regular character\n   chars.push(c);\n   }\n\n   i++;\n   c = curr();\n   }\n   if (c === endQuote) {\n   chars.push('\'');\n   i++;\n   }\n }\n\n // parse an unquoted key\n function parseKey() {\n   var specialValues = ['null', 'true', 'false'];\n   var key = '';\n   var c = curr();\n\n   var regexp = /[a-zA-Z_$\\d]/; // letter, number, underscore, dollar character\n   while (regexp.test(c)) {\n   key += c;\n   i++;\n   c = curr();\n   }\n\n   if (specialValues.indexOf(key) === -1) {\n   chars.push('\'' + key + '\'');\n   }\n   else {\n   chars.push(key);\n   }\n }\n\n while(i < jsString.length) {\n   var c = curr();\n\n   if (c === '/' && next() === '*') {\n   skipBlockComment();\n   }\n   else if (c === '/' && next() === '/') {\n   skipComment();\n   }\n   else if (c === '\\u00A0' || (c >= '\\u2000' && c <= '\\u200A') || c === '\\u202F' || c === '\\u205F' || c === '\\u3000') {\n   // special white spaces (like non breaking space)\n   chars.push(' ');\n   i++\n   }\n   else if (c === quote) {\n   parseString(quote);\n   }\n   else if (c === quoteDbl) {\n   parseString(quoteDbl);\n   }\n   else if (c === graveAccent) {\n   parseString(acuteAccent);\n   }\n   else if (c === quoteLeft) {\n   parseString(quoteRight);\n   }\n   else if (c === quoteDblLeft) {\n   parseString(quoteDblRight);\n   }\n   else if (c === ',' && [']', '}'].indexOf(nextNonWhiteSpace()) !== -1) {\n   // skip trailing commas\n   i++;\n   }\n   else if (/[a-zA-Z_$]/.test(c) && ['{', ','].indexOf(lastNonWhitespace()) !== -1) {\n   // an unquoted object key (like a in '{a:2}')\n   parseKey();\n   }\n   else {\n   chars.push(c);\n   i++;\n   }\n }\n\n return chars.join('');\n};\n\n/**\n * Escape unicode characters.\n * For example input '\\u2661' (length 1) will output '\\\\u2661' (length 5).\n * @param {string} text\n * @return {string}\n */\nexports.escapeUnicodeChars = function (text) {\n // see https://www.wikiwand.com/en/UTF-16\n // note: we

leave surrogate pairs as two individual chars,\n // as JSON doesn't interpret them as a single unicode char.\n return text.replace(/[\\u007F-\\uFFFF]/g, function(c) {\n   return '\\\\u'+('0000' + c.charCodeAt(0).toString(16)).slice(-4);\n })\n};\n\n/**\n * Validate a string containing a JSON object\n * This method uses JSONLint to validate the String. If JSONLint is not\n * available, the built-in JSON parser of the browser is used.\n * @param {String} jsonString String with an (invalid) JSON object\n * @throws Error\n */\nexports.validate = function validate(jsonString) {\n if (typeof(jsonlint) != 'undefined') {\n   jsonlint.parse(jsonString);\n }\n else {\n   JSON.parse(jsonString);\n }\n};\n\n/**\n * Extend object a with the properties of object b\n * @param {Object} a\n * @param {Object} b\n * @return {Object} a\n */\nexports.extend = function extend(a, b) {\n for (var prop in b) {\n   if (b.hasOwnProperty(prop)) {\n   a[prop] = b[prop];\n   }\n }\n return a;\n};\n\n/**\n * Remove all properties from object a\n * @param {Object} a\n * @return {Object} a\n */\nexports.clear = function clear (a) {\n for (var prop in a) {\n   if (a.hasOwnProperty(prop)) {\n   delete a[prop];\n   }\n }\n return a;\n};\n\n/**\n * Get the type of an object\n * @param {*} object\n * @return {String} type\n */\nexports.type = function type (object) {\n if (object === null) {\n   return 'null';\n }\n if (object === undefined) {\n   return 'undefined';\n }\n if ((object instanceof Number) || (typeof object === 'number')) {\n   return 'number';\n }\n if ((object instanceof String) || (typeof object === 'string')) {\n   return 'string';\n }\n if ((object instanceof Boolean) || (typeof object === 'boolean')) {\n   return 'boolean';\n }\n if ((object instanceof RegExp) || (typeof object === 'regexp')) {\n   return 'regexp';\n }\n if (exports.isArray(object)) {\n   return 'array';\n }\n\n return 'object';\n};\n\n/**\n * Test whether a text contains a url (matches when a string starts\n * with 'http://*' or 'https://*' and has no whitespace characters)\n * @param {String} text\n */\nvar isUrlRegex = /^https?:\\/\\/\\S+$/;\nexports.isUrl = function isUrl (text) {\n return (typeof text == 'string' || text instanceof String) &&\n   isUrlRegex.test(text);\n};\n\n/**\n * Tes whether given object is an Array\n * @param {*} obj\n * @returns {boolean} returns true when obj is an array\n */\nexports.isArray = function (obj) {\n return Object.prototype.toString.call(obj) === '[object Array]';\n};\n\n/**\n * Retrieve the absolute left value of a DOM element\n * @param {Element} elem   A dom element, for example a div\n * @return {Number} left   The absolute left position of this element\n *   in the browser page.\n */\nexports.getAbsoluteLeft = function getAbsoluteLeft(elem) {\n var rect = elem.getBoundingClientRect();\n return rect.left + window.pageXOffset || document.scrollLeft || 0;\n};\n\n/**\n * Retrieve the absolute top value of a DOM element\n * @param {Element} elem   A dom element, for example a div\n * @return {Number} top   The absolute top position of this element\n *   in the browser page.\n */\nexports.getAbsoluteTop = function getAbsoluteTop(elem) {\n var rect = elem.getBoundingClientRect();\n return rect.top + window.pageYOffset || document.scrollTop || 0;\n};\n\n/**\n * add a className to the given elements style\n * @param {Element} elem\n * @param {String} className\n */\nexports.addClassName = function addClassName(elem, className) {\n var classes = elem.className.split(' ');\n if (classes.indexOf(className) == -1) {\n   classes.push(className); // add the class to the array\n   elem.className = classes.join(' ');\n }\n};\n\n/**\n * remove all classes from the given elements style\n * @param {Element} elem \n */\nexports.removeAllClassNames = function removeAllClassNames(elem) {\n   elem.className = \"\";\n};\n\n/**\n * add a className to the given elements style\n * @param {Element} elem\n * @param {String} className\n */\nexports.removeClassName = function removeClassName(elem, className) {\n var classes = elem.className.split(' ');\n var index = classes.indexOf(className);\n if (index != -1) {\n   classes.splice(index, 1); // remove the class from the array\n   elem.className = classes.join(' ');\n }\n};\n\n/**\n * Strip the formatting from the contents of a div\n * the formatting from the div itself is not stripped, only from its childs.\n * @param {Element} divElement\n */\nexports.stripFormatting = function stripFormatting(divElement) {\n var childs = divElement.childNodes;\n for (var i = 0, iMax = childs.length; i < iMax; i++) {\n   var child = childs[i];\n\n   // remove the style\n   if (child.style) {\n   // TODO: test if child.attributes does contain style\n   child.removeAttribute('style');\n   }\n\n   // remove all attributes\n   var attributes = child.attributes;\n   if (attributes) {\n   for (var j = attributes.length - 1; j >= 0; j--) {\n   var attribute = attributes[j];\n   if (attribute.specified === true) {\n   child.removeAttribute(attribute.name);\n   }\n   }\n   }\n\n   // recursively strip childs\n   exports.stripFormatting(child);\n }\n};\n\n/**\n * Set focus to the end of an editable div\n * code from Nico Burns\n * http://stackoverflow.com/users/140293/nico-burns\n *

http://stackoverflow.com/questions/1125292/how-to-move-cursor-to-end-of-contenteditable-entity\n * @param {Element} contentEditableElement A content editable div\n */\nexports.setEndOfContentEditable = function setEndOfContentEditable(contentEditableElement) {\n var range, selection;\n if(document.createRange) {\n range = document.createRange();//Create a range (a range is a like the selection but invisible)\n range.selectNodeContents(contentEditableElement);//Select the entire contents of the element with the range\n range.collapse(false);//collapse the range to the end point. false means collapse to end rather than the start\n selection = window.getSelection();//get the selection object (allows you to change selection)\n selection.removeAllRanges();//remove any selections already made\n selection.addRange(range);//make the range you have just created the visible selection\n }\n};\n\n/**\n * Select all text of a content editable div.\n * http://stackoverflow.com/a/3806004/1262753\n * @param {Element} contentEditableElement A content editable div\n */\nexports.selectContentEditable = function selectContentEditable(contentEditableElement) {\n if (!contentEditableElement || contentEditableElement.nodeName != 'DIV') {\n return;\n }\n\n var sel, range;\n if (window.getSelection && document.createRange) {\n range = document.createRange();\n range.selectNodeContents(contentEditableElement);\n sel = window.getSelection();\n sel.removeAllRanges();\n sel.addRange(range);\n }\n};\n\n/**\n * Get text selection\n * http://stackoverflow.com/questions/4687808/contenteditable-selected-text-save-and-restore\n * @return {Range | TextRange | null} range\n */\nexports.getSelection = function getSelection() {\n if (window.getSelection) {\n var sel = window.getSelection();\n if (sel.getRangeAt && sel.rangeCount) {\n return sel.getRangeAt(0);\n }\n }\n return null;\n};\n\n/**\n * Set text selection\n * http://stackoverflow.com/questions/4687808/contenteditable-selected-text-save-and-restore\n * @param {Range | TextRange | null} range\n */\nexports.setSelection = function setSelection(range) {\n if (range) {\n if (window.getSelection) {\n var sel = window.getSelection();\n sel.removeAllRanges();\n sel.addRange(range);\n }\n }\n};\n\n/**\n * Get selected text range\n * @return {Object} params object containing parameters:\n * {Number} startOffset\n * {Number} endOffset\n * {Element} container HTML element holding the\n * selected text element\n * Returns null if no text selection is found\n */\nexports.getSelectionOffset = function getSelectionOffset() {\n var range = exports.getSelection();\n\n if (range && 'startOffset' in range && 'endOffset' in range &&\n range.startContainer && (range.startContainer == range.endContainer)) {\n return {\n startOffset: range.startOffset,\n endOffset: range.endOffset,\n container: range.startContainer.parentNode\n };\n }\n\n return null;\n};\n\n/**\n * Set selected text range in given element\n * @param {Object} params An object containing:\n * {Element} container\n * {Number} startOffset\n * {Number} endOffset\n */\nexports.setSelectionOffset = function setSelectionOffset(params) {\n if (document.createRange && window.getSelection) {\n var selection = window.getSelection();\n if(selection) {\n var range = document.createRange();\n\n if (!params.container.firstChild) {\n params.container.appendChild(document.createTextNode(''));\n }\n\n // TODO: do not suppose that the first child of the container is a textnode,\n // but recursively find the textnodes\n range.setStart(params.container.firstChild, params.startOffset);\n range.setEnd(params.container.firstChild, params.endOffset);\n\n exports.setSelection(range);\n }\n }\n};\n\n/**\n * Get the inner text of an HTML element (for example a div element)\n * @param {Element} element\n * @param {Object} [buffer]\n * @return {String} innerText\n */\nexports.getInnerText = function getInnerText(element, buffer) {\n var first = (buffer == undefined);\n if (first) {\n buffer = {\n 'text': '',\n 'flush': function () {\n var text = this.text;\n this.text = '';\n return text;\n },\n 'set': function (text) {\n this.text = text;\n }\n };\n }\n\n // text node\n if (element.nodeValue) {\n return buffer.flush() + element.nodeValue;\n }\n\n // divs or other HTML elements\n if (element.hasChildNodes()) {\n var childNodes = element.childNodes;\n var innerText = '';\n\n for (var i = 0, iMax = childNodes.length; i < iMax; i++) {\n var child = childNodes[i];\n\n if (child.nodeName == 'DIV' || child.nodeName == 'P') {\n var prevChild = childNodes[i - 1];\n var prevName = prevChild ? prevChild.nodeName : undefined;\n if (prevName && prevName != 'DIV' && prevName != 'P' && prevName != 'BR') {\n innerText += '\\n';\n buffer.flush();\n }\n innerText += exports.getInnerText(child, buffer);\n buffer.set('\\n');\n }\n else if

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(child.nodeName == 'BR') {\n        innerText += buffer.flush();\n        buffer.set('\\n');\n      }\n      else {\n
innerText += exports.getInnerText(child, buffer);\n      }\n    }\n\n    return innerText;\n  }\n  else {\n    if
(element.nodeName == 'P' && exports.getInternetExplorerVersion() != -1) {\n      // On Internet Explorer, a <p>
with hasChildNodes()==false is\n      // rendered with a new line. Note that a <p> with\n      //
hasChildNodes()==true is rendered without a new line\n      // Other browsers always ensure there is a <br> inside
the <p>,\n      // and if not, the <p> does not render a new line\n      return buffer.flush();\n    }\n  }\n\n  // br or
unknown\n  return '';\n};\n\n/**\n * Test whether an element has the provided parent node somewhere up the node
tree.\n * @param {Element} elem\n * @param {Element} parent\n * @return {boolean}\n
*/\nexports.hasParentNode = function (elem, parent) {\n  var e = elem ? elem.parentNode : undefined;\n\n  while (e)
{\n    if (e === parent) {\n      return true;\n    }\n    e = e.parentNode;\n  }\n\n  return false;\n}\n\n/**\n * Returns the
version of Internet Explorer or a -1\n * (indicating the use of another browser).\n * Source:
http://msdn.microsoft.com/en-us/library/ms537509(v=vs.85).aspx\n * @return {Number} Internet Explorer version,
or -1 in case of an other browser\n */\nexports.getInternetExplorerVersion = function getInternetExplorerVersion()
{\n  if (_ieVersion == -1) {\n    var rv = -1; // Return value assumes failure.\n    if (typeof navigator !== 'undefined'
&& navigator.appName == 'Microsoft Internet Explorer') {\n      var ua = navigator.userAgent;\n      var re  = new
RegExp(\"MSIE ([0-9]{1,}[\\.0-9]{0,})\");\n      if (re.exec(ua) != null) {\n        rv = parseFloat( RegExp.$1 );\n
}\n    }\n\n    _ieVersion = rv;\n  }\n\n  return _ieVersion;\n};\n\n/**\n * Test whether the current browser is
Firefox\n * @returns {boolean} isFirefox\n */\nexports.isFirefox = function isFirefox () {\n  return (typeof navigator
!== 'undefined' && navigator.userAgent.indexOf(\"Firefox\") !== -1);\n};\n\n/**\n * cached internet explorer
version\n * @type {Number}\n * @private\n */\nvar _ieVersion = -1;\n\n/**\n * Add and event listener. Works for
all browsers\n * @param {Element}     element    An html element\n * @param {string}      action     The action, for
example \"click\",\n *                                without the prefix \"on\"\n * @param {function}    listener   The callback
function to be executed\n * @param {boolean}     [useCapture] false by default\n * @return {function}   the created
event listener\n */\nexports.addEventListener = function addEventListener(element, action, listener, useCapture) {\n
if (element.addEventListener) {\n    if (useCapture === undefined)\n      useCapture = false;\n\n    if (action ===
\"mousewheel\" && exports.isFirefox()) {\n      action = \"DOMMouseScroll\";  // For Firefox\n    }\n\n
element.addEventListener(action, listener, useCapture);\n    return listener;\n  } else if (element.attachEvent) {\n    //
Old IE browsers\n    var f = function () {\n      return listener.call(element, window.event);\n    };\n
element.attachEvent(\"on\" + action, f);\n    return f;\n  }\n};\n\n/**\n * Remove an event listener from an element\n
* @param {Element}  element   An html dom element\n * @param {string}   action    The name of the event, for
example \"mousedown\"\n * @param {function} listener  The listener function\n * @param {boolean}
[useCapture]   false by default\n */\nexports.removeEventListener = function removeEventListener(element, action,
listener, useCapture) {\n  if (element.removeEventListener) {\n    if (useCapture === undefined)\n      useCapture =
false;\n\n    if (action === \"mousewheel\" && exports.isFirefox()) {\n      action = \"DOMMouseScroll\";  // For
Firefox\n    }\n\n    element.removeEventListener(action, listener, useCapture);\n  } else if (element.detachEvent)
{\n    // Old IE browsers\n    element.detachEvent(\"on\" + action, listener);\n  }\n};\n\n/**\n * Test if an element is a
child of a parent element.\n * @param {Element} elem\n * @param {Element} parent\n * @return {boolean}
returns true if elem is a child of the parent\n */\nexports.isChildOf = function (elem, parent) {\n  var e =
elem.parentNode;\n  while (e) {\n    if (e === parent) {\n      return true;\n    }\n    e = e.parentNode;\n  }\n\n  return
false;\n};\n\n/**\n * Parse a JSON path like '.items[3].name' into an array\n * @param {string} jsonPath\n *
@return {Array}\n */\nexports.parsePath = function parsePath(jsonPath) {\n  var prop, remainder;\n\n  if
(jsonPath.length === 0) {\n    return [];\n  }\n\n  // find a match like '.prop'\n  var match =
jsonPath.match(/^\\.([\\w$]+)/);\n  if (match) {\n    prop = match[1];\n    remainder = jsonPath.substr(prop.length +
1);\n  }\n  else if (jsonPath[0] === '[') {\n    // find a match like\n    var end = jsonPath.indexOf(']');\n    if (end === -
1) {\n      throw new SyntaxError('Character ] expected in path');\n    }\n    if (end === 1) {\n      throw new
SyntaxError('Index expected after [');\n    }\n\n    var value = jsonPath.substring(1, end);\n    if (value[0] === '\\') {\n
    // ajv produces string prop names with single quotes, so we need\n      // to reformat them into valid double-quoted
JSON strings\n      value = '\\\'' + value.substring(1, value.length - 1) + '\\\'';\n    }\n\n    prop = value === '*' ? value
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: JSON.parse(value); // parse string and number\n remainder = jsonPath.substr(end + 1);\n }\n else {\n throw new SyntaxError('Failed to parse path');\n }\n\n return [prop].concat(parsePath(remainder))\n};\n\n/**\n * Stringify an array with a path in a JSON path like '.items[3].name'\n * @param {Array.<string | number>} path\n * @returns {string}\n */\nexports.stringifyPath = function stringifyPath(path) {\n return path\n .map(function (p) {\n return typeof p === 'number' ? ('[' + p + ']') : ('.' + p);\n })\n .join('');\n};\n\n/**\n * Improve the error message of a JSON schema error\n * @param {Object} error\n * @return {Object} The error\n */\nexports.improveSchemaError = function (error) {\n if (error.keyword === 'enum' && Array.isArray(error.schema)) {\n var enums = error.schema;\n if (enums) {\n enums = enums.map(function (value) {\n return JSON.stringify(value);\n });\n\n if (enums.length > 5) {\n var more = ['(' + (enums.length - 5) + ' more...)'];\n enums = enums.slice(0, 5);\n enums.push(more);\n }\n error.message = 'should be equal to one of: ' + enums.join(', ');\n }\n }\n\n if (error.keyword === 'additionalProperties') {\n error.message = 'should NOT have additional property: ' + error.params.additionalProperty;\n }\n\n return error;\n};\n\n/**\n * Test whether something is a Promise\n * @param {*} object\n * @returns {boolean} Returns true when object is a promise, false otherwise\n */\nexports.isPromise = function (object) {\n return object && typeof object.then === 'function' && typeof object.catch === 'function';\n};\n\n/**\n * Test whether a custom validation error has the correct structure\n * @param {*} validationError The error to be checked.\n * @returns {boolean} Returns true if the structure is ok, false otherwise\n */\nexports.isValidValidationError = function (validationError) {\n return typeof validationError === 'object' &&\n Array.isArray(validationError.path) &&\n typeof validationError.message === 'string';\n};\n\n/**\n * Test whether the child rect fits completely inside the parent rect.\n * @param {ClientRect} parent\n * @param {ClientRect} child\n * @param {number} margin\n */\nexports.insideRect = function (parent, child, margin) {\n var _margin = margin !== undefined ? margin : 0;\n return child.left - _margin >= parent.left\n && child.right + _margin <= parent.right\n && child.top - _margin >= parent.top\n && child.bottom + _margin <= parent.bottom;\n};\n\n/**\n * Returns a function, that, as long as it continues to be invoked, will not\n * be triggered. The function will be called after it stops being called for\n * N milliseconds.\n *\n * Source: https://davidwalsh.name/javascript-debounce-function\n *\n * @param {function} func\n * @param {number} wait Number in milliseconds\n * @param {boolean} [immediate=false] If `immediate` is passed, trigger the\n * function on the leading edge, instead\n * of the trailing.\n * @return {function} Return the debounced function\n */\nexports.debounce = function debounce(func, wait, immediate) {\n var timeout;\n return function() {\n var context = this, args = arguments;\n var later = function() {\n timeout = null;\n if (!immediate) func.apply(context, args);\n };\n var callNow = immediate && !timeout;\n clearTimeout(timeout);\n timeout = setTimeout(later, wait);\n if (callNow) func.apply(context, args);\n };\n};\n\n/**\n * Determines the difference between two texts.\n * Can only detect one removed or inserted block of characters.\n * @param {string} oldText\n * @param {string} newText\n * @return {{start: number, end: number}} Returns the start and end\n * of the changed part in newText.\n */\nexports.textDiff = function textDiff(oldText, newText) {\n var len = newText.length;\n var start = 0;\n var oldEnd = oldText.length;\n var newEnd = newText.length;\n\n while (newText.charAt(start) === oldText.charAt(start)\n && start < len) {\n start++;\n }\n\n while (newText.charAt(newEnd - 1) === oldText.charAt(oldEnd - 1)\n && newEnd > start && oldEnd > 0) {\n newEnd--;\n oldEnd--;\n }\n\n return {start: start, end: newEnd};\n};\n\n\n/**\n * Return an object with the selection range or cursor position (if both have the same value)\n * Support also old browsers (IE8-)\n * Source: http://ourcodeworld.com/articles/read/282/how-to-get-the-current-cursor-position-and-selection-within-a-text-input-or-textarea-in-javascript\n * @param {DOMElement} el A dom element of a textarea or input text.\n * @return {Object} reference Object with 2 properties (start and end) with the identifier of the location of the cursor and selected text.\n **/\nexports.getInputSelection = function(el) {\n var startIndex = 0, endIndex = 0, normalizedValue, range, textInputRange, len, endRange;\n\n if (typeof el.selectionStart == \"number\" && typeof el.selectionEnd == \"number\") {\n startIndex = el.selectionStart;\n endIndex = el.selectionEnd;\n } else {\n range = document.selection.createRange();\n\n if (range && range.parentElement() == el) {\n len =

el.value.length;\n normalizedValue = el.value.replace(/\\r\\n/g, \"\\n\");\n\n // Create a working TextRange that lives only in the input\n textInputRange = el.createTextRange();\n textInputRange.moveToBookmark(range.getBookmark());\n\n // Check if the startIndex and endIndex of the selection are at the very end\n // of the input, since moveStart/moveEnd doesn't return what we want\n // in those cases\n endRange = el.createTextRange();\n endRange.collapse(false);\n\n if (textInputRange.compareEndPoints(\"StartToEnd\", endRange) > -1) {\n startIndex = endIndex = len;\n } else {\n startIndex = -textInputRange.moveStart(\"character\", -len);\n startIndex += normalizedValue.slice(0, startIndex).split(\"\\n\").length - 1;\n\n if (textInputRange.compareEndPoints(\"EndToEnd\", endRange) > -1) {\n endIndex = len;\n } else {\n endIndex = -textInputRange.moveEnd(\"character\", -len);\n endIndex += normalizedValue.slice(0, endIndex).split(\"\\n\").length - 1;\n }\n }\n }\n }\n\n return {\n startIndex: startIndex,\n endIndex: endIndex,\n start: _positionForIndex(startIndex),\n end: _positionForIndex(endIndex)\n };\n\n /**\n * Returns textarea row and column position for certain index\n * @param {Number} index text index\n * @returns {{row: Number, col: Number}}\n */\n function _positionForIndex(index) {\n var textTillIndex = el.value.substring(0,index);\n var row = (textTillIndex.match(/\\n/g) || []).length + 1;\n var col = textTillIndex.length - textTillIndex.lastIndexOf(\"\\n\");\n\n return {\n row: row,\n column: col\n }\n }\n}\n\n/**\n * Returns the index for certaion position in text element\n * @param {DOMElement} el A dom element of a textarea or input text.\n * @param {Number} row row value, > 0, if exceeds rows number - last row will be returned\n * @param {Number} column column value, > 0, if exceeds column length - end of column will be returned\n * @returns {Number} index of position in text, -1 if not found\n */\nexports.getIndexForPosition = function(el, row, column) {\n var text = el.value || '';\n if (row > 0 && column > 0) {\n var rows = text.split('\\n', row);\n row = Math.min(rows.length, row);\n column = Math.min(rows[row - 1].length, column - 1);\n var columnCount = (row == 1 ? column : column + 1); // count new line on multiple rows\n return rows.slice(0, row - 1).join('\\n').length + columnCount;\n }\n return -1;\n}\n\n/**\n * Returns location of json paths in certain json string\n * @param {String} text json string\n * @param {Array<String>} paths array of json paths\n * @returns {Array<{path: String, line: Number, row: Number}>}\n */\nexports.getPositionForPath = function(text, paths) {\n var me = this;\n var result = [];\n var jsmap;\n if (!paths || !paths.length) {\n return result;\n }\n \n try {\n jsmap = jsonMap.parse(text); \n } catch (err) {\n return result;\n }\n\n paths.forEach(function (path) {\n var pathArr = me.parsePath(path);\n var pointerName = pathArr.length ? \"/\" + pathArr.join(\"/\") : \"\";\n var pointer = jsmap.pointers[pointerName];\n if (pointer) {\n result.push({\n path: path,\n line: pointer.key ? pointer.key.line : (pointer.value ? pointer.value.line : 0),\n column: pointer.key ? pointer.key.column : (pointer.value ? pointer.value.column : 0)\n });\n }\n });\n\n return result;\n \n}\n\n/**\n * Get the applied color given a color name or code\n * Source: https://stackoverflow.com/questions/6386090/validating-css-color-names/33184805\n * @param {string} color\n * @returns {string | null} returns the color if the input is a valid\n * color, and returns null otherwise. Example output:\n * 'rgba(255,0,0,0.7)' or 'rgb(255,0,0)'\n */\nexports.getColorCSS = function (color) {\n var ele = document.createElement('div');\n ele.style.color = color;\n return ele.style.color.split(/\\s+/).join('').toLowerCase() || null;\n}\n\n/**\n * Test if a string contains a valid color name or code.\n * @param {string} color\n * @returns {boolean} returns true if a valid color, false otherwise\n */\nexports.isValidColor = function (color) {\n return !!exports.getColorCSS(color);\n}\n\nif (typeof Element !== 'undefined') {\n // Polyfill for array remove\n (function () {\n function polyfill (item) {\n if (item.hasOwnProperty('remove')) {\n return;\n }\n Object.defineProperty(item, 'remove', {\n configurable: true,\n enumerable: true,\n writable: true,\n value: function remove() {\n if (this.parentNode != null)\n this.parentNode.removeChild(this);\n }\n });\n }\n\n if (typeof Element !== 'undefined') { polyfill(Element.prototype); }\n if (typeof CharacterData !== 'undefined') { polyfill(CharacterData.prototype); }\n if (typeof DocumentType !== 'undefined') { polyfill(DocumentType.prototype); }\n })();\n}\n\n\n// Polyfill for startsWith\nif (!String.prototype.startsWith) {\n String.prototype.startsWith = function (searchString, position) {\n position = position || 0;\n return

this.substr(position, searchString.length) === searchString;\n   };\n}\n\n// Polyfill for Array.find\nif (!Array.prototype.find) {\n Array.prototype.find = function(callback) {   \n   for (var i = 0; i < this.length; i++) {\n   var element = this[i];\n   if (callback.call(this, element, i, this)) {\n   return element;\n   }\n   }\n }\n}","var VanillaPicker;\n\nif (window.Picker) {\n // use the already loaded instance of VanillaPicker\n VanillaPicker = window.Picker;\n}\nelse {\n try {\n   // load color picker\n   // Note that we load the ES5 distribution bundle\n   // instead of the \"default\" as the default currently\n   // points to `src/picker.js` which is ES6 code (v2.3.0).\n   VanillaPicker = require('vanilla-picker/dist/vanilla-picker');\n }\n catch (err) {\n   // probably running the minimalist bundle\n }\n}\n\nmodule.exports = VanillaPicker;\n","/**\n * Permission is hereby granted, free of charge, to any person obtaining a copy\n * of this software and associated documentation files (the \"Software\"), to deal\n * in the Software without restriction, including without limitation the rights\n * to use, copy, modify, merge, publish, distribute, sublicense, and/or sell\n * copies of the Software, and to permit persons to whom the Software is\n * furnished to do so, subject to the following conditions:\n *\n * The above copyright notice and this permission notice shall be included in\n * all copies or substantial portions of the Software.\n *\n * THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR\n * IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,\n * FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE\n * AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER\n * LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,\n * OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE\n * SOFTWARE.\n */\n\n(function (root, factory) {\n   \"use strict\";\n\n   if (typeof define === 'function' && define.amd) {\n   define([], factory);\n   }\n   else if (typeof module === 'object' && module.exports) {\n   module.exports = factory();\n   }\n   else {\n   root.picoModal = factory();\n   }\n}(this, function () {\n\n   /**\n   * A self-contained modal library\n   */\n   \"use strict\";\n\n   /** Returns whether a value is a dom node */\n   function isNode(value) {\n   if (typeof Node === \"object\") {\n   return value instanceof Node;\n   }\n   else {\n   return value && typeof value === \"object\" && typeof value.nodeType === \"number\";\n   }\n   }\n\n   /** Returns whether a value is a string */\n   function isString(value) {\n   return typeof value === \"string\";\n   }\n\n   /**\n   * Generates observable objects that can be watched and triggered\n   */\n   function observable() {\n   var callbacks = [];\n   return {\n   watch: callbacks.push.bind(callbacks),\n   trigger: function(context, detail) {\n\n   var unprevented = true;\n   var event = {\n   detail: detail,\n   preventDefault: function preventDefault () {\n   unprevented = false;\n   }\n   };\n\n   for (var i = 0; i < callbacks.length; i++) {\n   callbacks[i](context, event);\n   }\n\n   return unprevented;\n   }\n   };\n   }\n\n\n   /** Whether an element is hidden */\n   function isHidden (elem) {\n   // @see http://stackoverflow.com/questions/19669786\n   return window.getComputedStyle(elem).display === 'none';\n   }\n\n\n   /**\n   * A small interface for creating and managing a dom element\n   */\n   function Elem(elem) {\n   this.elem = elem;\n   }\n\n   /** Creates a new div */\n   Elem.make = function (parent, tag) {\n   if (typeof parent === \"string\") {\n   parent = document.querySelector(parent);\n   }\n   var elem = document.createElement(tag || 'div');\n   (parent || document.body).appendChild(elem);\n   return new Elem(elem);\n   };\n\n   Elem.prototype = {\n\n   /** Creates a child of this node */\n   child: function (tag) {\n   return Elem.make(this.elem, tag);\n   },\n\n   /** Applies a set of styles to an element */\n   stylize: function(styles) {\n   styles = styles || {};\n\n   if (typeof styles.opacity !== \"undefined\") {\n   styles.filter = \"alpha(opacity=\" + (styles.opacity * 100) + \")\";\n   }\n\n   for (var prop in styles) {\n   if (styles.hasOwnProperty(prop)) {\n   this.elem.style[prop] = styles[prop];\n   }\n   }\n\n   return this;\n   },\n\n   /** Adds a class name */\n   clazz: function (clazz) {\n   this.elem.className += \" \" + clazz;\n   return this;\n   },\n\n   /** Sets the HTML */\n   html: function (content) {\n   if (isNode(content)) {\n   this.elem.appendChild(content);\n   }\n   else {\n   this.elem.innerHTML = content;\n   }\n   return this;\n   },\n\n   /** Adds a click handler to this element */\n   onClick: function(callback) {\n   this.elem.addEventListener('click', callback);\n   return this;\n   },\n\n   /** Removes this element

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from the DOM */\n        destroy: function() {\n            this.elem.parentNode.removeChild(this.elem);\n        },\n\n
 /** Hides this element */\n        hide: function() {\n            this.elem.style.display = \"none\";\n        },\n\n        /**
Shows this element */\n        show: function() {\n            this.elem.style.display = \"block\";\n        },\n\n        /**
Sets an attribute on this element */\n        attr: function ( name, value ) {\n            if (value !== undefined) {\n
  this.elem.setAttribute(name, value);\n            }\n            return this;\n        },\n\n        /** Executes a callback on all
the ancestors of an element */\n        anyAncestor: function ( predicate ) {\n            var elem = this.elem;\n
while ( elem ) {\n                if ( predicate( new Elem(elem) ) ) {\n                    return true;\n                }\n
else {\n                    elem = elem.parentNode;\n                }\n            }\n            return false;\n        },\n\n        /**
Whether this element is visible */\n        isVisible: function () {\n            return !isHidden(this.elem);\n        }\n
};\n\n\n    /** Generates the grey-out effect */\n    function buildOverlay( getOption, close ) {\n        return
Elem.make( getOption(\"parent\") )\n            .clazz(\"pico-overlay\")\n            .clazz( getOption(\"overlayClass\",
\"\") )\n            .stylize({\n                display: \"none\",\n                position: \"fixed\",\n                top: \"0px\",\n
    left: \"0px\",\n                height: \"100%\",\n                width: \"100%\",\n                zIndex: 10000\n            })\n
    .stylize(getOption('overlayStyles', {\n                opacity: 0.5,\n                background: \"#000\"\n            }))\n
.onClick(function () {\n                if ( getOption('overlayClose', true) ) {\n                    close();\n                }\n
});\n    }\n\n    // An auto incrementing ID assigned to each modal\n    var autoinc = 1;\n\n    /** Builds the content
of a modal */\n    function buildModal( getOption, close ) {\n        var width = getOption('width', 'auto');\n        if (
typeof width === \"number\" ) {\n            width = \"\" + width + \"px\";\n        }\n\n        var id =
getOption(\"modalId\", \"pico-\" + autoinc++);\n\n        var elem = Elem.make( getOption(\"parent\") )\n
.clazz(\"pico-content\")\n            .clazz( getOption(\"modalClass\", \"\") )\n            .stylize({\n                display:
'none',\n                position: 'fixed',\n                zIndex: 10001,\n                left: \"50%\",\n                top:
\"38.1966%\",\n                maxHeight: '90%',\n                boxSizing: 'border-box',\n                width: width,\n
'-ms-transform': 'translate(-50%,-38.1966%)',\n                '-moz-transform': 'translate(-50%,-38.1966%)',\n
'-webkit-transform': 'translate(-50%,-38.1966%)',\n                '-o-transform': 'translate(-50%,-38.1966%)',\n
transform: 'translate(-50%,-38.1966%)'\n            })\n            .stylize(getOption('modalStyles', {\n                overflow:
'auto',\n                backgroundColor: \"white\",\n                padding: \"20px\",\n                borderRadius: \"5px\"\n
    }))\n            .html( getOption('content') )\n            .attr(\"id\", id)\n            .attr(\"role\", \"dialog\")\n
.attr(\"aria-labelledby\", getOption(\"ariaLabelledBy\"))\n            .attr(\"aria-describedby\",
getOption(\"ariaDescribedBy\", id))\n            .onClick(function (event) {\n                var isCloseClick = new
Elem(event.target).anyAncestor(function (elem) {\n                    return /\\bpico-
close\\b/.test(elem.elem.className);\n                });\n                if ( isCloseClick ) {\n                    close();\n
}\n            });\n\n        return elem;\n    }\n\n    /** Builds the close button */\n    function buildClose ( elem,
getOption ) {\n        if ( getOption('closeButton', true) ) {\n            return elem.child('button')\n                .html(
getOption('closeHtml', \"&#xD7;\") )\n                .clazz(\"pico-close\")\n                .clazz( getOption(\"closeClass\",
\"\") )\n                .stylize( getOption('closeStyles', {\n                    borderRadius: \"2px\",\n                    border: 0,\n
            padding: 0,\n                    cursor: \"pointer\",\n                    height: \"15px\",\n                    width:
\"15px\",\n                    position: \"absolute\",\n                    top: \"5px\",\n                    right: \"5px\",\n
fontSize: \"16px\",\n                    textAlign: \"center\",\n                    lineHeight: \"15px\",\n                    background:
\"#CCC\"\n                }) )\n                .attr(\"aria-label\", getOption(\"close-label\", \"Close\"));\n        }\n    }\n\n
/** Builds a method that calls a method and returns an element */\n    function buildElemAccessor( builder ) {\n
return function () {\n            return builder().elem;\n        };\n    }\n\n\n    // An observable that is triggered whenever
the escape key is pressed\n    var escapeKey = observable();\n\n    // An observable that is triggered when the user
hits the tab key\n    var tabKey = observable();\n\n    /** A global event handler to detect the escape key being
pressed */\n    document.documentElement.addEventListener('keydown', function onKeyPress (event) {\n        var
keycode = event.which || event.keyCode;\n\n        // If this is the escape key\n        if ( keycode === 27 ) {\n
escapeKey.trigger();\n        }\n\n        // If this is the tab key\n        else if ( keycode === 9 ) {\n
tabKey.trigger(event);\n        }\n    });\n\n\n    /** Attaches focus management events */\n    function manageFocus (
iface, isEnabled ) {\n\n        /** Whether an element matches a selector */\n        function matches ( elem, selector )
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{\n            var fn = elem.msMatchesSelector || elem.webkitMatchesSelector || elem.matches;\n            return
fn.call(elem, selector);\n        }\n\n        /**\n         * Returns whether an element is focusable\n         * @see
http://stackoverflow.com/questions/18261595\n         */\n        function canFocus( elem ) {\n            if (\n
isHidden(elem) ||\n                matches(elem, \":disabled\") ||\n                elem.hasAttribute(\"contenteditable\")\n
 ) {\n                return false;\n            }\n            else {\n                return elem.hasAttribute(\"tabindex\") ||\n
  matches(elem, \"input,select,textarea,button,a[href],area[href],iframe\");\n            }\n        }\n\n        /** Returns the
first descendant that can be focused */\n        function firstFocusable ( elem ) {\n            var items =
elem.getElementsByTagName(\"*\");\n            for (var i = 0; i < items.length; i++) {\n                if (
canFocus(items[i]) ) {\n                    return items[i];\n                }\n            }\n        }\n\n        /** Returns the last
descendant that can be focused */\n        function lastFocusable ( elem ) {\n            var items =
elem.getElementsByTagName(\"*\");\n            for (var i = items.length; i--;) {\n                if ( canFocus(items[i]) )
{\n                    return items[i];\n                }\n            }\n        }\n\n        // The element focused before the modal
opens\n        var focused;\n\n        // Records the currently focused element so state can be returned\n        // after the
modal closes\n        iface.beforeShow(function getActiveFocus() {\n            focused = document.activeElement;\n
 });\n\n        // Shift focus into the modal\n        iface.afterShow(function focusModal() {\n            if ( isEnabled() )
{\n                var focusable = firstFocusable(iface.modalElem());\n                if ( focusable ) {\n
focusable.focus();\n                }\n            }\n        });\n\n        // Restore the previously focused element when the
modal closes\n        iface.afterClose(function returnFocus() {\n            if ( isEnabled() && focused ) {\n
focused.focus();\n            }\n            focused = null;\n        });\n\n        // Capture tab key presses and loop them
within the modal\n        tabKey.watch(function tabKeyPress (event) {\n            if ( isEnabled() && iface.isVisible() )
{\n                var first = firstFocusable(iface.modalElem());\n                var last =
lastFocusable(iface.modalElem());\n\n                var from = event.shiftKey ? first : last;\n                if ( from ===
document.activeElement ) {\n                    (event.shiftKey ? last : first).focus();\n
event.preventDefault();\n                }\n            }\n        });\n    }\n\n    /** Manages setting the 'overflow: hidden' on
the body tag */\n    function manageBodyOverflow(iface, isEnabled) {\n        var origOverflow;\n        var body =
new Elem(document.body);\n\n        iface.beforeShow(function () {\n            // Capture the current values so they
can be restored\n            origOverflow = body.elem.style.overflow;\n\n            if (isEnabled()) {\n
body.stylize({ overflow: \"hidden\" });\n            }\n        });\n\n        iface.afterClose(function () {\n
body.stylize({ overflow: origOverflow });\n        });\n    }\n\n    /**\n     * Displays a modal\n     */\n    return
function picoModal(options) {\n\n        if ( isString(options) || isNode(options) ) {\n            options = { content:
options };\n        }\n\n        var afterCreateEvent = observable();\n        var beforeShowEvent = observable();\n
var afterShowEvent = observable();\n        var beforeCloseEvent = observable();\n        var afterCloseEvent =
observable();\n\n        /**\n         * Returns a named option if it has been explicitly defined. Otherwise,\n         * it
returns the given default value\n         */\n        function getOption ( opt, defaultValue ) {\n            var value =
options[opt];\n            if ( typeof value === \"function\" ) {\n                value = value( defaultValue );\n            }\n
    return value === undefined ? defaultValue : value;\n        }\n\n\n        // The various DOM elements that
constitute the modal\n        var modalElem = build.bind(window, 'modal');\n        var shadowElem =
build.bind(window, 'overlay');\n        var closeElem = build.bind(window, 'close');\n\n        // This will eventually
contain the modal API returned to the user\n        var iface;\n\n\n        /** Hides this modal */\n        function
forceClose (detail) {\n            shadowElem().hide();\n            modalElem().hide();\n
afterCloseEvent.trigger(iface, detail);\n        }\n\n        /** Gracefully hides this modal */\n        function close
(detail) {\n            if ( beforeCloseEvent.trigger(iface, detail) ) {\n                forceClose(detail);\n            }\n
}\n\n        /** Wraps a method so it returns the modal interface */\n        function returnIface ( callback ) {\n
return function () {\n                callback.apply(this, arguments);\n                return iface;\n            };\n        }\n\n\n
// The constructed dom nodes\n        var built;\n\n        /** Builds a method that calls a method and returns an
element */\n        function build (name, detail) {\n            if ( !built ) {\n                var modal =
buildModal(getOption, close);\n                built = {\n                    modal: modal,\n                    overlay:
buildOverlay(getOption, close),\n                    close: buildClose(modal, getOption)\n                };\n
```

afterCreateEvent.trigger(iface, detail);\n }\n return built[name];\n }\n\n iface = {\n\n /** Returns the wrapping modal element */\n modalElem: buildElemAccessor(modalElem),\n\n /** Returns the close button element */\n closeElem: buildElemAccessor(closeElem),\n\n /** Returns the overlay element */\n overlayElem: buildElemAccessor(shadowElem),\n\n /** Builds the dom without showing the modal */\n buildDom: returnIface(build.bind(null, null)),\n\n /** Returns whether this modal is currently being shown */\n isVisible: function () {\n return !!(built && modalElem && modalElem().isVisible());\n },\n\n /** Shows this modal */\n show: function (detail) {\n if (beforeShowEvent.trigger(iface, detail)) {\n shadowElem().show();\n closeElem();\n modalElem().show();\n afterShowEvent.trigger(iface, detail);\n }\n return this;\n },\n\n /** Hides this modal */\n close: returnIface(close),\n\n /**\n * Force closes this modal. This will not call beforeClose\n * events and will just immediately hide the modal\n */\n forceClose: returnIface(forceClose),\n\n /** Destroys this modal */\n destroy: function () {\n modalElem().destroy();\n shadowElem().destroy();\n shadowElem = modalElem = closeElem = undefined;\n },\n\n /**\n * Updates the options for this modal. This will only let you\n * change options that are re-evaluted regularly, such as\n * `overlayClose`.\n */\n options: function (opts) {\n Object.keys(opts).map(function (key) {\n options[key] = opts[key];\n });\n },\n\n /** Executes after the DOM nodes are created */\n afterCreate: returnIface(afterCreateEvent.watch),\n\n /** Executes a callback before this modal is closed */\n beforeShow: returnIface(beforeShowEvent.watch),\n\n /** Executes a callback after this modal is shown */\n afterShow: returnIface(afterShowEvent.watch),\n\n /** Executes a callback before this modal is closed */\n beforeClose: returnIface(beforeCloseEvent.watch),\n\n /** Executes a callback after this modal is closed */\n afterClose: returnIface(afterCloseEvent.watch)\n };\n\n manageFocus(iface, getOption.bind(null, \"focus\", true));\n\n manageBodyOverflow(iface, getOption.bind(null, \"bodyOverflow\", true));\n\n // If a user presses the 'escape' key, close the modal.\n escapeKey.watch(function escapeKeyPress () {\n if (getOption(\"escCloses\", true) && iface.isVisible()) {\n iface.close();\n }\n });\n\n return iface;\n };\n\n}));\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the\n// following conditions:\n//\n// The above copyright notice and this permission notice shall be included\n// in all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\n// If obj.hasOwnProperty has been overridden, then calling\n// obj.hasOwnProperty(prop) will break.\n// See: https://github.com/joyent/node/issues/1707\nfunction hasOwnProperty(obj, prop) {\n return Object.prototype.hasOwnProperty.call(obj, prop);\n}\n\nmodule.exports = function(qs, sep, eq, options) {\n sep = sep || '&';\n eq = eq || '=';\n var obj = {};\n\n if (typeof qs !== 'string' || qs.length === 0) {\n return obj;\n }\n\n var regexp = /\\+/g;\n qs = qs.split(sep);\n\n var maxKeys = 1000;\n if (options && typeof options.maxKeys === 'number') {\n maxKeys = options.maxKeys;\n }\n\n var len = qs.length;\n // maxKeys <= 0 means that we should not limit keys count\n if (maxKeys > 0 && len > maxKeys) {\n len = maxKeys;\n }\n\n for (var i = 0; i < len; ++i) {\n var x = qs[i].replace(regexp, '%20'),\n idx = x.indexOf(eq),\n kstr, vstr, k, v;\n\n if (idx >= 0) {\n kstr = x.substr(0, idx);\n vstr = x.substr(idx + 1);\n } else {\n kstr = x;\n vstr = '';\n }\n\n k = decodeURIComponent(kstr);\n v = decodeURIComponent(vstr);\n\n if (!hasOwnProperty(obj, k)) {\n obj[k]

= v;\n } else if (Array.isArray(obj[k])) {\n   obj[k].push(v);\n } else {\n   obj[k] = [obj[k], v];\n }\n }\n\n return obj;\n};\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the\n// following conditions:\n//\n// The above copyright notice and this permission notice shall be included\n// in all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\nvar stringifyPrimitive = function(v) {\n switch (typeof v) {\n   case 'string':\n   return v;\n\n   case 'boolean':\n   return v ? 'true' : 'false';\n\n   case 'number':\n   return isFinite(v) ? v : '';\n\n   default:\n   return '';\n }\n};\n\nmodule.exports = function(obj, sep, eq, name) {\n sep = sep || '&';\n eq = eq || '=';\n if (obj === null) {\n   obj = undefined;\n }\n\n if (typeof obj === 'object') {\n   return Object.keys(obj).map(function(k) {\n   var ks = encodeURIComponent(stringifyPrimitive(k)) + eq;\n   if (Array.isArray(obj[k])) {\n   return obj[k].map(function(v) {\n   return ks + encodeURIComponent(stringifyPrimitive(v));\n   }).join(sep);\n   } else {\n   return ks + encodeURIComponent(stringifyPrimitive(obj[k]));\n   }\n   }).join(sep);\n\n }\n\n if (!name) return '';\n return encodeURIComponent(stringifyPrimitive(name)) + eq +\n encodeURIComponent(stringifyPrimitive(obj));\n};\n","'use strict';\n\nexports.decode = exports.parse = require('./decode');\nexports.encode = exports.stringify = require('./encode');\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport { Observable } from './internal/Observable';\nexport { ConnectableObservable } from './internal/observable/ConnectableObservable';\nexport { GroupedObservable } from './internal/operators/groupBy';\nexport { observable } from './internal/symbol/observable';\nexport { Subject } from './internal/Subject';\nexport { BehaviorSubject } from './internal/BehaviorSubject';\nexport { ReplaySubject } from './internal/ReplaySubject';\nexport { AsyncSubject } from './internal/AsyncSubject';\nexport { asap as asapScheduler } from './internal/scheduler/asap';\nexport { async as asyncScheduler } from './internal/scheduler/async';\nexport { queue as queueScheduler } from './internal/scheduler/queue';\nexport { animationFrame as animationFrameScheduler } from './internal/scheduler/animationFrame';\nexport { VirtualTimeScheduler, VirtualAction } from './internal/scheduler/VirtualTimeScheduler';\nexport { Scheduler } from './internal/Scheduler';\nexport { Subscription } from './internal/Subscription';\nexport { Subscriber } from './internal/Subscriber';\nexport { Notification } from './internal/Notification';\nexport { pipe } from './internal/util/pipe';\nexport { noop } from './internal/util/noop';\nexport { identity } from './internal/util/identity';\nexport { isObservable } from './internal/util/isObservable';\nexport { ArgumentOutOfRangeError } from './internal/util/ArgumentOutOfRangeError';\nexport { EmptyError } from './internal/util/EmptyError';\nexport { ObjectUnsubscribedError } from './internal/util/ObjectUnsubscribedError';\nexport { UnsubscriptionError } from './internal/util/UnsubscriptionError';\nexport { TimeoutError } from './internal/util/TimeoutError';\nexport { bindCallback } from './internal/observable/bindCallback';\nexport { bindNodeCallback } from './internal/observable/bindNodeCallback';\nexport { combineLatest } from './internal/observable/combineLatest';\nexport { concat } from './internal/observable/concat';\nexport { defer } from './internal/observable/defer';\nexport { empty } from './internal/observable/empty';\nexport { forkJoin } from './internal/observable/forkJoin';\nexport { from } from './internal/observable/from';\nexport { fromEvent } from './internal/observable/fromEvent';\nexport { fromEventPattern } from './internal/observable/fromEventPattern';\nexport { generate } from './internal/observable/generate';\nexport { iif } from './internal/observable/iif';\nexport { interval } from './internal/observable/interval';\nexport { merge } from

'./internal/observable/merge';\nexport { never } from './internal/observable/never';\nexport { of } from './internal/observable/of';\nexport { onErrorResumeNext } from './internal/observable/onErrorResumeNext';\nexport { pairs } from './internal/observable/pairs';\nexport { race } from './internal/observable/race';\nexport { range } from './internal/observable/range';\nexport { throwError } from './internal/observable/throwError';\nexport { timer } from './internal/observable/timer';\nexport { using } from './internal/observable/using';\nexport { zip } from './internal/observable/zip';\nexport { EMPTY } from './internal/observable/empty';\nexport { NEVER } from './internal/observable/never';\nexport { config } from './internal/config';\n//# sourceMappingURL=index.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_Subscription PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subject } from './Subject';\nimport { Subscription } from './Subscription';\nvar AsyncSubject = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(AsyncSubject, _super);\n function AsyncSubject() {\n var _this = _super !== null && _super.apply(this, arguments) || this;\n _this.value = null;\n _this.hasNext = false;\n _this.hasCompleted = false;\n return _this;\n }\n AsyncSubject.prototype._subscribe = function (subscriber) {\n if (this.hasError) {\n subscriber.error(this.thrownError);\n return Subscription.EMPTY;\n }\n else if (this.hasCompleted && this.hasNext) {\n subscriber.next(this.value);\n subscriber.complete();\n return Subscription.EMPTY;\n }\n return _super.prototype._subscribe.call(this, subscriber);\n };\n AsyncSubject.prototype.next = function (value) {\n if (!this.hasCompleted) {\n this.value = value;\n this.hasNext = true;\n }\n };\n AsyncSubject.prototype.error = function (error) {\n if (!this.hasCompleted) {\n _super.prototype.error.call(this, error);\n }\n };\n AsyncSubject.prototype.complete = function () {\n this.hasCompleted = true;\n if (this.hasNext) {\n _super.prototype.next.call(this, this.value);\n }\n _super.prototype.complete.call(this);\n };\n return AsyncSubject;\n}(Subject));\nexport { AsyncSubject };\n//# sourceMappingURL=AsyncSubject.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_util_ObjectUnsubscribedError PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subject } from './Subject';\nimport { ObjectUnsubscribedError } from './util/ObjectUnsubscribedError';\nvar BehaviorSubject = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(BehaviorSubject, _super);\n function BehaviorSubject(_value) {\n var _this = _super.call(this) || this;\n _this._value = _value;\n return _this;\n }\n Object.defineProperty(BehaviorSubject.prototype, \"value\", {\n get: function () {\n return this.getValue();\n },\n enumerable: true,\n configurable: true\n });\n BehaviorSubject.prototype._subscribe = function (subscriber) {\n var subscription = _super.prototype._subscribe.call(this, subscriber);\n if (subscription && !subscription.closed) {\n subscriber.next(this._value);\n }\n return subscription;\n };\n BehaviorSubject.prototype.getValue = function () {\n if (this.hasError) {\n throw this.thrownError;\n }\n else if (this.closed) {\n throw new ObjectUnsubscribedError();\n }\n else {\n return this._value;\n }\n };\n BehaviorSubject.prototype.next = function (value) {\n _super.prototype.next.call(this, this._value = value);\n };\n return BehaviorSubject;\n}(Subject));\nexport { BehaviorSubject };\n//# sourceMappingURL=BehaviorSubject.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from './Subscriber';\nvar InnerSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(InnerSubscriber, _super);\n function InnerSubscriber(parent, outerValue, outerIndex) {\n var _this = _super.call(this) || this;\n _this.parent = parent;\n _this.outerValue = outerValue;\n _this.outerIndex = outerIndex;\n _this.index = 0;\n return _this;\n }\n InnerSubscriber.prototype._next = function (value) {\n this.parent.notifyNext(this.outerValue, value, this.outerIndex, this.index++, this);\n };\n InnerSubscriber.prototype._error = function (error) {\n this.parent.notifyError(error, this);\n this.unsubscribe();\n };\n InnerSubscriber.prototype._complete = function () {\n this.parent.notifyComplete(this);\n this.unsubscribe();\n };\n return InnerSubscriber;\n}(Subscriber));\nexport { InnerSubscriber };\n//# sourceMappingURL=InnerSubscriber.js.map\n","/** PURE_IMPORTS_START

_observable_empty,_observable_of,_observable_throwError PURE_IMPORTS_END */\nimport { empty } from './observable/empty';\nimport { of } from './observable/of';\nimport { throwError } from './observable/throwError';\nvar Notification = /*@__PURE__*/ (function () {\n function Notification(kind, value, error) {\n this.kind = kind;\n this.value = value;\n this.error = error;\n this.hasValue = kind === 'N';\n }\n Notification.prototype.observe = function (observer) {\n switch (this.kind) {\n case 'N':\n return observer.next && observer.next(this.value);\n case 'E':\n return observer.error && observer.error(this.error);\n case 'C':\n return observer.complete && observer.complete();\n }\n };\n Notification.prototype.do = function (next, error, complete) {\n var kind = this.kind;\n switch (kind) {\n case 'N':\n return next && next(this.value);\n case 'E':\n return error && error(this.error);\n case 'C':\n return complete && complete();\n }\n };\n Notification.prototype.accept = function (nextOrObserver, error, complete) {\n if (nextOrObserver && typeof nextOrObserver.next === 'function') {\n return this.observe(nextOrObserver);\n }\n else {\n return this.do(nextOrObserver, error, complete);\n }\n };\n Notification.prototype.toObservable = function () {\n var kind = this.kind;\n switch (kind) {\n case 'N':\n return of(this.value);\n case 'E':\n return throwError(this.error);\n case 'C':\n return empty();\n }\n throw new Error('unexpected notification kind value');\n };\n Notification.createNext = function (value) {\n if (typeof value !== 'undefined') {\n return new Notification('N', value);\n }\n return Notification.undefinedValueNotification;\n };\n Notification.createError = function (err) {\n return new Notification('E', undefined, err);\n };\n Notification.createComplete = function () {\n return Notification.completeNotification;\n };\n Notification.completeNotification = new Notification('C');\n Notification.undefinedValueNotification = new Notification('N', undefined);\n return Notification;\n}());\nexport { Notification };\n//# sourceMappingURL=Notification.js.map\n","/** PURE_IMPORTS_START _util_canReportError,_util_toSubscriber,_internal_symbol_observable,_util_pipe,_config PURE_IMPORTS_END */\nimport { canReportError } from './util/canReportError';\nimport { toSubscriber } from './util/toSubscriber';\nimport { observable as Symbol_observable } from '../internal/symbol/observable';\nimport { pipeFromArray } from './util/pipe';\nimport { config } from './config';\nvar Observable = /*@__PURE__*/ (function () {\n function Observable(subscribe) {\n this._isScalar = false;\n if (subscribe) {\n this._subscribe = subscribe;\n }\n }\n Observable.prototype.lift = function (operator) {\n var observable = new Observable();\n observable.source = this;\n observable.operator = operator;\n return observable;\n };\n Observable.prototype.subscribe = function (observerOrNext, error, complete) {\n var operator = this.operator;\n var sink = toSubscriber(observerOrNext, error, complete);\n if (operator) {\n operator.call(sink, this.source);\n }\n else {\n sink.add(this.source || (config.useDeprecatedSynchronousErrorHandling && !sink.syncErrorThrowable) ?\n this._subscribe(sink) :\n this._trySubscribe(sink));\n }\n if (config.useDeprecatedSynchronousErrorHandling) {\n if (sink.syncErrorThrowable) {\n sink.syncErrorThrowable = false;\n if (sink.syncErrorThrown) {\n throw sink.syncErrorValue;\n }\n }\n }\n return sink;\n };\n Observable.prototype._trySubscribe = function (sink) {\n try {\n return this._subscribe(sink);\n }\n catch (err) {\n if (config.useDeprecatedSynchronousErrorHandling) {\n sink.syncErrorThrown = true;\n sink.syncErrorValue = err;\n }\n if (canReportError(sink)) {\n sink.error(err);\n }\n else {\n console.warn(err);\n }\n }\n };\n Observable.prototype.forEach = function (next, promiseCtor) {\n var _this = this;\n promiseCtor = getPromiseCtor(promiseCtor);\n return new promiseCtor(function (resolve, reject) {\n var subscription;\n subscription = _this.subscribe(function (value) {\n try {\n next(value);\n }\n catch (err) {\n reject(err);\n if (subscription) {\n subscription.unsubscribe();\n }\n }\n }, reject, resolve);\n });\n };\n Observable.prototype._subscribe = function (subscriber) {\n var source = this.source;\n return source && source.subscribe(subscriber);\n };\n Observable.prototype[Symbol_observable] = function () {\n return this;\n };\n Observable.prototype.pipe = function () {\n var operations = [];\n for (var _i = 0; _i <

arguments.length; _i++) {\n operations[_i] = arguments[_i];\n }\n if (operations.length === 0) {\n return this;\n }\n return pipeFromArray(operations)(this);\n };\n Observable.prototype.toPromise = function (promiseCtor) {\n var _this = this;\n promiseCtor = getPromiseCtor(promiseCtor);\n return new promiseCtor(function (resolve, reject) {\n var value;\n _this.subscribe(function (x) { return value = x; }, function (err) { return reject(err); }, function () { return resolve(value); });\n });\n };\n Observable.create = function (subscribe) {\n return new Observable(subscribe);\n };\n return Observable;\n}());\nexport { Observable };\nfunction getPromiseCtor(promiseCtor) {\n if (!promiseCtor) {\n promiseCtor = config.Promise || Promise;\n }\n if (!promiseCtor) {\n throw new Error('no Promise impl found');\n }\n return promiseCtor;\n}\n//# sourceMappingURL=Observable.js.map\n","/** PURE_IMPORTS_START _config,_util_hostReportError PURE_IMPORTS_END */\nimport { config } from './config';\nimport { hostReportError } from './util/hostReportError';\nexport var empty = {\n closed: true,\n next: function (value) { },\n error: function (err) {\n if (config.useDeprecatedSynchronousErrorHandling) {\n throw err;\n }\n else {\n hostReportError(err);\n }\n },\n complete: function () { }\n};\n//# sourceMappingURL=Observer.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from './Subscriber';\nvar OuterSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(OuterSubscriber, _super);\n function OuterSubscriber() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n OuterSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.destination.next(innerValue);\n };\n OuterSubscriber.prototype.notifyError = function (error, innerSub) {\n this.destination.error(error);\n };\n OuterSubscriber.prototype.notifyComplete = function (innerSub) {\n this.destination.complete();\n };\n return OuterSubscriber;\n}(Subscriber));\nexport { OuterSubscriber };\n//# sourceMappingURL=OuterSubscriber.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_scheduler_queue,_Subscription,_operators_observeOn,_util_ObjectUnsubscribedError,_SubjectSubscription PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subject } from './Subject';\nimport { queue } from './scheduler/queue';\nimport { Subscription } from './Subscription';\nimport { ObserveOnSubscriber } from './operators/observeOn';\nimport { ObjectUnsubscribedError } from './util/ObjectUnsubscribedError';\nimport { SubjectSubscription } from './SubjectSubscription';\nvar ReplaySubject = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(ReplaySubject, _super);\n function ReplaySubject(bufferSize, windowTime, scheduler) {\n if (bufferSize === void 0) {\n bufferSize = Number.POSITIVE_INFINITY;\n }\n if (windowTime === void 0) {\n windowTime = Number.POSITIVE_INFINITY;\n }\n var _this = _super.call(this) || this;\n _this.scheduler = scheduler;\n _this._events = [];\n _this._infiniteTimeWindow = false;\n _this._bufferSize = bufferSize < 1 ? 1 : bufferSize;\n _this._windowTime = windowTime < 1 ? 1 : windowTime;\n if (windowTime === Number.POSITIVE_INFINITY) {\n _this._infiniteTimeWindow = true;\n _this.next = _this.nextInfiniteTimeWindow;\n }\n else {\n _this.next = _this.nextTimeWindow;\n }\n return _this;\n }\n ReplaySubject.prototype.nextInfiniteTimeWindow = function (value) {\n var _events = this._events;\n _events.push(value);\n if (_events.length > this._bufferSize) {\n _events.shift();\n }\n _super.prototype.next.call(this, value);\n };\n ReplaySubject.prototype.nextTimeWindow = function (value) {\n this._events.push(new ReplayEvent(this._getNow(), value));\n this._trimBufferThenGetEvents();\n _super.prototype.next.call(this, value);\n };\n ReplaySubject.prototype._subscribe = function (subscriber) {\n var _infiniteTimeWindow = this._infiniteTimeWindow;\n var _events = _infiniteTimeWindow ? this._events : this._trimBufferThenGetEvents();\n var scheduler = this.scheduler;\n var len = _events.length;\n var subscription;\n if (this.closed) {\n throw new ObjectUnsubscribedError();\n }\n else if (this.isStopped || this.hasError) {\n subscription = Subscription.EMPTY;\n }\n else {\n this.observers.push(subscriber);\n subscription = new SubjectSubscription(this, subscriber);\n }\n if (scheduler) {\n subscriber.add(subscriber = new ObserveOnSubscriber(subscriber, scheduler));\n }\n if (_infiniteTimeWindow) {\n for (var i = 0; i < len && !subscriber.closed; i++) {\n subscriber.next(_events[i]);\n }\n }\n else {\n for (var i = 0; i < len && !subscriber.closed;

i++) {\n subscriber.next(_events[i].value);\n }\n }\n if (this.hasError) {\n subscriber.error(this.thrownError);\n }\n else if (this.isStopped) {\n subscriber.complete();\n }\n return subscription;\n };\n ReplaySubject.prototype._getNow = function () {\n return (this.scheduler || queue).now();\n };\n ReplaySubject.prototype._trimBufferThenGetEvents = function () {\n var now = this._getNow();\n var _bufferSize = this._bufferSize;\n var _windowTime = this._windowTime;\n var _events = this._events;\n var eventsCount = _events.length;\n var spliceCount = 0;\n while (spliceCount < eventsCount) {\n if ((now - _events[spliceCount].time) < _windowTime) {\n break;\n }\n spliceCount++;\n }\n if (eventsCount > _bufferSize) {\n spliceCount = Math.max(spliceCount, eventsCount - _bufferSize);\n }\n if (spliceCount > 0) {\n _events.splice(0, spliceCount);\n }\n return _events;\n };\n return ReplaySubject;\n}(Subject));\nexport { ReplaySubject };\nvar ReplayEvent = /*@__PURE__*/ (function () {\n function ReplayEvent(time, value) {\n this.time = time;\n this.value = value;\n }\n return ReplayEvent;\n}());\n//# sourceMappingURL=ReplaySubject.js.map\n","var Scheduler = /*@__PURE__*/ (function () {\n function Scheduler(SchedulerAction, now) {\n if (now === void 0) {\n now = Scheduler.now;\n }\n this.SchedulerAction = SchedulerAction;\n this.now = now;\n }\n Scheduler.prototype.schedule = function (work, delay, state) {\n if (delay === void 0) {\n delay = 0;\n }\n return new this.SchedulerAction(this, work).schedule(state, delay);\n };\n Scheduler.now = function () { return Date.now(); };\n return Scheduler;\n}());\nexport { Scheduler };\n//# sourceMappingURL=Scheduler.js.map\n","/** PURE_IMPORTS_START tslib,_Observable,_Subscriber,_Subscription,_util_ObjectUnsubscribedError,_SubjectSubscription,_internal_symbol_rxSubscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Observable } from './Observable';\nimport { Subscriber } from './Subscriber';\nimport { Subscription } from './Subscription';\nimport { ObjectUnsubscribedError } from './util/ObjectUnsubscribedError';\nimport { SubjectSubscription } from './SubjectSubscription';\nimport { rxSubscriber as rxSubscriberSymbol } from '../internal/symbol/rxSubscriber';\nvar SubjectSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SubjectSubscriber, _super);\n function SubjectSubscriber(destination) {\n var _this = _super.call(this, destination) || this;\n _this.destination = destination;\n return _this;\n }\n return SubjectSubscriber;\n}(Subscriber));\nexport { SubjectSubscriber };\nvar Subject = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(Subject, _super);\n function Subject() {\n var _this = _super.call(this) || this;\n _this.observers = [];\n _this.closed = false;\n _this.isStopped = false;\n _this.hasError = false;\n _this.thrownError = null;\n return _this;\n }\n Subject.prototype[rxSubscriberSymbol] = function () {\n return new SubjectSubscriber(this);\n };\n Subject.prototype.lift = function (operator) {\n var subject = new AnonymousSubject(this, this);\n subject.operator = operator;\n return subject;\n };\n Subject.prototype.next = function (value) {\n if (this.closed) {\n throw new ObjectUnsubscribedError();\n }\n if (!this.isStopped) {\n var observers = this.observers;\n var len = observers.length;\n var copy = observers.slice();\n for (var i = 0; i < len; i++) {\n copy[i].next(value);\n }\n }\n };\n Subject.prototype.error = function (err) {\n if (this.closed) {\n throw new ObjectUnsubscribedError();\n }\n this.hasError = true;\n this.thrownError = err;\n this.isStopped = true;\n var observers = this.observers;\n var len = observers.length;\n var copy = observers.slice();\n for (var i = 0; i < len; i++) {\n copy[i].error(err);\n }\n this.observers.length = 0;\n };\n Subject.prototype.complete = function () {\n if (this.closed) {\n throw new ObjectUnsubscribedError();\n }\n this.isStopped = true;\n var observers = this.observers;\n var len = observers.length;\n var copy = observers.slice();\n for (var i = 0; i < len; i++) {\n copy[i].complete();\n }\n this.observers.length = 0;\n };\n Subject.prototype.unsubscribe = function () {\n this.isStopped = true;\n this.closed = true;\n this.observers = null;\n };\n Subject.prototype._trySubscribe = function (subscriber) {\n if (this.closed) {\n throw new ObjectUnsubscribedError();\n }\n else {\n return _super.prototype._trySubscribe.call(this, subscriber);\n }\n };\n Subject.prototype._subscribe = function (subscriber) {\n if (this.closed) {\n throw new ObjectUnsubscribedError();\n }\n else if

(this.hasError) {\n subscriber.error(this.thrownError);\n return Subscription.EMPTY;\n }\n else if (this.isStopped) {\n subscriber.complete();\n return Subscription.EMPTY;\n }\n else {\n this.observers.push(subscriber);\n return new SubjectSubscription(this, subscriber);\n }\n };\n Subject.prototype.asObservable = function () {\n var observable = new Observable();\n observable.source = this;\n return observable;\n };\n Subject.create = function (destination, source) {\n return new AnonymousSubject(destination, source);\n };\n return Subject;\n}(Observable));\nexport { Subject };\nvar AnonymousSubject = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(AnonymousSubject, _super);\n function AnonymousSubject(destination, source) {\n var _this = _super.call(this) || this;\n _this.destination = destination;\n _this.source = source;\n return _this;\n }\n AnonymousSubject.prototype.next = function (value) {\n var destination = this.destination;\n if (destination && destination.next) {\n destination.next(value);\n }\n };\n AnonymousSubject.prototype.error = function (err) {\n var destination = this.destination;\n if (destination && destination.error) {\n this.destination.error(err);\n }\n };\n AnonymousSubject.prototype.complete = function () {\n var destination = this.destination;\n if (destination && destination.complete) {\n this.destination.complete();\n }\n };\n AnonymousSubject.prototype._subscribe = function (subscriber) {\n var source = this.source;\n if (source) {\n return this.source.subscribe(subscriber);\n }\n else {\n return Subscription.EMPTY;\n }\n };\n return AnonymousSubject;\n}(Subject));\nexport { AnonymousSubject };\n//# sourceMappingURL=Subject.js.map\n","/** PURE_IMPORTS_START tslib,_Subscription PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscription } from './Subscription';\nvar SubjectSubscription = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SubjectSubscription, _super);\n function SubjectSubscription(subject, subscriber) {\n var _this = _super.call(this) || this;\n _this.subject = subject;\n _this.subscriber = subscriber;\n _this.closed = false;\n return _this;\n }\n SubjectSubscription.prototype.unsubscribe = function () {\n if (this.closed) {\n return;\n }\n this.closed = true;\n var subject = this.subject;\n var observers = subject.observers;\n this.subject = null;\n if (!observers || observers.length === 0 || subject.isStopped || subject.closed) {\n return;\n }\n var subscriberIndex = observers.indexOf(this.subscriber);\n if (subscriberIndex !== -1) {\n observers.splice(subscriberIndex, 1);\n }\n };\n return SubjectSubscription;\n}(Subscription));\nexport { SubjectSubscription };\n//# sourceMappingURL=SubjectSubscription.js.map\n","/** PURE_IMPORTS_START tslib,_util_isFunction,_Observer,_Subscription,_internal_symbol_rxSubscriber,_config,_util_hostReportError PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { isFunction } from './util/isFunction';\nimport { empty as emptyObserver } from './Observer';\nimport { Subscription } from './Subscription';\nimport { rxSubscriber as rxSubscriberSymbol } from '../internal/symbol/rxSubscriber';\nimport { config } from './config';\nimport { hostReportError } from './util/hostReportError';\nvar Subscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(Subscriber, _super);\n function Subscriber(destinationOrNext, error, complete) {\n var _this = _super.call(this) || this;\n _this.syncErrorValue = null;\n _this.syncErrorThrown = false;\n _this.syncErrorThrowable = false;\n _this.isStopped = false;\n _this._parentSubscription = null;\n switch (arguments.length) {\n case 0:\n _this.destination = emptyObserver;\n break;\n case 1:\n if (!destinationOrNext) {\n _this.destination = emptyObserver;\n break;\n }\n if (typeof destinationOrNext === 'object') {\n if (destinationOrNext instanceof Subscriber) {\n _this.syncErrorThrowable = destinationOrNext.syncErrorThrowable;\n _this.destination = destinationOrNext;\n destinationOrNext.add(_this);\n }\n else {\n _this.syncErrorThrowable = true;\n _this.destination = new SafeSubscriber(_this, destinationOrNext);\n }\n break;\n }\n default:\n _this.syncErrorThrowable = true;\n _this.destination = new SafeSubscriber(_this, destinationOrNext, error, complete);\n break;\n }\n return _this;\n }\n Subscriber.prototype[rxSubscriberSymbol] = function () { return this; };\n Subscriber.create = function (next, error, complete) {\n var subscriber = new

Subscriber(next, error, complete);\n subscriber.syncErrorThrowable = false;\n return subscriber;\n };\n Subscriber.prototype.next = function (value) {\n if (!this.isStopped) {\n this._next(value);\n }\n };\n Subscriber.prototype.error = function (err) {\n if (!this.isStopped) {\n this.isStopped = true;\n this._error(err);\n }\n };\n Subscriber.prototype.complete = function () {\n if (!this.isStopped) {\n this.isStopped = true;\n this._complete();\n }\n };\n Subscriber.prototype.unsubscribe = function () {\n if (this.closed) {\n return;\n }\n this.isStopped = true;\n _super.prototype.unsubscribe.call(this);\n };\n Subscriber.prototype._next = function (value) {\n this.destination.next(value);\n };\n Subscriber.prototype._error = function (err) {\n this.destination.error(err);\n this.unsubscribe();\n };\n Subscriber.prototype._complete = function () {\n this.destination.complete();\n this.unsubscribe();\n };\n Subscriber.prototype._unsubscribeAndRecycle = function () {\n var _a = this, _parent = _a._parent, _parents = _a._parents;\n this._parent = null;\n this._parents = null;\n this.unsubscribe();\n this.closed = false;\n this.isStopped = false;\n this._parent = _parent;\n this._parents = _parents;\n this._parentSubscription = null;\n return this;\n };\n return Subscriber;\n}(Subscription));\nexport { Subscriber };\nvar SafeSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SafeSubscriber, _super);\n function SafeSubscriber(_parentSubscriber, observerOrNext, error, complete) {\n var _this = _super.call(this) || this;\n _this._parentSubscriber = _parentSubscriber;\n var next;\n var context = _this;\n if (isFunction(observerOrNext)) {\n next = observerOrNext;\n }\n else if (observerOrNext) {\n next = observerOrNext.next;\n error = observerOrNext.error;\n complete = observerOrNext.complete;\n if (observerOrNext !== emptyObserver) {\n context = Object.create(observerOrNext);\n if (isFunction(context.unsubscribe)) {\n _this.add(context.unsubscribe.bind(context));\n }\n context.unsubscribe = _this.unsubscribe.bind(_this);\n }\n }\n _this._context = context;\n _this._next = next;\n _this._error = error;\n _this._complete = complete;\n return _this;\n }\n SafeSubscriber.prototype.next = function (value) {\n if (!this.isStopped && this._next) {\n var _parentSubscriber = this._parentSubscriber;\n if (!config.useDeprecatedSynchronousErrorHandling || !_parentSubscriber.syncErrorThrowable) {\n this.__tryOrUnsub(this._next, value);\n }\n else if (this.__tryOrSetError(_parentSubscriber, this._next, value)) {\n this.unsubscribe();\n }\n }\n };\n SafeSubscriber.prototype.error = function (err) {\n if (!this.isStopped) {\n var _parentSubscriber = this._parentSubscriber;\n var useDeprecatedSynchronousErrorHandling = config.useDeprecatedSynchronousErrorHandling;\n if (this._error) {\n if (!useDeprecatedSynchronousErrorHandling || !_parentSubscriber.syncErrorThrowable) {\n this.__tryOrUnsub(this._error, err);\n this.unsubscribe();\n }\n else {\n this.__tryOrSetError(_parentSubscriber, this._error, err);\n this.unsubscribe();\n }\n }\n else if (!_parentSubscriber.syncErrorThrowable) {\n this.unsubscribe();\n if (useDeprecatedSynchronousErrorHandling) {\n throw err;\n }\n hostReportError(err);\n }\n else {\n if (useDeprecatedSynchronousErrorHandling) {\n _parentSubscriber.syncErrorValue = err;\n _parentSubscriber.syncErrorThrown = true;\n }\n else {\n hostReportError(err);\n }\n this.unsubscribe();\n }\n }\n };\n SafeSubscriber.prototype.complete = function () {\n var _this = this;\n if (!this.isStopped) {\n var _parentSubscriber = this._parentSubscriber;\n if (this._complete) {\n var wrappedComplete = function () { return _this._complete.call(_this._context); };\n if (!config.useDeprecatedSynchronousErrorHandling || !_parentSubscriber.syncErrorThrowable) {\n this.__tryOrUnsub(wrappedComplete);\n this.unsubscribe();\n }\n else {\n this.__tryOrSetError(_parentSubscriber, wrappedComplete);\n this.unsubscribe();\n }\n }\n else {\n this.unsubscribe();\n }\n }\n };\n SafeSubscriber.prototype.__tryOrUnsub = function (fn, value) {\n try {\n fn.call(this._context, value);\n }\n catch (err) {\n this.unsubscribe();\n if (config.useDeprecatedSynchronousErrorHandling) {\n throw err;\n }\n else {\n hostReportError(err);\n }\n }\n };\n

SafeSubscriber.prototype.__tryOrSetError = function (parent, fn, value) {\n if (!config.useDeprecatedSynchronousErrorHandling) {\n throw new Error('bad call');\n }\n try {\n fn.call(this._context, value);\n }\n catch (err) {\n if (config.useDeprecatedSynchronousErrorHandling) {\n parent.syncErrorValue = err;\n parent.syncErrorThrown = true;\n return true;\n }\n else {\n hostReportError(err);\n return true;\n }\n }\n return false;\n };\n SafeSubscriber.prototype._unsubscribe = function () {\n var _parentSubscriber = this._parentSubscriber;\n this._context = null;\n this._parentSubscriber = null;\n _parentSubscriber.unsubscribe();\n };\n return SafeSubscriber;\n}(Subscriber));\nexport { SafeSubscriber };\n//# sourceMappingURL=Subscriber.js.map\n","/** PURE_IMPORTS_START _util_isArray,_util_isObject,_util_isFunction,_util_tryCatch,_util_errorObject,_util_UnsubscriptionError PURE_IMPORTS_END */\nimport { isArray } from './util/isArray';\nimport { isObject } from './util/isObject';\nimport { isFunction } from './util/isFunction';\nimport { tryCatch } from './util/tryCatch';\nimport { errorObject } from './util/errorObject';\nimport { UnsubscriptionError } from './util/UnsubscriptionError';\nvar Subscription = /*@__PURE__*/ (function () {\n function Subscription(unsubscribe) {\n this.closed = false;\n this._parent = null;\n this._parents = null;\n this._subscriptions = null;\n if (unsubscribe) {\n this._unsubscribe = unsubscribe;\n }\n }\n Subscription.prototype.unsubscribe = function () {\n var hasErrors = false;\n var errors;\n if (this.closed) {\n return;\n }\n var _a = this, _parent = _a._parent, _parents = _a._parents, _unsubscribe = _a._unsubscribe, _subscriptions = _a._subscriptions;\n this.closed = true;\n this._parent = null;\n this._parents = null;\n this._subscriptions = null;\n var index = -1;\n var len = _parents ? _parents.length : 0;\n while (_parent) {\n _parent.remove(this);\n _parent = ++index < len && _parents[index] || null;\n }\n if (isFunction(_unsubscribe)) {\n var trial = tryCatch(_unsubscribe).call(this);\n if (trial === errorObject) {\n hasErrors = true;\n errors = errors || (errorObject.e instanceof UnsubscriptionError ?\n flattenUnsubscriptionErrors(errorObject.e.errors) : [errorObject.e]);\n }\n }\n if (isArray(_subscriptions)) {\n index = -1;\n len = _subscriptions.length;\n while (++index < len) {\n var sub = _subscriptions[index];\n if (isObject(sub)) {\n var trial = tryCatch(sub.unsubscribe).call(sub);\n if (trial === errorObject) {\n hasErrors = true;\n errors = errors || [];\n var err = errorObject.e;\n if (err instanceof UnsubscriptionError) {\n errors = errors.concat(flattenUnsubscriptionErrors(err.errors));\n }\n else {\n errors.push(err);\n }\n }\n }\n }\n }\n if (hasErrors) {\n throw new UnsubscriptionError(errors);\n }\n };\n Subscription.prototype.add = function (teardown) {\n if (!teardown || (teardown === Subscription.EMPTY)) {\n return Subscription.EMPTY;\n }\n if (teardown === this) {\n return this;\n }\n var subscription = teardown;\n switch (typeof teardown) {\n case 'function':\n subscription = new Subscription(teardown);\n case 'object':\n if (subscription.closed || typeof subscription.unsubscribe !== 'function') {\n return subscription;\n }\n else if (this.closed) {\n subscription.unsubscribe();\n return subscription;\n }\n else if (typeof subscription._addParent !== 'function') {\n var tmp = subscription;\n subscription = new Subscription();\n subscription._subscriptions = [tmp];\n }\n break;\n default:\n throw new Error('unrecognized teardown ' + teardown + ' added to Subscription.');\n }\n var subscriptions = this._subscriptions || (this._subscriptions = []);\n subscriptions.push(subscription);\n subscription._addParent(this);\n return subscription;\n };\n Subscription.prototype.remove = function (subscription) {\n var subscriptions = this._subscriptions;\n if (subscriptions) {\n var subscriptionIndex = subscriptions.indexOf(subscription);\n if (subscriptionIndex !== -1) {\n subscriptions.splice(subscriptionIndex, 1);\n }\n }\n };\n Subscription.prototype._addParent = function (parent) {\n var _a = this, _parent = _a._parent, _parents = _a._parents;\n if (!_parent || _parent === parent) {\n this._parent = parent;\n }\n else if (!_parents) {\n this._parents = [parent];\n

}\n else if (_parents.indexOf(parent) === -1) {\n _parents.push(parent);\n }\n };\n Subscription.EMPTY = (function (empty) {\n empty.closed = true;\n return empty;\n }(new Subscription()));\n return Subscription;\n}());\nexport { Subscription };\nfunction flattenUnsubscriptionErrors(errors) {\n return errors.reduce(function (errs, err) { return errs.concat((err instanceof UnsubscriptionError) ? err.errors : err); }, []);\n}\n//# sourceMappingURL=Subscription.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nvar _enable_super_gross_mode_that_will_cause_bad_things = false;\nexport var config = {\n Promise: undefined,\n set useDeprecatedSynchronousErrorHandling(value) {\n if (value) {\n var error = /*@__PURE__*/ new Error();\n /*@__PURE__*/ console.warn('DEPRECATED! RxJS was set to use deprecated synchronous error handling behavior by code at: \\n' + error.stack);\n }\n else if (_enable_super_gross_mode_that_will_cause_bad_things) {\n /*@__PURE__*/ console.log('RxJS: Back to a better error behavior. Thank you. <3');\n }\n _enable_super_gross_mode_that_will_cause_bad_things = value;\n },\n get useDeprecatedSynchronousErrorHandling() {\n return _enable_super_gross_mode_that_will_cause_bad_things;\n },\n};\n//# sourceMappingURL=config.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_Observable,_Subscriber,_Subscription,_operators_refCount PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { SubjectSubscriber } from '../Subject';\nimport { Observable } from '../Observable';\nimport { Subscriber } from '../Subscriber';\nimport { Subscription } from '../Subscription';\nimport { refCount as higherOrderRefCount } from '../operators/refCount';\nvar ConnectableObservable = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(ConnectableObservable, _super);\n function ConnectableObservable(source, subjectFactory) {\n var _this = _super.call(this) || this;\n _this.source = source;\n _this.subjectFactory = subjectFactory;\n _this._refCount = 0;\n _this._isComplete = false;\n return _this;\n }\n ConnectableObservable.prototype._subscribe = function (subscriber) {\n return this.getSubject().subscribe(subscriber);\n };\n ConnectableObservable.prototype.getSubject = function () {\n var subject = this._subject;\n if (!subject || subject.isStopped) {\n this._subject = this.subjectFactory();\n }\n return this._subject;\n };\n ConnectableObservable.prototype.connect = function () {\n var connection = this._connection;\n if (!connection) {\n this._isComplete = false;\n connection = this._connection = new Subscription();\n connection.add(this.source\n .subscribe(new ConnectableSubscriber(this.getSubject(), this)));\n if (connection.closed) {\n this._connection = null;\n connection = Subscription.EMPTY;\n }\n else {\n this._connection = connection;\n }\n }\n return connection;\n };\n ConnectableObservable.prototype.refCount = function () {\n return higherOrderRefCount()(this);\n };\n return ConnectableObservable;\n}(Observable));\nexport { ConnectableObservable };\nvar connectableProto = ConnectableObservable.prototype;\nexport var connectableObservableDescriptor = {\n operator: { value: null },\n _refCount: { value: 0, writable: true },\n _subject: { value: null, writable: true },\n _connection: { value: null, writable: true },\n _subscribe: { value: connectableProto._subscribe },\n _isComplete: { value: connectableProto._isComplete, writable: true },\n getSubject: { value: connectableProto.getSubject },\n connect: { value: connectableProto.connect },\n refCount: { value: connectableProto.refCount }\n};\nvar ConnectableSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(ConnectableSubscriber, _super);\n function ConnectableSubscriber(destination, connectable) {\n var _this = _super.call(this, destination) || this;\n _this.connectable = connectable;\n return _this;\n }\n ConnectableSubscriber.prototype._error = function (err) {\n this._unsubscribe();\n _super.prototype._error.call(this, err);\n };\n ConnectableSubscriber.prototype._complete = function () {\n this.connectable._isComplete = true;\n this._unsubscribe();\n _super.prototype._complete.call(this);\n };\n ConnectableSubscriber.prototype._unsubscribe = function () {\n var connectable = this.connectable;\n if (connectable) {\n this.connectable = null;\n var connection = connectable._connection;\n connectable._refCount = 0;\n connectable._subject = null;\n connectable._connection = null;\n if (connection) {\n connection.unsubscribe();\n }\n }\n };\n return

ConnectableSubscriber;\n}(SubjectSubscriber));\nvar RefCountOperator = /*@__PURE__*/ (function () {\n function RefCountOperator(connectable) {\n this.connectable = connectable;\n }\n RefCountOperator.prototype.call = function (subscriber, source) {\n var connectable = this.connectable;\n connectable._refCount++;\n var refCounter = new RefCountSubscriber(subscriber, connectable);\n var subscription = source.subscribe(refCounter);\n if (!refCounter.closed) {\n refCounter.connection = connectable.connect();\n }\n return subscription;\n };\n return RefCountOperator;\n}());\nvar RefCountSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(RefCountSubscriber, _super);\n function RefCountSubscriber(destination, connectable) {\n var _this = _super.call(this, destination) || this;\n _this.connectable = connectable;\n return _this;\n }\n RefCountSubscriber.prototype._unsubscribe = function () {\n var connectable = this.connectable;\n if (!connectable) {\n this.connection = null;\n return;\n }\n this.connectable = null;\n var refCount = connectable._refCount;\n if (refCount <= 0) {\n this.connection = null;\n return;\n }\n connectable._refCount = refCount - 1;\n if (refCount > 1) {\n this.connection = null;\n return;\n }\n var connection = this.connection;\n var sharedConnection = connectable._connection;\n this.connection = null;\n if (sharedConnection && (!connection || sharedConnection === connection)) {\n sharedConnection.unsubscribe();\n }\n };\n return RefCountSubscriber;\n}(Subscriber));\n//# sourceMappingURL=ConnectableObservable.js.map\n","/** PURE_IMPORTS_START tslib,_Observable,_scheduler_asap,_util_isNumeric PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Observable } from '../Observable';\nimport { asap } from '../scheduler/asap';\nimport { isNumeric } from '../util/isNumeric';\nvar SubscribeOnObservable = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SubscribeOnObservable, _super);\n function SubscribeOnObservable(source, delayTime, scheduler) {\n if (delayTime === void 0) {\n delayTime = 0;\n }\n if (scheduler === void 0) {\n scheduler = asap;\n }\n var _this = _super.call(this) || this;\n _this.source = source;\n _this.delayTime = delayTime;\n _this.scheduler = scheduler;\n if (!isNumeric(delayTime) || delayTime < 0) {\n _this.delayTime = 0;\n }\n if (!scheduler || typeof scheduler.schedule !== 'function') {\n _this.scheduler = asap;\n }\n return _this;\n }\n SubscribeOnObservable.create = function (source, delay, scheduler) {\n if (delay === void 0) {\n delay = 0;\n }\n if (scheduler === void 0) {\n scheduler = asap;\n }\n return new SubscribeOnObservable(source, delay, scheduler);\n };\n SubscribeOnObservable.dispatch = function (arg) {\n var source = arg.source, subscriber = arg.subscriber;\n return this.add(source.subscribe(subscriber));\n };\n SubscribeOnObservable.prototype._subscribe = function (subscriber) {\n var delay = this.delayTime;\n var source = this.source;\n var scheduler = this.scheduler;\n return scheduler.schedule(SubscribeOnObservable.dispatch, delay, {\n source: source, subscriber: subscriber\n });\n };\n return SubscribeOnObservable;\n}(Observable));\nexport { SubscribeOnObservable };\n//# sourceMappingURL=SubscribeOnObservable.js.map\n","/** PURE_IMPORTS_START _Observable,_AsyncSubject,_operators_map,_util_canReportError,_util_isArray,_util_isScheduler PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { AsyncSubject } from '../AsyncSubject';\nimport { map } from '../operators/map';\nimport { canReportError } from '../util/canReportError';\nimport { isArray } from '../util/isArray';\nimport { isScheduler } from '../util/isScheduler';\nexport function bindCallback(callbackFunc, resultSelector, scheduler) {\n if (resultSelector) {\n if (isScheduler(resultSelector)) {\n scheduler = resultSelector;\n }\n else {\n return function () {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n return bindCallback(callbackFunc, scheduler).apply(void 0, args).pipe(map(function (args) { return isArray(args) ? resultSelector.apply(void 0, args) : resultSelector(args); }));\n };\n }\n }\n return function () {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n var context = this;\n var subject;\n var params = {\n context: context,\n subject: subject,\n callbackFunc: callbackFunc,\n scheduler: scheduler,\n };\n return new Observable(function (subscriber) {\n if (!scheduler) {\n if (!subject) {\n subject = new AsyncSubject();\n var handler = function () {\n

var innerArgs = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n innerArgs[_i] = arguments[_i];\n }\n subject.next(innerArgs.length <= 1 ? innerArgs[0] : innerArgs);\n subject.complete();\n };\n try {\n callbackFunc.apply(context, args.concat([handler]));\n }\n catch (err) {\n if (canReportError(subject)) {\n subject.error(err);\n }\n else {\n console.warn(err);\n }\n }\n }\n return subject.subscribe(subscriber);\n }\n else {\n var state = {\n args: args, subscriber: subscriber, params: params,\n };\n return scheduler.schedule(dispatch, 0, state);\n }\n });\n };\n}\nfunction dispatch(state) {\n var _this = this;\n var self = this;\n var args = state.args, subscriber = state.subscriber, params = state.params;\n var callbackFunc = params.callbackFunc, context = params.context, scheduler = params.scheduler;\n var subject = params.subject;\n if (!subject) {\n subject = params.subject = new AsyncSubject();\n var handler = function () {\n var innerArgs = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n innerArgs[_i] = arguments[_i];\n }\n var value = innerArgs.length <= 1 ? innerArgs[0] : innerArgs;\n _this.add(scheduler.schedule(dispatchNext, 0, { value: value, subject: subject }));\n };\n try {\n callbackFunc.apply(context, args.concat([handler]));\n }\n catch (err) {\n subject.error(err);\n }\n }\n this.add(subject.subscribe(subscriber));\n}\nfunction dispatchNext(state) {\n var value = state.value, subject = state.subject;\n subject.next(value);\n subject.complete();\n}\nfunction dispatchError(state) {\n var err = state.err, subject = state.subject;\n subject.error(err);\n}\n//# sourceMappingURL=bindCallback.js.map\n","/** PURE_IMPORTS_START _Observable,_AsyncSubject,_operators_map,_util_canReportError,_util_isScheduler,_util_isArray PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { AsyncSubject } from '../AsyncSubject';\nimport { map } from '../operators/map';\nimport { canReportError } from '../util/canReportError';\nimport { isScheduler } from '../util/isScheduler';\nimport { isArray } from '../util/isArray';\nexport function bindNodeCallback(callbackFunc, resultSelector, scheduler) {\n if (resultSelector) {\n if (isScheduler(resultSelector)) {\n scheduler = resultSelector;\n }\n else {\n return function () {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n return bindNodeCallback(callbackFunc, scheduler).apply(void 0, args).pipe(map(function (args) { return isArray(args) ? resultSelector.apply(void 0, args) : resultSelector(args); }));\n };\n }\n }\n return function () {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n var params = {\n subject: undefined,\n args: args,\n callbackFunc: callbackFunc,\n scheduler: scheduler,\n context: this,\n };\n return new Observable(function (subscriber) {\n var context = params.context;\n var subject = params.subject;\n if (!scheduler) {\n if (!subject) {\n subject = params.subject = new AsyncSubject();\n var handler = function () {\n var innerArgs = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n innerArgs[_i] = arguments[_i];\n }\n var err = innerArgs.shift();\n if (err) {\n subject.error(err);\n return;\n }\n subject.next(innerArgs.length <= 1 ? innerArgs[0] : innerArgs);\n subject.complete();\n };\n try {\n callbackFunc.apply(context, args.concat([handler]));\n }\n catch (err) {\n if (canReportError(subject)) {\n subject.error(err);\n }\n else {\n console.warn(err);\n }\n }\n }\n return subject.subscribe(subscriber);\n }\n else {\n return scheduler.schedule(dispatch, 0, { params: params, subscriber: subscriber, context: context });\n }\n });\n };\n}\nfunction dispatch(state) {\n var _this = this;\n var params = state.params, subscriber = state.subscriber, context = state.context;\n var callbackFunc = params.callbackFunc, args = params.args, scheduler = params.scheduler;\n var subject = params.subject;\n if (!subject) {\n subject = params.subject = new AsyncSubject();\n var handler = function () {\n var innerArgs = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n

innerArgs[_i] = arguments[_i];\n }\n var err = innerArgs.shift();\n if (err) {\n
_this.add(scheduler.schedule(dispatchError, 0, { err: err, subject: subject }));\n }\n else {\n
var value = innerArgs.length <= 1 ? innerArgs[0] : innerArgs;\n
_this.add(scheduler.schedule(dispatchNext, 0, { value: value, subject: subject }));\n }\n };\n try {\n
callbackFunc.apply(context, args.concat([handler]));\n }\n catch (err) {\n
this.add(scheduler.schedule(dispatchError, 0, { err: err, subject: subject }));\n }\n }\n
this.add(subject.subscribe(subscriber));\n}\nfunction dispatchNext(arg) {\n var value = arg.value, subject =
arg.subject;\n subject.next(value);\n subject.complete();\n}\nfunction dispatchError(arg) {\n var err = arg.err,
subject = arg.subject;\n subject.error(err);\n}\n//# sourceMappingURL=bindNodeCallback.js.map\n","/**
PURE_IMPORTS_START
tslib,_util_isScheduler,_util_isArray,_OuterSubscriber,_util_subscribeToResult,_fromArray
PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { isScheduler } from
'../util/isScheduler';\nimport { isArray } from '../util/isArray';\nimport { OuterSubscriber } from
'../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nimport { fromArray } from
'./fromArray';\nvar NONE = {};\nexport function combineLatest() {\n var observables = [];\n for (var _i = 0; _i
< arguments.length; _i++) {\n observables[_i] = arguments[_i];\n }\n var resultSelector = null;\n var
scheduler = null;\n if (isScheduler(observables[observables.length - 1])) {\n scheduler = observables.pop();\n
}\n if (typeof observables[observables.length - 1] === 'function') {\n resultSelector = observables.pop();\n
}\n if (observables.length === 1 && isArray(observables[0])) {\n observables = observables[0];\n }\n
return fromArray(observables, scheduler).lift(new CombineLatestOperator(resultSelector));\n}\nvar
CombineLatestOperator = /*@__PURE__*/ (function () {\n function CombineLatestOperator(resultSelector) {\n
this.resultSelector = resultSelector;\n }\n CombineLatestOperator.prototype.call = function (subscriber, source)
{\n return source.subscribe(new CombineLatestSubscriber(subscriber, this.resultSelector));\n };\n return
CombineLatestOperator;\n}());\nexport { CombineLatestOperator };\nvar CombineLatestSubscriber =
/*@__PURE__*/ (function (_super) {\n tslib_1.__extends(CombineLatestSubscriber, _super);\n function
CombineLatestSubscriber(destination, resultSelector) {\n var _this = _super.call(this, destination) || this;\n
_this.resultSelector = resultSelector;\n _this.active = 0;\n _this.values = [];\n _this.observables = [];\n
return _this;\n }\n CombineLatestSubscriber.prototype._next = function (observable) {\n
this.values.push(NONE);\n this.observables.push(observable);\n };\n
CombineLatestSubscriber.prototype._complete = function () {\n var observables = this.observables;\n var
len = observables.length;\n if (len === 0) {\n this.destination.complete();\n }\n else {\n
this.active = len;\n this.toRespond = len;\n for (var i = 0; i < len; i++) {\n var observable =
observables[i];\n this.add(subscribeToResult(this, observable, observable, i));\n }\n }\n };\n
CombineLatestSubscriber.prototype.notifyComplete = function (unused) {\n if ((this.active -= 1) === 0) {\n
this.destination.complete();\n }\n };\n CombineLatestSubscriber.prototype.notifyNext = function
(outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n var values = this.values;\n var oldVal =
values[outerIndex];\n var toRespond = !this.toRespond\n ? 0\n : oldVal === NONE ? --
this.toRespond : this.toRespond;\n values[outerIndex] = innerValue;\n if (toRespond === 0) {\n if
(this.resultSelector) {\n this._tryResultSelector(values);\n }\n else {\n
this.destination.next(values.slice());\n }\n }\n };\n
CombineLatestSubscriber.prototype._tryResultSelector = function (values) {\n var result;\n try {\n
result = this.resultSelector.apply(this, values);\n }\n catch (err) {\n this.destination.error(err);\n
return;\n }\n this.destination.next(result);\n };\n return
CombineLatestSubscriber;\n}(OuterSubscriber));\nexport { CombineLatestSubscriber };\n//#
sourceMappingURL=combineLatest.js.map\n","/** PURE_IMPORTS_START
_util_isScheduler,_of,_from,_operators_concatAll PURE_IMPORTS_END */\nimport { isScheduler } from
'../util/isScheduler';\nimport { of } from './of';\nimport { from } from './from';\nimport { concatAll } from
'../operators/concatAll';\nexport function concat() {\n var observables = [];\n for (var _i = 0; _i <

arguments.length; _i++) {\n observables[_i] = arguments[_i];\n }\n if (observables.length === 1 || (observables.length === 2 && isScheduler(observables[1]))) {\n return from(observables[0]);\n }\n return concatAll()(of.apply(void 0, observables));\n}\n//# sourceMappingURL=concat.js.map\n","/** PURE_IMPORTS_START _Observable,_from,_empty PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { from } from './from';\nimport { empty } from './empty';\nexport function defer(observableFactory) {\n return new Observable(function (subscriber) {\n var input;\n try {\n input = observableFactory();\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n var source = input ? from(input) : empty();\n return source.subscribe(subscriber);\n });\n}\n//# sourceMappingURL=defer.js.map\n","/** PURE_IMPORTS_START _Observable PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nexport var EMPTY = /*@__PURE__*/ new Observable(function (subscriber) { return subscriber.complete(); });\nexport function empty(scheduler) {\n return scheduler ? emptyScheduled(scheduler) : EMPTY;\n}\nexport function emptyScheduled(scheduler) {\n return new Observable(function (subscriber) { return scheduler.schedule(function () { return subscriber.complete(); }); });\n}\n//# sourceMappingURL=empty.js.map\n","/** PURE_IMPORTS_START tslib,_Observable,_util_isArray,_empty,_util_subscribeToResult,_OuterSubscriber,_operators_map PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Observable } from '../Observable';\nimport { isArray } from '../util/isArray';\nimport { EMPTY } from './empty';\nimport { subscribeToResult } from '../util/subscribeToResult';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { map } from '../operators/map';\nexport function forkJoin() {\n var sources = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n sources[_i] = arguments[_i];\n }\n var resultSelector;\n if (typeof sources[sources.length - 1] === 'function') {\n resultSelector = sources.pop();\n }\n if (sources.length === 1 && isArray(sources[0])) {\n sources = sources[0];\n }\n if (sources.length === 0) {\n return EMPTY;\n }\n if (resultSelector) {\n return forkJoin(sources).pipe(map(function (args) { return resultSelector.apply(void 0, args); }));\n }\n return new Observable(function (subscriber) {\n return new ForkJoinSubscriber(subscriber, sources);\n });\n}\nvar ForkJoinSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(ForkJoinSubscriber, _super);\n function ForkJoinSubscriber(destination, sources) {\n var _this = _super.call(this, destination) || this;\n _this.sources = sources;\n _this.completed = 0;\n _this.haveValues = 0;\n var len = sources.length;\n _this.values = new Array(len);\n for (var i = 0; i < len; i++) {\n var source = sources[i];\n var innerSubscription = subscribeToResult(_this, source, null, i);\n if (innerSubscription) {\n _this.add(innerSubscription);\n }\n }\n return _this;\n }\n ForkJoinSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.values[outerIndex] = innerValue;\n if (!innerSub._hasValue) {\n innerSub._hasValue = true;\n this.haveValues++;\n }\n };\n ForkJoinSubscriber.prototype.notifyComplete = function (innerSub) {\n var _a = this, destination = _a.destination, haveValues = _a.haveValues, values = _a.values;\n var len = values.length;\n if (!innerSub._hasValue) {\n destination.complete();\n return;\n }\n this.completed++;\n if (this.completed !== len) {\n return;\n }\n if (haveValues === len) {\n destination.next(values);\n }\n destination.complete();\n };\n return ForkJoinSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=forkJoin.js.map\n","/** PURE_IMPORTS_START _Observable,_util_isPromise,_util_isArrayLike,_util_isInteropObservable,_util_isIterable,_fromArray,_fromPromise,_fromIterable,_fromObservable,_util_subscribeTo PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { isPromise } from '../util/isPromise';\nimport { isArrayLike } from '../util/isArrayLike';\nimport { isInteropObservable } from '../util/isInteropObservable';\nimport { isIterable } from '../util/isIterable';\nimport { fromArray } from './fromArray';\nimport { fromPromise } from './fromPromise';\nimport { fromIterable } from './fromIterable';\nimport { fromObservable } from './fromObservable';\nimport { subscribeTo } from '../util/subscribeTo';\nexport function from(input, scheduler) {\n if (!scheduler) {\n if (input instanceof Observable) {\n return input;\n }\n return new Observable(subscribeTo(input));\n }\n if (input != null) {\n if (isInteropObservable(input)) {\n return fromObservable(input, scheduler);\n }\n else

if (isPromise(input)) {\n return fromPromise(input, scheduler);\n }\n else if (isArrayLike(input)) {\n return fromArray(input, scheduler);\n }\n else if (isIterable(input) || typeof input === 'string') {\n return fromIterable(input, scheduler);\n }\n }\n throw new TypeError((input !== null && typeof input || input) + ' is not observable');\n}\n//# sourceMappingURL=from.js.map\n","/** PURE_IMPORTS_START _Observable,_Subscription,_util_subscribeToArray PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { Subscription } from '../Subscription';\nimport { subscribeToArray } from '../util/subscribeToArray';\nexport function fromArray(input, scheduler) {\n if (!scheduler) {\n return new Observable(subscribeToArray(input));\n }\n else {\n return new Observable(function (subscriber) {\n var sub = new Subscription();\n var i = 0;\n sub.add(scheduler.schedule(function () {\n if (i === input.length) {\n subscriber.complete();\n return;\n }\n subscriber.next(input[i++]);\n if (!subscriber.closed) {\n sub.add(this.schedule());\n }\n }));\n return sub;\n });\n }\n}\n//# sourceMappingURL=fromArray.js.map\n","/** PURE_IMPORTS_START _Observable,_util_isArray,_util_isFunction,_operators_map PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { isArray } from '../util/isArray';\nimport { isFunction } from '../util/isFunction';\nimport { map } from '../operators/map';\nvar toString = Object.prototype.toString;\nexport function fromEvent(target, eventName, options, resultSelector) {\n if (isFunction(options)) {\n resultSelector = options;\n options = undefined;\n }\n if (resultSelector) {\n return fromEvent(target, eventName, options).pipe(map(function (args) { return isArray(args) ? resultSelector.apply(void 0, args) : resultSelector(args); }));\n }\n return new Observable(function (subscriber) {\n function handler(e) {\n if (arguments.length > 1) {\n subscriber.next(Array.prototype.slice.call(arguments));\n }\n else {\n subscriber.next(e);\n }\n }\n setupSubscription(target, eventName, handler, subscriber, options);\n });\n}\nfunction setupSubscription(sourceObj, eventName, handler, subscriber, options) {\n var unsubscribe;\n if (isEventTarget(sourceObj)) {\n var source_1 = sourceObj;\n sourceObj.addEventListener(eventName, handler, options);\n unsubscribe = function () { return source_1.removeEventListener(eventName, handler, options); };\n }\n else if (isJQueryStyleEventEmitter(sourceObj)) {\n var source_2 = sourceObj;\n sourceObj.on(eventName, handler);\n unsubscribe = function () { return source_2.off(eventName, handler); };\n }\n else if (isNodeStyleEventEmitter(sourceObj)) {\n var source_3 = sourceObj;\n sourceObj.addListener(eventName, handler);\n unsubscribe = function () { return source_3.removeListener(eventName, handler); };\n }\n else if (sourceObj && sourceObj.length) {\n for (var i = 0, len = sourceObj.length; i < len; i++) {\n setupSubscription(sourceObj[i], eventName, handler, subscriber, options);\n }\n }\n else {\n throw new TypeError('Invalid event target');\n }\n subscriber.add(unsubscribe);\n}\nfunction isNodeStyleEventEmitter(sourceObj) {\n return sourceObj && typeof sourceObj.addListener === 'function' && typeof sourceObj.removeListener === 'function';\n}\nfunction isJQueryStyleEventEmitter(sourceObj) {\n return sourceObj && typeof sourceObj.on === 'function' && typeof sourceObj.off === 'function';\n}\nfunction isEventTarget(sourceObj) {\n return sourceObj && typeof sourceObj.addEventListener === 'function' && typeof sourceObj.removeEventListener === 'function';\n}\n//# sourceMappingURL=fromEvent.js.map\n","/** PURE_IMPORTS_START _Observable,_util_isArray,_util_isFunction,_operators_map PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { isArray } from '../util/isArray';\nimport { isFunction } from '../util/isFunction';\nimport { map } from '../operators/map';\nexport function fromEventPattern(addHandler, removeHandler, resultSelector) {\n if (resultSelector) {\n return fromEventPattern(addHandler, removeHandler).pipe(map(function (args) { return isArray(args) ? resultSelector.apply(void 0, args) : resultSelector(args); }));\n }\n return new Observable(function (subscriber) {\n var handler = function () {\n var e = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n e[_i] = arguments[_i];\n }\n return subscriber.next(e.length === 1 ? e[0] : e);\n };\n var retValue;\n try {\n retValue = addHandler(handler);\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n if (!isFunction(removeHandler)) {\n return undefined;\n }\n return function () { return removeHandler(handler, retValue); };\n });\n}\n//#

sourceMappingURL=fromEventPattern.js.map\n","/** PURE_IMPORTS_START _Observable,_Subscription,_symbol_iterator,_util_subscribeToIterable PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { Subscription } from '../Subscription';\nimport { iterator as Symbol_iterator } from '../symbol/iterator';\nimport { subscribeToIterable } from '../util/subscribeToIterable';\nexport function fromIterable(input, scheduler) {\n if (!input) {\n   throw new Error('Iterable cannot be null');\n }\n if (!scheduler) {\n   return new Observable(subscribeToIterable(input));\n }\n else {\n   return new Observable(function (subscriber) {\n var sub = new Subscription();\n   var iterator;\n   sub.add(function () {\n   if (iterator && typeof iterator.return === 'function') {\n   iterator.return();\n   }\n   });\n sub.add(scheduler.schedule(function () {\n   iterator = input[Symbol_iterator]();\n sub.add(scheduler.schedule(function () {\n   if (subscriber.closed) {\n   return;\n }\n   var value;\n   var done;\n   try {\n   var result = iterator.next();\n   value = result.value;\n   done = result.done;\n   }\n   catch (err) {\n   subscriber.error(err);\n   return;\n   }\n   if (done) {\n subscriber.complete();\n   }\n   else {\n   subscriber.next(value);\n this.schedule();\n   }\n   }));\n   }));\n   return sub;\n });\n }\n}\n//# sourceMappingURL=fromIterable.js.map\n","/** PURE_IMPORTS_START _Observable,_Subscription,_symbol_observable,_util_subscribeToObservable PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { Subscription } from '../Subscription';\nimport { observable as Symbol_observable } from '../symbol/observable';\nimport { subscribeToObservable } from '../util/subscribeToObservable';\nexport function fromObservable(input, scheduler) {\n if (!scheduler) {\n return new Observable(subscribeToObservable(input));\n }\n else {\n return new Observable(function (subscriber) {\n var sub = new Subscription();\n sub.add(scheduler.schedule(function () {\n var observable = input[Symbol_observable]();\n sub.add(observable.subscribe({\n next: function (value) { sub.add(scheduler.schedule(function () { return subscriber.next(value); })); },\n error: function (err) { sub.add(scheduler.schedule(function () { return subscriber.error(err); })); },\n complete: function () { sub.add(scheduler.schedule(function () { return subscriber.complete(); })); },\n }));\n }));\n return sub;\n });\n }\n}\n//# sourceMappingURL=fromObservable.js.map\n","/** PURE_IMPORTS_START _Observable,_Subscription,_util_subscribeToPromise PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { Subscription } from '../Subscription';\nimport { subscribeToPromise } from '../util/subscribeToPromise';\nexport function fromPromise(input, scheduler) {\n if (!scheduler) {\n return new Observable(subscribeToPromise(input));\n }\n else {\n return new Observable(function (subscriber) {\n var sub = new Subscription();\n sub.add(scheduler.schedule(function () {\n return input.then(function (value) {\n sub.add(scheduler.schedule(function () {\n subscriber.next(value);\n sub.add(scheduler.schedule(function () { return subscriber.complete(); }));\n }));\n }, function (err) {\n sub.add(scheduler.schedule(function () { return subscriber.error(err); }));\n });\n }));\n return sub;\n });\n }\n}\n//# sourceMappingURL=fromPromise.js.map\n","/** PURE_IMPORTS_START _Observable,_util_identity,_util_isScheduler PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { identity } from '../util/identity';\nimport { isScheduler } from '../util/isScheduler';\nexport function generate(initialStateOrOptions, condition, iterate, resultSelectorOrObservable, scheduler) {\n var resultSelector;\n var initialState;\n if (arguments.length == 1) {\n var options = initialStateOrOptions;\n initialState = options.initialState;\n condition = options.condition;\n iterate = options.iterate;\n resultSelector = options.resultSelector || identity;\n scheduler = options.scheduler;\n }\n else if (resultSelectorOrObservable === undefined || isScheduler(resultSelectorOrObservable)) {\n initialState = initialStateOrOptions;\n resultSelector = identity;\n scheduler = resultSelectorOrObservable;\n }\n else {\n initialState = initialStateOrOptions;\n resultSelector = resultSelectorOrObservable;\n }\n return new Observable(function (subscriber) {\n var state = initialState;\n if (scheduler) {\n return

scheduler.schedule(dispatch, 0, {\n subscriber: subscriber,\n iterate: iterate,\n condition: condition,\n resultSelector: resultSelector,\n state: state\n });\n }\n do {\n if (condition) {\n var conditionResult = void 0;\n try {\n conditionResult = condition(state);\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n if (!conditionResult) {\n subscriber.complete();\n break;\n }\n }\n var value = void 0;\n try {\n value = resultSelector(state);\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n subscriber.next(value);\n if (subscriber.closed) {\n break;\n }\n try {\n state = iterate(state);\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n } while (true);\n return undefined;\n });\n}\nfunction dispatch(state) {\n var subscriber = state.subscriber, condition = state.condition;\n if (subscriber.closed) {\n return undefined;\n }\n if (state.needIterate) {\n try {\n state.state = state.iterate(state.state);\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n }\n else {\n state.needIterate = true;\n }\n if (condition) {\n var conditionResult = void 0;\n try {\n conditionResult = condition(state.state);\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n if (!conditionResult) {\n subscriber.complete();\n return undefined;\n }\n if (subscriber.closed) {\n return undefined;\n }\n }\n var value;\n try {\n value = state.resultSelector(state.state);\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n if (subscriber.closed) {\n return undefined;\n }\n subscriber.next(value);\n if (subscriber.closed) {\n return undefined;\n }\n return this.schedule(state);\n}\n//# sourceMappingURL=generate.js.map\n","/** PURE_IMPORTS_START _defer,_empty PURE_IMPORTS_END */\nimport { defer } from './defer';\nimport { EMPTY } from './empty';\nexport function iif(condition, trueResult, falseResult) {\n if (trueResult === void 0) {\n trueResult = EMPTY;\n }\n if (falseResult === void 0) {\n falseResult = EMPTY;\n }\n return defer(function () { return condition() ? trueResult : falseResult; });\n}\n//# sourceMappingURL=iif.js.map\n","/** PURE_IMPORTS_START _Observable,_scheduler_async,_util_isNumeric PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { async } from '../scheduler/async';\nimport { isNumeric } from '../util/isNumeric';\nexport function interval(period, scheduler) {\n if (period === void 0) {\n period = 0;\n }\n if (scheduler === void 0) {\n scheduler = async;\n }\n if (!isNumeric(period) || period < 0) {\n period = 0;\n }\n if (!scheduler || typeof scheduler.schedule !== 'function') {\n scheduler = async;\n }\n return new Observable(function (subscriber) {\n subscriber.add(scheduler.schedule(dispatch, period, { subscriber: subscriber, counter: 0, period: period }));\n return subscriber;\n });\n}\nfunction dispatch(state) {\n var subscriber = state.subscriber, counter = state.counter, period = state.period;\n subscriber.next(counter);\n this.schedule({ subscriber: subscriber, counter: counter + 1, period: period }, period);\n}\n//# sourceMappingURL=interval.js.map\n","/** PURE_IMPORTS_START _Observable,_util_isScheduler,_operators_mergeAll,_fromArray PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { isScheduler } from '../util/isScheduler';\nimport { mergeAll } from '../operators/mergeAll';\nimport { fromArray } from './fromArray';\nexport function merge() {\n var observables = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n observables[_i] = arguments[_i];\n }\n var concurrent = Number.POSITIVE_INFINITY;\n var scheduler = null;\n var last = observables[observables.length - 1];\n if (isScheduler(last)) {\n scheduler = observables.pop();\n if (observables.length > 1 && typeof observables[observables.length - 1] === 'number') {\n concurrent = observables.pop();\n }\n }\n else if (typeof last === 'number') {\n concurrent = observables.pop();\n }\n if (scheduler === null && observables.length === 1 && observables[0] instanceof Observable) {\n return observables[0];\n }\n return mergeAll(concurrent)(fromArray(observables, scheduler));\n}\n//# sourceMappingURL=merge.js.map\n","/** PURE_IMPORTS_START _Observable,_util_noop PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { noop } from '../util/noop';\nexport var NEVER = /*@__PURE__*/ new Observable(noop);\nexport function never() {\n return NEVER;\n}\n//# sourceMappingURL=never.js.map\n","/** PURE_IMPORTS_START _util_isScheduler,_fromArray,_empty,_scalar PURE_IMPORTS_END */\nimport {

isScheduler } from '../util/isScheduler';\nimport { fromArray } from './fromArray';\nimport { empty } from
'./empty';\nimport { scalar } from './scalar';\nexport function of() {\n var args = [];\n for (var _i = 0; _i <
arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n var scheduler = args[args.length - 1];\n if
(isScheduler(scheduler)) {\n args.pop();\n }\n else {\n scheduler = undefined;\n }\n switch
(args.length) {\n case 0:\n return empty(scheduler);\n case 1:\n return scheduler ?
fromArray(args, scheduler) : scalar(args[0]);\n default:\n return fromArray(args, scheduler);\n }\n}\n//#
sourceMappingURL=of.js.map\n","/** PURE_IMPORTS_START _Observable,_from,_util_isArray,_empty
PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { from } from './from';\nimport {
isArray } from '../util/isArray';\nimport { EMPTY } from './empty';\nexport function onErrorResumeNext() {\n var
sources = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n sources[_i] = arguments[_i];\n }\n if
(sources.length === 0) {\n return EMPTY;\n }\n var first = sources[0], remainder = sources.slice(1);\n if
(sources.length === 1 && isArray(first)) {\n return onErrorResumeNext.apply(void 0, first);\n }\n return
new Observable(function (subscriber) {\n var subNext = function () { return
subscriber.add(onErrorResumeNext.apply(void 0, remainder).subscribe(subscriber)); };\n return
from(first).subscribe({\n next: function (value) { subscriber.next(value); },\n error: subNext,\n
complete: subNext,\n });\n });\n}\n//# sourceMappingURL=onErrorResumeNext.js.map\n","/**
PURE_IMPORTS_START _Observable,_Subscription PURE_IMPORTS_END */\nimport { Observable } from
'../Observable';\nimport { Subscription } from '../Subscription';\nexport function pairs(obj, scheduler) {\n if
(!scheduler) {\n return new Observable(function (subscriber) {\n var keys = Object.keys(obj);\n
for (var i = 0; i < keys.length && !subscriber.closed; i++) {\n var key = keys[i];\n if
(obj.hasOwnProperty(key)) {\n subscriber.next([key, obj[key]]);\n }\n }\n
subscriber.complete();\n });\n }\n else {\n return new Observable(function (subscriber) {\n var
keys = Object.keys(obj);\n var subscription = new Subscription();\n
subscription.add(scheduler.schedule(dispatch, 0, { keys: keys, index: 0, subscriber: subscriber, subscription:
subscription, obj: obj }));\n return subscription;\n });\n }\n}\nexport function dispatch(state) {\n var
keys = state.keys, index = state.index, subscriber = state.subscriber, subscription = state.subscription, obj =
state.obj;\n if (!subscriber.closed) {\n if (index < keys.length) {\n var key = keys[index];\n
subscriber.next([key, obj[key]]);\n subscription.add(this.schedule({ keys: keys, index: index + 1, subscriber:
subscriber, subscription: subscription, obj: obj }));\n }\n else {\n subscriber.complete();\n }\n
}\n}\n//# sourceMappingURL=pairs.js.map\n","/** PURE_IMPORTS_START
tslib,_util_isArray,_fromArray,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as
tslib_1 from \"tslib\";\nimport { isArray } from '../util/isArray';\nimport { fromArray } from './fromArray';\nimport {
OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport
function race() {\n var observables = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n observables[_i] =
arguments[_i];\n }\n if (observables.length === 1) {\n if (isArray(observables[0])) {\n observables =
observables[0];\n }\n else {\n return observables[0];\n }\n }\n return fromArray(observables,
undefined).lift(new RaceOperator());\n}\nvar RaceOperator = /*@__PURE__*/ (function () {\n function
RaceOperator() {\n }\n RaceOperator.prototype.call = function (subscriber, source) {\n return
source.subscribe(new RaceSubscriber(subscriber));\n };\n return RaceOperator;\n}());\nexport { RaceOperator
};\nvar RaceSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(RaceSubscriber, _super);\n
function RaceSubscriber(destination) {\n var _this = _super.call(this, destination) || this;\n _this.hasFirst =
false;\n _this.observables = [];\n _this.subscriptions = [];\n return _this;\n }\n
RaceSubscriber.prototype._next = function (observable) {\n this.observables.push(observable);\n };\n
RaceSubscriber.prototype._complete = function () {\n var observables = this.observables;\n var len =
observables.length;\n if (len === 0) {\n this.destination.complete();\n }\n else {\n for (var
i = 0; i < len && !this.hasFirst; i++) {\n var observable = observables[i];\n var subscription =
subscribeToResult(this, observable, observable, i);\n if (this.subscriptions) {\n
this.subscriptions.push(subscription);\n }\n this.add(subscription);\n }\n

this.observables = null;\n }\n };\n RaceSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n if (!this.hasFirst) {\n this.hasFirst = true;\n for (var i = 0; i < this.subscriptions.length; i++) {\n if (i !== outerIndex) {\n var subscription = this.subscriptions[i];\n subscription.unsubscribe();\n this.remove(subscription);\n }\n }\n this.subscriptions = null;\n }\n this.destination.next(innerValue);\n };\n return RaceSubscriber;\n}(OuterSubscriber));\nexport { RaceSubscriber };\n//# sourceMappingURL=race.js.map\n","/** PURE_IMPORTS_START _Observable PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nexport function range(start, count, scheduler) {\n if (start === void 0) {\n start = 0;\n }\n if (count === void 0) {\n count = 0;\n }\n return new Observable(function (subscriber) {\n var index = 0;\n var current = start;\n if (scheduler) {\n return scheduler.schedule(dispatch, 0, {\n index: index, count: count, start: start, subscriber: subscriber\n });\n }\n else {\n do {\n if (index++ >= count) {\n subscriber.complete();\n break;\n }\n subscriber.next(current++);\n if (subscriber.closed) {\n break;\n }\n } while (true);\n }\n return undefined;\n });\n}\nexport function dispatch(state) {\n var start = state.start, index = state.index, count = state.count, subscriber = state.subscriber;\n if (index >= count) {\n subscriber.complete();\n return;\n }\n subscriber.next(start);\n if (subscriber.closed) {\n return;\n }\n state.index = index + 1;\n state.start = start + 1;\n this.schedule(state);\n}\n//# sourceMappingURL=range.js.map\n","/** PURE_IMPORTS_START _Observable PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nexport function scalar(value) {\n var result = new Observable(function (subscriber) {\n subscriber.next(value);\n subscriber.complete();\n });\n result._isScalar = true;\n result.value = value;\n return result;\n}\n//# sourceMappingURL=scalar.js.map\n","/** PURE_IMPORTS_START _Observable PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nexport function throwError(error, scheduler) {\n if (!scheduler) {\n return new Observable(function (subscriber) { return subscriber.error(error); });\n }\n else {\n return new Observable(function (subscriber) { return scheduler.schedule(dispatch, 0, { error: error, subscriber: subscriber });\n });\n }\n}\nfunction dispatch(_a) {\n var error = _a.error, subscriber = _a.subscriber;\n subscriber.error(error);\n}\n//# sourceMappingURL=throwError.js.map\n","/** PURE_IMPORTS_START _Observable,_scheduler_async,_util_isNumeric,_util_isScheduler PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { async } from '../scheduler/async';\nimport { isNumeric } from '../util/isNumeric';\nimport { isScheduler } from '../util/isScheduler';\nexport function timer(dueTime, periodOrScheduler, scheduler) {\n if (dueTime === void 0) {\n dueTime = 0;\n }\n var period = -1;\n if (isNumeric(periodOrScheduler)) {\n period = Number(periodOrScheduler) < 1 && 1 || Number(periodOrScheduler);\n }\n else if (isScheduler(periodOrScheduler)) {\n scheduler = periodOrScheduler;\n }\n if (!isScheduler(scheduler)) {\n scheduler = async;\n }\n return new Observable(function (subscriber) {\n var due = isNumeric(dueTime)\n ? dueTime\n : (+dueTime - scheduler.now());\n return scheduler.schedule(dispatch, due, {\n index: 0, period: period, subscriber: subscriber\n });\n });\n}\nfunction dispatch(state) {\n var index = state.index, period = state.period, subscriber = state.subscriber;\n subscriber.next(index);\n if (subscriber.closed) {\n return;\n }\n else if (period === -1) {\n return subscriber.complete();\n }\n state.index = index + 1;\n this.schedule(state, period);\n}\n//# sourceMappingURL=timer.js.map\n","/** PURE_IMPORTS_START _Observable,_from,_empty PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { from } from './from';\nimport { EMPTY } from './empty';\nexport function using(resourceFactory, observableFactory) {\n return new Observable(function (subscriber) {\n var resource;\n try {\n resource = resourceFactory();\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n var result;\n try {\n result = observableFactory(resource);\n }\n catch (err) {\n subscriber.error(err);\n return undefined;\n }\n var source = result ? from(result) : EMPTY;\n var subscription = source.subscribe(subscriber);\n return function () {\n subscription.unsubscribe();\n if (resource) {\n resource.unsubscribe();\n }\n };\n });\n}\n//# sourceMappingURL=using.js.map\n","/**

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PURE_IMPORTS_START
tslib,_fromArray,_util_isArray,_Subscriber,_OuterSubscriber,_util_subscribeToResult,_.._internal_symbol_iterator
PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { fromArray } from './fromArray';\nimport {
isArray } from '../util/isArray';\nimport { Subscriber } from '../Subscriber';\nimport { OuterSubscriber } from
'../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nimport { iterator as
Symbol_iterator } from '../../internal/symbol/iterator';\nexport function zip() {\n    var observables = [];\n    for (var
_i = 0; _i < arguments.length; _i++) {\n        observables[_i] = arguments[_i];\n    }\n    var resultSelector =
observables[observables.length - 1];\n    if (typeof resultSelector === 'function') {\n        observables.pop();\n    }\n
return fromArray(observables, undefined).lift(new ZipOperator(resultSelector));\n}\nvar ZipOperator =
/*@__PURE__*/ (function () {\n    function ZipOperator(resultSelector) {\n        this.resultSelector =
resultSelector;\n    }\n    ZipOperator.prototype.call = function (subscriber, source) {\n        return
source.subscribe(new ZipSubscriber(subscriber, this.resultSelector));\n    };\n    return ZipOperator;\n}());\nexport {
ZipOperator };\nvar ZipSubscriber = /*@__PURE__*/ (function (_super) {\n    tslib_1.__extends(ZipSubscriber,
_super);\n    function ZipSubscriber(destination, resultSelector, values) {\n        if (values === void 0) {\n
values = Object.create(null);\n        }\n        var _this = _super.call(this, destination) || this;\n        _this.iterators =
[];\n        _this.active = 0;\n        _this.resultSelector = (typeof resultSelector === 'function') ? resultSelector : null;\n
    _this.values = values;\n        return _this;\n    }\n    ZipSubscriber.prototype._next = function (value) {\n        var
iterators = this.iterators;\n        if (isArray(value)) {\n            iterators.push(new StaticArrayIterator(value));\n
}\n        else if (typeof value[Symbol_iterator] === 'function') {\n            iterators.push(new
StaticIterator(value[Symbol_iterator]()));\n        }\n        else {\n            iterators.push(new
ZipBufferIterator(this.destination, this, value));\n        }\n    };\n    ZipSubscriber.prototype._complete = function ()
{\n        var iterators = this.iterators;\n        var len = iterators.length;\n        this.unsubscribe();\n        if (len === 0)
{\n            this.destination.complete();\n            return;\n        }\n        this.active = len;\n        for (var i = 0; i < len;
i++) {\n            var iterator = iterators[i];\n            if (iterator.stillUnsubscribed) {\n                var destination =
this.destination;\n                destination.add(iterator.subscribe(iterator, i));\n            }\n            else {\n
this.active--;\n            }\n        }\n    };\n    ZipSubscriber.prototype.notifyInactive = function () {\n        this.active--
;\n        if (this.active === 0) {\n            this.destination.complete();\n        }\n    };\n
ZipSubscriber.prototype.checkIterators = function () {\n        var iterators = this.iterators;\n        var len =
iterators.length;\n        var destination = this.destination;\n        for (var i = 0; i < len; i++) {\n            var iterator =
iterators[i];\n            if (typeof iterator.hasValue === 'function' && !iterator.hasValue()) {\n                return;\n
}\n        }\n        var shouldComplete = false;\n        var args = [];\n        for (var i = 0; i < len; i++) {\n            var
iterator = iterators[i];\n            var result = iterator.next();\n            if (iterator.hasCompleted()) {\n
shouldComplete = true;\n            }\n            if (result.done) {\n                destination.complete();\n                return;\n
        }\n            args.push(result.value);\n        }\n        if (this.resultSelector) {\n
this._tryresultSelector(args);\n        }\n        else {\n            destination.next(args);\n        }\n        if (shouldComplete)
{\n            destination.complete();\n        }\n    };\n    ZipSubscriber.prototype._tryresultSelector = function (args) {\n
    var result;\n        try {\n            result = this.resultSelector.apply(this, args);\n        }\n        catch (err) {\n
this.destination.error(err);\n            return;\n        }\n        this.destination.next(result);\n    };\n    return
ZipSubscriber;\n}(Subscriber));\nexport { ZipSubscriber };\nvar StaticIterator = /*@__PURE__*/ (function () {\n
function StaticIterator(iterator) {\n        this.iterator = iterator;\n        this.nextResult = iterator.next();\n    }\n
StaticIterator.prototype.hasValue = function () {\n        return true;\n    };\n    StaticIterator.prototype.next = function
() {\n        var result = this.nextResult;\n        this.nextResult = this.iterator.next();\n        return result;\n    };\n
StaticIterator.prototype.hasCompleted = function () {\n        var nextResult = this.nextResult;\n        return
nextResult && nextResult.done;\n    };\n    return StaticIterator;\n}());\nvar StaticArrayIterator = /*@__PURE__*/
(function () {\n    function StaticArrayIterator(array) {\n        this.array = array;\n        this.index = 0;\n
this.length = 0;\n        this.length = array.length;\n    }\n    StaticArrayIterator.prototype[Symbol_iterator] = function
() {\n        return this;\n    };\n    StaticArrayIterator.prototype.next = function (value) {\n        var i = this.index++;\n
    var array = this.array;\n        return i < this.length ? { value: array[i], done: false } : { value: null, done: true };\n
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};\n StaticArrayIterator.prototype.hasValue = function () {\n return this.array.length > this.index;\n };\n StaticArrayIterator.prototype.hasCompleted = function () {\n return this.array.length === this.index;\n };\n return StaticArrayIterator;\n}());\nvar ZipBufferIterator = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(ZipBufferIterator, _super);\n function ZipBufferIterator(destination, parent, observable) {\n var _this = _super.call(this, destination) || this;\n _this.parent = parent;\n _this.observable = observable;\n _this.stillUnsubscribed = true;\n _this.buffer = [];\n _this.isComplete = false;\n return _this;\n }\n ZipBufferIterator.prototype[Symbol_iterator] = function () {\n return this;\n };\n ZipBufferIterator.prototype.next = function () {\n var buffer = this.buffer;\n if (buffer.length === 0 && this.isComplete) {\n return { value: null, done: true };\n }\n else {\n return { value: buffer.shift(), done: false };\n }\n };\n ZipBufferIterator.prototype.hasValue = function () {\n return this.buffer.length > 0;\n };\n ZipBufferIterator.prototype.hasCompleted = function () {\n return this.buffer.length === 0 && this.isComplete;\n };\n ZipBufferIterator.prototype.notifyComplete = function () {\n if (this.buffer.length > 0) {\n this.isComplete = true;\n this.parent.notifyInactive();\n }\n else {\n this.destination.complete();\n }\n };\n ZipBufferIterator.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.buffer.push(innerValue);\n this.parent.checkIterators();\n };\n ZipBufferIterator.prototype.subscribe = function (value, index) {\n return subscribeToResult(this, this.observable, this, index);\n };\n return ZipBufferIterator;\n}(OuterSubscriber));\n//# sourceMappingURL=zip.js.map\n","/** PURE_IMPORTS_START tslib,_util_tryCatch,_util_errorObject,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function audit(durationSelector) {\n return function auditOperatorFunction(source) {\n return source.lift(new AuditOperator(durationSelector));\n };\n}\nvar AuditOperator = /*@__PURE__*/ (function () {\n function AuditOperator(durationSelector) {\n this.durationSelector = durationSelector;\n }\n AuditOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new AuditSubscriber(subscriber, this.durationSelector));\n };\n return AuditOperator;\n}());\nvar AuditSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(AuditSubscriber, _super);\n function AuditSubscriber(destination, durationSelector) {\n var _this = _super.call(this, destination) || this;\n _this.durationSelector = durationSelector;\n _this.hasValue = false;\n return _this;\n }\n AuditSubscriber.prototype._next = function (value) {\n this.value = value;\n this.hasValue = true;\n if (!this.throttled) {\n var duration = tryCatch(this.durationSelector)(value);\n if (duration === errorObject) {\n this.destination.error(errorObject.e);\n }\n else {\n var innerSubscription = subscribeToResult(this, duration);\n if (!innerSubscription || innerSubscription.closed) {\n this.clearThrottle();\n }\n else {\n this.add(this.throttled = innerSubscription);\n }\n }\n }\n };\n AuditSubscriber.prototype.clearThrottle = function () {\n var _a = this, value = _a.value, hasValue = _a.hasValue, throttled = _a.throttled;\n if (throttled) {\n this.remove(throttled);\n this.throttled = null;\n throttled.unsubscribe();\n }\n if (hasValue) {\n this.value = null;\n this.hasValue = false;\n this.destination.next(value);\n }\n };\n AuditSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex) {\n this.clearThrottle();\n };\n AuditSubscriber.prototype.notifyComplete = function () {\n this.clearThrottle();\n };\n return AuditSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=audit.js.map\n","/** PURE_IMPORTS_START _scheduler_async,_audit,_observable_timer PURE_IMPORTS_END */\nimport { async } from '../scheduler/async';\nimport { audit } from './audit';\nimport { timer } from '../observable/timer';\nexport function auditTime(duration, scheduler) {\n if (scheduler === void 0) {\n scheduler = async;\n }\n return audit(function () { return timer(duration, scheduler); });\n}\n//# sourceMappingURL=auditTime.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from

'../util/subscribeToResult';\nexport function buffer(closingNotifier) {\n   return function bufferOperatorFunction(source) {\n   return source.lift(new BufferOperator(closingNotifier));\n   };\n}\nvar BufferOperator = /*@__PURE__*/ (function () {\n   function BufferOperator(closingNotifier) {\n this.closingNotifier = closingNotifier;\n   }\n   BufferOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new BufferSubscriber(subscriber, this.closingNotifier));\n   };\n   return BufferOperator;\n}());\nvar BufferSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(BufferSubscriber, _super);\n   function BufferSubscriber(destination, closingNotifier) {\n   var _this = _super.call(this, destination) || this;\n   _this.buffer = [];\n   _this.add(subscribeToResult(_this, closingNotifier));\n   return _this;\n   }\n   BufferSubscriber.prototype._next = function (value) {\n this.buffer.push(value);\n   };\n   BufferSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n   var buffer = this.buffer;\n   this.buffer = [];\n this.destination.next(buffer);\n   };\n   return BufferSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=buffer.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function bufferCount(bufferSize, startBufferEvery) {\n   if (startBufferEvery === void 0) {\n   startBufferEvery = null;\n   }\n   return function bufferCountOperatorFunction(source) {\n   return source.lift(new BufferCountOperator(bufferSize, startBufferEvery));\n   };\n}\nvar BufferCountOperator = /*@__PURE__*/ (function () {\n   function BufferCountOperator(bufferSize, startBufferEvery) {\n   this.bufferSize = bufferSize;\n   this.startBufferEvery = startBufferEvery;\n   if (!startBufferEvery || bufferSize === startBufferEvery) {\n   this.subscriberClass = BufferCountSubscriber;\n   }\n   else {\n this.subscriberClass = BufferSkipCountSubscriber;\n   }\n   }\n   BufferCountOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new this.subscriberClass(subscriber, this.bufferSize, this.startBufferEvery));\n   };\n   return BufferCountOperator;\n}());\nvar BufferCountSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(BufferCountSubscriber, _super);\n   function BufferCountSubscriber(destination, bufferSize) {\n   var _this = _super.call(this, destination) || this;\n _this.bufferSize = bufferSize;\n   _this.buffer = [];\n   return _this;\n   }\n BufferCountSubscriber.prototype._next = function (value) {\n   var buffer = this.buffer;\n buffer.push(value);\n   if (buffer.length == this.bufferSize) {\n   this.destination.next(buffer);\n this.buffer = [];\n   }\n   };\n   BufferCountSubscriber.prototype._complete = function () {\n   var buffer = this.buffer;\n   if (buffer.length > 0) {\n   this.destination.next(buffer);\n   }\n _super.prototype._complete.call(this);\n   };\n   return BufferCountSubscriber;\n}(Subscriber));\nvar BufferSkipCountSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(BufferSkipCountSubscriber, _super);\n   function BufferSkipCountSubscriber(destination, bufferSize, startBufferEvery) {\n   var _this = _super.call(this, destination) || this;\n   _this.bufferSize = bufferSize;\n   _this.startBufferEvery = startBufferEvery;\n   _this.buffers = [];\n   _this.count = 0;\n return _this;\n   }\n   BufferSkipCountSubscriber.prototype._next = function (value) {\n   var _a = this, bufferSize = _a.bufferSize, startBufferEvery = _a.startBufferEvery, buffers = _a.buffers, count = _a.count;\n this.count++;\n   if (count % startBufferEvery === 0) {\n   buffers.push([]);\n   }\n   for (var i = buffers.length; i--;) {\n   var buffer = buffers[i];\n   buffer.push(value);\n   if (buffer.length === bufferSize) {\n   buffers.splice(i, 1);\n   this.destination.next(buffer);\n   }\n   }\n   };\n BufferSkipCountSubscriber.prototype._complete = function () {\n   var _a = this, buffers = _a.buffers, destination = _a.destination;\n   while (buffers.length > 0) {\n   var buffer = buffers.shift();\n   if (buffer.length > 0) {\n   destination.next(buffer);\n   }\n   }\n   _super.prototype._complete.call(this);\n   };\n return BufferSkipCountSubscriber;\n}(Subscriber));\n//# sourceMappingURL=bufferCount.js.map\n","/** PURE_IMPORTS_START tslib,_scheduler_async,_Subscriber,_util_isScheduler PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { async } from '../scheduler/async';\nimport { Subscriber } from '../Subscriber';\nimport { isScheduler } from '../util/isScheduler';\nexport function bufferTime(bufferTimeSpan) {\n var length = arguments.length;\n   var scheduler = async;\n   if (isScheduler(arguments[arguments.length - 1])) {\n

scheduler = arguments[arguments.length - 1];\n length--;\n }\n var bufferCreationInterval = null;\n if (length >= 2) {\n bufferCreationInterval = arguments[1];\n }\n var maxBufferSize = Number.POSITIVE_INFINITY;\n if (length >= 3) {\n maxBufferSize = arguments[2];\n }\n return function bufferTimeOperatorFunction(source) {\n return source.lift(new BufferTimeOperator(bufferTimeSpan, bufferCreationInterval, maxBufferSize, scheduler));\n };\n}\nvar BufferTimeOperator = /*@__PURE__*/ (function () {\n function BufferTimeOperator(bufferTimeSpan, bufferCreationInterval, maxBufferSize, scheduler) {\n this.bufferTimeSpan = bufferTimeSpan;\n this.bufferCreationInterval = bufferCreationInterval;\n this.maxBufferSize = maxBufferSize;\n this.scheduler = scheduler;\n }\n BufferTimeOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new BufferTimeSubscriber(subscriber, this.bufferTimeSpan, this.bufferCreationInterval, this.maxBufferSize, this.scheduler));\n };\n return BufferTimeOperator;\n}());\nvar Context = /*@__PURE__*/ (function () {\n function Context() {\n this.buffer = [];\n }\n return Context;\n}());\nvar BufferTimeSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(BufferTimeSubscriber, _super);\n function BufferTimeSubscriber(destination, bufferTimeSpan, bufferCreationInterval, maxBufferSize, scheduler) {\n var _this = _super.call(this, destination) || this;\n _this.bufferTimeSpan = bufferTimeSpan;\n _this.bufferCreationInterval = bufferCreationInterval;\n _this.maxBufferSize = maxBufferSize;\n _this.scheduler = scheduler;\n _this.contexts = [];\n var context = _this.openContext();\n _this.timespanOnly = bufferCreationInterval == null || bufferCreationInterval < 0;\n if (_this.timespanOnly) {\n var timeSpanOnlyState = { subscriber: _this, context: context, bufferTimeSpan: bufferTimeSpan };\n _this.add(context.closeAction = scheduler.schedule(dispatchBufferTimeSpanOnly, bufferTimeSpan, timeSpanOnlyState));\n }\n else {\n var closeState = { subscriber: _this, context: context };\n var creationState = { bufferTimeSpan: bufferTimeSpan, bufferCreationInterval: bufferCreationInterval, subscriber: _this, scheduler: scheduler };\n _this.add(context.closeAction = scheduler.schedule(dispatchBufferClose, bufferTimeSpan, closeState));\n _this.add(scheduler.schedule(dispatchBufferCreation, bufferCreationInterval, creationState));\n }\n return _this;\n }\n BufferTimeSubscriber.prototype._next = function (value) {\n var contexts = this.contexts;\n var len = contexts.length;\n var filledBufferContext;\n for (var i = 0; i < len; i++) {\n var context_1 = contexts[i];\n var buffer = context_1.buffer;\n buffer.push(value);\n if (buffer.length == this.maxBufferSize) {\n filledBufferContext = context_1;\n }\n }\n if (filledBufferContext) {\n this.onBufferFull(filledBufferContext);\n }\n };\n BufferTimeSubscriber.prototype._error = function (err) {\n this.contexts.length = 0;\n _super.prototype._error.call(this, err);\n };\n BufferTimeSubscriber.prototype._complete = function () {\n var _a = this, contexts = _a.contexts, destination = _a.destination;\n while (contexts.length > 0) {\n var context_2 = contexts.shift();\n destination.next(context_2.buffer);\n }\n _super.prototype._complete.call(this);\n };\n BufferTimeSubscriber.prototype._unsubscribe = function () {\n this.contexts = null;\n };\n BufferTimeSubscriber.prototype.onBufferFull = function (context) {\n this.closeContext(context);\n var closeAction = context.closeAction;\n closeAction.unsubscribe();\n this.remove(closeAction);\n if (!this.closed && this.timespanOnly) {\n context = this.openContext();\n var bufferTimeSpan = this.bufferTimeSpan;\n var timeSpanOnlyState = { subscriber: this, context: context, bufferTimeSpan: bufferTimeSpan };\n this.add(context.closeAction = this.scheduler.schedule(dispatchBufferTimeSpanOnly, bufferTimeSpan, timeSpanOnlyState));\n }\n };\n BufferTimeSubscriber.prototype.openContext = function () {\n var context = new Context();\n this.contexts.push(context);\n return context;\n };\n BufferTimeSubscriber.prototype.closeContext = function (context) {\n this.destination.next(context.buffer);\n var contexts = this.contexts;\n var spliceIndex = contexts ? contexts.indexOf(context) : -1;\n if (spliceIndex >= 0) {\n contexts.splice(contexts.indexOf(context), 1);\n }\n };\n return BufferTimeSubscriber;\n}(Subscriber));\nfunction dispatchBufferTimeSpanOnly(state) {\n var subscriber = state.subscriber;\n var prevContext = state.context;\n if (prevContext) {\n subscriber.closeContext(prevContext);\n }\n if (!subscriber.closed) {\n state.context = subscriber.openContext();\n state.context.closeAction = this.schedule(state, state.bufferTimeSpan);\n

}\n}\nfunction dispatchBufferCreation(state) {\n var bufferCreationInterval = state.bufferCreationInterval, bufferTimeSpan = state.bufferTimeSpan, subscriber = state.subscriber, scheduler = state.scheduler;\n var context = subscriber.openContext();\n var action = this;\n if (!subscriber.closed) {\n subscriber.add(context.closeAction = scheduler.schedule(dispatchBufferClose, bufferTimeSpan, { subscriber: subscriber, context: context }));\n action.schedule(state, bufferCreationInterval);\n }\n}\nfunction dispatchBufferClose(arg) {\n var subscriber = arg.subscriber, context = arg.context;\n subscriber.closeContext(context);\n}\n//# sourceMappingURL=bufferTime.js.map\n","/** PURE_IMPORTS_START tslib,_Subscription,_util_subscribeToResult,_OuterSubscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscription } from '../Subscription';\nimport { subscribeToResult } from '../util/subscribeToResult';\nimport { OuterSubscriber } from '../OuterSubscriber';\nexport function bufferToggle(openings, closingSelector) {\n return function bufferToggleOperatorFunction(source) {\n return source.lift(new BufferToggleOperator(openings, closingSelector));\n };\n}\nvar BufferToggleOperator = /*@__PURE__*/ (function () {\n function BufferToggleOperator(openings, closingSelector) {\n this.openings = openings;\n this.closingSelector = closingSelector;\n }\n BufferToggleOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new BufferToggleSubscriber(subscriber, this.openings, this.closingSelector));\n };\n return BufferToggleOperator;\n}());\nvar BufferToggleSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(BufferToggleSubscriber, _super);\n function BufferToggleSubscriber(destination, openings, closingSelector) {\n var _this = _super.call(this, destination) || this;\n _this.openings = openings;\n _this.closingSelector = closingSelector;\n _this.contexts = [];\n _this.add(subscribeToResult(_this, openings));\n return _this;\n }\n BufferToggleSubscriber.prototype._next = function (value) {\n var contexts = this.contexts;\n var len = contexts.length;\n for (var i = 0; i < len; i++) {\n contexts[i].buffer.push(value);\n }\n };\n BufferToggleSubscriber.prototype._error = function (err) {\n var contexts = this.contexts;\n while (contexts.length > 0) {\n var context_1 = contexts.shift();\n context_1.subscription.unsubscribe();\n context_1.buffer = null;\n context_1.subscription = null;\n }\n this.contexts = null;\n _super.prototype._error.call(this, err);\n };\n BufferToggleSubscriber.prototype._complete = function () {\n var contexts = this.contexts;\n while (contexts.length > 0) {\n var context_2 = contexts.shift();\n this.destination.next(context_2.buffer);\n context_2.subscription.unsubscribe();\n context_2.buffer = null;\n context_2.subscription = null;\n }\n this.contexts = null;\n _super.prototype._complete.call(this);\n };\n BufferToggleSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n outerValue ? this.closeBuffer(outerValue) : this.openBuffer(innerValue);\n };\n BufferToggleSubscriber.prototype.notifyComplete = function (innerSub) {\n this.closeBuffer(innerSub.context);\n };\n BufferToggleSubscriber.prototype.openBuffer = function (value) {\n try {\n var closingSelector = this.closingSelector;\n var closingNotifier = closingSelector.call(this, value);\n if (closingNotifier) {\n this.trySubscribe(closingNotifier);\n }\n }\n catch (err) {\n this._error(err);\n }\n };\n BufferToggleSubscriber.prototype.closeBuffer = function (context) {\n var contexts = this.contexts;\n if (contexts && context) {\n var buffer = context.buffer, subscription = context.subscription;\n this.destination.next(buffer);\n contexts.splice(contexts.indexOf(context), 1);\n this.remove(subscription);\n subscription.unsubscribe();\n }\n };\n BufferToggleSubscriber.prototype.trySubscribe = function (closingNotifier) {\n var contexts = this.contexts;\n var buffer = [];\n var subscription = new Subscription();\n var context = { buffer: buffer, subscription: subscription };\n contexts.push(context);\n var innerSubscription = subscribeToResult(this, closingNotifier, context);\n if (!innerSubscription || innerSubscription.closed) {\n this.closeBuffer(context);\n }\n else {\n innerSubscription.context = context;\n this.add(innerSubscription);\n subscription.add(innerSubscription);\n }\n };\n return BufferToggleSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=bufferToggle.js.map\n","/** PURE_IMPORTS_START tslib,_Subscription,_util_tryCatch,_util_errorObject,_OuterSubscriber,_util_subscribeToResult

PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscription } from '../Subscription';\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function bufferWhen(closingSelector) {\n return function (source) {\n return source.lift(new BufferWhenOperator(closingSelector));\n };\n}\nvar BufferWhenOperator = /*@__PURE__*/ (function () {\n function BufferWhenOperator(closingSelector) {\n   this.closingSelector = closingSelector;\n }\n BufferWhenOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new BufferWhenSubscriber(subscriber, this.closingSelector));\n };\n return BufferWhenOperator;\n}());\nvar BufferWhenSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(BufferWhenSubscriber, _super);\n function BufferWhenSubscriber(destination, closingSelector) {\n   var _this = _super.call(this, destination) || this;\n   _this.closingSelector = closingSelector;\n _this.subscribing = false;\n   _this.openBuffer();\n   return _this;\n }\n BufferWhenSubscriber.prototype._next = function (value) {\n   this.buffer.push(value);\n };\n BufferWhenSubscriber.prototype._complete = function () {\n   var buffer = this.buffer;\n   if (buffer) {\n this.destination.next(buffer);\n   }\n   _super.prototype._complete.call(this);\n };\n BufferWhenSubscriber.prototype._unsubscribe = function () {\n   this.buffer = null;\n   this.subscribing = false;\n };\n BufferWhenSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n   this.openBuffer();\n };\n BufferWhenSubscriber.prototype.notifyComplete = function () {\n   if (this.subscribing) {\n   this.complete();\n   }\n   else {\n   this.openBuffer();\n }\n };\n BufferWhenSubscriber.prototype.openBuffer = function () {\n   var closingSubscription = this.closingSubscription;\n   if (closingSubscription) {\n   this.remove(closingSubscription);\n closingSubscription.unsubscribe();\n   }\n   var buffer = this.buffer;\n   if (this.buffer) {\n this.destination.next(buffer);\n   }\n   this.buffer = [];\n   var closingNotifier = tryCatch(this.closingSelector)();\n   if (closingNotifier === errorObject) {\n   this.error(errorObject.e);\n }\n   else {\n   closingSubscription = new Subscription();\n   this.closingSubscription = closingSubscription;\n   this.add(closingSubscription);\n   this.subscribing = true;\n closingSubscription.add(subscribeToResult(this, closingNotifier));\n   this.subscribing = false;\n   }\n };\n return BufferWhenSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=bufferWhen.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_InnerSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { InnerSubscriber } from '../InnerSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function catchError(selector) {\n return function catchErrorOperatorFunction(source) {\n   var operator = new CatchOperator(selector);\n   var caught = source.lift(operator);\n   return (operator.caught = caught);\n };\n}\nvar CatchOperator = /*@__PURE__*/ (function () {\n function CatchOperator(selector) {\n   this.selector = selector;\n }\n CatchOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new CatchSubscriber(subscriber, this.selector, this.caught));\n };\n return CatchOperator;\n}());\nvar CatchSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(CatchSubscriber, _super);\n function CatchSubscriber(destination, selector, caught) {\n   var _this = _super.call(this, destination) || this;\n _this.selector = selector;\n   _this.caught = caught;\n   return _this;\n }\n CatchSubscriber.prototype.error = function (err) {\n   if (!this.isStopped) {\n   var result = void 0;\n   try {\n   result = this.selector(err, this.caught);\n   }\n   catch (err2) {\n   _super.prototype.error.call(this, err2);\n   return;\n   }\n   this._unsubscribeAndRecycle();\n   var innerSubscriber = new InnerSubscriber(this, undefined, undefined);\n   this.add(innerSubscriber);\n   subscribeToResult(this, result, undefined, undefined, innerSubscriber);\n   }\n };\n return CatchSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=catchError.js.map\n","/** PURE_IMPORTS_START _observable_combineLatest PURE_IMPORTS_END */\nimport { CombineLatestOperator } from '../observable/combineLatest';\nexport function combineAll(project) {\n return function (source) { return source.lift(new

CombineLatestOperator(project)); };\n}\n//# sourceMappingURL=combineAll.js.map\n","/** PURE_IMPORTS_START _util_isArray,_observable_combineLatest,_observable_from PURE_IMPORTS_END */\nimport { isArray } from '../util/isArray';\nimport { CombineLatestOperator } from '../observable/combineLatest';\nimport { from } from '../observable/from';\nvar none = {};\nexport function combineLatest() {\n var observables = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n observables[_i] = arguments[_i];\n }\n var project = null;\n if (typeof observables[observables.length - 1] === 'function') {\n project = observables.pop();\n }\n if (observables.length === 1 && isArray(observables[0])) {\n observables = observables[0].slice();\n }\n return function (source) { return source.lift.call(from([source].concat(observables)), new CombineLatestOperator(project)); };\n}\n//# sourceMappingURL=combineLatest.js.map\n","/** PURE_IMPORTS_START _observable_concat PURE_IMPORTS_END */\nimport { concat as concatStatic } from '../observable/concat';\nexport function concat() {\n var observables = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n observables[_i] = arguments[_i];\n }\n return function (source) { return source.lift.call(concatStatic.apply(void 0, [source].concat(observables))); };\n}\n//# sourceMappingURL=concat.js.map\n","/** PURE_IMPORTS_START _mergeAll PURE_IMPORTS_END */\nimport { mergeAll } from './mergeAll';\nexport function concatAll() {\n return mergeAll(1);\n}\n//# sourceMappingURL=concatAll.js.map\n","/** PURE_IMPORTS_START _mergeMap PURE_IMPORTS_END */\nimport { mergeMap } from './mergeMap';\nexport function concatMap(project, resultSelector) {\n return mergeMap(project, resultSelector, 1);\n}\n//# sourceMappingURL=concatMap.js.map\n","/** PURE_IMPORTS_START _concatMap PURE_IMPORTS_END */\nimport { concatMap } from './concatMap';\nexport function concatMapTo(innerObservable, resultSelector) {\n return concatMap(function () { return innerObservable; }, resultSelector);\n}\n//# sourceMappingURL=concatMapTo.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function count(predicate) {\n return function (source) { return source.lift(new CountOperator(predicate, source)); };\n}\nvar CountOperator = /*@__PURE__*/ (function () {\n function CountOperator(predicate, source) {\n this.predicate = predicate;\n this.source = source;\n }\n CountOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new CountSubscriber(subscriber, this.predicate, this.source));\n };\n return CountOperator;\n}());\nvar CountSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(CountSubscriber, _super);\n function CountSubscriber(destination, predicate, source) {\n var _this = _super.call(this, destination) || this;\n _this.predicate = predicate;\n _this.source = source;\n _this.count = 0;\n _this.index = 0;\n return _this;\n }\n CountSubscriber.prototype._next = function (value) {\n if (this.predicate) {\n this._tryPredicate(value);\n }\n else {\n this.count++;\n }\n };\n CountSubscriber.prototype._tryPredicate = function (value) {\n var result;\n try {\n result = this.predicate(value, this.index++, this.source);\n }\n catch (err) {\n this.destination.error(err);\n return;\n }\n if (result) {\n this.count++;\n }\n };\n CountSubscriber.prototype._complete = function () {\n this.destination.next(this.count);\n this.destination.complete();\n };\n return CountSubscriber;\n}(Subscriber));\n//# sourceMappingURL=count.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function debounce(durationSelector) {\n return function (source) { return source.lift(new DebounceOperator(durationSelector)); };\n}\nvar DebounceOperator = /*@__PURE__*/ (function () {\n function DebounceOperator(durationSelector) {\n this.durationSelector = durationSelector;\n }\n DebounceOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new DebounceSubscriber(subscriber, this.durationSelector));\n };\n return DebounceOperator;\n}());\nvar DebounceSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(DebounceSubscriber, _super);\n function DebounceSubscriber(destination, durationSelector) {\n var _this = _super.call(this, destination) || this;\n _this.durationSelector = durationSelector;\n _this.hasValue = false;\n _this.durationSubscription

= null;\n return _this;\n }\n DebounceSubscriber.prototype._next = function (value) {\n try {\n
var result = this.durationSelector.call(this, value);\n if (result) {\n this._tryNext(value, result);\n
}\n }\n catch (err) {\n this.destination.error(err);\n }\n };\n
DebounceSubscriber.prototype._complete = function () {\n this.emitValue();\n
this.destination.complete();\n };\n DebounceSubscriber.prototype._tryNext = function (value, duration) {\n
var subscription = this.durationSubscription;\n this.value = value;\n this.hasValue = true;\n if
(subscription) {\n subscription.unsubscribe();\n this.remove(subscription);\n }\n subscription
= subscribeToResult(this, duration);\n if (subscription && !subscription.closed) {\n
this.add(this.durationSubscription = subscription);\n }\n };\n DebounceSubscriber.prototype.notifyNext =
function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.emitValue();\n };\n
DebounceSubscriber.prototype.notifyComplete = function () {\n this.emitValue();\n };\n
DebounceSubscriber.prototype.emitValue = function () {\n if (this.hasValue) {\n var value = this.value;\n
var subscription = this.durationSubscription;\n if (subscription) {\n this.durationSubscription
= null;\n subscription.unsubscribe();\n this.remove(subscription);\n }\n this.value =
null;\n this.hasValue = false;\n _super.prototype._next.call(this, value);\n }\n };\n return
DebounceSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=debounce.js.map\n","/**
PURE_IMPORTS_START tslib,_Subscriber,_scheduler_async PURE_IMPORTS_END */\nimport * as tslib_1
from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { async } from '../scheduler/async';\nexport
function debounceTime(dueTime, scheduler) {\n if (scheduler === void 0) {\n scheduler = async;\n }\n
return function (source) { return source.lift(new DebounceTimeOperator(dueTime, scheduler)); };\n}\nvar
DebounceTimeOperator = /*@__PURE__*/ (function () {\n function DebounceTimeOperator(dueTime,
scheduler) {\n this.dueTime = dueTime;\n this.scheduler = scheduler;\n }\n
DebounceTimeOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new
DebounceTimeSubscriber(subscriber, this.dueTime, this.scheduler));\n };\n return
DebounceTimeOperator;\n}());\nvar DebounceTimeSubscriber = /*@__PURE__*/ (function (_super) {\n
tslib_1.__extends(DebounceTimeSubscriber, _super);\n function DebounceTimeSubscriber(destination, dueTime,
scheduler) {\n var _this = _super.call(this, destination) || this;\n _this.dueTime = dueTime;\n
_this.scheduler = scheduler;\n _this.debouncedSubscription = null;\n _this.lastValue = null;\n
_this.hasValue = false;\n return _this;\n }\n DebounceTimeSubscriber.prototype._next = function (value)
{\n this.clearDebounce();\n this.lastValue = value;\n this.hasValue = true;\n
this.add(this.debouncedSubscription = this.scheduler.schedule(dispatchNext, this.dueTime, this));\n };\n
DebounceTimeSubscriber.prototype._complete = function () {\n this.debouncedNext();\n
this.destination.complete();\n };\n DebounceTimeSubscriber.prototype.debouncedNext = function () {\n
this.clearDebounce();\n if (this.hasValue) {\n var lastValue = this.lastValue;\n this.lastValue =
null;\n this.hasValue = false;\n this.destination.next(lastValue);\n }\n };\n
DebounceTimeSubscriber.prototype.clearDebounce = function () {\n var debouncedSubscription =
this.debouncedSubscription;\n if (debouncedSubscription !== null) {\n
this.remove(debouncedSubscription);\n debouncedSubscription.unsubscribe();\n
this.debouncedSubscription = null;\n }\n };\n return DebounceTimeSubscriber;\n}(Subscriber));\nfunction
dispatchNext(subscriber) {\n subscriber.debouncedNext();\n}\n//#
sourceMappingURL=debounceTime.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber
PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport
function defaultIfEmpty(defaultValue) {\n if (defaultValue === void 0) {\n defaultValue = null;\n }\n
return function (source) { return source.lift(new DefaultIfEmptyOperator(defaultValue)); };\n}\nvar
DefaultIfEmptyOperator = /*@__PURE__*/ (function () {\n function DefaultIfEmptyOperator(defaultValue) {\n
this.defaultValue = defaultValue;\n }\n DefaultIfEmptyOperator.prototype.call = function (subscriber, source)
{\n return source.subscribe(new DefaultIfEmptySubscriber(subscriber, this.defaultValue));\n };\n return
DefaultIfEmptyOperator;\n}());\nvar DefaultIfEmptySubscriber = /*@__PURE__*/ (function (_super) {\n

tslib_1.__extends(DefaultIfEmptySubscriber, _super);\n   function DefaultIfEmptySubscriber(destination, defaultValue) {\n   var _this = _super.call(this, destination) || this;\n   _this.defaultValue = defaultValue;\n _this.isEmpty = true;\n   return _this;\n   }\n   DefaultIfEmptySubscriber.prototype._next = function (value) {\n   this.isEmpty = false;\n   this.destination.next(value);\n   };\n   DefaultIfEmptySubscriber.prototype._complete = function () {\n   if (this.isEmpty) {\n   this.destination.next(this.defaultValue);\n   }\n this.destination.complete();\n   };\n   return DefaultIfEmptySubscriber;\n}(Subscriber));\n//# sourceMappingURL=defaultIfEmpty.js.map\n","/** PURE_IMPORTS_START tslib,_scheduler_async,_util_isDate,_Subscriber,_Notification PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { async } from '../scheduler/async';\nimport { isDate } from '../util/isDate';\nimport { Subscriber } from '../Subscriber';\nimport { Notification } from '../Notification';\nexport function delay(delay, scheduler) {\n   if (scheduler === void 0) {\n   scheduler = async;\n   }\n   var absoluteDelay = isDate(delay);\n   var delayFor = absoluteDelay ? (+delay - scheduler.now()) : Math.abs(delay);\n   return function (source) { return source.lift(new DelayOperator(delayFor, scheduler)); };\n}\nvar DelayOperator = /*@__PURE__*/ (function () {\n   function DelayOperator(delay, scheduler) {\n   this.delay = delay;\n   this.scheduler = scheduler;\n   }\n DelayOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new DelaySubscriber(subscriber, this.delay, this.scheduler));\n   };\n   return DelayOperator;\n}());\nvar DelaySubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(DelaySubscriber, _super);\n function DelaySubscriber(destination, delay, scheduler) {\n   var _this = _super.call(this, destination) || this;\n _this.delay = delay;\n   _this.scheduler = scheduler;\n   _this.queue = [];\n   _this.active = false;\n _this.errored = false;\n   return _this;\n   }\n   DelaySubscriber.dispatch = function (state) {\n   var source = state.source;\n   var queue = source.queue;\n   var scheduler = state.scheduler;\n   var destination = state.destination;\n   while (queue.length > 0 && (queue[0].time - scheduler.now()) <= 0) {\n queue.shift().notification.observe(destination);\n   }\n   if (queue.length > 0) {\n   var delay_1 = Math.max(0, queue[0].time - scheduler.now());\n   this.schedule(state, delay_1);\n   }\n   else {\n this.unsubscribe();\n   source.active = false;\n   }\n   };\n   DelaySubscriber.prototype._schedule = function (scheduler) {\n   this.active = true;\n   var destination = this.destination;\n destination.add(scheduler.schedule(DelaySubscriber.dispatch, this.delay, {\n   source: this, destination: this.destination, scheduler: scheduler\n   }));\n   };\n   DelaySubscriber.prototype.scheduleNotification = function (notification) {\n   if (this.errored === true) {\n   return;\n   }\n   var scheduler = this.scheduler;\n   var message = new DelayMessage(scheduler.now() + this.delay, notification);\n this.queue.push(message);\n   if (this.active === false) {\n   this._schedule(scheduler);\n   }\n   };\n DelaySubscriber.prototype._next = function (value) {\n this.scheduleNotification(Notification.createNext(value));\n   };\n   DelaySubscriber.prototype._error = function (err) {\n   this.errored = true;\n   this.queue = [];\n   this.destination.error(err);\n   this.unsubscribe();\n   };\n   DelaySubscriber.prototype._complete = function () {\n this.scheduleNotification(Notification.createComplete());\n   this.unsubscribe();\n   };\n   return DelaySubscriber;\n}(Subscriber));\nvar DelayMessage = /*@__PURE__*/ (function () {\n   function DelayMessage(time, notification) {\n   this.time = time;\n   this.notification = notification;\n   }\n   return DelayMessage;\n}());\n//# sourceMappingURL=delay.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_Observable,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { Observable } from '../Observable';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function delayWhen(delayDurationSelector, subscriptionDelay) {\n   if (subscriptionDelay) {\n   return function (source) {\n   return new SubscriptionDelayObservable(source, subscriptionDelay)\n   .lift(new DelayWhenOperator(delayDurationSelector));\n   };\n   }\n   return function (source) { return source.lift(new DelayWhenOperator(delayDurationSelector)); };\n}\nvar DelayWhenOperator = /*@__PURE__*/ (function () {\n   function DelayWhenOperator(delayDurationSelector) {\n   this.delayDurationSelector = delayDurationSelector;\n   }\n   DelayWhenOperator.prototype.call =

function (subscriber, source) {\n return source.subscribe(new DelayWhenSubscriber(subscriber, this.delayDurationSelector));\n };\n return DelayWhenOperator;\n}());\nvar DelayWhenSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(DelayWhenSubscriber, _super);\n function DelayWhenSubscriber(destination, delayDurationSelector) {\n var _this = _super.call(this, destination) || this;\n _this.delayDurationSelector = delayDurationSelector;\n _this.completed = false;\n _this.delayNotifierSubscriptions = [];\n _this.index = 0;\n return _this;\n }\n DelayWhenSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.destination.next(outerValue);\n this.removeSubscription(innerSub);\n this.tryComplete();\n };\n DelayWhenSubscriber.prototype.notifyError = function (error, innerSub) {\n this._error(error);\n };\n DelayWhenSubscriber.prototype.notifyComplete = function (innerSub) {\n var value = this.removeSubscription(innerSub);\n if (value) {\n this.destination.next(value);\n }\n this.tryComplete();\n };\n DelayWhenSubscriber.prototype._next = function (value) {\n var index = this.index++;\n try {\n var delayNotifier = this.delayDurationSelector(value, index);\n if (delayNotifier) {\n this.tryDelay(delayNotifier, value);\n }\n }\n catch (err) {\n this.destination.error(err);\n }\n };\n DelayWhenSubscriber.prototype._complete = function () {\n this.completed = true;\n this.tryComplete();\n this.unsubscribe();\n };\n DelayWhenSubscriber.prototype.removeSubscription = function (subscription) {\n subscription.unsubscribe();\n var subscriptionIdx = this.delayNotifierSubscriptions.indexOf(subscription);\n if (subscriptionIdx !== -1) {\n this.delayNotifierSubscriptions.splice(subscriptionIdx, 1);\n }\n return subscription.outerValue;\n };\n DelayWhenSubscriber.prototype.tryDelay = function (delayNotifier, value) {\n var notifierSubscription = subscribeToResult(this, delayNotifier, value);\n if (notifierSubscription && !notifierSubscription.closed) {\n var destination = this.destination;\n destination.add(notifierSubscription);\n this.delayNotifierSubscriptions.push(notifierSubscription);\n }\n };\n DelayWhenSubscriber.prototype.tryComplete = function () {\n if (this.completed && this.delayNotifierSubscriptions.length === 0) {\n this.destination.complete();\n }\n };\n return DelayWhenSubscriber;\n}(OuterSubscriber));\nvar SubscriptionDelayObservable = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SubscriptionDelayObservable, _super);\n function SubscriptionDelayObservable(source, subscriptionDelay) {\n var _this = _super.call(this) || this;\n _this.source = source;\n _this.subscriptionDelay = subscriptionDelay;\n return _this;\n }\n SubscriptionDelayObservable.prototype._subscribe = function (subscriber) {\n this.subscriptionDelay.subscribe(new SubscriptionDelaySubscriber(subscriber, this.source));\n };\n return SubscriptionDelayObservable;\n}(Observable));\nvar SubscriptionDelaySubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SubscriptionDelaySubscriber, _super);\n function SubscriptionDelaySubscriber(parent, source) {\n var _this = _super.call(this) || this;\n _this.parent = parent;\n _this.source = source;\n _this.sourceSubscribed = false;\n return _this;\n }\n SubscriptionDelaySubscriber.prototype._next = function (unused) {\n this.subscribeToSource();\n };\n SubscriptionDelaySubscriber.prototype._error = function (err) {\n this.unsubscribe();\n this.parent.error(err);\n };\n SubscriptionDelaySubscriber.prototype._complete = function () {\n this.unsubscribe();\n this.subscribeToSource();\n };\n SubscriptionDelaySubscriber.prototype.subscribeToSource = function () {\n if (!this.sourceSubscribed) {\n this.sourceSubscribed = true;\n this.unsubscribe();\n this.source.subscribe(this.parent);\n }\n };\n return SubscriptionDelaySubscriber;\n}(Subscriber));\n//# sourceMappingURL=delayWhen.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function dematerialize() {\n return function dematerializeOperatorFunction(source) {\n return source.lift(new DeMaterializeOperator());\n };\n}\nvar DeMaterializeOperator = /*@__PURE__*/ (function () {\n function DeMaterializeOperator() {\n }\n DeMaterializeOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new DeMaterializeSubscriber(subscriber));\n };\n return DeMaterializeOperator;\n}());\nvar DeMaterializeSubscriber

= /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(DeMaterializeSubscriber, _super);\n   function DeMaterializeSubscriber(destination) {\n   return _super.call(this, destination) || this;\n   }\n DeMaterializeSubscriber.prototype._next = function (value) {\n   value.observe(this.destination);\n   };\n   return DeMaterializeSubscriber;\n}(Subscriber));\n//# sourceMappingURL=dematerialize.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function distinct(keySelector, flushes) {\n   return function (source) { return source.lift(new DistinctOperator(keySelector, flushes)); };\n}\nvar DistinctOperator = /*@__PURE__*/ (function () {\n   function DistinctOperator(keySelector, flushes) {\n   this.keySelector = keySelector;\n   this.flushes = flushes;\n   }\n   DistinctOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new DistinctSubscriber(subscriber, this.keySelector, this.flushes));\n   };\n   return DistinctOperator;\n}());\nvar DistinctSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(DistinctSubscriber, _super);\n   function DistinctSubscriber(destination, keySelector, flushes) {\n   var _this = _super.call(this, destination) || this;\n   _this.keySelector = keySelector;\n   _this.values = new Set();\n   if (flushes) {\n   _this.add(subscribeToResult(_this, flushes));\n   }\n   return _this;\n   }\n DistinctSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n   this.values.clear();\n   };\n   DistinctSubscriber.prototype.notifyError = function (error, innerSub) {\n this._error(error);\n   };\n   DistinctSubscriber.prototype._next = function (value) {\n   if (this.keySelector) {\n   this._useKeySelector(value);\n   }\n   else {\n   this._finalizeNext(value, value);\n   }\n   };\n DistinctSubscriber.prototype._useKeySelector = function (value) {\n   var key;\n   var destination = this.destination;\n   try {\n   key = this.keySelector(value);\n   }\n   catch (err) {\n destination.error(err);\n   return;\n   }\n   this._finalizeNext(key, value);\n   };\n DistinctSubscriber.prototype._finalizeNext = function (key, value) {\n   var values = this.values;\n   if (!values.has(key)) {\n   values.add(key);\n   this.destination.next(value);\n   }\n   };\n   return DistinctSubscriber;\n}(OuterSubscriber));\nexport { DistinctSubscriber };\n//# sourceMappingURL=distinct.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_util_tryCatch,_util_errorObject PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nexport function distinctUntilChanged(compare, keySelector) {\n   return function (source) { return source.lift(new DistinctUntilChangedOperator(compare, keySelector)); };\n}\nvar DistinctUntilChangedOperator = /*@__PURE__*/ (function () {\n   function DistinctUntilChangedOperator(compare, keySelector) {\n   this.compare = compare;\n   this.keySelector = keySelector;\n   }\n   DistinctUntilChangedOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new DistinctUntilChangedSubscriber(subscriber, this.compare, this.keySelector));\n   };\n   return DistinctUntilChangedOperator;\n}());\nvar DistinctUntilChangedSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(DistinctUntilChangedSubscriber, _super);\n   function DistinctUntilChangedSubscriber(destination, compare, keySelector) {\n   var _this = _super.call(this, destination) || this;\n   _this.keySelector = keySelector;\n   _this.hasKey = false;\n   if (typeof compare === 'function') {\n   _this.compare = compare;\n   }\n   return _this;\n   }\n DistinctUntilChangedSubscriber.prototype.compare = function (x, y) {\n   return x === y;\n   };\n DistinctUntilChangedSubscriber.prototype._next = function (value) {\n   var keySelector = this.keySelector;\n var key = value;\n   if (keySelector) {\n   key = tryCatch(this.keySelector)(value);\n   if (key === errorObject) {\n   return this.destination.error(errorObject.e);\n   }\n   }\n   var result = false;\n   if (this.hasKey) {\n   result = tryCatch(this.compare)(this.key, key);\n   if (result === errorObject) {\n   return this.destination.error(errorObject.e);\n   }\n   }\n   else {\n   this.hasKey = true;\n   }\n   if (Boolean(result) === false) {\n   this.key = key;\n   this.destination.next(value);\n   }\n   };\n   return DistinctUntilChangedSubscriber;\n}(Subscriber));\n//# sourceMappingURL=distinctUntilChanged.js.map\n","/** PURE_IMPORTS_START _distinctUntilChanged

PURE_IMPORTS_END */\nimport { distinctUntilChanged } from './distinctUntilChanged';\nexport function distinctUntilKeyChanged(key, compare) {\n   return distinctUntilChanged(function (x, y) { return compare ? compare(x[key], y[key]) : x[key] === y[key]; });\n}\n//# sourceMappingURL=distinctUntilKeyChanged.js.map\n","/** PURE_IMPORTS_START _util_ArgumentOutOfRangeError,_filter,_throwIfEmpty,_defaultIfEmpty,_take PURE_IMPORTS_END */\nimport { ArgumentOutOfRangeError } from '../util/ArgumentOutOfRangeError';\nimport { filter } from './filter';\nimport { throwIfEmpty } from './throwIfEmpty';\nimport { defaultIfEmpty } from './defaultIfEmpty';\nimport { take } from './take';\nexport function elementAt(index, defaultValue) {\n   if (index < 0) {\n   throw new ArgumentOutOfRangeError();\n   }\n   var hasDefaultValue = arguments.length >= 2;\n   return function (source) {\n   return source.pipe(filter(function (v, i) { return i === index; }), take(1), hasDefaultValue\n   ? defaultIfEmpty(defaultValue)\n   : throwIfEmpty(function () { return new ArgumentOutOfRangeError(); }));\n   };\n}\n//# sourceMappingURL=elementAt.js.map\n","/** PURE_IMPORTS_START _observable_fromArray,_observable_scalar,_observable_empty,_observable_concat,_util_isScheduler PURE_IMPORTS_END */\nimport { fromArray } from '../observable/fromArray';\nimport { scalar } from '../observable/scalar';\nimport { empty } from '../observable/empty';\nimport { concat as concatStatic } from '../observable/concat';\nimport { isScheduler } from '../util/isScheduler';\nexport function endWith() {\n   var array = [];\n   for (var _i = 0; _i < arguments.length; _i++) {\n   array[_i] = arguments[_i];\n   }\n   return function (source) {\n   var scheduler = array[array.length - 1];\n   if (isScheduler(scheduler)) {\n   array.pop();\n   }\n   else {\n   scheduler = null;\n   }\n   var len = array.length;\n   if (len === 1 && !scheduler) {\n   return concatStatic(source, scalar(array[0]));\n   }\n   else if (len > 0) {\n   return concatStatic(source, fromArray(array, scheduler));\n   }\n   else {\n   return concatStatic(source, empty(scheduler));\n   }\n   };\n}\n//# sourceMappingURL=endWith.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function every(predicate, thisArg) {\n   return function (source) { return source.lift(new EveryOperator(predicate, thisArg, source)); };\n}\nvar EveryOperator = /*@__PURE__*/ (function () {\n   function EveryOperator(predicate, thisArg, source) {\n   this.predicate = predicate;\n   this.thisArg = thisArg;\n   this.source = source;\n   }\n   EveryOperator.prototype.call = function (observer, source) {\n   return source.subscribe(new EverySubscriber(observer, this.predicate, this.thisArg, this.source));\n   };\n   return EveryOperator;\n}());\nvar EverySubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(EverySubscriber, _super);\n   function EverySubscriber(destination, predicate, thisArg, source) {\n   var _this = _super.call(this, destination) || this;\n   _this.predicate = predicate;\n   _this.thisArg = thisArg;\n   _this.source = source;\n   _this.index = 0;\n   _this.thisArg = thisArg || _this;\n   return _this;\n   }\n   EverySubscriber.prototype.notifyComplete = function (everyValueMatch) {\n   this.destination.next(everyValueMatch);\n   this.destination.complete();\n   };\n   EverySubscriber.prototype._next = function (value) {\n   var result = false;\n   try {\n   result = this.predicate.call(this.thisArg, value, this.index++, this.source);\n   }\n   catch (err) {\n   this.destination.error(err);\n   return;\n   }\n   if (!result) {\n   this.notifyComplete(false);\n   }\n   };\n   EverySubscriber.prototype._complete = function () {\n   this.notifyComplete(true);\n   };\n   return EverySubscriber;\n}(Subscriber));\n//# sourceMappingURL=every.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function exhaust() {\n   return function (source) { return source.lift(new SwitchFirstOperator()); };\n}\nvar SwitchFirstOperator = /*@__PURE__*/ (function () {\n   function SwitchFirstOperator() {\n   }\n   SwitchFirstOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new SwitchFirstSubscriber(subscriber));\n   };\n   return SwitchFirstOperator;\n}());\nvar SwitchFirstSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(SwitchFirstSubscriber, _super);\n   function SwitchFirstSubscriber(destination) {\n   var _this = _super.call(this, destination) || this;\n   _this.hasCompleted = false;\n   _this.hasSubscription = false;\n   return _this;\n   }\n

SwitchFirstSubscriber.prototype._next = function (value) {\n if (!this.hasSubscription) {\n this.hasSubscription = true;\n this.add(subscribeToResult(this, value));\n }\n };\n SwitchFirstSubscriber.prototype._complete = function () {\n this.hasCompleted = true;\n if (!this.hasSubscription) {\n this.destination.complete();\n }\n };\n SwitchFirstSubscriber.prototype.notifyComplete = function (innerSub) {\n this.remove(innerSub);\n this.hasSubscription = false;\n if (this.hasCompleted) {\n this.destination.complete();\n }\n };\n return SwitchFirstSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=exhaust.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_InnerSubscriber,_util_subscribeToResult,_map,_observable_from PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { InnerSubscriber } from '../InnerSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nimport { map } from './map';\nimport { from } from '../observable/from';\nexport function exhaustMap(project, resultSelector) {\n if (resultSelector) {\n return function (source) { return source.pipe(exhaustMap(function (a, i) { return from(project(a, i)).pipe(map(function (b, ii) { return resultSelector(a, b, i, ii); })); })); };\n }\n return function (source) {\n return source.lift(new ExhauseMapOperator(project));\n };\n}\nvar ExhauseMapOperator = /*@__PURE__*/ (function () {\n function ExhauseMapOperator(project) {\n this.project = project;\n }\n ExhauseMapOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new ExhaustMapSubscriber(subscriber, this.project));\n };\n return ExhauseMapOperator;\n}());\nvar ExhaustMapSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(ExhaustMapSubscriber, _super);\n function ExhaustMapSubscriber(destination, project) {\n var _this = _super.call(this, destination) || this;\n _this.project = project;\n _this.hasSubscription = false;\n _this.hasCompleted = false;\n _this.index = 0;\n return _this;\n }\n ExhaustMapSubscriber.prototype._next = function (value) {\n if (!this.hasSubscription) {\n this.tryNext(value);\n }\n };\n ExhaustMapSubscriber.prototype.tryNext = function (value) {\n var result;\n var index = this.index++;\n try {\n result = this.project(value, index);\n }\n catch (err) {\n this.destination.error(err);\n return;\n }\n this.hasSubscription = true;\n this._innerSub(result, value, index);\n };\n ExhaustMapSubscriber.prototype._innerSub = function (result, value, index) {\n var innerSubscriber = new InnerSubscriber(this, undefined, undefined);\n var destination = this.destination;\n destination.add(innerSubscriber);\n subscribeToResult(this, result, value, index, innerSubscriber);\n };\n ExhaustMapSubscriber.prototype._complete = function () {\n this.hasCompleted = true;\n if (!this.hasSubscription) {\n this.destination.complete();\n }\n this.unsubscribe();\n };\n ExhaustMapSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.destination.next(innerValue);\n };\n ExhaustMapSubscriber.prototype.notifyError = function (err) {\n this.destination.error(err);\n };\n ExhaustMapSubscriber.prototype.notifyComplete = function (innerSub) {\n var destination = this.destination;\n destination.remove(innerSub);\n this.hasSubscription = false;\n if (this.hasCompleted) {\n this.destination.complete();\n }\n };\n return ExhaustMapSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=exhaustMap.js.map\n","/** PURE_IMPORTS_START tslib,_util_tryCatch,_util_errorObject,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function expand(project, concurrent, scheduler) {\n if (concurrent === void 0) {\n concurrent = Number.POSITIVE_INFINITY;\n }\n if (scheduler === void 0) {\n scheduler = undefined;\n }\n concurrent = (concurrent || 0) < 1 ? Number.POSITIVE_INFINITY : concurrent;\n return function (source) { return source.lift(new ExpandOperator(project, concurrent, scheduler)); };\n}\nvar ExpandOperator = /*@__PURE__*/ (function () {\n function ExpandOperator(project, concurrent, scheduler) {\n this.project = project;\n this.concurrent = concurrent;\n this.scheduler = scheduler;\n }\n ExpandOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new ExpandSubscriber(subscriber, this.project, this.concurrent, this.scheduler));\n };\n return

ExpandOperator;\n}());\nexport { ExpandOperator };\nvar ExpandSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(ExpandSubscriber, _super);\n function ExpandSubscriber(destination, project, concurrent, scheduler) {\n var _this = _super.call(this, destination) || this;\n _this.project = project;\n _this.concurrent = concurrent;\n _this.scheduler = scheduler;\n _this.index = 0;\n _this.active = 0;\n _this.hasCompleted = false;\n if (concurrent < Number.POSITIVE_INFINITY) {\n _this.buffer = [];\n }\n return _this;\n }\n ExpandSubscriber.dispatch = function (arg) {\n var subscriber = arg.subscriber, result = arg.result, value = arg.value, index = arg.index;\n subscriber.subscribeToProjection(result, value, index);\n };\n ExpandSubscriber.prototype._next = function (value) {\n var destination = this.destination;\n if (destination.closed) {\n this._complete();\n return;\n }\n var index = this.index++;\n if (this.active < this.concurrent) {\n destination.next(value);\n var result = tryCatch(this.project)(value, index);\n if (result === errorObject) {\n destination.error(errorObject.e);\n }\n else if (!this.scheduler) {\n this.subscribeToProjection(result, value, index);\n }\n else {\n var state = { subscriber: this, result: result, value: value, index: index };\n var destination_1 = this.destination;\n destination_1.add(this.scheduler.schedule(ExpandSubscriber.dispatch, 0, state));\n }\n }\n else {\n this.buffer.push(value);\n }\n };\n ExpandSubscriber.prototype.subscribeToProjection = function (result, value, index) {\n this.active++;\n var destination = this.destination;\n destination.add(subscribeToResult(this, result, value, index));\n };\n ExpandSubscriber.prototype._complete = function () {\n this.hasCompleted = true;\n if (this.hasCompleted && this.active === 0) {\n this.destination.complete();\n }\n this.unsubscribe();\n };\n ExpandSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this._next(innerValue);\n };\n ExpandSubscriber.prototype.notifyComplete = function (innerSub) {\n var buffer = this.buffer;\n var destination = this.destination;\n destination.remove(innerSub);\n this.active--;\n if (buffer && buffer.length > 0) {\n this._next(buffer.shift());\n }\n if (this.hasCompleted && this.active === 0) {\n this.destination.complete();\n }\n };\n return ExpandSubscriber;\n}(OuterSubscriber));\nexport { ExpandSubscriber };\n//# sourceMappingURL=expand.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function filter(predicate, thisArg) {\n return function filterOperatorFunction(source) {\n return source.lift(new FilterOperator(predicate, thisArg));\n };\n}\nvar FilterOperator = /*@__PURE__*/ (function () {\n function FilterOperator(predicate, thisArg) {\n this.predicate = predicate;\n this.thisArg = thisArg;\n }\n FilterOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new FilterSubscriber(subscriber, this.predicate, this.thisArg));\n };\n return FilterOperator;\n}());\nvar FilterSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(FilterSubscriber, _super);\n function FilterSubscriber(destination, predicate, thisArg) {\n var _this = _super.call(this, destination) || this;\n _this.predicate = predicate;\n _this.thisArg = thisArg;\n _this.count = 0;\n return _this;\n }\n FilterSubscriber.prototype._next = function (value) {\n var result;\n try {\n result = this.predicate.call(this.thisArg, value, this.count++);\n }\n catch (err) {\n this.destination.error(err);\n return;\n }\n if (result) {\n this.destination.next(value);\n }\n };\n return FilterSubscriber;\n}(Subscriber));\n//# sourceMappingURL=filter.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_Subscription PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { Subscription } from '../Subscription';\nexport function finalize(callback) {\n return function (source) { return source.lift(new FinallyOperator(callback)); };\n}\nvar FinallyOperator = /*@__PURE__*/ (function () {\n function FinallyOperator(callback) {\n this.callback = callback;\n }\n FinallyOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new FinallySubscriber(subscriber, this.callback));\n };\n return FinallyOperator;\n}());\nvar FinallySubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(FinallySubscriber, _super);\n function FinallySubscriber(destination, callback) {\n var _this = _super.call(this, destination) || this;\n _this.add(new Subscription(callback));\n return _this;\n }\n return FinallySubscriber;\n}(Subscriber));\n//# sourceMappingURL=finalize.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END

*/\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function find(predicate, thisArg) {\n   if (typeof predicate !== 'function') {\n   throw new TypeError('predicate is not a function');\n   }\n   return function (source) { return source.lift(new FindValueOperator(predicate, source, false, thisArg)); };\n}\nvar FindValueOperator = /*@__PURE__*/ (function () {\n   function FindValueOperator(predicate, source, yieldIndex, thisArg) {\n   this.predicate = predicate;\n   this.source = source;\n   this.yieldIndex = yieldIndex;\n   this.thisArg = thisArg;\n   }\n   FindValueOperator.prototype.call = function (observer, source) {\n   return source.subscribe(new FindValueSubscriber(observer, this.predicate, this.source, this.yieldIndex, this.thisArg));\n   };\n   return FindValueOperator;\n}());\nexport { FindValueOperator };\nvar FindValueSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(FindValueSubscriber, _super);\n   function FindValueSubscriber(destination, predicate, source, yieldIndex, thisArg) {\n   var _this = _super.call(this, destination) || this;\n   _this.predicate = predicate;\n   _this.source = source;\n   _this.yieldIndex = yieldIndex;\n   _this.thisArg = thisArg;\n   _this.index = 0;\n   return _this;\n   }\n   FindValueSubscriber.prototype.notifyComplete = function (value) {\n   var destination = this.destination;\n   destination.next(value);\n   destination.complete();\n   this.unsubscribe();\n   };\n   FindValueSubscriber.prototype._next = function (value) {\n   var _a = this, predicate = _a.predicate, thisArg = _a.thisArg;\n   var index = this.index++;\n   try {\n   var result = predicate.call(thisArg || this, value, index, this.source);\n   if (result) {\n   this.notifyComplete(this.yieldIndex ? index : value);\n   }\n   }\n   catch (err) {\n   this.destination.error(err);\n   }\n   };\n   FindValueSubscriber.prototype._complete = function () {\n   this.notifyComplete(this.yieldIndex ? -1 : undefined);\n   };\n   return FindValueSubscriber;\n}(Subscriber));\nexport { FindValueSubscriber };\n//# sourceMappingURL=find.js.map\n","/** PURE_IMPORTS_START _operators_find PURE_IMPORTS_END */\nimport { FindValueOperator } from '../operators/find';\nexport function findIndex(predicate, thisArg) {\n   return function (source) { return source.lift(new FindValueOperator(predicate, source, true, thisArg)); };\n}\n//# sourceMappingURL=findIndex.js.map\n","/** PURE_IMPORTS_START _util_EmptyError,_filter,_take,_defaultIfEmpty,_throwIfEmpty,_util_identity PURE_IMPORTS_END */\nimport { EmptyError } from '../util/EmptyError';\nimport { filter } from './filter';\nimport { take } from './take';\nimport { defaultIfEmpty } from './defaultIfEmpty';\nimport { throwIfEmpty } from './throwIfEmpty';\nimport { identity } from '../util/identity';\nexport function first(predicate, defaultValue) {\n   var hasDefaultValue = arguments.length >= 2;\n   return function (source) { return source.pipe(predicate ? filter(function (v, i) { return predicate(v, i, source); }) : identity, take(1), hasDefaultValue ? defaultIfEmpty(defaultValue) : throwIfEmpty(function () { return new EmptyError(); })); };\n}\n//# sourceMappingURL=first.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_Subscription,_Observable,_Subject PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { Subscription } from '../Subscription';\nimport { Observable } from '../Observable';\nimport { Subject } from '../Subject';\nexport function groupBy(keySelector, elementSelector, durationSelector, subjectSelector) {\n   return function (source) {\n   return source.lift(new GroupByOperator(keySelector, elementSelector, durationSelector, subjectSelector));\n   };\n}\nvar GroupByOperator = /*@__PURE__*/ (function () {\n   function GroupByOperator(keySelector, elementSelector, durationSelector, subjectSelector) {\n   this.keySelector = keySelector;\n   this.elementSelector = elementSelector;\n   this.durationSelector = durationSelector;\n   this.subjectSelector = subjectSelector;\n   }\n   GroupByOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new GroupBySubscriber(subscriber, this.keySelector, this.elementSelector, this.durationSelector, this.subjectSelector));\n   };\n   return GroupByOperator;\n}());\nvar GroupBySubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(GroupBySubscriber, _super);\n   function GroupBySubscriber(destination, keySelector, elementSelector, durationSelector, subjectSelector) {\n   var _this = _super.call(this, destination) || this;\n   _this.keySelector = keySelector;\n   _this.elementSelector = elementSelector;\n   _this.durationSelector = durationSelector;\n   _this.subjectSelector = subjectSelector;\n   _this.groups = null;\n   _this.attemptedToUnsubscribe = false;\n   _this.count = 0;\n   return _this;\n   }\n   GroupBySubscriber.prototype._next = function (value) {\n   var key;\n   try {\n   key =

this.keySelector(value);\n }\n catch (err) {\n this.error(err);\n return;\n }\n this._group(value, key);\n };\n GroupBySubscriber.prototype._group = function (value, key) {\n var groups = this.groups;\n if (!groups) {\n groups = this.groups = new Map();\n }\n var group = groups.get(key);\n var element;\n if (this.elementSelector) {\n try {\n element = this.elementSelector(value);\n }\n catch (err) {\n this.error(err);\n }\n }\n else {\n element = value;\n }\n if (!group) {\n group = (this.subjectSelector ? this.subjectSelector() : new Subject());\n groups.set(key, group);\n var groupedObservable = new GroupedObservable(key, group, this);\n this.destination.next(groupedObservable);\n if (this.durationSelector) {\n var duration = void 0;\n try {\n duration = this.durationSelector(new GroupedObservable(key, group));\n }\n catch (err) {\n this.error(err);\n return;\n }\n this.add(duration.subscribe(new GroupDurationSubscriber(key, group, this)));\n }\n }\n if (!group.closed) {\n group.next(element);\n }\n };\n GroupBySubscriber.prototype._error = function (err) {\n var groups = this.groups;\n if (groups) {\n groups.forEach(function (group, key) {\n group.error(err);\n });\n groups.clear();\n }\n this.destination.error(err);\n };\n GroupBySubscriber.prototype._complete = function () {\n var groups = this.groups;\n if (groups) {\n groups.forEach(function (group, key) {\n group.complete();\n });\n groups.clear();\n }\n this.destination.complete();\n };\n GroupBySubscriber.prototype.removeGroup = function (key) {\n this.groups.delete(key);\n };\n GroupBySubscriber.prototype.unsubscribe = function () {\n if (!this.closed) {\n this.attemptedToUnsubscribe = true;\n if (this.count === 0) {\n _super.prototype.unsubscribe.call(this);\n }\n }\n };\n return GroupBySubscriber;\n}(Subscriber));\nvar GroupDurationSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(GroupDurationSubscriber, _super);\n function GroupDurationSubscriber(key, group, parent) {\n var _this = _super.call(this, group) || this;\n _this.key = key;\n _this.group = group;\n _this.parent = parent;\n return _this;\n }\n GroupDurationSubscriber.prototype._next = function (value) {\n this.complete();\n };\n GroupDurationSubscriber.prototype._unsubscribe = function () {\n var _a = this, parent = _a.parent, key = _a.key;\n this.key = this.parent = null;\n if (parent) {\n parent.removeGroup(key);\n }\n };\n return GroupDurationSubscriber;\n}(Subscriber));\nvar GroupedObservable = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(GroupedObservable, _super);\n function GroupedObservable(key, groupSubject, refCountSubscription) {\n var _this = _super.call(this) || this;\n _this.key = key;\n _this.groupSubject = groupSubject;\n _this.refCountSubscription = refCountSubscription;\n return _this;\n }\n GroupedObservable.prototype._subscribe = function (subscriber) {\n var subscription = new Subscription();\n var _a = this, refCountSubscription = _a.refCountSubscription, groupSubject = _a.groupSubject;\n if (refCountSubscription && !refCountSubscription.closed) {\n subscription.add(new InnerRefCountSubscription(refCountSubscription));\n }\n subscription.add(groupSubject.subscribe(subscriber));\n return subscription;\n };\n return GroupedObservable;\n}(Observable));\nexport { GroupedObservable };\nvar InnerRefCountSubscription = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(InnerRefCountSubscription, _super);\n function InnerRefCountSubscription(parent) {\n var _this = _super.call(this) || this;\n _this.parent = parent;\n parent.count++;\n return _this;\n }\n InnerRefCountSubscription.prototype.unsubscribe = function () {\n var parent = this.parent;\n if (!parent.closed && !this.closed) {\n _super.prototype.unsubscribe.call(this);\n parent.count -= 1;\n if (parent.count === 0 && parent.attemptedToUnsubscribe) {\n parent.unsubscribe();\n }\n }\n };\n return InnerRefCountSubscription;\n}(Subscription));\n//# sourceMappingURL=groupBy.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function ignoreElements() {\n return function ignoreElementsOperatorFunction(source) {\n return source.lift(new IgnoreElementsOperator());\n };\n}\nvar IgnoreElementsOperator = /*@__PURE__*/ (function () {\n function IgnoreElementsOperator() {\n }\n IgnoreElementsOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new

IgnoreElementsSubscriber(subscriber));\n   };\n   return IgnoreElementsOperator;\n}());\nvar IgnoreElementsSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(IgnoreElementsSubscriber, _super);\n   function IgnoreElementsSubscriber() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   IgnoreElementsSubscriber.prototype._next = function (unused) {\n   };\n   return IgnoreElementsSubscriber;\n}(Subscriber));\n//# sourceMappingURL=ignoreElements.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function isEmpty() {\n   return function (source) { return source.lift(new IsEmptyOperator()); };\n}\nvar IsEmptyOperator = /*@__PURE__*/ (function () {\n   function IsEmptyOperator() {\n   }\n IsEmptyOperator.prototype.call = function (observer, source) {\n   return source.subscribe(new IsEmptySubscriber(observer));\n   };\n   return IsEmptyOperator;\n}());\nvar IsEmptySubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(IsEmptySubscriber, _super);\n   function IsEmptySubscriber(destination) {\n   return _super.call(this, destination) || this;\n   }\n IsEmptySubscriber.prototype.notifyComplete = function (isEmpty) {\n   var destination = this.destination;\n destination.next(isEmpty);\n   destination.complete();\n   };\n   IsEmptySubscriber.prototype._next = function (value) {\n   this.notifyComplete(false);\n   };\n   IsEmptySubscriber.prototype._complete = function () {\n this.notifyComplete(true);\n   };\n   return IsEmptySubscriber;\n}(Subscriber));\n//# sourceMappingURL=isEmpty.js.map\n","/** PURE_IMPORTS_START _util_EmptyError,_filter,_takeLast,_throwIfEmpty,_defaultIfEmpty,_util_identity PURE_IMPORTS_END */\nimport { EmptyError } from '../util/EmptyError';\nimport { filter } from './filter';\nimport { takeLast } from './takeLast';\nimport { throwIfEmpty } from './throwIfEmpty';\nimport { defaultIfEmpty } from './defaultIfEmpty';\nimport { identity } from '../util/identity';\nexport function last(predicate, defaultValue) {\n   var hasDefaultValue = arguments.length >= 2;\n   return function (source) { return source.pipe(predicate ? filter(function (v, i) { return predicate(v, i, source); }) : identity, takeLast(1), hasDefaultValue ? defaultIfEmpty(defaultValue) : throwIfEmpty(function () { return new EmptyError(); })); };\n}\n//# sourceMappingURL=last.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function map(project, thisArg) {\n   return function mapOperation(source) {\n   if (typeof project !== 'function') {\n   throw new TypeError('argument is not a function. Are you looking for `mapTo()`?');\n   }\n   return source.lift(new MapOperator(project, thisArg));\n   };\n}\nvar MapOperator = /*@__PURE__*/ (function () {\n   function MapOperator(project, thisArg) {\n   this.project = project;\n   this.thisArg = thisArg;\n   }\n MapOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new MapSubscriber(subscriber, this.project, this.thisArg));\n   };\n   return MapOperator;\n}());\nexport { MapOperator };\nvar MapSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(MapSubscriber, _super);\n   function MapSubscriber(destination, project, thisArg) {\n   var _this = _super.call(this, destination) || this;\n _this.project = project;\n   _this.count = 0;\n   _this.thisArg = thisArg || _this;\n   return _this;\n   }\n MapSubscriber.prototype._next = function (value) {\n   var result;\n   try {\n   result = this.project.call(this.thisArg, value, this.count++);\n   }\n   catch (err) {\n   this.destination.error(err);\n   return;\n   }\n   this.destination.next(result);\n   };\n   return MapSubscriber;\n}(Subscriber));\n//# sourceMappingURL=map.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function mapTo(value) {\n return function (source) { return source.lift(new MapToOperator(value)); };\n}\nvar MapToOperator = /*@__PURE__*/ (function () {\n   function MapToOperator(value) {\n   this.value = value;\n   }\n MapToOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new MapToSubscriber(subscriber, this.value));\n   };\n   return MapToOperator;\n}());\nvar MapToSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(MapToSubscriber, _super);\n   function MapToSubscriber(destination, value) {\n   var _this = _super.call(this, destination) || this;\n   _this.value = value;\n   return _this;\n   }\n   MapToSubscriber.prototype._next = function (x) {\n

this.destination.next(this.value);\n   };\n   return MapToSubscriber;\n}(Subscriber));\n//# sourceMappingURL=mapTo.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_Notification PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { Notification } from '../Notification';\nexport function materialize() {\n   return function materializeOperatorFunction(source) {\n   return source.lift(new MaterializeOperator());\n   };\n}\nvar MaterializeOperator = /*@__PURE__*/ (function () {\n   function MaterializeOperator() {\n   }\n MaterializeOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new MaterializeSubscriber(subscriber));\n   };\n   return MaterializeOperator;\n}());\nvar MaterializeSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(MaterializeSubscriber, _super);\n   function MaterializeSubscriber(destination) {\n   return _super.call(this, destination) || this;\n   }\n MaterializeSubscriber.prototype._next = function (value) {\n this.destination.next(Notification.createNext(value));\n   };\n   MaterializeSubscriber.prototype._error = function (err) {\n   var destination = this.destination;\n   destination.next(Notification.createError(err));\n destination.complete();\n   };\n   MaterializeSubscriber.prototype._complete = function () {\n   var destination = this.destination;\n   destination.next(Notification.createComplete());\n   destination.complete();\n   };\n return MaterializeSubscriber;\n}(Subscriber));\n//# sourceMappingURL=materialize.js.map\n","/** PURE_IMPORTS_START _reduce PURE_IMPORTS_END */\nimport { reduce } from './reduce';\nexport function max(comparer) {\n   var max = (typeof comparer === 'function')\n   ? function (x, y) { return comparer(x, y) > 0 ? x : y; }\n   : function (x, y) { return x > y ? x : y; };\n   return reduce(max);\n}\n//# sourceMappingURL=max.js.map\n","/** PURE_IMPORTS_START _observable_merge PURE_IMPORTS_END */\nimport { merge as mergeStatic } from '../observable/merge';\nexport function merge() {\n   var observables = [];\n   for (var _i = 0; _i < arguments.length; _i++) {\n   observables[_i] = arguments[_i];\n   }\n   return function (source) { return source.lift.call(mergeStatic.apply(void 0, [source].concat(observables))); };\n}\n//# sourceMappingURL=merge.js.map\n","/** PURE_IMPORTS_START _mergeMap,_util_identity PURE_IMPORTS_END */\nimport { mergeMap } from './mergeMap';\nimport { identity } from '../util/identity';\nexport function mergeAll(concurrent) {\n   if (concurrent === void 0) {\n   concurrent = Number.POSITIVE_INFINITY;\n   }\n   return mergeMap(identity, concurrent);\n}\n//# sourceMappingURL=mergeAll.js.map\n","/** PURE_IMPORTS_START tslib,_util_subscribeToResult,_OuterSubscriber,_InnerSubscriber,_map,_observable_from PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { subscribeToResult } from '../util/subscribeToResult';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { InnerSubscriber } from '../InnerSubscriber';\nimport { map } from './map';\nimport { from } from '../observable/from';\nexport function mergeMap(project, resultSelector, concurrent) {\n   if (concurrent === void 0) {\n   concurrent = Number.POSITIVE_INFINITY;\n   }\n   if (typeof resultSelector === 'function') {\n   return function (source) { return source.pipe(mergeMap(function (a, i) { return from(project(a, i)).pipe(map(function (b, ii) { return resultSelector(a, b, i, ii); })); }, concurrent)); };\n   }\n else if (typeof resultSelector === 'number') {\n   concurrent = resultSelector;\n   }\n   return function (source) { return source.lift(new MergeMapOperator(project, concurrent)); };\n}\nvar MergeMapOperator = /*@__PURE__*/ (function () {\n   function MergeMapOperator(project, concurrent) {\n   if (concurrent === void 0) {\n concurrent = Number.POSITIVE_INFINITY;\n   }\n   this.project = project;\n   this.concurrent = concurrent;\n   }\n   MergeMapOperator.prototype.call = function (observer, source) {\n   return source.subscribe(new MergeMapSubscriber(observer, this.project, this.concurrent));\n   };\n   return MergeMapOperator;\n}());\nexport { MergeMapOperator };\nvar MergeMapSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(MergeMapSubscriber, _super);\n   function MergeMapSubscriber(destination, project, concurrent) {\n   if (concurrent === void 0) {\n   concurrent = Number.POSITIVE_INFINITY;\n   }\n   var _this = _super.call(this, destination) || this;\n   _this.project = project;\n   _this.concurrent = concurrent;\n   _this.hasCompleted = false;\n   _this.buffer = [];\n _this.active = 0;\n   _this.index = 0;\n   return _this;\n   }\n   MergeMapSubscriber.prototype._next = function (value) {\n   if (this.active < this.concurrent) {\n   this._tryNext(value);\n   }\n   else {\n

this.buffer.push(value);\n   }\n   };\n   MergeMapSubscriber.prototype._tryNext = function (value) {\n   var result;\n   var index = this.index++;\n   try {\n   result = this.project(value, index);\n   }\n   catch (err) {\n   this.destination.error(err);\n   return;\n   }\n   this.active++;\n   this._innerSub(result, value, index);\n   };\n   MergeMapSubscriber.prototype._innerSub = function (ish, value, index) {\n   var innerSubscriber = new InnerSubscriber(this, undefined, undefined);\n   var destination = this.destination;\n destination.add(innerSubscriber);\n   subscribeToResult(this, ish, value, index, innerSubscriber);\n   };\n MergeMapSubscriber.prototype._complete = function () {\n   this.hasCompleted = true;\n   if (this.active === 0 && this.buffer.length === 0) {\n   this.destination.complete();\n   }\n   this.unsubscribe();\n   };\n MergeMapSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n   this.destination.next(innerValue);\n   };\n   MergeMapSubscriber.prototype.notifyComplete = function (innerSub) {\n   var buffer = this.buffer;\n   this.remove(innerSub);\n   this.active--;\n   if (buffer.length > 0) {\n   this._next(buffer.shift());\n   }\n   else if (this.active === 0 && this.hasCompleted) {\n this.destination.complete();\n   }\n   };\n   return MergeMapSubscriber;\n}(OuterSubscriber));\nexport { MergeMapSubscriber };\n//# sourceMappingURL=mergeMap.js.map\n","/** PURE_IMPORTS_START _mergeMap PURE_IMPORTS_END */\nimport { mergeMap } from './mergeMap';\nexport function mergeMapTo(innerObservable, resultSelector, concurrent) {\n   if (concurrent === void 0) {\n   concurrent = Number.POSITIVE_INFINITY;\n   }\n   if (typeof resultSelector === 'function') {\n   return mergeMap(function () { return innerObservable; }, resultSelector, concurrent);\n   }\n   if (typeof resultSelector === 'number') {\n   concurrent = resultSelector;\n   }\n   return mergeMap(function () { return innerObservable; }, concurrent);\n}\n//# sourceMappingURL=mergeMapTo.js.map\n","/** PURE_IMPORTS_START tslib,_util_tryCatch,_util_errorObject,_util_subscribeToResult,_OuterSubscriber,_InnerSubscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nimport { subscribeToResult } from '../util/subscribeToResult';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { InnerSubscriber } from '../InnerSubscriber';\nexport function mergeScan(accumulator, seed, concurrent) {\n   if (concurrent === void 0) {\n   concurrent = Number.POSITIVE_INFINITY;\n   }\n   return function (source) { return source.lift(new MergeScanOperator(accumulator, seed, concurrent)); };\n}\nvar MergeScanOperator = /*@__PURE__*/ (function () {\n   function MergeScanOperator(accumulator, seed, concurrent) {\n   this.accumulator = accumulator;\n this.seed = seed;\n   this.concurrent = concurrent;\n   }\n   MergeScanOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new MergeScanSubscriber(subscriber, this.accumulator, this.seed, this.concurrent));\n   };\n   return MergeScanOperator;\n}());\nexport { MergeScanOperator };\nvar MergeScanSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(MergeScanSubscriber, _super);\n   function MergeScanSubscriber(destination, accumulator, acc, concurrent) {\n   var _this = _super.call(this, destination) || this;\n   _this.accumulator = accumulator;\n   _this.acc = acc;\n _this.concurrent = concurrent;\n   _this.hasValue = false;\n   _this.hasCompleted = false;\n   _this.buffer = [];\n   _this.active = 0;\n   _this.index = 0;\n   return _this;\n   }\n   MergeScanSubscriber.prototype._next = function (value) {\n   if (this.active < this.concurrent) {\n   var index = this.index++;\n   var ish = tryCatch(this.accumulator)(this.acc, value);\n   var destination = this.destination;\n   if (ish === errorObject) {\n   destination.error(errorObject.e);\n   }\n   else {\n   this.active++;\n   this._innerSub(ish, value, index);\n   }\n   }\n   else {\n   this.buffer.push(value);\n   }\n   };\n   MergeScanSubscriber.prototype._innerSub = function (ish, value, index) {\n   var innerSubscriber = new InnerSubscriber(this, undefined, undefined);\n   var destination = this.destination;\n destination.add(innerSubscriber);\n   subscribeToResult(this, ish, value, index, innerSubscriber);\n   };\n MergeScanSubscriber.prototype._complete = function () {\n   this.hasCompleted = true;\n   if (this.active === 0 && this.buffer.length === 0) {\n   if (this.hasValue === false) {\n   this.destination.next(this.acc);\n   }\n   this.destination.complete();\n   }\n   this.unsubscribe();\n   };\n MergeScanSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n   var destination = this.destination;\n   this.acc = innerValue;\n   this.hasValue = true;\n

destination.next(innerValue);\n   };\n   MergeScanSubscriber.prototype.notifyComplete = function (innerSub) {\n
var buffer = this.buffer;\n   var destination = this.destination;\n   destination.remove(innerSub);\n
this.active--;\n   if (buffer.length > 0) {\n   this._next(buffer.shift());\n   }\n   else if (this.active === 0
&& this.hasCompleted) {\n   if (this.hasValue === false) {\n   this.destination.next(this.acc);\n
}\n   this.destination.complete();\n   }\n   };\n   return
MergeScanSubscriber;\n}(OuterSubscriber));\nexport { MergeScanSubscriber };\n//#
sourceMappingURL=mergeScan.js.map\n","/** PURE_IMPORTS_START _reduce PURE_IMPORTS_END
*/\nimport { reduce } from './reduce';\nexport function min(comparer) {\n   var min = (typeof comparer ===
'function')\n   ? function (x, y) { return comparer(x, y) < 0 ? x : y; }\n   : function (x, y) { return x < y ? x : y;
};\n   return reduce(min);\n}\n//# sourceMappingURL=min.js.map\n","/** PURE_IMPORTS_START
_observable_ConnectableObservable PURE_IMPORTS_END */\nimport { connectableObservableDescriptor }
from '../observable/ConnectableObservable';\nexport function multicast(subjectOrSubjectFactory, selector) {\n
return function multicastOperatorFunction(source) {\n   var subjectFactory;\n   if (typeof
subjectOrSubjectFactory === 'function') {\n   subjectFactory = subjectOrSubjectFactory;\n   }\n   else
{\n   subjectFactory = function subjectFactory() {\n   return subjectOrSubjectFactory;\n   };\n
}\n   if (typeof selector === 'function') {\n   return source.lift(new MulticastOperator(subjectFactory,
selector));\n   }\n   var connectable = Object.create(source, connectableObservableDescriptor);\n
connectable.source = source;\n   connectable.subjectFactory = subjectFactory;\n   return connectable;\n
};\n}\nvar MulticastOperator = /*@__PURE__*/ (function () {\n   function MulticastOperator(subjectFactory,
selector) {\n   this.subjectFactory = subjectFactory;\n   this.selector = selector;\n   }\n
MulticastOperator.prototype.call = function (subscriber, source) {\n   var selector = this.selector;\n   var
subject = this.subjectFactory();\n   var subscription = selector(subject).subscribe(subscriber);\n
subscription.add(source.subscribe(subject));\n   return subscription;\n   };\n   return
MulticastOperator;\n}());\nexport { MulticastOperator };\n//# sourceMappingURL=multicast.js.map\n","/**
PURE_IMPORTS_START tslib,_Subscriber,_Notification PURE_IMPORTS_END */\nimport * as tslib_1 from
\"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { Notification } from '../Notification';\nexport function
observeOn(scheduler, delay) {\n   if (delay === void 0) {\n   delay = 0;\n   }\n   return function
observeOnOperatorFunction(source) {\n   return source.lift(new ObserveOnOperator(scheduler, delay));\n
};\n}\nvar ObserveOnOperator = /*@__PURE__*/ (function () {\n   function ObserveOnOperator(scheduler, delay)
{\n   if (delay === void 0) {\n   delay = 0;\n   }\n   this.scheduler = scheduler;\n   this.delay =
delay;\n   }\n   ObserveOnOperator.prototype.call = function (subscriber, source) {\n   return
source.subscribe(new ObserveOnSubscriber(subscriber, this.scheduler, this.delay));\n   };\n   return
ObserveOnOperator;\n}());\nexport { ObserveOnOperator };\nvar ObserveOnSubscriber = /*@__PURE__*/
(function (_super) {\n   tslib_1.__extends(ObserveOnSubscriber, _super);\n   function
ObserveOnSubscriber(destination, scheduler, delay) {\n   if (delay === void 0) {\n   delay = 0;\n   }\n
var _this = _super.call(this, destination) || this;\n   _this.scheduler = scheduler;\n   _this.delay = delay;\n
return _this;\n   }\n   ObserveOnSubscriber.dispatch = function (arg) {\n   var notification = arg.notification,
destination = arg.destination;\n   notification.observe(destination);\n   this.unsubscribe();\n   };\n
ObserveOnSubscriber.prototype.scheduleMessage = function (notification) {\n   var destination =
this.destination;\n   destination.add(this.scheduler.schedule(ObserveOnSubscriber.dispatch, this.delay, new
ObserveOnMessage(notification, this.destination)));\n   };\n   ObserveOnSubscriber.prototype._next = function
(value) {\n   this.scheduleMessage(Notification.createNext(value));\n   };\n
ObserveOnSubscriber.prototype._error = function (err) {\n
this.scheduleMessage(Notification.createError(err));\n   this.unsubscribe();\n   };\n
ObserveOnSubscriber.prototype._complete = function () {\n
this.scheduleMessage(Notification.createComplete());\n   this.unsubscribe();\n   };\n   return
ObserveOnSubscriber;\n}(Subscriber));\nexport { ObserveOnSubscriber };\nvar ObserveOnMessage =
/*@__PURE__*/ (function () {\n   function ObserveOnMessage(notification, destination) {\n   this.notification

= notification;\n this.destination = destination;\n }\n return ObserveOnMessage;\n}());\nexport { ObserveOnMessage };\n//# sourceMappingURL=observeOn.js.map\n","/** PURE_IMPORTS_START tslib,_observable_from,_util_isArray,_OuterSubscriber,_InnerSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { from } from '../observable/from';\nimport { isArray } from '../util/isArray';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { InnerSubscriber } from '../InnerSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function onErrorResumeNext() {\n var nextSources = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n nextSources[_i] = arguments[_i];\n }\n if (nextSources.length === 1 && isArray(nextSources[0])) {\n nextSources = nextSources[0];\n }\n return function (source) { return source.lift(new OnErrorResumeNextOperator(nextSources)); };\n}\nexport function onErrorResumeNextStatic() {\n var nextSources = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n nextSources[_i] = arguments[_i];\n }\n var source = null;\n if (nextSources.length === 1 && isArray(nextSources[0])) {\n nextSources = nextSources[0];\n }\n source = nextSources.shift();\n return from(source, null).lift(new OnErrorResumeNextOperator(nextSources));\n}\nvar OnErrorResumeNextOperator = /*@__PURE__*/ (function () {\n function OnErrorResumeNextOperator(nextSources) {\n this.nextSources = nextSources;\n }\n OnErrorResumeNextOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new OnErrorResumeNextSubscriber(subscriber, this.nextSources));\n };\n return OnErrorResumeNextOperator;\n}());\nvar OnErrorResumeNextSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(OnErrorResumeNextSubscriber, _super);\n function OnErrorResumeNextSubscriber(destination, nextSources) {\n var _this = _super.call(this, destination) || this;\n _this.destination = destination;\n _this.nextSources = nextSources;\n return _this;\n }\n OnErrorResumeNextSubscriber.prototype.notifyError = function (error, innerSub) {\n this.subscribeToNextSource();\n };\n OnErrorResumeNextSubscriber.prototype.notifyComplete = function (innerSub) {\n this.subscribeToNextSource();\n };\n OnErrorResumeNextSubscriber.prototype._error = function (err) {\n this.subscribeToNextSource();\n this.unsubscribe();\n };\n OnErrorResumeNextSubscriber.prototype._complete = function () {\n this.subscribeToNextSource();\n this.unsubscribe();\n };\n OnErrorResumeNextSubscriber.prototype.subscribeToNextSource = function () {\n var next = this.nextSources.shift();\n if (next) {\n var innerSubscriber = new InnerSubscriber(this, undefined, undefined);\n var destination = this.destination;\n destination.add(innerSubscriber);\n subscribeToResult(this, next, undefined, undefined, innerSubscriber);\n }\n else {\n this.destination.complete();\n }\n };\n return OnErrorResumeNextSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=onErrorResumeNext.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function pairwise() {\n return function (source) { return source.lift(new PairwiseOperator()); };\n}\nvar PairwiseOperator = /*@__PURE__*/ (function () {\n function PairwiseOperator() {\n }\n PairwiseOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new PairwiseSubscriber(subscriber));\n };\n return PairwiseOperator;\n}());\nvar PairwiseSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(PairwiseSubscriber, _super);\n function PairwiseSubscriber(destination) {\n var _this = _super.call(this, destination) || this;\n _this.hasPrev = false;\n return _this;\n }\n PairwiseSubscriber.prototype._next = function (value) {\n if (this.hasPrev) {\n this.destination.next([this.prev, value]);\n }\n else {\n this.hasPrev = true;\n }\n this.prev = value;\n };\n return PairwiseSubscriber;\n}(Subscriber));\n//# sourceMappingURL=pairwise.js.map\n","/** PURE_IMPORTS_START _util_not,_filter PURE_IMPORTS_END */\nimport { not } from '../util/not';\nimport { filter } from './filter';\nexport function partition(predicate, thisArg) {\n return function (source) {\n return [\n filter(predicate, thisArg)(source),\n filter(not(predicate, thisArg))(source)\n];\n };\n}\n//# sourceMappingURL=partition.js.map\n","/** PURE_IMPORTS_START _map PURE_IMPORTS_END */\nimport { map } from './map';\nexport function pluck() {\n var properties = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n properties[_i] = arguments[_i];\n }\n var length =

properties.length;\n if (length === 0) {\n throw new Error('list of properties cannot be empty.');\n }\n return function (source) { return map(plucker(properties, length))(source); };\n}\nfunction plucker(props, length) {\n var mapper = function (x) {\n var currentProp = x;\n for (var i = 0; i < length; i++) {\n var p = currentProp[props[i]];\n if (typeof p !== 'undefined') {\n currentProp = p;\n }\n else {\n return undefined;\n }\n }\n return currentProp;\n };\n return mapper;\n}\n//# sourceMappingURL=pluck.js.map\n","/** PURE_IMPORTS_START _Subject,_multicast PURE_IMPORTS_END */\nimport { Subject } from '../Subject';\nimport { multicast } from './multicast';\nexport function publish(selector) {\n return selector ?\n multicast(function () { return new Subject(); }, selector) :\n multicast(new Subject());\n}\n//# sourceMappingURL=publish.js.map\n","/** PURE_IMPORTS_START _BehaviorSubject,_multicast PURE_IMPORTS_END */\nimport { BehaviorSubject } from '../BehaviorSubject';\nimport { multicast } from './multicast';\nexport function publishBehavior(value) {\n return function (source) { return multicast(new BehaviorSubject(value))(source); };\n}\n//# sourceMappingURL=publishBehavior.js.map\n","/** PURE_IMPORTS_START _AsyncSubject,_multicast PURE_IMPORTS_END */\nimport { AsyncSubject } from '../AsyncSubject';\nimport { multicast } from './multicast';\nexport function publishLast() {\n return function (source) { return multicast(new AsyncSubject())(source); };\n}\n//# sourceMappingURL=publishLast.js.map\n","/** PURE_IMPORTS_START _ReplaySubject,_multicast PURE_IMPORTS_END */\nimport { ReplaySubject } from '../ReplaySubject';\nimport { multicast } from './multicast';\nexport function publishReplay(bufferSize, windowTime, selectorOrScheduler, scheduler) {\n if (selectorOrScheduler && typeof selectorOrScheduler !== 'function') {\n scheduler = selectorOrScheduler;\n }\n var selector = typeof selectorOrScheduler === 'function' ? selectorOrScheduler : undefined;\n var subject = new ReplaySubject(bufferSize, windowTime, scheduler);\n return function (source) { return multicast(function () { return subject; }, selector)(source); };\n}\n//# sourceMappingURL=publishReplay.js.map\n","/** PURE_IMPORTS_START _util_isArray,_observable_race PURE_IMPORTS_END */\nimport { isArray } from '../util/isArray';\nimport { race as raceStatic } from '../observable/race';\nexport function race() {\n var observables = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n observables[_i] = arguments[_i];\n }\n return function raceOperatorFunction(source) {\n if (observables.length === 1 && isArray(observables[0])) {\n observables = observables[0];\n }\n return source.lift.call(raceStatic.apply(void 0, [source].concat(observables)));\n };\n}\n//# sourceMappingURL=race.js.map\n","/** PURE_IMPORTS_START _scan,_takeLast,_defaultIfEmpty,_util_pipe PURE_IMPORTS_END */\nimport { scan } from './scan';\nimport { takeLast } from './takeLast';\nimport { defaultIfEmpty } from './defaultIfEmpty';\nimport { pipe } from '../util/pipe';\nexport function reduce(accumulator, seed) {\n if (arguments.length >= 2) {\n return function reduceOperatorFunctionWithSeed(source) {\n return pipe(scan(accumulator, seed), takeLast(1), defaultIfEmpty(seed))(source);\n };\n }\n return function reduceOperatorFunction(source) {\n return pipe(scan(function (acc, value, index) { return accumulator(acc, value, index + 1); }), takeLast(1))(source);\n };\n}\n//# sourceMappingURL=reduce.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function refCount() {\n return function refCountOperatorFunction(source) {\n return source.lift(new RefCountOperator(source));\n };\n}\nvar RefCountOperator = /*@__PURE__*/ (function () {\n function RefCountOperator(connectable) {\n this.connectable = connectable;\n }\n RefCountOperator.prototype.call = function (subscriber, source) {\n var connectable = this.connectable;\n connectable._refCount++;\n var refCounter = new RefCountSubscriber(subscriber, connectable);\n var subscription = source.subscribe(refCounter);\n if (!refCounter.closed) {\n refCounter.connection = connectable.connect();\n }\n return subscription;\n };\n return RefCountOperator;\n}());\nvar RefCountSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(RefCountSubscriber, _super);\n function RefCountSubscriber(destination, connectable) {\n var _this = _super.call(this, destination) || this;\n _this.connectable = connectable;\n return _this;\n }\n RefCountSubscriber.prototype._unsubscribe = function () {\n var connectable = this.connectable;\n if (!connectable) {\n this.connection = null;\n return;\n }\n this.connectable = null;\n var

refCount = connectable._refCount;\n if (refCount <= 0) {\n this.connection = null;\n return;\n }\n connectable._refCount = refCount - 1;\n if (refCount > 1) {\n this.connection = null;\n return;\n }\n var connection = this.connection;\n var sharedConnection = connectable._connection;\n this.connection = null;\n if (sharedConnection && (!connection || sharedConnection === connection)) {\n sharedConnection.unsubscribe();\n }\n };\n return RefCountSubscriber;\n}(Subscriber));\n//# sourceMappingURL=refCount.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_observable_empty PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { empty } from '../observable/empty';\nexport function repeat(count) {\n if (count === void 0) {\n count = -1;\n }\n return function (source) {\n if (count === 0) {\n return empty();\n }\n else if (count < 0) {\n return source.lift(new RepeatOperator(-1, source));\n }\n else {\n return source.lift(new RepeatOperator(count - 1, source));\n }\n };\n}\nvar RepeatOperator = /*@__PURE__*/ (function () {\n function RepeatOperator(count, source) {\n this.count = count;\n this.source = source;\n }\n RepeatOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new RepeatSubscriber(subscriber, this.count, this.source));\n };\n return RepeatOperator;\n}());\nvar RepeatSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(RepeatSubscriber, _super);\n function RepeatSubscriber(destination, count, source) {\n var _this = _super.call(this, destination) || this;\n _this.count = count;\n _this.source = source;\n return _this;\n }\n RepeatSubscriber.prototype.complete = function () {\n if (!this.isStopped) {\n var _a = this, source = _a.source, count = _a.count;\n if (count === 0) {\n return _super.prototype.complete.call(this);\n }\n else if (count > -1) {\n this.count = count - 1;\n }\n source.subscribe(this._unsubscribeAndRecycle());\n }\n };\n return RepeatSubscriber;\n}(Subscriber));\n//# sourceMappingURL=repeat.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_util_tryCatch,_util_errorObject,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subject } from '../Subject';\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function repeatWhen(notifier) {\n return function (source) { return source.lift(new RepeatWhenOperator(notifier)); };\n}\nvar RepeatWhenOperator = /*@__PURE__*/ (function () {\n function RepeatWhenOperator(notifier) {\n this.notifier = notifier;\n }\n RepeatWhenOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new RepeatWhenSubscriber(subscriber, this.notifier, source));\n };\n return RepeatWhenOperator;\n}());\nvar RepeatWhenSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(RepeatWhenSubscriber, _super);\n function RepeatWhenSubscriber(destination, notifier, source) {\n var _this = _super.call(this, destination) || this;\n _this.notifier = notifier;\n _this.source = source;\n _this.sourceIsBeingSubscribedTo = true;\n return _this;\n }\n RepeatWhenSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.sourceIsBeingSubscribedTo = true;\n this.source.subscribe(this);\n };\n RepeatWhenSubscriber.prototype.notifyComplete = function (innerSub) {\n if (this.sourceIsBeingSubscribedTo === false) {\n return _super.prototype.complete.call(this);\n }\n };\n RepeatWhenSubscriber.prototype.complete = function () {\n this.sourceIsBeingSubscribedTo = false;\n if (!this.isStopped) {\n if (!this.retries) {\n this.subscribeToRetries();\n }\n if (!this.retriesSubscription || this.retriesSubscription.closed) {\n return _super.prototype.complete.call(this);\n }\n this._unsubscribeAndRecycle();\n this.notifications.next();\n }\n };\n RepeatWhenSubscriber.prototype._unsubscribe = function () {\n var _a = this, notifications = _a.notifications, retriesSubscription = _a.retriesSubscription;\n if (notifications) {\n notifications.unsubscribe();\n this.notifications = null;\n }\n if (retriesSubscription) {\n retriesSubscription.unsubscribe();\n this.retriesSubscription = null;\n }\n this.retries = null;\n };\n RepeatWhenSubscriber.prototype._unsubscribeAndRecycle = function () {\n var _unsubscribe = this._unsubscribe;\n this._unsubscribe = null;\n _super.prototype._unsubscribeAndRecycle.call(this);\n

this._unsubscribe = _unsubscribe;\n return this;\n };\n RepeatWhenSubscriber.prototype.subscribeToRetries = function () {\n this.notifications = new Subject();\n var retries = tryCatch(this.notifier)(this.notifications);\n if (retries === errorObject) {\n return _super.prototype.complete.call(this);\n }\n this.retries = retries;\n this.retriesSubscription = subscribeToResult(this, retries);\n };\n return RepeatWhenSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=repeatWhen.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function retry(count) {\n if (count === void 0) {\n count = -1;\n }\n return function (source) { return source.lift(new RetryOperator(count, source)); };\n}\nvar RetryOperator = /*@__PURE__*/ (function () {\n function RetryOperator(count, source) {\n this.count = count;\n this.source = source;\n }\n RetryOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new RetrySubscriber(subscriber, this.count, this.source));\n };\n return RetryOperator;\n}());\nvar RetrySubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(RetrySubscriber, _super);\n function RetrySubscriber(destination, count, source) {\n var _this = _super.call(this, destination) || this;\n _this.count = count;\n _this.source = source;\n return _this;\n }\n RetrySubscriber.prototype.error = function (err) {\n if (!this.isStopped) {\n var _a = this, source = _a.source, count = _a.count;\n if (count === 0) {\n return _super.prototype.error.call(this, err);\n }\n else if (count > -1) {\n this.count = count - 1;\n }\n source.subscribe(this._unsubscribeAndRecycle());\n }\n };\n return RetrySubscriber;\n}(Subscriber));\n//# sourceMappingURL=retry.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_util_tryCatch,_util_errorObject,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subject } from '../Subject';\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function retryWhen(notifier) {\n return function (source) { return source.lift(new RetryWhenOperator(notifier, source)); };\n}\nvar RetryWhenOperator = /*@__PURE__*/ (function () {\n function RetryWhenOperator(notifier, source) {\n this.notifier = notifier;\n this.source = source;\n }\n RetryWhenOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new RetryWhenSubscriber(subscriber, this.notifier, this.source));\n };\n return RetryWhenOperator;\n}());\nvar RetryWhenSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(RetryWhenSubscriber, _super);\n function RetryWhenSubscriber(destination, notifier, source) {\n var _this = _super.call(this, destination) || this;\n _this.notifier = notifier;\n _this.source = source;\n return _this;\n }\n RetryWhenSubscriber.prototype.error = function (err) {\n if (!this.isStopped) {\n var errors = this.errors;\n var retries = this.retries;\n var retriesSubscription = this.retriesSubscription;\n if (!retries) {\n errors = new Subject();\n retries = tryCatch(this.notifier)(errors);\n if (retries === errorObject) {\n return _super.prototype.error.call(this, errorObject.e);\n }\n retriesSubscription = subscribeToResult(this, retries);\n }\n else {\n this.errors = null;\n this.retriesSubscription = null;\n }\n this._unsubscribeAndRecycle();\n this.errors = errors;\n this.retries = retries;\n this.retriesSubscription = retriesSubscription;\n errors.next(err);\n }\n };\n RetryWhenSubscriber.prototype._unsubscribe = function () {\n var _a = this, errors = _a.errors, retriesSubscription = _a.retriesSubscription;\n if (errors) {\n errors.unsubscribe();\n this.errors = null;\n }\n if (retriesSubscription) {\n retriesSubscription.unsubscribe();\n this.retriesSubscription = null;\n }\n this.retries = null;\n };\n RetryWhenSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n var _unsubscribe = this._unsubscribe;\n this._unsubscribe = null;\n this._unsubscribeAndRecycle();\n this._unsubscribe = _unsubscribe;\n this.source.subscribe(this);\n };\n return RetryWhenSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=retryWhen.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from from

'../util/subscribeToResult';\nexport function sample(notifier) {\n   return function (source) { return source.lift(new SampleOperator(notifier)); };\n}\nvar SampleOperator = /*@__PURE__*/ (function () {\n   function SampleOperator(notifier) {\n   this.notifier = notifier;\n   }\n   SampleOperator.prototype.call = function (subscriber, source) {\n   var sampleSubscriber = new SampleSubscriber(subscriber);\n   var subscription = source.subscribe(sampleSubscriber);\n   subscription.add(subscribeToResult(sampleSubscriber, this.notifier));\n   return subscription;\n   };\n   return SampleOperator;\n}());\nvar SampleSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(SampleSubscriber, _super);\n   function SampleSubscriber() {\n   var _this = _super !== null && _super.apply(this, arguments) || this;\n   _this.hasValue = false;\n   return _this;\n   }\n   SampleSubscriber.prototype._next = function (value) {\n   this.value = value;\n   this.hasValue = true;\n   };\n   SampleSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n   this.emitValue();\n   };\n   SampleSubscriber.prototype.notifyComplete = function () {\n   this.emitValue();\n   };\n   SampleSubscriber.prototype.emitValue = function () {\n   if (this.hasValue) {\n   this.hasValue = false;\n   this.destination.next(this.value);\n   }\n   };\n   return SampleSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=sample.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_scheduler_async PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { async } from '../scheduler/async';\nexport function sampleTime(period, scheduler) {\n   if (scheduler === void 0) {\n   scheduler = async;\n   }\n   return function (source) { return source.lift(new SampleTimeOperator(period, scheduler)); };\n}\nvar SampleTimeOperator = /*@__PURE__*/ (function () {\n   function SampleTimeOperator(period, scheduler) {\n   this.period = period;\n   this.scheduler = scheduler;\n   }\n   SampleTimeOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new SampleTimeSubscriber(subscriber, this.period, this.scheduler));\n   };\n   return SampleTimeOperator;\n}());\nvar SampleTimeSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(SampleTimeSubscriber, _super);\n   function SampleTimeSubscriber(destination, period, scheduler) {\n   var _this = _super.call(this, destination) || this;\n   _this.period = period;\n   _this.scheduler = scheduler;\n   _this.hasValue = false;\n   _this.add(scheduler.schedule(dispatchNotification, period, { subscriber: _this, period: period }));\n   return _this;\n   }\n   SampleTimeSubscriber.prototype._next = function (value) {\n   this.lastValue = value;\n   this.hasValue = true;\n   };\n   SampleTimeSubscriber.prototype.notifyNext = function () {\n   if (this.hasValue) {\n   this.hasValue = false;\n   this.destination.next(this.lastValue);\n   }\n   };\n   return SampleTimeSubscriber;\n}(Subscriber));\nfunction dispatchNotification(state) {\n   var subscriber = state.subscriber, period = state.period;\n   subscriber.notifyNext();\n   this.schedule(state, period);\n}\n//# sourceMappingURL=sampleTime.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function scan(accumulator, seed) {\n   var hasSeed = false;\n   if (arguments.length >= 2) {\n   hasSeed = true;\n   }\n   return function scanOperatorFunction(source) {\n   return source.lift(new ScanOperator(accumulator, seed, hasSeed));\n   };\n}\nvar ScanOperator = /*@__PURE__*/ (function () {\n   function ScanOperator(accumulator, seed, hasSeed) {\n   if (hasSeed === void 0) {\n   hasSeed = false;\n   }\n   this.accumulator = accumulator;\n   this.seed = seed;\n   this.hasSeed = hasSeed;\n   }\n   ScanOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new ScanSubscriber(subscriber, this.accumulator, this.seed, this.hasSeed));\n   };\n   return ScanOperator;\n}());\nvar ScanSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(ScanSubscriber, _super);\n   function ScanSubscriber(destination, accumulator, _seed, hasSeed) {\n   var _this = _super.call(this, destination) || this;\n   _this.accumulator = accumulator;\n   _this._seed = _seed;\n   _this.hasSeed = hasSeed;\n   _this.index = 0;\n   return _this;\n   }\n   Object.defineProperty(ScanSubscriber.prototype, \"seed\", {\n   get: function () {\n   return this._seed;\n   },\n   set: function (value) {\n   this.hasSeed = true;\n   this._seed = value;\n   },\n   enumerable: true,\n   configurable: true\n   });\n   ScanSubscriber.prototype._next = function (value) {\n   if (!this.hasSeed) {\n   this.seed = value;\n   this.destination.next(value);\n   }\n   else {\n   return this._tryNext(value);\n   }\n   };\n   ScanSubscriber.prototype._tryNext = function

(value) {\n var index = this.index++;\n var result;\n try {\n result = this.accumulator(this.seed, value, index);\n }\n catch (err) {\n this.destination.error(err);\n }\n this.seed = result;\n this.destination.next(result);\n };\n return ScanSubscriber;\n}(Subscriber));\n//# sourceMappingURL=scan.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_util_tryCatch,_util_errorObject PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nexport function sequenceEqual(compareTo, comparor) {\n return function (source) { return source.lift(new SequenceEqualOperator(compareTo, comparor)); };\n}\nvar SequenceEqualOperator = /*@__PURE__*/ (function () {\n function SequenceEqualOperator(compareTo, comparor) {\n this.compareTo = compareTo;\n this.comparor = comparor;\n }\n SequenceEqualOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new SequenceEqualSubscriber(subscriber, this.compareTo, this.comparor));\n };\n return SequenceEqualOperator;\n}());\nexport { SequenceEqualOperator };\nvar SequenceEqualSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SequenceEqualSubscriber, _super);\n function SequenceEqualSubscriber(destination, compareTo, comparor) {\n var _this = _super.call(this, destination) || this;\n _this.compareTo = compareTo;\n _this.comparor = comparor;\n _this._a = [];\n _this._b = [];\n _this._oneComplete = false;\n _this.destination.add(compareTo.subscribe(new SequenceEqualCompareToSubscriber(destination, _this)));\n return _this;\n }\n SequenceEqualSubscriber.prototype._next = function (value) {\n if (this._oneComplete && this._b.length === 0) {\n this.emit(false);\n }\n else {\n this._a.push(value);\n this.checkValues();\n }\n };\n SequenceEqualSubscriber.prototype._complete = function () {\n if (this._oneComplete) {\n this.emit(this._a.length === 0 && this._b.length === 0);\n }\n else {\n this._oneComplete = true;\n }\n this.unsubscribe();\n };\n SequenceEqualSubscriber.prototype.checkValues = function () {\n var _c = this, _a = _c._a, _b = _c._b, comparor = _c.comparor;\n while (_a.length > 0 && _b.length > 0) {\n var a = _a.shift();\n var b = _b.shift();\n var areEqual = false;\n if (comparor) {\n areEqual = tryCatch(comparor)(a, b);\n if (areEqual === errorObject) {\n this.destination.error(errorObject.e);\n }\n }\n else {\n areEqual = a === b;\n }\n if (!areEqual) {\n this.emit(false);\n }\n }\n };\n SequenceEqualSubscriber.prototype.emit = function (value) {\n var destination = this.destination;\n destination.next(value);\n destination.complete();\n };\n SequenceEqualSubscriber.prototype.nextB = function (value) {\n if (this._oneComplete && this._a.length === 0) {\n this.emit(false);\n }\n else {\n this._b.push(value);\n this.checkValues();\n }\n };\n SequenceEqualSubscriber.prototype.completeB = function () {\n if (this._oneComplete) {\n this.emit(this._a.length === 0 && this._b.length === 0);\n }\n else {\n this._oneComplete = true;\n }\n };\n return SequenceEqualSubscriber;\n}(Subscriber));\nexport { SequenceEqualSubscriber };\nvar SequenceEqualCompareToSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SequenceEqualCompareToSubscriber, _super);\n function SequenceEqualCompareToSubscriber(destination, parent) {\n var _this = _super.call(this, destination) || this;\n _this.parent = parent;\n return _this;\n }\n SequenceEqualCompareToSubscriber.prototype._next = function (value) {\n this.parent.nextB(value);\n };\n SequenceEqualCompareToSubscriber.prototype._error = function (err) {\n this.parent.error(err);\n this.unsubscribe();\n };\n SequenceEqualCompareToSubscriber.prototype._complete = function () {\n this.parent.completeB();\n this.unsubscribe();\n };\n return SequenceEqualCompareToSubscriber;\n}(Subscriber));\n//# sourceMappingURL=sequenceEqual.js.map\n","/** PURE_IMPORTS_START _multicast,_refCount,_Subject PURE_IMPORTS_END */\nimport { multicast } from './multicast';\nimport { refCount } from './refCount';\nimport { Subject } from '../Subject';\nfunction shareSubjectFactory() {\n return new Subject();\n}\nexport function share() {\n return function (source) { return refCount()(multicast(shareSubjectFactory)(source)); };\n}\n//# sourceMappingURL=share.js.map\n","/** PURE_IMPORTS_START _ReplaySubject PURE_IMPORTS_END

*/\nimport { ReplaySubject } from '../ReplaySubject';\nexport function shareReplay(bufferSize, windowTime, scheduler) {\n   if (bufferSize === void 0) {\n   bufferSize = Number.POSITIVE_INFINITY;\n   }\n   if (windowTime === void 0) {\n   windowTime = Number.POSITIVE_INFINITY;\n   }\n   return function (source) { return source.lift(shareReplayOperator(bufferSize, windowTime, scheduler)); };\n}\nfunction shareReplayOperator(bufferSize, windowTime, scheduler) {\n   var subject;\n   var refCount = 0;\n   var subscription;\n   var hasError = false;\n   var isComplete = false;\n   return function shareReplayOperation(source) {\n   refCount++;\n   if (!subject || hasError) {\n   hasError = false;\n   subject = new ReplaySubject(bufferSize, windowTime, scheduler);\n   subscription = source.subscribe({\n   next: function (value) { subject.next(value); },\n   error: function (err) {\n   hasError = true;\n   subject.error(err);\n   },\n   complete: function () {\n   isComplete = true;\n   subject.complete();\n   },\n   });\n   }\n   var innerSub = subject.subscribe(this);\n   return function () {\n   refCount--;\n   innerSub.unsubscribe();\n   if (subscription && refCount === 0 && isComplete) {\n   subscription.unsubscribe();\n   }\n   };\n   };\n}\n//# sourceMappingURL=shareReplay.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_util_EmptyError PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { EmptyError } from '../util/EmptyError';\nexport function single(predicate) {\n   return function (source) { return source.lift(new SingleOperator(predicate, source)); };\n}\nvar SingleOperator = /*@__PURE__*/ (function () {\n   function SingleOperator(predicate, source) {\n   this.predicate = predicate;\n   this.source = source;\n   }\n   SingleOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new SingleSubscriber(subscriber, this.predicate, this.source));\n   };\n   return SingleOperator;\n}());\nvar SingleSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(SingleSubscriber, _super);\n   function SingleSubscriber(destination, predicate, source) {\n   var _this = _super.call(this, destination) || this;\n   _this.predicate = predicate;\n   _this.source = source;\n   _this.seenValue = false;\n   _this.index = 0;\n   return _this;\n   }\n   SingleSubscriber.prototype.applySingleValue = function (value) {\n   if (this.seenValue) {\n   this.destination.error('Sequence contains more than one element');\n   }\n   else {\n   this.seenValue = true;\n   this.singleValue = value;\n   }\n   };\n   SingleSubscriber.prototype._next = function (value) {\n   var index = this.index++;\n   if (this.predicate) {\n   this.tryNext(value, index);\n   }\n   else {\n   this.applySingleValue(value);\n   }\n   };\n   SingleSubscriber.prototype.tryNext = function (value, index) {\n   try {\n   if (this.predicate(value, index, this.source)) {\n   this.applySingleValue(value);\n   }\n   }\n   catch (err) {\n   this.destination.error(err);\n   }\n   };\n   SingleSubscriber.prototype._complete = function () {\n   var destination = this.destination;\n   if (this.index > 0) {\n   destination.next(this.seenValue ? this.singleValue : undefined);\n   destination.complete();\n   }\n   else {\n   destination.error(new EmptyError);\n   }\n   };\n   return SingleSubscriber;\n}(Subscriber));\n//# sourceMappingURL=single.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function skip(count) {\n   return function (source) { return source.lift(new SkipOperator(count)); };\n}\nvar SkipOperator = /*@__PURE__*/ (function () {\n   function SkipOperator(total) {\n   this.total = total;\n   }\n   SkipOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new SkipSubscriber(subscriber, this.total));\n   };\n   return SkipOperator;\n}());\nvar SkipSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(SkipSubscriber, _super);\n   function SkipSubscriber(destination, total) {\n   var _this = _super.call(this, destination) || this;\n   _this.total = total;\n   _this.count = 0;\n   return _this;\n   }\n   SkipSubscriber.prototype._next = function (x) {\n   if (++this.count > this.total) {\n   this.destination.next(x);\n   }\n   };\n   return SkipSubscriber;\n}(Subscriber));\n//# sourceMappingURL=skip.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_util_ArgumentOutOfRangeError PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { ArgumentOutOfRangeError } from '../util/ArgumentOutOfRangeError';\nexport function skipLast(count) {\n   return function (source) { return source.lift(new SkipLastOperator(count)); };\n}\nvar SkipLastOperator = /*@__PURE__*/ (function () {\n

function SkipLastOperator(_skipCount) {\n this._skipCount = _skipCount;\n if (this._skipCount < 0) {\n throw new ArgumentOutOfRangeError;\n }\n }\n SkipLastOperator.prototype.call = function (subscriber, source) {\n if (this._skipCount === 0) {\n return source.subscribe(new Subscriber(subscriber));\n }\n else {\n return source.subscribe(new SkipLastSubscriber(subscriber, this._skipCount));\n }\n };\n return SkipLastOperator;\n}());\nvar SkipLastSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SkipLastSubscriber, _super);\n function SkipLastSubscriber(destination, _skipCount) {\n var _this = _super.call(this, destination) || this;\n _this._skipCount = _skipCount;\n _this._count = 0;\n _this._ring = new Array(_skipCount);\n return _this;\n }\n SkipLastSubscriber.prototype._next = function (value) {\n var skipCount = this._skipCount;\n var count = this._count++;\n if (count < skipCount) {\n this._ring[count] = value;\n }\n else {\n var currentIndex = count % skipCount;\n var ring = this._ring;\n var oldValue = ring[currentIndex];\n ring[currentIndex] = value;\n this.destination.next(oldValue);\n }\n };\n return SkipLastSubscriber;\n}(Subscriber));\n//# sourceMappingURL=skipLast.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_InnerSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { InnerSubscriber } from '../InnerSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function skipUntil(notifier) {\n return function (source) { return source.lift(new SkipUntilOperator(notifier)); };\n}\nvar SkipUntilOperator = /*@__PURE__*/ (function () {\n function SkipUntilOperator(notifier) {\n this.notifier = notifier;\n }\n SkipUntilOperator.prototype.call = function (destination, source) {\n return source.subscribe(new SkipUntilSubscriber(destination, this.notifier));\n };\n return SkipUntilOperator;\n}());\nvar SkipUntilSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SkipUntilSubscriber, _super);\n function SkipUntilSubscriber(destination, notifier) {\n var _this = _super.call(this, destination) || this;\n _this.hasValue = false;\n var innerSubscriber = new InnerSubscriber(_this, undefined, undefined);\n _this.add(innerSubscriber);\n _this.innerSubscription = innerSubscriber;\n subscribeToResult(_this, notifier, undefined, undefined, innerSubscriber);\n return _this;\n }\n SkipUntilSubscriber.prototype._next = function (value) {\n if (this.hasValue) {\n _super.prototype._next.call(this, value);\n }\n };\n SkipUntilSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.hasValue = true;\n if (this.innerSubscription) {\n this.innerSubscription.unsubscribe();\n }\n };\n SkipUntilSubscriber.prototype.notifyComplete = function () {\n };\n return SkipUntilSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=skipUntil.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function skipWhile(predicate) {\n return function (source) { return source.lift(new SkipWhileOperator(predicate)); };\n}\nvar SkipWhileOperator = /*@__PURE__*/ (function () {\n function SkipWhileOperator(predicate) {\n this.predicate = predicate;\n }\n SkipWhileOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new SkipWhileSubscriber(subscriber, this.predicate));\n };\n return SkipWhileOperator;\n}());\nvar SkipWhileSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SkipWhileSubscriber, _super);\n function SkipWhileSubscriber(destination, predicate) {\n var _this = _super.call(this, destination) || this;\n _this.predicate = predicate;\n _this.skipping = true;\n _this.index = 0;\n return _this;\n }\n SkipWhileSubscriber.prototype._next = function (value) {\n var destination = this.destination;\n if (this.skipping) {\n this.tryCallPredicate(value);\n }\n if (!this.skipping) {\n destination.next(value);\n }\n };\n SkipWhileSubscriber.prototype.tryCallPredicate = function (value) {\n try {\n var result = this.predicate(value, this.index++);\n this.skipping = Boolean(result);\n }\n catch (err) {\n this.destination.error(err);\n }\n };\n return SkipWhileSubscriber;\n}(Subscriber));\n//# sourceMappingURL=skipWhile.js.map\n","/** PURE_IMPORTS_START _observable_fromArray,_observable_scalar,_observable_empty,_observable_concat,_util_isScheduler PURE_IMPORTS_END */\nimport { fromArray } from '../observable/fromArray';\nimport { scalar } from

'../observable/scalar';\nimport { empty } from '../observable/empty';\nimport { concat as concatStatic } from '../observable/concat';\nimport { isScheduler } from '../util/isScheduler';\nexport function startWith() {\n var array = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n array[_i] = arguments[_i];\n }\n return function (source) {\n var scheduler = array[array.length - 1];\n if (isScheduler(scheduler)) {\n array.pop();\n }\n else {\n scheduler = null;\n }\n var len = array.length;\n if (len === 1 && !scheduler) {\n return concatStatic(scalar(array[0]), source);\n }\n else if (len > 0) {\n return concatStatic(fromArray(array, scheduler), source);\n }\n else {\n return concatStatic(empty(scheduler), source);\n }\n };\n}\n//# sourceMappingURL=startWith.js.map\n","/** PURE_IMPORTS_START _observable_SubscribeOnObservable PURE_IMPORTS_END */\nimport { SubscribeOnObservable } from '../observable/SubscribeOnObservable';\nexport function subscribeOn(scheduler, delay) {\n if (delay === void 0) {\n delay = 0;\n }\n return function subscribeOnOperatorFunction(source) {\n return source.lift(new SubscribeOnOperator(scheduler, delay));\n };\n}\nvar SubscribeOnOperator = /*@__PURE__*/ (function () {\n function SubscribeOnOperator(scheduler, delay) {\n this.scheduler = scheduler;\n this.delay = delay;\n }\n SubscribeOnOperator.prototype.call = function (subscriber, source) {\n return new SubscribeOnObservable(source, this.delay, this.scheduler).subscribe(subscriber);\n };\n return SubscribeOnOperator;\n}());\n//# sourceMappingURL=subscribeOn.js.map\n","/** PURE_IMPORTS_START _switchMap,_util_identity PURE_IMPORTS_END */\nimport { switchMap } from './switchMap';\nimport { identity } from '../util/identity';\nexport function switchAll() {\n return switchMap(identity);\n}\n//# sourceMappingURL=switchAll.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_InnerSubscriber,_util_subscribeToResult,_map,_observable_from PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { InnerSubscriber } from '../InnerSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nimport { map } from './map';\nimport { from } from '../observable/from';\nexport function switchMap(project, resultSelector) {\n if (typeof resultSelector === 'function') {\n return function (source) { return source.pipe(switchMap(function (a, i) { return from(project(a, i)).pipe(map(function (b, ii) { return resultSelector(a, b, i, ii); })); })); };\n }\n return function (source) { return source.lift(new SwitchMapOperator(project)); };\n}\nvar SwitchMapOperator = /*@__PURE__*/ (function () {\n function SwitchMapOperator(project) {\n this.project = project;\n }\n SwitchMapOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new SwitchMapSubscriber(subscriber, this.project));\n };\n return SwitchMapOperator;\n}());\nvar SwitchMapSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(SwitchMapSubscriber, _super);\n function SwitchMapSubscriber(destination, project) {\n var _this = _super.call(this, destination) || this;\n _this.project = project;\n _this.index = 0;\n return _this;\n }\n SwitchMapSubscriber.prototype._next = function (value) {\n var result;\n var index = this.index++;\n try {\n result = this.project(value, index);\n }\n catch (error) {\n this.destination.error(error);\n return;\n }\n this._innerSub(result, value, index);\n };\n SwitchMapSubscriber.prototype._innerSub = function (result, value, index) {\n var innerSubscription = this.innerSubscription;\n if (innerSubscription) {\n innerSubscription.unsubscribe();\n }\n var innerSubscriber = new InnerSubscriber(this, undefined, undefined);\n var destination = this.destination;\n destination.add(innerSubscriber);\n this.innerSubscription = subscribeToResult(this, result, value, index, innerSubscriber);\n };\n SwitchMapSubscriber.prototype._complete = function () {\n var innerSubscription = this.innerSubscription;\n if (!innerSubscription || innerSubscription.closed) {\n _super.prototype._complete.call(this);\n }\n this.unsubscribe();\n };\n SwitchMapSubscriber.prototype._unsubscribe = function () {\n this.innerSubscription = null;\n };\n SwitchMapSubscriber.prototype.notifyComplete = function (innerSub) {\n var destination = this.destination;\n destination.remove(innerSub);\n this.innerSubscription = null;\n if (this.isStopped) {\n _super.prototype._complete.call(this);\n }\n };\n SwitchMapSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.destination.next(innerValue);\n };\n return SwitchMapSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=switchMap.js.map\n","/**

PURE_IMPORTS_START _switchMap PURE_IMPORTS_END */\nimport { switchMap } from
'./switchMap';\nexport function switchMapTo(innerObservable, resultSelector) {\n return resultSelector ?
switchMap(function () { return innerObservable; }, resultSelector) : switchMap(function () { return
innerObservable; });\n}\n//# sourceMappingURL=switchMapTo.js.map\n","/** PURE_IMPORTS_START
tslib,_Subscriber,_util_ArgumentOutOfRangeError,_observable_empty PURE_IMPORTS_END */\nimport * as
tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { ArgumentOutOfRangeError } from
'../util/ArgumentOutOfRangeError';\nimport { empty } from '../observable/empty';\nexport function take(count) {\n
return function (source) {\n if (count === 0) {\n return empty();\n }\n else {\n return
source.lift(new TakeOperator(count));\n }\n };\n}\nvar TakeOperator = /*@__PURE__*/ (function () {\n
function TakeOperator(total) {\n this.total = total;\n if (this.total < 0) {\n throw new
ArgumentOutOfRangeError;\n }\n }\n TakeOperator.prototype.call = function (subscriber, source) {\n
return source.subscribe(new TakeSubscriber(subscriber, this.total));\n };\n return TakeOperator;\n}());\nvar
TakeSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(TakeSubscriber, _super);\n
function TakeSubscriber(destination, total) {\n var _this = _super.call(this, destination) || this;\n _this.total =
total;\n _this.count = 0;\n return _this;\n }\n TakeSubscriber.prototype._next = function (value) {\n
var total = this.total;\n var count = ++this.count;\n if (count <= total) {\n
this.destination.next(value);\n if (count === total) {\n this.destination.complete();\n
this.unsubscribe();\n }\n }\n };\n return TakeSubscriber;\n}(Subscriber));\n//#
sourceMappingURL=take.js.map\n","/** PURE_IMPORTS_START
tslib,_Subscriber,_util_ArgumentOutOfRangeError,_observable_empty PURE_IMPORTS_END */\nimport * as
tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { ArgumentOutOfRangeError } from
'../util/ArgumentOutOfRangeError';\nimport { empty } from '../observable/empty';\nexport function takeLast(count)
{\n return function takeLastOperatorFunction(source) {\n if (count === 0) {\n return empty();\n
}\n else {\n return source.lift(new TakeLastOperator(count));\n }\n };\n}\nvar TakeLastOperator =
/*@__PURE__*/ (function () {\n function TakeLastOperator(total) {\n this.total = total;\n if (this.total <
0) {\n throw new ArgumentOutOfRangeError;\n }\n }\n TakeLastOperator.prototype.call = function
(subscriber, source) {\n return source.subscribe(new TakeLastSubscriber(subscriber, this.total));\n };\n
return TakeLastOperator;\n}());\nvar TakeLastSubscriber = /*@__PURE__*/ (function (_super) {\n
tslib_1.__extends(TakeLastSubscriber, _super);\n function TakeLastSubscriber(destination, total) {\n var
_this = _super.call(this, destination) || this;\n _this.total = total;\n _this.ring = new Array();\n
_this.count = 0;\n return _this;\n }\n TakeLastSubscriber.prototype._next = function (value) {\n var ring
= this.ring;\n var total = this.total;\n var count = this.count++;\n if (ring.length < total) {\n
ring.push(value);\n }\n else {\n var index = count % total;\n ring[index] = value;\n }\n
};\n TakeLastSubscriber.prototype._complete = function () {\n var destination = this.destination;\n var
count = this.count;\n if (count > 0) {\n var total = this.count >= this.total ? this.total : this.count;\n
var ring = this.ring;\n for (var i = 0; i < total; i++) {\n var idx = (count++) % total;\n
destination.next(ring[idx]);\n }\n }\n destination.complete();\n };\n return
TakeLastSubscriber;\n}(Subscriber));\n//# sourceMappingURL=takeLast.js.map\n","/** PURE_IMPORTS_START
tslib,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from
\"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from
'../util/subscribeToResult';\nexport function takeUntil(notifier) {\n return function (source) { return source.lift(new
TakeUntilOperator(notifier)); };\n}\nvar TakeUntilOperator = /*@__PURE__*/ (function () {\n function
TakeUntilOperator(notifier) {\n this.notifier = notifier;\n }\n TakeUntilOperator.prototype.call = function
(subscriber, source) {\n var takeUntilSubscriber = new TakeUntilSubscriber(subscriber);\n var
notifierSubscription = subscribeToResult(takeUntilSubscriber, this.notifier);\n if (notifierSubscription &&
!takeUntilSubscriber.seenValue) {\n takeUntilSubscriber.add(notifierSubscription);\n return
source.subscribe(takeUntilSubscriber);\n }\n return takeUntilSubscriber;\n };\n return
TakeUntilOperator;\n}());\nvar TakeUntilSubscriber = /*@__PURE__*/ (function (_super) {\n

tslib_1.__extends(TakeUntilSubscriber, _super);\n   function TakeUntilSubscriber(destination) {\n   var _this = _super.call(this, destination) || this;\n   _this.seenValue = false;\n   return _this;\n   }\n TakeUntilSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n   this.seenValue = true;\n   this.complete();\n   };\n   TakeUntilSubscriber.prototype.notifyComplete = function () {\n   };\n   return TakeUntilSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=takeUntil.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nexport function takeWhile(predicate) {\n   return function (source) { return source.lift(new TakeWhileOperator(predicate)); };\n}\nvar TakeWhileOperator = /*@__PURE__*/ (function () {\n   function TakeWhileOperator(predicate) {\n   this.predicate = predicate;\n   }\n   TakeWhileOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new TakeWhileSubscriber(subscriber, this.predicate));\n   };\n   return TakeWhileOperator;\n}());\nvar TakeWhileSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(TakeWhileSubscriber, _super);\n   function TakeWhileSubscriber(destination, predicate) {\n   var _this = _super.call(this, destination) || this;\n   _this.predicate = predicate;\n   _this.index = 0;\n   return _this;\n   }\n TakeWhileSubscriber.prototype._next = function (value) {\n   var destination = this.destination;\n   var result;\n   try {\n   result = this.predicate(value, this.index++);\n   }\n   catch (err) {\n   destination.error(err);\n   return;\n   }\n   this.nextOrComplete(value, result);\n   };\n TakeWhileSubscriber.prototype.nextOrComplete = function (value, predicateResult) {\n   var destination = this.destination;\n   if (Boolean(predicateResult)) {\n   destination.next(value);\n   }\n   else {\n   destination.complete();\n   }\n   };\n   return TakeWhileSubscriber;\n}(Subscriber));\n//# sourceMappingURL=takeWhile.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_util_noop,_util_isFunction PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { noop } from '../util/noop';\nimport { isFunction } from '../util/isFunction';\nexport function tap(nextOrObserver, error, complete) {\n   return function tapOperatorFunction(source) {\n   return source.lift(new DoOperator(nextOrObserver, error, complete));\n   };\n}\nvar DoOperator = /*@__PURE__*/ (function () {\n   function DoOperator(nextOrObserver, error, complete) {\n   this.nextOrObserver = nextOrObserver;\n   this.error = error;\n   this.complete = complete;\n   }\n DoOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new TapSubscriber(subscriber, this.nextOrObserver, this.error, this.complete));\n   };\n   return DoOperator;\n}());\nvar TapSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(TapSubscriber, _super);\n   function TapSubscriber(destination, observerOrNext, error, complete) {\n   var _this = _super.call(this, destination) || this;\n   _this._tapNext = noop;\n   _this._tapError = noop;\n   _this._tapComplete = noop;\n   _this._tapError = error || noop;\n   _this._tapComplete = complete || noop;\n   if (isFunction(observerOrNext)) {\n   _this._context = _this;\n   _this._tapNext = observerOrNext;\n   }\n   else if (observerOrNext) {\n   _this._context = observerOrNext;\n   _this._tapNext = observerOrNext.next || noop;\n   _this._tapError = observerOrNext.error || noop;\n   _this._tapComplete = observerOrNext.complete || noop;\n   }\n   return _this;\n   }\n   TapSubscriber.prototype._next = function (value) {\n   try {\n   this._tapNext.call(this._context, value);\n   }\n   catch (err) {\n   this.destination.error(err);\n   return;\n   }\n   this.destination.next(value);\n   };\n   TapSubscriber.prototype._error = function (err) {\n   try {\n   this._tapError.call(this._context, err);\n   }\n   catch (err) {\n   this.destination.error(err);\n   return;\n   }\n   this.destination.error(err);\n   };\n   TapSubscriber.prototype._complete = function () {\n   try {\n   this._tapComplete.call(this._context);\n   }\n   catch (err) {\n   this.destination.error(err);\n   return;\n   }\n   return this.destination.complete();\n   };\n   return TapSubscriber;\n}(Subscriber));\n//# sourceMappingURL=tap.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport var defaultThrottleConfig = {\n   leading: true,\n   trailing: false\n};\nexport

function throttle(durationSelector, config) {\n   if (config === void 0) {\n   config = defaultThrottleConfig;\n }\n   return function (source) { return source.lift(new ThrottleOperator(durationSelector, config.leading, config.trailing)); };\n}\nvar ThrottleOperator = /*@__PURE__*/ (function () {\n   function ThrottleOperator(durationSelector, leading, trailing) {\n   this.durationSelector = durationSelector;\n this.leading = leading;\n   this.trailing = trailing;\n   }\n   ThrottleOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new ThrottleSubscriber(subscriber, this.durationSelector, this.leading, this.trailing));\n   };\n   return ThrottleOperator;\n}());\nvar ThrottleSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(ThrottleSubscriber, _super);\n   function ThrottleSubscriber(destination, durationSelector, _leading, _trailing) {\n   var _this = _super.call(this, destination) || this;\n   _this.destination = destination;\n   _this.durationSelector = durationSelector;\n   _this._leading = _leading;\n   _this._trailing = _trailing;\n   _this._hasValue = false;\n   return _this;\n   }\n   ThrottleSubscriber.prototype._next = function (value) {\n   this._hasValue = true;\n   this._sendValue = value;\n   if (!this._throttled) {\n   if (this._leading) {\n   this.send();\n   }\n   else {\n   this.throttle(value);\n   }\n }\n   };\n   ThrottleSubscriber.prototype.send = function () {\n   var _a = this, _hasValue = _a._hasValue, _sendValue = _a._sendValue;\n   if (_hasValue) {\n   this.destination.next(_sendValue);\n this.throttle(_sendValue);\n   }\n   this._hasValue = false;\n   this._sendValue = null;\n   };\n ThrottleSubscriber.prototype.throttle = function (value) {\n   var duration = this.tryDurationSelector(value);\n if (duration) {\n   this.add(this._throttled = subscribeToResult(this, duration));\n   }\n   };\n ThrottleSubscriber.prototype.tryDurationSelector = function (value) {\n   try {\n   return this.durationSelector(value);\n   }\n   catch (err) {\n   this.destination.error(err);\n   return null;\n }\n   };\n   ThrottleSubscriber.prototype.throttlingDone = function () {\n   var _a = this, _throttled = _a._throttled, _trailing = _a._trailing;\n   if (_throttled) {\n   _throttled.unsubscribe();\n   }\n this._throttled = null;\n   if (_trailing) {\n   this.send();\n   }\n   };\n ThrottleSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n   this.throttlingDone();\n   };\n   ThrottleSubscriber.prototype.notifyComplete = function () {\n this.throttlingDone();\n   };\n   return ThrottleSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=throttle.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_scheduler_async,_throttle PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { async } from '../scheduler/async';\nimport { defaultThrottleConfig } from './throttle';\nexport function throttleTime(duration, scheduler, config) {\n   if (scheduler === void 0) {\n scheduler = async;\n   }\n   if (config === void 0) {\n   config = defaultThrottleConfig;\n   }\n   return function (source) { return source.lift(new ThrottleTimeOperator(duration, scheduler, config.leading, config.trailing)); };\n}\nvar ThrottleTimeOperator = /*@__PURE__*/ (function () {\n   function ThrottleTimeOperator(duration, scheduler, leading, trailing) {\n   this.duration = duration;\n   this.scheduler = scheduler;\n   this.leading = leading;\n   this.trailing = trailing;\n   }\n   ThrottleTimeOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new ThrottleTimeSubscriber(subscriber, this.duration, this.scheduler, this.leading, this.trailing));\n   };\n   return ThrottleTimeOperator;\n}());\nvar ThrottleTimeSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(ThrottleTimeSubscriber, _super);\n   function ThrottleTimeSubscriber(destination, duration, scheduler, leading, trailing) {\n   var _this = _super.call(this, destination) || this;\n   _this.duration = duration;\n   _this.scheduler = scheduler;\n   _this.leading = leading;\n   _this.trailing = trailing;\n   _this._hasTrailingValue = false;\n   _this._trailingValue = null;\n return _this;\n   }\n   ThrottleTimeSubscriber.prototype._next = function (value) {\n   if (this.throttled) {\n if (this.trailing) {\n   this._trailingValue = value;\n   this._hasTrailingValue = true;\n   }\n }\n   else {\n   this.add(this.throttled = this.scheduler.schedule(dispatchNext, this.duration, { subscriber: this }));\n   if (this.leading) {\n   this.destination.next(value);\n   }\n   }\n   };\n ThrottleTimeSubscriber.prototype._complete = function () {\n   if (this._hasTrailingValue) {\n this.destination.next(this._trailingValue);\n   this.destination.complete();\n   }\n   else {\n this.destination.complete();\n   }\n   };\n   ThrottleTimeSubscriber.prototype.clearThrottle = function () {\n

var throttled = this.throttled;\n if (throttled) {\n if (this.trailing && this._hasTrailingValue) {\n this.destination.next(this._trailingValue);\n this._trailingValue = null;\n this._hasTrailingValue = false;\n }\n throttled.unsubscribe();\n this.remove(throttled);\n this.throttled = null;\n }\n };\n return ThrottleTimeSubscriber;\n}(Subscriber));\nfunction dispatchNext(arg) {\n var subscriber = arg.subscriber;\n subscriber.clearThrottle();\n}\n//# sourceMappingURL=throttleTime.js.map\n","/** PURE_IMPORTS_START _tap,_util_EmptyError PURE_IMPORTS_END */\nimport { tap } from './tap';\nimport { EmptyError } from '../util/EmptyError';\nexport var throwIfEmpty = function (errorFactory) {\n if (errorFactory === void 0) {\n errorFactory = defaultErrorFactory;\n }\n return tap({\n hasValue: false,\n next: function () { this.hasValue = true; },\n complete: function () {\n if (!this.hasValue) {\n throw errorFactory();\n }\n }\n });\n};\nfunction defaultErrorFactory() {\n return new EmptyError();\n}\n//# sourceMappingURL=throwIfEmpty.js.map\n","/** PURE_IMPORTS_START _scheduler_async,_scan,_observable_defer,_map PURE_IMPORTS_END */\nimport { async } from '../scheduler/async';\nimport { scan } from './scan';\nimport { defer } from '../observable/defer';\nimport { map } from './map';\nexport function timeInterval(scheduler) {\n if (scheduler === void 0) {\n scheduler = async;\n }\n return function (source) {\n return defer(function () {\n return source.pipe(scan(function (_a, value) {\n var current = _a.current;\n return ({ value: value, current: scheduler.now(), last: current });\n }, { current: scheduler.now(), value: undefined, last: undefined }), map(function (_a) {\n var current = _a.current, last = _a.last, value = _a.value;\n return new TimeInterval(value, current - last);\n }));\n });\n };\n}\nvar TimeInterval = /*@__PURE__*/ (function () {\n function TimeInterval(value, interval) {\n this.value = value;\n this.interval = interval;\n }\n return TimeInterval;\n}());\nexport { TimeInterval };\n//# sourceMappingURL=timeInterval.js.map\n","/** PURE_IMPORTS_START _scheduler_async,_util_TimeoutError,_timeoutWith,_observable_throwError PURE_IMPORTS_END */\nimport { async } from '../scheduler/async';\nimport { TimeoutError } from '../util/TimeoutError';\nimport { timeoutWith } from './timeoutWith';\nimport { throwError } from '../observable/throwError';\nexport function timeout(due, scheduler) {\n if (scheduler === void 0) {\n scheduler = async;\n }\n return timeoutWith(due, throwError(new TimeoutError()), scheduler);\n}\n//# sourceMappingURL=timeout.js.map\n","/** PURE_IMPORTS_START tslib,_scheduler_async,_util_isDate,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { async } from '../scheduler/async';\nimport { isDate } from '../util/isDate';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function timeoutWith(due, withObservable, scheduler) {\n if (scheduler === void 0) {\n scheduler = async;\n }\n return function (source) {\n var absoluteTimeout = isDate(due);\n var waitFor = absoluteTimeout ? (+due - scheduler.now()) : Math.abs(due);\n return source.lift(new TimeoutWithOperator(waitFor, absoluteTimeout, withObservable, scheduler));\n };\n}\nvar TimeoutWithOperator = /*@__PURE__*/ (function () {\n function TimeoutWithOperator(waitFor, absoluteTimeout, withObservable, scheduler) {\n this.waitFor = waitFor;\n this.absoluteTimeout = absoluteTimeout;\n this.withObservable = withObservable;\n this.scheduler = scheduler;\n }\n TimeoutWithOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new TimeoutWithSubscriber(subscriber, this.absoluteTimeout, this.waitFor, this.withObservable, this.scheduler));\n };\n return TimeoutWithOperator;\n}());\nvar TimeoutWithSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(TimeoutWithSubscriber, _super);\n function TimeoutWithSubscriber(destination, absoluteTimeout, waitFor, withObservable, scheduler) {\n var _this = _super.call(this, destination) || this;\n _this.absoluteTimeout = absoluteTimeout;\n _this.waitFor = waitFor;\n _this.withObservable = withObservable;\n _this.scheduler = scheduler;\n _this.action = null;\n _this.scheduleTimeout();\n return _this;\n }\n TimeoutWithSubscriber.dispatchTimeout = function (subscriber) {\n var withObservable = subscriber.withObservable;\n subscriber._unsubscribeAndRecycle();\n subscriber.add(subscribeToResult(subscriber, withObservable));\n };\n TimeoutWithSubscriber.prototype.scheduleTimeout = function () {\n var action = this.action;\n if (action) {\n this.action = action.schedule(this, this.waitFor);\n }\n else {\n this.add(this.action =

this.scheduler.schedule(TimeoutWithSubscriber.dispatchTimeout, this.waitFor, this));\n }\n };\n TimeoutWithSubscriber.prototype._next = function (value) {\n if (!this.absoluteTimeout) {\n this.scheduleTimeout();\n }\n _super.prototype._next.call(this, value);\n };\n TimeoutWithSubscriber.prototype._unsubscribe = function () {\n this.action = null;\n this.scheduler = null;\n this.withObservable = null;\n };\n return TimeoutWithSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=timeoutWith.js.map\n","/** PURE_IMPORTS_START _scheduler_async,_map PURE_IMPORTS_END */\nimport { async } from '../scheduler/async';\nimport { map } from './map';\nexport function timestamp(scheduler) {\n if (scheduler === void 0) {\n scheduler = async;\n }\n return map(function (value) { return new Timestamp(value, scheduler.now()); });\n}\nvar Timestamp = /*@__PURE__*/ (function () {\n function Timestamp(value, timestamp) {\n this.value = value;\n this.timestamp = timestamp;\n }\n return Timestamp;\n}());\nexport { Timestamp };\n//# sourceMappingURL=timestamp.js.map\n","/** PURE_IMPORTS_START _reduce PURE_IMPORTS_END */\nimport { reduce } from './reduce';\nfunction toArrayReducer(arr, item, index) {\n if (index === 0) {\n return [item];\n }\n arr.push(item);\n return arr;\n}\nexport function toArray() {\n return reduce(toArrayReducer, []);\n}\n//# sourceMappingURL=toArray.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subject } from '../Subject';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function window(windowBoundaries) {\n return function windowOperatorFunction(source) {\n return source.lift(new WindowOperator(windowBoundaries));\n };\n}\nvar WindowOperator = /*@__PURE__*/ (function () {\n function WindowOperator(windowBoundaries) {\n this.windowBoundaries = windowBoundaries;\n }\n WindowOperator.prototype.call = function (subscriber, source) {\n var windowSubscriber = new WindowSubscriber(subscriber);\n var sourceSubscription = source.subscribe(windowSubscriber);\n if (!sourceSubscription.closed) {\n windowSubscriber.add(subscribeToResult(windowSubscriber, this.windowBoundaries));\n }\n return sourceSubscription;\n };\n return WindowOperator;\n}());\nvar WindowSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(WindowSubscriber, _super);\n function WindowSubscriber(destination) {\n var _this = _super.call(this, destination) || this;\n _this.window = new Subject();\n destination.next(_this.window);\n return _this;\n }\n WindowSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.openWindow();\n };\n WindowSubscriber.prototype.notifyError = function (error, innerSub) {\n this._error(error);\n };\n WindowSubscriber.prototype.notifyComplete = function (innerSub) {\n this._complete();\n };\n WindowSubscriber.prototype._next = function (value) {\n this.window.next(value);\n };\n WindowSubscriber.prototype._error = function (err) {\n this.window.error(err);\n this.destination.error(err);\n };\n WindowSubscriber.prototype._complete = function () {\n this.window.complete();\n this.destination.complete();\n };\n WindowSubscriber.prototype._unsubscribe = function () {\n this.window = null;\n };\n WindowSubscriber.prototype.openWindow = function () {\n var prevWindow = this.window;\n if (prevWindow) {\n prevWindow.complete();\n }\n var destination = this.destination;\n var newWindow = this.window = new Subject();\n destination.next(newWindow);\n };\n return WindowSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=window.js.map\n","/** PURE_IMPORTS_START tslib,_Subscriber,_Subject PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscriber } from '../Subscriber';\nimport { Subject } from '../Subject';\nexport function windowCount(windowSize, startWindowEvery) {\n if (startWindowEvery === void 0) {\n startWindowEvery = 0;\n }\n return function windowCountOperatorFunction(source) {\n return source.lift(new WindowCountOperator(windowSize, startWindowEvery));\n };\n}\nvar WindowCountOperator = /*@__PURE__*/ (function () {\n function WindowCountOperator(windowSize, startWindowEvery) {\n this.windowSize = windowSize;\n this.startWindowEvery = startWindowEvery;\n }\n WindowCountOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new WindowCountSubscriber(subscriber, this.windowSize,

this.startWindowEvery));\n   };\n   return WindowCountOperator;\n}());\nvar WindowCountSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(WindowCountSubscriber, _super);\n   function WindowCountSubscriber(destination, windowSize, startWindowEvery) {\n   var _this = _super.call(this, destination) || this;\n   _this.destination = destination;\n   _this.windowSize = windowSize;\n   _this.startWindowEvery = startWindowEvery;\n   _this.windows = [new Subject()];\n   _this.count = 0;\n   destination.next(_this.windows[0]);\n   return _this;\n   }\n   WindowCountSubscriber.prototype._next = function (value) {\n   var startWindowEvery = (this.startWindowEvery > 0) ? this.startWindowEvery : this.windowSize;\n   var destination = this.destination;\n   var windowSize = this.windowSize;\n   var windows = this.windows;\n   var len = windows.length;\n   for (var i = 0; i < len && !this.closed; i++) {\n   windows[i].next(value);\n   }\n   var c = this.count - windowSize + 1;\n   if (c >= 0 && c % startWindowEvery === 0 && !this.closed) {\n   windows.shift().complete();\n   }\n   if (++this.count % startWindowEvery === 0 && !this.closed) {\n   var window_1 = new Subject();\n   windows.push(window_1);\n   destination.next(window_1);\n   }\n   };\n   WindowCountSubscriber.prototype._error = function (err) {\n   var windows = this.windows;\n   if (windows) {\n   while (windows.length > 0 && !this.closed) {\n   windows.shift().error(err);\n   }\n   }\n   this.destination.error(err);\n   };\n   WindowCountSubscriber.prototype._complete = function () {\n   var windows = this.windows;\n   if (windows) {\n   while (windows.length > 0 && !this.closed) {\n   windows.shift().complete();\n   }\n   }\n   this.destination.complete();\n   };\n   WindowCountSubscriber.prototype._unsubscribe = function () {\n   this.count = 0;\n   this.windows = null;\n   };\n   return WindowCountSubscriber;\n}(Subscriber));\n//# sourceMappingURL=windowCount.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_scheduler_async,_Subscriber,_util_isNumeric,_util_isScheduler PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subject } from '../Subject';\nimport { async } from '../scheduler/async';\nimport { Subscriber } from '../Subscriber';\nimport { isNumeric } from '../util/isNumeric';\nimport { isScheduler } from '../util/isScheduler';\nexport function windowTime(windowTimeSpan) {\n   var scheduler = async;\n   var windowCreationInterval = null;\n   var maxWindowSize = Number.POSITIVE_INFINITY;\n   if (isScheduler(arguments[3])) {\n   scheduler = arguments[3];\n   }\n   if (isScheduler(arguments[2])) {\n   scheduler = arguments[2];\n   }\n   else if (isNumeric(arguments[2])) {\n   maxWindowSize = arguments[2];\n   }\n   if (isScheduler(arguments[1])) {\n   scheduler = arguments[1];\n   }\n   else if (isNumeric(arguments[1])) {\n   windowCreationInterval = arguments[1];\n   }\n   return function windowTimeOperatorFunction(source) {\n   return source.lift(new WindowTimeOperator(windowTimeSpan, windowCreationInterval, maxWindowSize, scheduler));\n   };\n}\nvar WindowTimeOperator = /*@__PURE__*/ (function () {\n   function WindowTimeOperator(windowTimeSpan, windowCreationInterval, maxWindowSize, scheduler) {\n   this.windowTimeSpan = windowTimeSpan;\n   this.windowCreationInterval = windowCreationInterval;\n   this.maxWindowSize = maxWindowSize;\n   this.scheduler = scheduler;\n   }\n   WindowTimeOperator.prototype.call = function (subscriber, source) {\n   return source.subscribe(new WindowTimeSubscriber(subscriber, this.windowTimeSpan, this.windowCreationInterval, this.maxWindowSize, this.scheduler));\n   };\n   return WindowTimeOperator;\n}());\nvar CountedSubject = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(CountedSubject, _super);\n   function CountedSubject() {\n   var _this = _super !== null && _super.apply(this, arguments) || this;\n   _this._numberOfNextedValues = 0;\n   return _this;\n   }\n   CountedSubject.prototype.next = function (value) {\n   this._numberOfNextedValues++;\n   _super.prototype.next.call(this, value);\n   };\n   Object.defineProperty(CountedSubject.prototype, \"numberOfNextedValues\", {\n   get: function () {\n   return this._numberOfNextedValues;\n   },\n   enumerable: true,\n   configurable: true\n   });\n   return CountedSubject;\n}(Subject));\nvar WindowTimeSubscriber = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(WindowTimeSubscriber, _super);\n   function WindowTimeSubscriber(destination, windowTimeSpan, windowCreationInterval, maxWindowSize, scheduler) {\n   var _this = _super.call(this, destination) || this;\n   _this.destination = destination;\n   _this.windowTimeSpan = windowTimeSpan;\n   _this.windowCreationInterval =

windowCreationInterval;\n _this.maxWindowSize = maxWindowSize;\n _this.scheduler = scheduler;\n _this.windows = [];\n var window = _this.openWindow();\n if (windowCreationInterval !== null && windowCreationInterval >= 0) {\n var closeState = { subscriber: _this, window: window, context: null };\n var creationState = { windowTimeSpan: windowTimeSpan, windowCreationInterval: windowCreationInterval, subscriber: _this, scheduler: scheduler };\n _this.add(scheduler.schedule(dispatchWindowClose, windowTimeSpan, closeState));\n _this.add(scheduler.schedule(dispatchWindowCreation, windowCreationInterval, creationState));\n }\n else {\n var timeSpanOnlyState = { subscriber: _this, window: window, windowTimeSpan: windowTimeSpan };\n _this.add(scheduler.schedule(dispatchWindowTimeSpanOnly, windowTimeSpan, timeSpanOnlyState));\n }\n return _this;\n }\n WindowTimeSubscriber.prototype._next = function (value) {\n var windows = this.windows;\n var len = windows.length;\n for (var i = 0; i < len; i++) {\n var window_1 = windows[i];\n if (!window_1.closed) {\n window_1.next(value);\n if (window_1.numberOfNextedValues >= this.maxWindowSize) {\n this.closeWindow(window_1);\n }\n }\n }\n };\n WindowTimeSubscriber.prototype._error = function (err) {\n var windows = this.windows;\n while (windows.length > 0) {\n windows.shift().error(err);\n }\n this.destination.error(err);\n };\n WindowTimeSubscriber.prototype._complete = function () {\n var windows = this.windows;\n while (windows.length > 0) {\n var window_2 = windows.shift();\n if (!window_2.closed) {\n window_2.complete();\n }\n }\n this.destination.complete();\n };\n WindowTimeSubscriber.prototype.openWindow = function () {\n var window = new CountedSubject();\n this.windows.push(window);\n var destination = this.destination;\n destination.next(window);\n return window;\n };\n WindowTimeSubscriber.prototype.closeWindow = function (window) {\n window.complete();\n var windows = this.windows;\n windows.splice(windows.indexOf(window), 1);\n };\n return WindowTimeSubscriber;\n}(Subscriber));\nfunction dispatchWindowTimeSpanOnly(state) {\n var subscriber = state.subscriber, windowTimeSpan = state.windowTimeSpan, window = state.window;\n if (window) {\n subscriber.closeWindow(window);\n }\n state.window = subscriber.openWindow();\n this.schedule(state, windowTimeSpan);\n}\nfunction dispatchWindowCreation(state) {\n var windowTimeSpan = state.windowTimeSpan, subscriber = state.subscriber, scheduler = state.scheduler, windowCreationInterval = state.windowCreationInterval;\n var window = subscriber.openWindow();\n var action = this;\n var context = { action: action, subscription: null };\n var timeSpanState = { subscriber: subscriber, window: window, context: context };\n context.subscription = scheduler.schedule(dispatchWindowClose, windowTimeSpan, timeSpanState);\n action.add(context.subscription);\n action.schedule(state, windowCreationInterval);\n}\nfunction dispatchWindowClose(state) {\n var subscriber = state.subscriber, window = state.window, context = state.context;\n if (context && context.action && context.subscription) {\n context.action.remove(context.subscription);\n }\n subscriber.closeWindow(window);\n}\n//# sourceMappingURL=windowTime.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_Subscription,_util_tryCatch,_util_errorObject,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subject } from '../Subject';\nimport { Subscription } from '../Subscription';\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function windowToggle(openings, closingSelector) {\n return function (source) { return source.lift(new WindowToggleOperator(openings, closingSelector)); };\n}\nvar WindowToggleOperator = /*@__PURE__*/ (function () {\n function WindowToggleOperator(openings, closingSelector) {\n this.openings = openings;\n this.closingSelector = closingSelector;\n }\n WindowToggleOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new WindowToggleSubscriber(subscriber, this.openings, this.closingSelector));\n };\n return WindowToggleOperator;\n}());\nvar WindowToggleSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(WindowToggleSubscriber, _super);\n function WindowToggleSubscriber(destination, openings, closingSelector) {\n var _this = _super.call(this, destination) || this;\n _this.openings = openings;\n

_this.closingSelector = closingSelector;\n _this.contexts = [];\n _this.add(_this.openSubscription = subscribeToResult(_this, openings, openings));\n return _this;\n }\n WindowToggleSubscriber.prototype._next = function (value) {\n var contexts = this.contexts;\n if (contexts) {\n var len = contexts.length;\n for (var i = 0; i < len; i++) {\n contexts[i].window.next(value);\n }\n }\n };\n WindowToggleSubscriber.prototype._error = function (err) {\n var contexts = this.contexts;\n this.contexts = null;\n if (contexts) {\n var len = contexts.length;\n var index = -1;\n while (++index < len) {\n var context_1 = contexts[index];\n context_1.window.error(err);\n context_1.subscription.unsubscribe();\n }\n }\n _super.prototype._error.call(this, err);\n };\n WindowToggleSubscriber.prototype._complete = function () {\n var contexts = this.contexts;\n this.contexts = null;\n if (contexts) {\n var len = contexts.length;\n var index = -1;\n while (++index < len) {\n var context_2 = contexts[index];\n context_2.window.complete();\n context_2.subscription.unsubscribe();\n }\n }\n _super.prototype._complete.call(this);\n };\n WindowToggleSubscriber.prototype._unsubscribe = function () {\n var contexts = this.contexts;\n this.contexts = null;\n if (contexts) {\n var len = contexts.length;\n var index = -1;\n while (++index < len) {\n var context_3 = contexts[index];\n context_3.window.unsubscribe();\n context_3.subscription.unsubscribe();\n }\n }\n };\n WindowToggleSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n if (outerValue === this.openings) {\n var closingSelector = this.closingSelector;\n var closingNotifier = tryCatch(closingSelector)(innerValue);\n if (closingNotifier === errorObject) {\n return this.error(errorObject.e);\n }\n else {\n var window_1 = new Subject();\n var subscription = new Subscription();\n var context_4 = { window: window_1, subscription: subscription };\n this.contexts.push(context_4);\n var innerSubscription = subscribeToResult(this, closingNotifier, context_4);\n if (innerSubscription.closed) {\n this.closeWindow(this.contexts.length - 1);\n }\n else {\n innerSubscription.context = context_4;\n subscription.add(innerSubscription);\n }\n this.destination.next(window_1);\n }\n }\n else {\n this.closeWindow(this.contexts.indexOf(outerValue));\n }\n };\n WindowToggleSubscriber.prototype.notifyError = function (err) {\n this.error(err);\n };\n WindowToggleSubscriber.prototype.notifyComplete = function (inner) {\n if (inner !== this.openSubscription) {\n this.closeWindow(this.contexts.indexOf(inner.context));\n }\n };\n WindowToggleSubscriber.prototype.closeWindow = function (index) {\n if (index === -1) {\n return;\n }\n var contexts = this.contexts;\n var context = contexts[index];\n var window = context.window, subscription = context.subscription;\n contexts.splice(index, 1);\n window.complete();\n subscription.unsubscribe();\n };\n return WindowToggleSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=windowToggle.js.map\n","/** PURE_IMPORTS_START tslib,_Subject,_util_tryCatch,_util_errorObject,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subject } from '../Subject';\nimport { tryCatch } from '../util/tryCatch';\nimport { errorObject } from '../util/errorObject';\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function windowWhen(closingSelector) {\n return function windowWhenOperatorFunction(source) {\n return source.lift(new WindowOperator(closingSelector));\n };\n}\nvar WindowOperator = /*@__PURE__*/ (function () {\n function WindowOperator(closingSelector) {\n this.closingSelector = closingSelector;\n }\n WindowOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new WindowSubscriber(subscriber, this.closingSelector));\n };\n return WindowOperator;\n}());\nvar WindowSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(WindowSubscriber, _super);\n function WindowSubscriber(destination, closingSelector) {\n var _this = _super.call(this, destination) || this;\n _this.destination = destination;\n _this.closingSelector = closingSelector;\n _this.openWindow();\n return _this;\n }\n WindowSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex,

innerIndex, innerSub) {\n this.openWindow(innerSub);\n };\n WindowSubscriber.prototype.notifyError = function (error, innerSub) {\n this._error(error);\n };\n WindowSubscriber.prototype.notifyComplete = function (innerSub) {\n this.openWindow(innerSub);\n };\n WindowSubscriber.prototype._next = function (value) {\n this.window.next(value);\n };\n WindowSubscriber.prototype._error = function (err) {\n this.window.error(err);\n this.destination.error(err);\n this.unsubscribeClosingNotification();\n };\n WindowSubscriber.prototype._complete = function () {\n this.window.complete();\n this.destination.complete();\n this.unsubscribeClosingNotification();\n };\n WindowSubscriber.prototype.unsubscribeClosingNotification = function () {\n if (this.closingNotification) {\n this.closingNotification.unsubscribe();\n }\n };\n WindowSubscriber.prototype.openWindow = function (innerSub) {\n if (innerSub === void 0) {\n innerSub = null;\n }\n if (innerSub) {\n this.remove(innerSub);\n innerSub.unsubscribe();\n }\n var prevWindow = this.window;\n if (prevWindow) {\n prevWindow.complete();\n }\n var window = this.window = new Subject();\n this.destination.next(window);\n var closingNotifier = tryCatch(this.closingSelector)();\n if (closingNotifier === errorObject) {\n var err = errorObject.e;\n this.destination.error(err);\n this.window.error(err);\n }\n else {\n this.add(this.closingNotification = subscribeToResult(this, closingNotifier));\n }\n };\n return WindowSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=windowWhen.js.map\n","/** PURE_IMPORTS_START tslib,_OuterSubscriber,_util_subscribeToResult PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { OuterSubscriber } from '../OuterSubscriber';\nimport { subscribeToResult } from '../util/subscribeToResult';\nexport function withLatestFrom() {\n var args = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n args[_i] = arguments[_i];\n }\n return function (source) {\n var project;\n if (typeof args[args.length - 1] === 'function') {\n project = args.pop();\n }\n var observables = args;\n return source.lift(new WithLatestFromOperator(observables, project));\n };\n}\nvar WithLatestFromOperator = /*@__PURE__*/ (function () {\n function WithLatestFromOperator(observables, project) {\n this.observables = observables;\n this.project = project;\n }\n WithLatestFromOperator.prototype.call = function (subscriber, source) {\n return source.subscribe(new WithLatestFromSubscriber(subscriber, this.observables, this.project));\n };\n return WithLatestFromOperator;\n}());\nvar WithLatestFromSubscriber = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(WithLatestFromSubscriber, _super);\n function WithLatestFromSubscriber(destination, observables, project) {\n var _this = _super.call(this, destination) || this;\n _this.observables = observables;\n _this.project = project;\n _this.toRespond = [];\n var len = observables.length;\n _this.values = new Array(len);\n for (var i = 0; i < len; i++) {\n _this.toRespond.push(i);\n }\n for (var i = 0; i < len; i++) {\n var observable = observables[i];\n _this.add(subscribeToResult(_this, observable, observable, i));\n }\n return _this;\n }\n WithLatestFromSubscriber.prototype.notifyNext = function (outerValue, innerValue, outerIndex, innerIndex, innerSub) {\n this.values[outerIndex] = innerValue;\n var toRespond = this.toRespond;\n if (toRespond.length > 0) {\n var found = toRespond.indexOf(outerIndex);\n if (found !== -1) {\n toRespond.splice(found, 1);\n }\n }\n };\n WithLatestFromSubscriber.prototype.notifyComplete = function () {\n };\n WithLatestFromSubscriber.prototype._next = function (value) {\n if (this.toRespond.length === 0) {\n var args = [value].concat(this.values);\n if (this.project) {\n this._tryProject(args);\n }\n else {\n this.destination.next(args);\n }\n }\n };\n WithLatestFromSubscriber.prototype._tryProject = function (args) {\n var result;\n try {\n result = this.project.apply(this, args);\n }\n catch (err) {\n this.destination.error(err);\n return;\n }\n this.destination.next(result);\n };\n return WithLatestFromSubscriber;\n}(OuterSubscriber));\n//# sourceMappingURL=withLatestFrom.js.map\n","/** PURE_IMPORTS_START _observable_zip PURE_IMPORTS_END */\nimport { zip as zipStatic } from '../observable/zip';\nexport function zip() {\n var observables = [];\n for (var _i = 0; _i < arguments.length; _i++) {\n observables[_i] = arguments[_i];\n }\n return function zipOperatorFunction(source) {\n return source.lift.call(zipStatic.apply(void 0,

[source].concat(observables)));\n   };\n}\n//# sourceMappingURL=zip.js.map\n","/** PURE_IMPORTS_START _observable_zip PURE_IMPORTS_END */\nimport { ZipOperator } from '../observable/zip';\nexport function zipAll(project) {\n   return function (source) { return source.lift(new ZipOperator(project)); };\n}\n//# sourceMappingURL=zipAll.js.map\n","/** PURE_IMPORTS_START tslib,_Subscription PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Subscription } from '../Subscription';\nvar Action = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(Action, _super);\n   function Action(scheduler, work) {\n   return _super.call(this) || this;\n   }\n   Action.prototype.schedule = function (state, delay) {\n   if (delay === void 0) {\n   delay = 0;\n   }\n   return this;\n   };\n   return Action;\n}(Subscription));\nexport { Action };\n//# sourceMappingURL=Action.js.map\n","/** PURE_IMPORTS_START tslib,_AsyncAction PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { AsyncAction } from './AsyncAction';\nvar AnimationFrameAction = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(AnimationFrameAction, _super);\n   function AnimationFrameAction(scheduler, work) {\n   var _this = _super.call(this, scheduler, work) || this;\n   _this.scheduler = scheduler;\n   _this.work = work;\n   return _this;\n   }\n   AnimationFrameAction.prototype.requestAsyncId = function (scheduler, id, delay) {\n   if (delay === void 0) {\n   delay = 0;\n   }\n   if (delay !== null && delay > 0) {\n   return _super.prototype.requestAsyncId.call(this, scheduler, id, delay);\n   }\n   scheduler.actions.push(this);\n   return scheduler.scheduled || (scheduler.scheduled = requestAnimationFrame(function () { return scheduler.flush(null); }));\n   };\n   AnimationFrameAction.prototype.recycleAsyncId = function (scheduler, id, delay) {\n   if (delay === void 0) {\n   delay = 0;\n   }\n   if ((delay !== null && delay > 0) || (delay === null && this.delay > 0)) {\n   return _super.prototype.recycleAsyncId.call(this, scheduler, id, delay);\n   }\n   if (scheduler.actions.length === 0) {\n   cancelAnimationFrame(id);\n   scheduler.scheduled = undefined;\n   }\n   return undefined;\n   };\n   return AnimationFrameAction;\n}(AsyncAction));\nexport { AnimationFrameAction };\n//# sourceMappingURL=AnimationFrameAction.js.map\n","/** PURE_IMPORTS_START tslib,_AsyncScheduler PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { AsyncScheduler } from './AsyncScheduler';\nvar AnimationFrameScheduler = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(AnimationFrameScheduler, _super);\n   function AnimationFrameScheduler() {\n   return _super !== null && _super.apply(this, arguments) || this;\n   }\n   AnimationFrameScheduler.prototype.flush = function (action) {\n   this.active = true;\n   this.scheduled = undefined;\n   var actions = this.actions;\n   var error;\n   var index = -1;\n   var count = actions.length;\n   action = action || actions.shift();\n   do {\n   if (error = action.execute(action.state, action.delay)) {\n   break;\n   }\n   } while (++index < count && (action = actions.shift()));\n   this.active = false;\n   if (error) {\n   while (++index < count && (action = actions.shift())) {\n   action.unsubscribe();\n   }\n   throw error;\n   }\n   };\n   return AnimationFrameScheduler;\n}(AsyncScheduler));\nexport { AnimationFrameScheduler };\n//# sourceMappingURL=AnimationFrameScheduler.js.map\n","/** PURE_IMPORTS_START tslib,_util_Immediate,_AsyncAction PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Immediate } from '../util/Immediate';\nimport { AsyncAction } from './AsyncAction';\nvar AsapAction = /*@__PURE__*/ (function (_super) {\n   tslib_1.__extends(AsapAction, _super);\n   function AsapAction(scheduler, work) {\n   var _this = _super.call(this, scheduler, work) || this;\n   _this.scheduler = scheduler;\n   _this.work = work;\n   return _this;\n   }\n   AsapAction.prototype.requestAsyncId = function (scheduler, id, delay) {\n   if (delay === void 0) {\n   delay = 0;\n   }\n   if (delay !== null && delay > 0) {\n   return _super.prototype.requestAsyncId.call(this, scheduler, id, delay);\n   }\n   scheduler.actions.push(this);\n   return scheduler.scheduled || (scheduler.scheduled = Immediate.setImmediate(scheduler.flush.bind(scheduler, null)));\n   };\n   AsapAction.prototype.recycleAsyncId = function (scheduler, id, delay) {\n   if (delay === void 0) {\n   delay = 0;\n   }\n   if ((delay !== null && delay > 0) || (delay === null && this.delay > 0)) {\n   return _super.prototype.recycleAsyncId.call(this, scheduler, id, delay);\n   }\n   if (scheduler.actions.length === 0) {\n   Immediate.clearImmediate(id);\n   scheduler.scheduled = undefined;\n   }\n   return undefined;\n   };\n   return AsapAction;\n}(AsyncAction));\nexport { AsapAction };\n//# sourceMappingURL=AsapAction.js.map\n","/**

PURE_IMPORTS_START tslib,_AsyncScheduler PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { AsyncScheduler } from './AsyncScheduler';\nvar AsapScheduler = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(AsapScheduler, _super);\n function AsapScheduler() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n AsapScheduler.prototype.flush = function (action) {\n this.active = true;\n this.scheduled = undefined;\n var actions = this.actions;\n var error;\n var index = -1;\n var count = actions.length;\n action = action || actions.shift();\n do {\n if (error = action.execute(action.state, action.delay)) {\n break;\n }\n } while (++index < count && (action = actions.shift()));\n this.active = false;\n if (error) {\n while (++index < count && (action = actions.shift())) {\n action.unsubscribe();\n }\n throw error;\n }\n };\n return AsapScheduler;\n}(AsyncScheduler));\nexport { AsapScheduler };\n//# sourceMappingURL=AsapScheduler.js.map\n","/** PURE_IMPORTS_START tslib,_Action PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Action } from './Action';\nvar AsyncAction = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(AsyncAction, _super);\n function AsyncAction(scheduler, work) {\n var _this = _super.call(this, scheduler, work) || this;\n _this.scheduler = scheduler;\n _this.work = work;\n _this.pending = false;\n return _this;\n }\n AsyncAction.prototype.schedule = function (state, delay) {\n if (delay === void 0) {\n delay = 0;\n }\n if (this.closed) {\n return this;\n }\n this.state = state;\n var id = this.id;\n var scheduler = this.scheduler;\n if (id != null) {\n this.id = this.recycleAsyncId(scheduler, id, delay);\n }\n this.pending = true;\n this.delay = delay;\n this.id = this.id || this.requestAsyncId(scheduler, this.id, delay);\n return this;\n };\n AsyncAction.prototype.requestAsyncId = function (scheduler, id, delay) {\n if (delay === void 0) {\n delay = 0;\n }\n return setInterval(scheduler.flush.bind(scheduler, this), delay);\n };\n AsyncAction.prototype.recycleAsyncId = function (scheduler, id, delay) {\n if (delay === void 0) {\n delay = 0;\n }\n if (delay !== null && this.delay === delay && this.pending === false) {\n return id;\n }\n clearInterval(id);\n };\n AsyncAction.prototype.execute = function (state, delay) {\n if (this.closed) {\n return new Error('executing a cancelled action');\n }\n this.pending = false;\n var error = this._execute(state, delay);\n if (error) {\n return error;\n }\n else if (this.pending === false && this.id != null) {\n this.id = this.recycleAsyncId(this.scheduler, this.id, null);\n }\n };\n AsyncAction.prototype._execute = function (state, delay) {\n var errored = false;\n var errorValue = undefined;\n try {\n this.work(state);\n }\n catch (e) {\n errored = true;\n errorValue = !!e && e || new Error(e);\n }\n if (errored) {\n this.unsubscribe();\n return errorValue;\n }\n };\n AsyncAction.prototype._unsubscribe = function () {\n var id = this.id;\n var scheduler = this.scheduler;\n var actions = scheduler.actions;\n var index = actions.indexOf(this);\n this.work = null;\n this.state = null;\n this.pending = false;\n this.scheduler = null;\n if (index !== -1) {\n actions.splice(index, 1);\n }\n if (id != null) {\n this.id = this.recycleAsyncId(scheduler, id, null);\n }\n this.delay = null;\n };\n return AsyncAction;\n}(Action));\nexport { AsyncAction };\n//# sourceMappingURL=AsyncAction.js.map\n","/** PURE_IMPORTS_START tslib,_Scheduler PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { Scheduler } from '../Scheduler';\nvar AsyncScheduler = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(AsyncScheduler, _super);\n function AsyncScheduler(SchedulerAction, now) {\n if (now === void 0) {\n now = Scheduler.now;\n }\n var _this = _super.call(this, SchedulerAction, function () {\n if (AsyncScheduler.delegate && AsyncScheduler.delegate !== _this) {\n return AsyncScheduler.delegate.now();\n }\n else {\n return now();\n }\n }) || this;\n _this.actions = [];\n _this.active = false;\n _this.scheduled = undefined;\n return _this;\n }\n AsyncScheduler.prototype.schedule = function (work, delay, state) {\n if (delay === void 0) {\n delay = 0;\n }\n if (AsyncScheduler.delegate && AsyncScheduler.delegate !== this) {\n return AsyncScheduler.delegate.schedule(work, delay, state);\n }\n else {\n return _super.prototype.schedule.call(this, work, delay, state);\n }\n };\n AsyncScheduler.prototype.flush = function (action) {\n var actions = this.actions;\n if (this.active) {\n actions.push(action);\n return;\n }\n var error;\n this.active = true;\n do {\n if (error =

action.execute(action.state, action.delay)) {\n break;\n }\n } while (action = actions.shift());\n this.active = false;\n if (error) {\n while (action = actions.shift()) {\n action.unsubscribe();\n }\n throw error;\n }\n };\n return AsyncScheduler;\n}(Scheduler));\nexport { AsyncScheduler };\n//# sourceMappingURL=AsyncScheduler.js.map\n","/** PURE_IMPORTS_START tslib,_AsyncAction PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { AsyncAction } from './AsyncAction';\nvar QueueAction = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(QueueAction, _super);\n function QueueAction(scheduler, work) {\n var _this = _super.call(this, scheduler, work) || this;\n _this.scheduler = scheduler;\n _this.work = work;\n return _this;\n }\n QueueAction.prototype.schedule = function (state, delay) {\n if (delay === void 0) {\n delay = 0;\n }\n if (delay > 0) {\n return _super.prototype.schedule.call(this, state, delay);\n }\n this.delay = delay;\n this.state = state;\n this.scheduler.flush(this);\n return this;\n };\n QueueAction.prototype.execute = function (state, delay) {\n return (delay > 0 || this.closed) ?\n _super.prototype.execute.call(this, state, delay) :\n this._execute(state, delay);\n };\n QueueAction.prototype.requestAsyncId = function (scheduler, id, delay) {\n if (delay === void 0) {\n delay = 0;\n }\n if ((delay !== null && delay > 0) || (delay === null && this.delay > 0)) {\n return _super.prototype.requestAsyncId.call(this, scheduler, id, delay);\n }\n return scheduler.flush(this);\n };\n return QueueAction;\n}(AsyncAction));\nexport { QueueAction };\n//# sourceMappingURL=QueueAction.js.map\n","/** PURE_IMPORTS_START tslib,_AsyncScheduler PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { AsyncScheduler } from './AsyncScheduler';\nvar QueueScheduler = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(QueueScheduler, _super);\n function QueueScheduler() {\n return _super !== null && _super.apply(this, arguments) || this;\n }\n return QueueScheduler;\n}(AsyncScheduler));\nexport { QueueScheduler };\n//# sourceMappingURL=QueueScheduler.js.map\n","/** PURE_IMPORTS_START tslib,_AsyncAction,_AsyncScheduler PURE_IMPORTS_END */\nimport * as tslib_1 from \"tslib\";\nimport { AsyncAction } from './AsyncAction';\nimport { AsyncScheduler } from './AsyncScheduler';\nvar VirtualTimeScheduler = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(VirtualTimeScheduler, _super);\n function VirtualTimeScheduler(SchedulerAction, maxFrames) {\n if (SchedulerAction === void 0) {\n SchedulerAction = VirtualAction;\n }\n if (maxFrames === void 0) {\n maxFrames = Number.POSITIVE_INFINITY;\n }\n var _this = _super.call(this, SchedulerAction, function () { return _this.frame; }) || this;\n _this.maxFrames = maxFrames;\n _this.frame = 0;\n _this.index = -1;\n return _this;\n }\n VirtualTimeScheduler.prototype.flush = function () {\n var _a = this, actions = _a.actions, maxFrames = _a.maxFrames;\n var error, action;\n while ((action = actions.shift()) && (this.frame = action.delay) <= maxFrames) {\n if (error = action.execute(action.state, action.delay)) {\n break;\n }\n }\n if (error) {\n while (action = actions.shift()) {\n action.unsubscribe();\n }\n throw error;\n }\n };\n VirtualTimeScheduler.frameTimeFactor = 10;\n return VirtualTimeScheduler;\n}(AsyncScheduler));\nexport { VirtualTimeScheduler };\nvar VirtualAction = /*@__PURE__*/ (function (_super) {\n tslib_1.__extends(VirtualAction, _super);\n function VirtualAction(scheduler, work, index) {\n if (index === void 0) {\n index = scheduler.index += 1;\n }\n var _this = _super.call(this, scheduler, work) || this;\n _this.scheduler = scheduler;\n _this.work = work;\n _this.index = index;\n _this.active = true;\n _this.index = scheduler.index = index;\n return _this;\n }\n VirtualAction.prototype.schedule = function (state, delay) {\n if (delay === void 0) {\n delay = 0;\n }\n if (!this.id) {\n return _super.prototype.schedule.call(this, state, delay);\n }\n this.active = false;\n var action = new VirtualAction(this.scheduler, this.work);\n this.add(action);\n return action.schedule(state, delay);\n };\n VirtualAction.prototype.requestAsyncId = function (scheduler, id, delay) {\n if (delay === void 0) {\n delay = 0;\n }\n this.delay = scheduler.frame + delay;\n var actions = scheduler.actions;\n actions.push(this);\n actions.sort(VirtualAction.sortActions);\n return true;\n };\n VirtualAction.prototype.recycleAsyncId = function (scheduler, id, delay) {\n if (delay === void 0) {\n delay = 0;\n }\n return undefined;\n };\n VirtualAction.prototype._execute = function (state, delay) {\n if (this.active === true) {\n return _super.prototype._execute.call(this, state, delay);\n

}\n };\n VirtualAction.sortActions = function (a, b) {\n if (a.delay === b.delay) {\n if (a.index === b.index) {\n return 0;\n }\n else if (a.index > b.index) {\n return 1;\n }\n else {\n return -1;\n }\n }\n else if (a.delay > b.delay) {\n return 1;\n }\n else {\n return -1;\n }\n };\n return VirtualAction;\n}(AsyncAction));\nexport { VirtualAction };\n//# sourceMappingURL=VirtualTimeScheduler.js.map\n","/** PURE_IMPORTS_START _AnimationFrameAction,_AnimationFrameScheduler PURE_IMPORTS_END */\nimport { AnimationFrameAction } from './AnimationFrameAction';\nimport { AnimationFrameScheduler } from './AnimationFrameScheduler';\nexport var animationFrame = /*@__PURE__*/ new AnimationFrameScheduler(AnimationFrameAction);\n//# sourceMappingURL=animationFrame.js.map\n","/** PURE_IMPORTS_START _AsapAction,_AsapScheduler PURE_IMPORTS_END */\nimport { AsapAction } from './AsapAction';\nimport { AsapScheduler } from './AsapScheduler';\nexport var asap = /*@__PURE__*/ new AsapScheduler(AsapAction);\n//# sourceMappingURL=asap.js.map\n","/** PURE_IMPORTS_START _AsyncAction,_AsyncScheduler PURE_IMPORTS_END */\nimport { AsyncAction } from './AsyncAction';\nimport { AsyncScheduler } from './AsyncScheduler';\nexport var async = /*@__PURE__*/ new AsyncScheduler(AsyncAction);\n//# sourceMappingURL=async.js.map\n","/** PURE_IMPORTS_START _QueueAction,_QueueScheduler PURE_IMPORTS_END */\nimport { QueueAction } from './QueueAction';\nimport { QueueScheduler } from './QueueScheduler';\nexport var queue = /*@__PURE__*/ new QueueScheduler(QueueAction);\n//# sourceMappingURL=queue.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport function getSymbolIterator() {\n if (typeof Symbol !== 'function' || !Symbol.iterator) {\n return '@@iterator';\n }\n return Symbol.iterator;\n}\nexport var iterator = /*@__PURE__*/ getSymbolIterator();\nexport var $$iterator = iterator;\n//# sourceMappingURL=iterator.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport var observable = typeof Symbol === 'function' && Symbol.observable || '@@observable';\n//# sourceMappingURL=observable.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport var rxSubscriber = typeof Symbol === 'function'\n ? /*@__PURE__*/ Symbol('rxSubscriber')\n : '@@rxSubscriber_' + /*@__PURE__*/ Math.random();\nexport var $$rxSubscriber = rxSubscriber;\n//# sourceMappingURL=rxSubscriber.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nfunction ArgumentOutOfRangeErrorImpl() {\n Error.call(this);\n this.message = 'argument out of range';\n this.name = 'ArgumentOutOfRangeError';\n return this;\n}\nArgumentOutOfRangeErrorImpl.prototype = /*@__PURE__*/ Object.create(Error.prototype);\nexport var ArgumentOutOfRangeError = ArgumentOutOfRangeErrorImpl;\n//# sourceMappingURL=ArgumentOutOfRangeError.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nfunction EmptyErrorImpl() {\n Error.call(this);\n this.message = 'no elements in sequence';\n this.name = 'EmptyError';\n return this;\n}\nEmptyErrorImpl.prototype = /*@__PURE__*/ Object.create(Error.prototype);\nexport var EmptyError = EmptyErrorImpl;\n//# sourceMappingURL=EmptyError.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nvar nextHandle = 1;\nvar tasksByHandle = {};\nfunction runIfPresent(handle) {\n var cb = tasksByHandle[handle];\n if (cb) {\n cb();\n }\n}\nexport var Immediate = {\n setImmediate: function (cb) {\n var handle = nextHandle++;\n tasksByHandle[handle] = cb;\n Promise.resolve().then(function () { return runIfPresent(handle); });\n return handle;\n },\n clearImmediate: function (handle) {\n delete tasksByHandle[handle];\n },\n};\n//# sourceMappingURL=Immediate.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nfunction ObjectUnsubscribedErrorImpl() {\n Error.call(this);\n this.message = 'object unsubscribed';\n this.name = 'ObjectUnsubscribedError';\n return this;\n}\nObjectUnsubscribedErrorImpl.prototype = /*@__PURE__*/ Object.create(Error.prototype);\nexport var ObjectUnsubscribedError = ObjectUnsubscribedErrorImpl;\n//# sourceMappingURL=ObjectUnsubscribedError.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nfunction TimeoutErrorImpl() {\n Error.call(this);\n this.message = 'Timeout has occurred';\n this.name = 'TimeoutError';\n return this;\n}\nTimeoutErrorImpl.prototype = /*@__PURE__*/ Object.create(Error.prototype);\nexport var TimeoutError = TimeoutErrorImpl;\n//#

sourceMappingURL=TimeoutError.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END
*/\nfunction UnsubscriptionErrorImpl(errors) {\n   Error.call(this);\n   this.message = errors ?\n   errors.length +
\" errors occurred during unsubscription:\\n\" + errors.map(function (err, i) { return i + 1 + \") \" + err.toString();
}).join('\\n ') : '';\n   this.name = 'UnsubscriptionError';\n   this.errors = errors;\n   return
this;\n}\nUnsubscriptionErrorImpl.prototype = /*@__PURE__*/ Object.create(Error.prototype);\nexport var
UnsubscriptionError = UnsubscriptionErrorImpl;\n//# sourceMappingURL=UnsubscriptionError.js.map\n","/**
PURE_IMPORTS_START _Subscriber PURE_IMPORTS_END */\nimport { Subscriber } from
'../Subscriber';\nexport function canReportError(observer) {\n   while (observer) {\n   var _a = observer,
closed_1 = _a.closed, destination = _a.destination, isStopped = _a.isStopped;\n   if (closed_1 || isStopped) {\n
    return false;\n   }\n   else if (destination && destination instanceof Subscriber) {\n   observer =
destination;\n   }\n   else {\n   observer = null;\n   }\n   }\n   return true;\n}\n//#
sourceMappingURL=canReportError.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END
*/\nexport var errorObject = { e: {} };\n//# sourceMappingURL=errorObject.js.map\n","/**
PURE_IMPORTS_START PURE_IMPORTS_END */\nexport function hostReportError(err) {\n
setTimeout(function () { throw err; });\n}\n//# sourceMappingURL=hostReportError.js.map\n","/**
PURE_IMPORTS_START PURE_IMPORTS_END */\nexport function identity(x) {\n   return x;\n}\n//#
sourceMappingURL=identity.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport var
isArray = Array.isArray || (function (x) { return x && typeof x.length === 'number'; });\n//#
sourceMappingURL=isArray.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport var
isArrayLike = (function (x) { return x && typeof x.length === 'number' && typeof x !== 'function'; });\n//#
sourceMappingURL=isArrayLike.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport
function isDate(value) {\n   return value instanceof Date && !isNaN(+value);\n}\n//#
sourceMappingURL=isDate.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport
function isFunction(x) {\n   return typeof x === 'function';\n}\n//# sourceMappingURL=isFunction.js.map\n","/**
PURE_IMPORTS_START _symbol_observable PURE_IMPORTS_END */\nimport { observable as
Symbol_observable } from '../symbol/observable';\nexport function isInteropObservable(input) {\n   return input
&& typeof input[Symbol_observable] === 'function';\n}\n//#
sourceMappingURL=isInteropObservable.js.map\n","/** PURE_IMPORTS_START _symbol_iterator
PURE_IMPORTS_END */\nimport { iterator as Symbol_iterator } from '../symbol/iterator';\nexport function
isIterable(input) {\n   return input && typeof input[Symbol_iterator] === 'function';\n}\n//#
sourceMappingURL=isIterable.js.map\n","/** PURE_IMPORTS_START _isArray PURE_IMPORTS_END
*/\nimport { isArray } from './isArray';\nexport function isNumeric(val) {\n   return !isArray(val) && (val -
parseFloat(val) + 1) >= 0;\n}\n//# sourceMappingURL=isNumeric.js.map\n","/** PURE_IMPORTS_START
PURE_IMPORTS_END */\nexport function isObject(x) {\n   return x != null && typeof x === 'object';\n}\n//#
sourceMappingURL=isObject.js.map\n","/** PURE_IMPORTS_START _Observable PURE_IMPORTS_END
*/\nimport { Observable } from '../Observable';\nexport function isObservable(obj) {\n   return !!obj && (obj
instanceof Observable || (typeof obj.lift === 'function' && typeof obj.subscribe === 'function'));\n}\n//#
sourceMappingURL=isObservable.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport
function isPromise(value) {\n   return value && typeof value.subscribe !== 'function' && typeof value.then ===
'function';\n}\n//# sourceMappingURL=isPromise.js.map\n","/** PURE_IMPORTS_START
PURE_IMPORTS_END */\nexport function isScheduler(value) {\n   return value && typeof value.schedule ===
'function';\n}\n//# sourceMappingURL=isScheduler.js.map\n","/** PURE_IMPORTS_START
PURE_IMPORTS_END */\nexport function noop() { }\n//# sourceMappingURL=noop.js.map\n","/**
PURE_IMPORTS_START PURE_IMPORTS_END */\nexport function not(pred, thisArg) {\n   function notPred()
{\n   return !(notPred.pred.apply(notPred.thisArg, arguments));\n   }\n   notPred.pred = pred;\n
notPred.thisArg = thisArg;\n   return notPred;\n}\n//# sourceMappingURL=not.js.map\n","/**
PURE_IMPORTS_START _noop PURE_IMPORTS_END */\nimport { noop } from './noop';\nexport function
pipe() {\n   var fns = [];\n   for (var _i = 0; _i < arguments.length; _i++) {\n   fns[_i] = arguments[_i];\n   }\n

return pipeFromArray(fns);\n}\nexport function pipeFromArray(fns) {\n   if (!fns) {\n   return noop;\n   }\n   if (fns.length === 1) {\n   return fns[0];\n   }\n   return function piped(input) {\n   return fns.reduce(function (prev, fn) { return fn(prev); }, input);\n   };\n}\n//# sourceMappingURL=pipe.js.map\n","/** PURE_IMPORTS_START _Observable,_subscribeToArray,_subscribeToPromise,_subscribeToIterable,_subscribeToObservable,_isArrayLike,_isPromise,_isObject,_symbol_iterator,_symbol_observable PURE_IMPORTS_END */\nimport { Observable } from '../Observable';\nimport { subscribeToArray } from './subscribeToArray';\nimport { subscribeToPromise } from './subscribeToPromise';\nimport { subscribeToIterable } from './subscribeToIterable';\nimport { subscribeToObservable } from './subscribeToObservable';\nimport { isArrayLike } from './isArrayLike';\nimport { isPromise } from './isPromise';\nimport { isObject } from './isObject';\nimport { iterator as Symbol_iterator } from '../symbol/iterator';\nimport { observable as Symbol_observable } from '../symbol/observable';\nexport var subscribeTo = function (result) {\n   if (result instanceof Observable) {\n   return function (subscriber) {\n   if (result._isScalar) {\n   subscriber.next(result.value);\n   subscriber.complete();\n   return undefined;\n   }\n   else {\n   return result.subscribe(subscriber);\n   }\n   };\n   }\n   else if (result && typeof result[Symbol_observable] === 'function') {\n   return subscribeToObservable(result);\n   }\n   else if (isArrayLike(result)) {\n   return subscribeToArray(result);\n   }\n   else if (isPromise(result)) {\n   return subscribeToPromise(result);\n   }\n   else if (result && typeof result[Symbol_iterator] === 'function') {\n   return subscribeToIterable(result);\n   }\n   else {\n   var value = isObject(result) ? 'an invalid object' : \"'\" + result + \"'";\n   var msg = \"You provided \" + value + \" where a stream was expected.\"\n   + ' You can provide an Observable, Promise, Array, or Iterable.';\n   throw new TypeError(msg);\n   }\n};\n//# sourceMappingURL=subscribeTo.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport var subscribeToArray = function (array) {\n   return function (subscriber) {\n   for (var i = 0, len = array.length; i < len && !subscriber.closed; i++) {\n   subscriber.next(array[i]);\n   }\n   if (!subscriber.closed) {\n   subscriber.complete();\n   }\n   };\n};\n//# sourceMappingURL=subscribeToArray.js.map\n","/** PURE_IMPORTS_START _symbol_iterator PURE_IMPORTS_END */\nimport { iterator as Symbol_iterator } from '../symbol/iterator';\nexport var subscribeToIterable = function (iterable) {\n   return function (subscriber) {\n   var iterator = iterable[Symbol_iterator]();\n   do {\n   var item = iterator.next();\n   if (item.done) {\n   subscriber.complete();\n   break;\n   }\n   subscriber.next(item.value);\n   if (subscriber.closed) {\n   break;\n   }\n   } while (true);\n   if (typeof iterator.return === 'function') {\n   subscriber.add(function () {\n   if (iterator.return) {\n   iterator.return();\n   }\n   });\n   }\n   return subscriber;\n   };\n};\n//# sourceMappingURL=subscribeToIterable.js.map\n","/** PURE_IMPORTS_START _symbol_observable PURE_IMPORTS_END */\nimport { observable as Symbol_observable } from '../symbol/observable';\nexport var subscribeToObservable = function (obj) {\n   return function (subscriber) {\n   var obs = obj[Symbol_observable]();\n   if (typeof obs.subscribe !== 'function') {\n   throw new TypeError('Provided object does not correctly implement Symbol.observable');\n   }\n   else {\n   return obs.subscribe(subscriber);\n   }\n   };\n};\n//# sourceMappingURL=subscribeToObservable.js.map\n","/** PURE_IMPORTS_START _hostReportError PURE_IMPORTS_END */\nimport { hostReportError } from './hostReportError';\nexport var subscribeToPromise = function (promise) {\n   return function (subscriber) {\n   promise.then(function (value) {\n   if (!subscriber.closed) {\n   subscriber.next(value);\n   subscriber.complete();\n   }\n   }, function (err) { return subscriber.error(err); })\n   .then(null, hostReportError);\n   return subscriber;\n   };\n};\n//# sourceMappingURL=subscribeToPromise.js.map\n","/** PURE_IMPORTS_START _InnerSubscriber,_subscribeTo PURE_IMPORTS_END */\nimport { InnerSubscriber } from '../InnerSubscriber';\nimport { subscribeTo } from './subscribeTo';\nexport function subscribeToResult(outerSubscriber, result, outerValue, outerIndex, destination) {\n   if (destination === void 0) {\n   destination = new InnerSubscriber(outerSubscriber, outerValue, outerIndex);\n   }\n   if (destination.closed) {\n   return;\n   }\n   return subscribeTo(result)(destination);\n}\n//# sourceMappingURL=subscribeToResult.js.map\n","/** PURE_IMPORTS_START

_Subscriber,_symbol_rxSubscriber,_Observer PURE_IMPORTS_END */\nimport { Subscriber } from '../Subscriber';\nimport { rxSubscriber as rxSubscriberSymbol } from '../symbol/rxSubscriber';\nimport { empty as emptyObserver } from '../Observer';\nexport function toSubscriber(nextOrObserver, error, complete) {\n   if (nextOrObserver) {\n   if (nextOrObserver instanceof Subscriber) {\n   return nextOrObserver;\n   }\n if (nextOrObserver[rxSubscriberSymbol]) {\n   return nextOrObserver[rxSubscriberSymbol]();\n   }\n }\n   if (!nextOrObserver && !error && !complete) {\n   return new Subscriber(emptyObserver);\n   }\n return new Subscriber(nextOrObserver, error, complete);\n}\n//# sourceMappingURL=toSubscriber.js.map\n","/** PURE_IMPORTS_START _errorObject PURE_IMPORTS_END */\nimport { errorObject } from './errorObject';\nvar tryCatchTarget;\nfunction tryCatcher() {\n   try {\n   return tryCatchTarget.apply(this, arguments);\n   }\n   catch (e) {\n   errorObject.e = e;\n   return errorObject;\n   }\n}\nexport function tryCatch(fn) {\n   tryCatchTarget = fn;\n   return tryCatcher;\n}\n//# sourceMappingURL=tryCatch.js.map\n","/** PURE_IMPORTS_START PURE_IMPORTS_END */\nexport { audit } from '../internal/operators/audit';\nexport { auditTime } from '../internal/operators/auditTime';\nexport { buffer } from '../internal/operators/buffer';\nexport { bufferCount } from '../internal/operators/bufferCount';\nexport { bufferTime } from '../internal/operators/bufferTime';\nexport { bufferToggle } from '../internal/operators/bufferToggle';\nexport { bufferWhen } from '../internal/operators/bufferWhen';\nexport { catchError } from '../internal/operators/catchError';\nexport { combineAll } from '../internal/operators/combineAll';\nexport { combineLatest } from '../internal/operators/combineLatest';\nexport { concat } from '../internal/operators/concat';\nexport { concatAll } from '../internal/operators/concatAll';\nexport { concatMap } from '../internal/operators/concatMap';\nexport { concatMapTo } from '../internal/operators/concatMapTo';\nexport { count } from '../internal/operators/count';\nexport { debounce } from '../internal/operators/debounce';\nexport { debounceTime } from '../internal/operators/debounceTime';\nexport { defaultIfEmpty } from '../internal/operators/defaultIfEmpty';\nexport { delay } from '../internal/operators/delay';\nexport { delayWhen } from '../internal/operators/delayWhen';\nexport { dematerialize } from '../internal/operators/dematerialize';\nexport { distinct } from '../internal/operators/distinct';\nexport { distinctUntilChanged } from '../internal/operators/distinctUntilChanged';\nexport { distinctUntilKeyChanged } from '../internal/operators/distinctUntilKeyChanged';\nexport { elementAt } from '../internal/operators/elementAt';\nexport { endWith } from '../internal/operators/endWith';\nexport { every } from '../internal/operators/every';\nexport { exhaust } from '../internal/operators/exhaust';\nexport { exhaustMap } from '../internal/operators/exhaustMap';\nexport { expand } from '../internal/operators/expand';\nexport { filter } from '../internal/operators/filter';\nexport { finalize } from '../internal/operators/finalize';\nexport { find } from '../internal/operators/find';\nexport { findIndex } from '../internal/operators/findIndex';\nexport { first } from '../internal/operators/first';\nexport { groupBy } from '../internal/operators/groupBy';\nexport { ignoreElements } from '../internal/operators/ignoreElements';\nexport { isEmpty } from '../internal/operators/isEmpty';\nexport { last } from '../internal/operators/last';\nexport { map } from '../internal/operators/map';\nexport { mapTo } from '../internal/operators/mapTo';\nexport { materialize } from '../internal/operators/materialize';\nexport { max } from '../internal/operators/max';\nexport { merge } from '../internal/operators/merge';\nexport { mergeAll } from '../internal/operators/mergeAll';\nexport { mergeMap } from '../internal/operators/mergeMap';\nexport { mergeMap as flatMap } from '../internal/operators/mergeMap';\nexport { mergeMapTo } from '../internal/operators/mergeMapTo';\nexport { mergeScan } from '../internal/operators/mergeScan';\nexport { min } from '../internal/operators/min';\nexport { multicast } from '../internal/operators/multicast';\nexport { observeOn } from '../internal/operators/observeOn';\nexport { onErrorResumeNext } from '../internal/operators/onErrorResumeNext';\nexport { pairwise } from '../internal/operators/pairwise';\nexport { partition } from '../internal/operators/partition';\nexport { pluck } from '../internal/operators/pluck';\nexport { publish } from '../internal/operators/publish';\nexport { publishBehavior } from '../internal/operators/publishBehavior';\nexport { publishLast } from '../internal/operators/publishLast';\nexport { publishReplay } from '../internal/operators/publishReplay';\nexport { race } from '../internal/operators/race';\nexport { reduce } from '../internal/operators/reduce';\nexport { repeat } from '../internal/operators/repeat';\nexport {

repeatWhen } from '../internal/operators/repeatWhen';\nexport { retry } from '../internal/operators/retry';\nexport { retryWhen } from '../internal/operators/retryWhen';\nexport { refCount } from '../internal/operators/refCount';\nexport { sample } from '../internal/operators/sample';\nexport { sampleTime } from '../internal/operators/sampleTime';\nexport { scan } from '../internal/operators/scan';\nexport { sequenceEqual } from '../internal/operators/sequenceEqual';\nexport { share } from '../internal/operators/share';\nexport { shareReplay } from '../internal/operators/shareReplay';\nexport { single } from '../internal/operators/single';\nexport { skip } from '../internal/operators/skip';\nexport { skipLast } from '../internal/operators/skipLast';\nexport { skipUntil } from '../internal/operators/skipUntil';\nexport { skipWhile } from '../internal/operators/skipWhile';\nexport { startWith } from '../internal/operators/startWith';\nexport { subscribeOn } from '../internal/operators/subscribeOn';\nexport { switchAll } from '../internal/operators/switchAll';\nexport { switchMap } from '../internal/operators/switchMap';\nexport { switchMapTo } from '../internal/operators/switchMapTo';\nexport { take } from '../internal/operators/take';\nexport { takeLast } from '../internal/operators/takeLast';\nexport { takeUntil } from '../internal/operators/takeUntil';\nexport { takeWhile } from '../internal/operators/takeWhile';\nexport { tap } from '../internal/operators/tap';\nexport { throttle } from '../internal/operators/throttle';\nexport { throttleTime } from '../internal/operators/throttleTime';\nexport { throwIfEmpty } from '../internal/operators/throwIfEmpty';\nexport { timeInterval } from '../internal/operators/timeInterval';\nexport { timeout } from '../internal/operators/timeout';\nexport { timeoutWith } from '../internal/operators/timeoutWith';\nexport { timestamp } from '../internal/operators/timestamp';\nexport { toArray } from '../internal/operators/toArray';\nexport { window } from '../internal/operators/window';\nexport { windowCount } from '../internal/operators/windowCount';\nexport { windowTime } from '../internal/operators/windowTime';\nexport { windowToggle } from '../internal/operators/windowToggle';\nexport { windowWhen } from '../internal/operators/windowWhen';\nexport { withLatestFrom } from '../internal/operators/withLatestFrom';\nexport { zip } from '../internal/operators/zip';\nexport { zipAll } from '../internal/operators/zipAll';\n//# sourceMappingURL=index.js.map\n","/*! **\r\nCopyright (c) Microsoft Corporation. All rights reserved.\r\nLicensed under the Apache License, Version 2.0 (the \"License\"); you may not use\r\nthis file except in compliance with the License. You may obtain a copy of the\r\nLicense at http://www.apache.org/licenses/LICENSE-2.0\r\n\r\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY\r\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED\r\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR PURPOSE,\r\nMERCHANTABLITY OR NON-INFRINGEMENT.\r\n\r\nSee the Apache Version 2.0 License for specific language governing permissions\r\nand limitations under the License.\r\n** */\r\n/* global Reflect, Promise */\r\n\r\nvar extendStatics = function(d, b) {\r\n   extendStatics = Object.setPrototypeOf ||\r\n   ({ __proto__: [] } instanceof Array && function (d, b) { d.__proto__ = b; }) ||\r\n   function (d, b) { for (var p in b) if (b.hasOwnProperty(p)) d[p] = b[p]; };\r\n   return extendStatics(d, b);\r\n};\r\n\r\nexport function __extends(d, b) {\r\n   extendStatics(d, b);\r\n   function __() { this.constructor = d; }\r\n   d.prototype = b === null ? Object.create(b) : (__.prototype = b.prototype, new __());\r\n}\r\n\r\nexport var __assign = function() {\r\n   __assign = Object.assign || function __assign(t) {\r\n   for (var s, i = 1, n = arguments.length; i < n; i++) {\r\n   s = arguments[i];\r\n   for (var p in s) if (Object.prototype.hasOwnProperty.call(s, p)) t[p] = s[p];\r\n   }\r\n   return t;\r\n   }\r\n   return __assign.apply(this, arguments);\r\n}\r\n\r\nexport function __rest(s, e) {\r\n   var t = {};\r\n   for (var p in s) if (Object.prototype.hasOwnProperty.call(s, p) && e.indexOf(p) < 0)\r\n   t[p] = s[p];\r\n   if (s != null && typeof Object.getOwnPropertySymbols === \"function\")\r\n   for (var i = 0, p = Object.getOwnPropertySymbols(s); i < p.length; i++) if (e.indexOf(p[i]) < 0)\r\n   t[p[i]] = s[p[i]];\r\n   return t;\r\n}\r\n\r\nexport function __decorate(decorators, target, key, desc) {\r\n   var c = arguments.length, r = c < 3 ? target : desc === null ? desc = Object.getOwnPropertyDescriptor(target, key) : desc, d;\r\n   if (typeof Reflect === \"object\" && typeof Reflect.decorate === \"function\") r = Reflect.decorate(decorators, target, key, desc);\r\n   else for (var i = decorators.length - 1; i >= 0; i--) if (d = decorators[i]) r = (c < 3 ? d(r) : c > 3 ? d(target, key, r) : d(target, key)) || r;\r\n   return c > 3 && r && Object.defineProperty(target, key, r), r;\r\n}\r\n\r\nexport function

__param(paramIndex, decorator) {\r\n   return function (target, key) { decorator(target, key, paramIndex); }\r\n}\r\n\r\nexport function __metadata(metadataKey, metadataValue) {\r\n   if (typeof Reflect === \"object\" && typeof Reflect.metadata === \"function\") return Reflect.metadata(metadataKey, metadataValue);\r\n}\r\n\r\nexport function __awaiter(thisArg, _arguments, P, generator) {\r\n   return new (P || (P = Promise))(function (resolve, reject) {\r\n   function fulfilled(value) { try { step(generator.next(value)); } catch (e) { reject(e); } }\r\n   function rejected(value) { try { step(generator[\"throw\"](value)); } catch (e) { reject(e); } }\r\n   function step(result) { result.done ? resolve(result.value) : new P(function (resolve) { resolve(result.value); }).then(fulfilled, rejected); }\r\n   step((generator = generator.apply(thisArg, _arguments || [])).next());\r\n   });\r\n}\r\n\r\nexport function __generator(thisArg, body) {\r\n   var _ = { label: 0, sent: function() { if (t[0] & 1) throw t[1]; return t[1]; }, trys: [], ops: [] }, f, y, t, g;\r\n   return g = { next: verb(0), \"throw\": verb(1), \"return\": verb(2) }, typeof Symbol === \"function\" && (g[Symbol.iterator] = function() { return this; }), g;\r\n   function verb(n) { return function (v) { return step([n, v]); }; }\r\n   function step(op) {\r\n   if (f) throw new TypeError(\"Generator is already executing.\");\r\n   while (_) try {\r\n   if (f = 1, y && (t = op[0] & 2 ? y[\"return\"] : op[0] ? y[\"throw\"] || ((t = y[\"return\"]) && t.call(y), 0) : y.next) && !(t = t.call(y, op[1])).done) return t;\r\n   if (y = 0, t) op = [op[0] & 2, t.value];\r\n   switch (op[0]) {\r\n   case 0: case 1: t = op; break;\r\n   case 4: _.label++; return { value: op[1], done: false };\r\n   case 5: _.label++; y = op[1]; op = [0]; continue;\r\n   case 7: op = _.ops.pop(); _.trys.pop(); continue;\r\n   default:\r\n   if (!(t = _.trys, t = t.length > 0 && t[t.length - 1]) && (op[0] === 6 || op[0] === 2)) { _ = 0; continue; }\r\n   if (op[0] === 3 && (!t || (op[1] > t[0] && op[1] < t[3]))) { _.label = op[1]; break; }\r\n   if (op[0] === 6 && _.label < t[1]) { _.label = t[1]; t = op; break; }\r\n   if (t && _.label < t[2]) { _.label = t[2]; _.ops.push(op); break; }\r\n   if (t[2]) _.ops.pop();\r\n   _.trys.pop(); continue;\r\n   }\r\n   op = body.call(thisArg, _);\r\n   } catch (e) { op = [6, e]; y = 0; } finally { f = t = 0; }\r\n   if (op[0] & 5) throw op[1]; return { value: op[0] ? op[1] : void 0, done: true };\r\n   }\r\n}\r\n\r\nexport function __exportStar(m, exports) {\r\n   for (var p in m) if (!exports.hasOwnProperty(p)) exports[p] = m[p];\r\n}\r\n\r\nexport function __values(o) {\r\n   var m = typeof Symbol === \"function\" && o[Symbol.iterator], i = 0;\r\n   if (m) return m.call(o);\r\n   return {\r\n   next: function () {\r\n   if (o && i >= o.length) o = void 0;\r\n   return { value: o && o[i++], done: !o };\r\n   }\r\n   };\r\n}\r\n\r\nexport function __read(o, n) {\r\n   var m = typeof Symbol === \"function\" && o[Symbol.iterator];\r\n   if (!m) return o;\r\n   var i = m.call(o), r, ar = [], e;\r\n   try {\r\n   while ((n === void 0 || n-- > 0) && !(r = i.next()).done) ar.push(r.value);\r\n   }\r\n   catch (error) { e = { error: error }; }\r\n   finally {\r\n   try {\r\n   if (r && !r.done && (m = i[\"return\"])) m.call(i);\r\n   }\r\n   finally { if (e) throw e.error; }\r\n   }\r\n   return ar;\r\n}\r\n\r\nexport function __spread() {\r\n   for (var ar = [], i = 0; i < arguments.length; i++)\r\n   ar = ar.concat(__read(arguments[i]));\r\n   return ar;\r\n}\r\n\r\nexport function __await(v) {\r\n   return this instanceof __await ? (this.v = v, this) : new __await(v);\r\n}\r\n\r\nexport function __asyncGenerator(thisArg, _arguments, generator) {\r\n   if (!Symbol.asyncIterator) throw new TypeError(\"Symbol.asyncIterator is not defined.\");\r\n   var g = generator.apply(thisArg, _arguments || []), i, q = [];\r\n   return i = {}, verb(\"next\"), verb(\"throw\"), verb(\"return\"), i[Symbol.asyncIterator] = function () { return this; }, i;\r\n   function verb(n) { if (g[n]) i[n] = function (v) { return new Promise(function (a, b) { q.push([n, v, a, b]) > 1 || resume(n, v); }); }; }\r\n   function resume(n, v) { try { step(g[n](v)); } catch (e) { settle(q[0][3], e); } }\r\n   function step(r) { r.value instanceof __await ? Promise.resolve(r.value.v).then(fulfill, reject) : settle(q[0][2], r); }\r\n   function fulfill(value) { resume(\"next\", value); }\r\n   function reject(value) { resume(\"throw\", value); }\r\n   function settle(f, v) { if (f(v), q.shift(), q.length) resume(q[0][0], q[0][1]); }\r\n}\r\n\r\nexport function __asyncDelegator(o) {\r\n   var i, p;\r\n   return i = {}, verb(\"next\"), verb(\"throw\", function (e) { throw e; }), verb(\"return\"), i[Symbol.iterator] = function () { return this; }, i;\r\n   function verb(n, f) { i[n] = o[n] ? function (v) { return (p = !p) ? { value: __await(o[n](v)), done: n === \"return\" } : f ? f(v) : v; } : f; }\r\n}\r\n\r\nexport function __asyncValues(o) {\r\n   if (!Symbol.asyncIterator) throw new TypeError(\"Symbol.asyncIterator is not defined.\");\r\n   var m = o[Symbol.asyncIterator], i;\r\n   return m ? m.call(o) : (o = typeof __values === \"function\" ? __values(o) : o[Symbol.iterator](), i = {}, verb(\"next\"), verb(\"throw\"), verb(\"return\"), i[Symbol.asyncIterator] = function () { return this; }, i);\r\n   function verb(n) { i[n] = o[n] && function (v) { return

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new Promise(function (resolve, reject) { v = o[n](v), settle(resolve, reject, v.done, v.value); }); }; }\r\n    function
settle(resolve, reject, d, v) { Promise.resolve(v).then(function(v) { resolve({ value: v, done: d }); }, reject);
}\r\n}\r\n\r\nexport function __makeTemplateObject(cooked, raw) {\r\n    if (Object.defineProperty) {
Object.defineProperty(cooked, \"raw\", { value: raw }); } else { cooked.raw = raw; }\r\n    return
cooked;\r\n};\r\n\r\nexport function __importStar(mod) {\r\n    if (mod && mod.__esModule) return mod;\r\n    var
result = {};\r\n    if (mod != null) for (var k in mod) if (Object.hasOwnProperty.call(mod, k)) result[k] = mod[k];\r\n
 result.default = mod;\r\n    return result;\r\n}\r\n\r\nexport function __importDefault(mod) {\r\n    return (mod &&
mod.__esModule) ? mod : { default: mod };\r\n}\r\n","/*! https://mths.be/punycode v1.3.2 by @mathias
*/\n;(function(root) {\n\n\t/** Detect free variables */\n\tvar freeExports = typeof exports == 'object' && exports
&&\n\t\t!exports.nodeType && exports;\n\tvar freeModule = typeof module == 'object' && module
&&\n\t\t!module.nodeType && module;\n\tvar freeGlobal = typeof global == 'object' && global;\n\tif
(\n\t\tfreeGlobal.global === freeGlobal ||\n\t\tfreeGlobal.window === freeGlobal ||\n\t\tfreeGlobal.self ===
freeGlobal\n\t) {\n\t\troot = freeGlobal;\n\t}\n\n\t/**\n\t * The `punycode` object.\n\t * @name punycode\n\t *
@type Object\n\t */\n\tvar punycode,\n\n\t/** Highest positive signed 32-bit float value */\n\tmaxInt = 2147483647,
// aka. 0x7FFFFFFF or 2^31-1\n\n\t/** Bootstring parameters */\n\tbase = 36,\n\ttMin = 1,\n\ttMax = 26,\n\tskew =
38,\n\tdamp = 700,\n\tinitialBias = 72,\n\tinitialN = 128, // 0x80\n\tdelimiter = '-', // '\\x2D'\n\n\t/** Regular
expressions */\n\tregexPunycode = /^xn--/,\n\tregexNonASCII = /[^\\x20-\\x7E]/, // unprintable ASCII chars + non-
ASCII chars\n\tregexSeparators = /[\\x2E\\u3002\\uFF0E\\uFF61]/g, // RFC 3490 separators\n\n\t/** Error messages
*/\n\terrors = {\n\t\t'overflow': 'Overflow: input needs wider integers to process',\n\t\t'not-basic': 'Illegal input >=
0x80 (not a basic code point)',\n\t\t'invalid-input': 'Invalid input'\n\t},\n\n\t/** Convenience shortcuts
*/\n\tbaseMinusTMin = base - tMin,\n\tfloor = Math.floor,\n\tstringFromCharCode = String.fromCharCode,\n\n\t/**
Temporary variable */\n\tkey;\n\n\t/*--------------------------------------------------------------------------*/\n\n\t/**\n\t * A
generic error utility function.\n\t * @private\n\t * @param {String} type The error type.\n\t * @returns {Error}
Throws a `RangeError` with the applicable error message.\n\t */\n\tfunction error(type) {\n\t\tthrow
RangeError(errors[type]);\n\t}\n\n\t/**\n\t * A generic `Array#map` utility function.\n\t * @private\n\t * @param
{Array} array The array to iterate over.\n\t * @param {Function} callback The function that gets called for every
array\n\t * item.\n\t * @returns {Array} A new array of values returned by the callback function.\n\t */\n\tfunction
map(array, fn) {\n\t\tvar length = array.length;\n\t\tvar result = [];\n\t\twhile (length--) {\n\t\t\tresult[length] =
fn(array[length]);\n\t\t}\n\t\treturn result;\n\t}\n\n\t/**\n\t * A simple `Array#map`-like wrapper to work with
domain name strings or email\n\t * addresses.\n\t * @private\n\t * @param {String} domain The domain name or
email address.\n\t * @param {Function} callback The function that gets called for every\n\t * character.\n\t *
@returns {Array} A new string of characters returned by the callback\n\t * function.\n\t */\n\tfunction
mapDomain(string, fn) {\n\t\tvar parts = string.split('@');\n\t\tvar result = '';\n\t\tif (parts.length > 1) {\n\t\t\t// In
email addresses, only the domain name should be punycoded. Leave\n\t\t\t// the local part (i.e. everything up to `@`)
intact.\n\t\t\tresult = parts[0] + '@';\n\t\t\tstring = parts[1];\n\t\t}\n\t\t// Avoid `split(regex)` for IE8 compatibility.
See #17.\n\t\tstring = string.replace(regexSeparators, '\\x2E');\n\t\tvar labels = string.split('.');\n\t\tvar encoded =
map(labels, fn).join('.');\n\t\treturn result + encoded;\n\t}\n\n\t/**\n\t * Creates an array containing the numeric code
points of each Unicode\n\t * character in the string. While JavaScript uses UCS-2 internally,\n\t * this function will
convert a pair of surrogate halves (each of which\n\t * UCS-2 exposes as separate characters) into a single code
point,\n\t * matching UTF-16.\n\t * @see `punycode.ucs2.encode`\n\t * @see
<https://mathiasbynens.be/notes/javascript-encoding>\n\t * @memberOf punycode.ucs2\n\t * @name decode\n\t *
@param {String} string The Unicode input string (UCS-2).\n\t * @returns {Array} The new array of code
points.\n\t */\n\tfunction ucs2decode(string) {\n\t\tvar output = [],\n\t\t    counter = 0,\n\t\t    length =
string.length,\n\t\t    value,\n\t\t    extra;\n\t\twhile (counter < length) {\n\t\t\tvalue =
string.charCodeAt(counter++);\n\t\t\tif (value >= 0xD800 && value <= 0xDBFF && counter < length) {\n\t\t\t\t// 
high surrogate, and there is a next character\n\t\t\t\textra = string.charCodeAt(counter++);\n\t\t\t\tif ((extra &
0xFC00) == 0xDC00) { // low surrogate\n\t\t\t\t\toutput.push(((value & 0x3FF) << 10) + (extra & 0x3FF) +
0x10000);\n\t\t\t\t} else {\n\t\t\t\t\t// unmatched surrogate; only append this code unit, in case the next\n\t\t\t\t\t//
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code unit is the high surrogate of a surrogate pair\n\t\t\t\t\toutput.push(value);\n\t\t\t\tcounter--;\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\toutput.push(value);\n\t\t\t}\n\t\t}\n\t\treturn output;\n\t}\n\n\t/**\n\t * Creates a string based on an array of numeric code points.\n\t * @see `punycode.ucs2.decode`\n\t * @memberOf punycode.ucs2\n\t * @name encode\n\t * @param {Array} codePoints The array of numeric code points.\n\t * @returns {String} The new Unicode string (UCS-2).\n\t */\n\tfunction ucs2encode(array) {\n\t\treturn map(array, function(value) {\n\t\t\tvar output = '';\n\t\t\tif (value > 0xFFFF) {\n\t\t\t\tvalue -= 0x10000;\n\t\t\t\toutput += stringFromCharCode(value >>> 10 & 0x3FF | 0xD800);\n\t\t\t\tvalue = 0xDC00 | value & 0x3FF;\n\t\t\t}\n\t\t\toutput += stringFromCharCode(value);\n\t\t\treturn output;\n\t\t}).join('');\n\t}\n\n\t/**\n\t * Converts a basic code point into a digit/integer.\n\t * @see `digitToBasic()`\n\t * @private\n\t * @param {Number} codePoint The basic numeric code point value.\n\t * @returns {Number} The numeric value of a basic code point (for use in\n\t * representing integers) in the range `0` to `base - 1`, or `base` if\n\t * the code point does not represent a value.\n\t */\n\tfunction basicToDigit(codePoint) {\n\t\tif (codePoint - 48 < 10) {\n\t\t\treturn codePoint - 22;\n\t\t}\n\t\tif (codePoint - 65 < 26) {\n\t\t\treturn codePoint - 65;\n\t\t}\n\t\tif (codePoint - 97 < 26) {\n\t\t\treturn codePoint - 97;\n\t\t}\n\t\treturn base;\n\t}\n\n\t/**\n\t * Converts a digit/integer into a basic code point.\n\t * @see `basicToDigit()`\n\t * @private\n\t * @param {Number} digit The numeric value of a basic code point.\n\t * @returns {Number} The basic code point whose value (when used for\n\t * representing integers) is `digit`, which needs to be in the range\n\t * `0` to `base - 1`. If `flag` is non-zero, the uppercase form is\n\t * used; else, the lowercase form is used. The behavior is undefined\n\t * if `flag` is non-zero and `digit` has no uppercase form.\n\t */\n\tfunction digitToBasic(digit, flag) {\n\t\t// 0..25 map to ASCII a..z or A..Z\n\t\t// 26..35 map to ASCII 0..9\n\t\treturn digit + 22 + 75 * (digit < 26) - ((flag != 0) << 5);\n\t}\n\n\t/**\n\t * Bias adaptation function as per section 3.4 of RFC 3492.\n\t * http://tools.ietf.org/html/rfc3492#section-3.4\n\t * @private\n\t */\n\tfunction adapt(delta, numPoints, firstTime) {\n\t\tvar k = 0;\n\t\tdelta = firstTime ? floor(delta / damp) : delta >> 1;\n\t\tdelta += floor(delta / numPoints);\n\t\tfor (/* no initialization */; delta > baseMinusTMin * tMax >> 1; k += base) {\n\t\t\tdelta = floor(delta / baseMinusTMin);\n\t\t}\n\t\treturn floor(k + (baseMinusTMin + 1) * delta / (delta + skew));\n\t}\n\n\t/**\n\t * Converts a Punycode string of ASCII-only symbols to a string of Unicode\n\t * symbols.\n\t * @memberOf punycode\n\t * @param {String} input The Punycode string of ASCII-only symbols.\n\t * @returns {String} The resulting string of Unicode symbols.\n\t */\n\tfunction decode(input) {\n\t\t// Don't use UCS-2\n\t\tvar output = [],\n\t\t\t inputLength = input.length,\n\t\t\t out,\n\t\t\t i = 0,\n\t\t\t n = initialN,\n\t\t\t bias = initialBias,\n\t\t\t basic,\n\t\t\t j,\n\t\t\t index,\n\t\t\t oldi,\n\t\t\t w,\n\t\t\t k,\n\t\t\t digit,\n\t\t\t t,\n\t\t\t /** Cached calculation results */\n\t\t\t baseMinusT;\n\n\t\t// Handle the basic code points: let `basic` be the number of input code\n\t\t// points before the last delimiter, or `0` if there is none, then copy\n\t\t// the first basic code points to the output.\n\n\t\tbasic = input.lastIndexOf(delimiter);\n\t\tif (basic < 0) {\n\t\t\tbasic = 0;\n\t\t}\n\n\t\tfor (j = 0; j < basic; ++j) {\n\t\t\t// if it's not a basic code point\n\t\t\tif (input.charCodeAt(j) >= 0x80) {\n\t\t\t\terror('not-basic');\n\t\t\t}\n\t\t\toutput.push(input.charCodeAt(j));\n\t\t}\n\n\t\t// Main decoding loop: start just after the last delimiter if any basic code\n\t\t// points were copied; start at the beginning otherwise.\n\n\t\tfor (index = basic > 0 ? basic + 1 : 0; index < inputLength; /* no final expression */) {\n\n\t\t\t// `index` is the index of the next character to be consumed.\n\t\t\t// Decode a generalized variable-length integer into `delta`,\n\t\t\t// which gets added to `i`. The overflow checking is easier\n\t\t\t// if we increase `i` as we go, then subtract off its starting\n\t\t\t// value at the end to obtain `delta`.\n\t\t\tfor (oldi = i, w = 1, k = base; /* no condition */; k += base) {\n\n\t\t\t\tif (index >= inputLength) {\n\t\t\t\t\terror('invalid-input');\n\t\t\t\t}\n\n\t\t\tdigit = basicToDigit(input.charCodeAt(index++));\n\n\t\t\tif (digit >= base || digit > floor((maxInt - i) / w)) {\n\t\t\t\terror('overflow');\n\t\t\t}\n\n\t\t\ti += digit * w;\n\t\t\tt = k <= bias ? tMin : (k >= bias + tMax ? tMax : k - bias);\n\n\t\t\tif (digit < t) {\n\t\t\t\tbreak;\n\t\t\t}\n\n\t\tbaseMinusT = base - t;\n\t\tif (w > floor(maxInt / baseMinusT)) {\n\t\t\t\terror('overflow');\n\t\t\t}\n\n\t\tw *= baseMinusT;\n\n\t}\n\n\tout = output.length + 1;\n\tbias = adapt(i - oldi, out, oldi == 0);\n\n\t// `i` was supposed to wrap around from `out` to `0`,\n\t// incrementing `n` each time, so we'll fix that now:\n\tif (floor(i / out) > maxInt - n) {\n\t\terror('overflow');\n\t}\n\n\tn += floor(i / out);\n\ti %= out;\n\n\t// Insert `n` at position `i` of the output\n\toutput.splice(i++, 0, n);\n\n\}\n\n\treturn ucs2encode(output);\n\}\n\n\/**\n\ * Converts a string of Unicode symbols (e.g. a domain

name label) to a\n\t * Punycode string of ASCII-only symbols.\n\t * @memberOf punycode\n\t * @param {String} input The string of Unicode symbols.\n\t * @returns {String} The resulting Punycode string of ASCII-only symbols.\n\t */\n\tfunction encode(input) {\n\t\tvar n,\n\t\t delta,\n\t\t handledCPCount,\n\t\t basicLength,\n\t\t bias,\n\t\t j,\n\t\t m,\n\t\t q,\n\t\t k,\n\t\t t,\n\t\t currentValue,\n\t\t output = [],\n\t\t /** `inputLength` will hold the number of code points in `input`. */\n\t\t inputLength,\n\t\t /** Cached calculation results */\n\t\t handledCPCountPlusOne,\n\t\t baseMinusT,\n\t\t qMinusT;\n\n\t\t// Convert the input in UCS-2 to Unicode\n\t\tinput = ucs2decode(input);\n\n\t\t// Cache the length\n\t\tinputLength = input.length;\n\n\t\t// Initialize the state\n\t\tn = initialN;\n\t\tdelta = 0;\n\t\tbias = initialBias;\n\n\t\t// Handle the basic code points\n\t\tfor (j = 0; j < inputLength; ++j) {\n\t\t\tcurrentValue = input[j];\n\t\t\tif (currentValue < 0x80) {\n\t\t\t\toutput.push(stringFromCharCode(currentValue));\n\t\t\t}\n\t\t}\n\n\thandledCPCount = basicLength = output.length;\n\n\t\t// `handledCPCount` is the number of code points that have been handled;\n\t\t// `basicLength` is the number of basic code points.\n\n\t\t// Finish the basic string - if it is not empty - with a delimiter\n\t\tif (basicLength) {\n\t\t\toutput.push(delimiter);\n\t\t}\n\n\t\t// Main encoding loop:\n\t\twhile (handledCPCount < inputLength) {\n\n\t\t\t// All non-basic code points < n have been handled already. Find the next\n\t\t\t// larger one:\n\t\t\tfor (m = maxInt, j = 0; j < inputLength; ++j) {\n\t\t\t\tcurrentValue = input[j];\n\t\t\t\tif (currentValue >= n && currentValue < m) {\n\t\t\t\t\tm = currentValue;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Increase `delta` enough to advance the decoder's <n,i> state to <m,0>,\n\t\t\t// but guard against overflow\n\t\t\thandledCPCountPlusOne = handledCPCount + 1;\n\t\t\tif (m - n > floor((maxInt - delta) / handledCPCountPlusOne)) {\n\t\t\t\terror('overflow');\n\t\t\t}\n\n\t\tdelta += (m - n) * handledCPCountPlusOne;\n\t\tn = m;\n\n\t\tfor (j = 0; j < inputLength; ++j) {\n\t\t\tcurrentValue = input[j];\n\n\t\t\tif (currentValue < n && ++delta > maxInt) {\n\t\t\t\terror('overflow');\n\t\t\t}\n\n\t\t\tif (currentValue == n) {\n\t\t\t\t// Represent delta as a generalized variable-length integer\n\t\t\t\tfor (q = delta, k = base; /* no condition */; k += base) {\n\t\t\t\t\tt = k <= bias ? tMin : (k >= bias + tMax ? tMax : k - bias);\n\t\t\t\t\tif (q < t) {\n\t\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t\tqMinusT = q - t;\n\t\t\t\tbaseMinusT = base - t;\n\t\t\t\toutput.push(\n\t\t\t\t\tstringFromCharCode(digitToBasic(t + qMinusT % baseMinusT, 0))\n\t\t\t\t);\n\t\t\t\tq = floor(qMinusT / baseMinusT);\n\t\t\t}\n\n\t\t\toutput.push(stringFromCharCode(digitToBasic(q, 0)));\n\t\tbias = adapt(delta, handledCPCountPlusOne, handledCPCount == basicLength);\n\t\tdelta = 0;\n\t\t++handledCPCount;\n\t\t}\n\t}\n\n\t++delta;\n\t++n;\n\n\t}\n\treturn output.join('');\n\t}\n\n/**\n\t * Converts a Punycode string representing a domain name or an email address\n\t * to Unicode. Only the Punycoded parts of the input will be converted, i.e.\n\t * it doesn't matter if you call it on a string that has already been\n\t * converted to Unicode.\n\t * @memberOf punycode\n\t * @param {String} input The Punycoded domain name or email address to\n\t * convert to Unicode.\n\t * @returns {String} The Unicode representation of the given Punycode\n\t * string.\n\t */\n\tfunction toUnicode(input) {\n\t\treturn mapDomain(input, function(string) {\n\t\t\treturn regexPunycode.test(string)\n\t\t\t? decode(string.slice(4).toLowerCase())\n\t\t\t: string;\n\t});\n\t}\n\n/**\n\t * Converts a Unicode string representing a domain name or an email address to\n\t * Punycode. Only the non-ASCII parts of the domain name will be converted,\n\t * i.e. it doesn't matter if you call it with a domain that's already in\n\t * ASCII.\n\t * @memberOf punycode\n\t * @param {String} input The domain name or email address to convert, as a\n\t * Unicode string.\n\t * @returns {String} The Punycode representation of the given domain name or\n\t * email address.\n\t */\n\tfunction toASCII(input) {\n\t\treturn mapDomain(input, function(string) {\n\t\t\treturn regexNonASCII.test(string)\n\t\t\t? 'xn--' + encode(string)\n\t\t\t: string;\n\t});\n\t}\n\n/*--*/\n\n/** Define the public API */\n\tpunycode = {\n\t/**\n\t\t * A string representing the current Punycode.js version number.\n\t\t * @memberOf punycode\n\t\t * @type String\n\t\t */\n\t\t'version': '1.3.2',\n\t/**\n\t\t * An object of methods to convert from JavaScript's internal character\n\t\t * representation (UCS-2) to Unicode code points, and back.\n\t\t * @see <https://mathiasbynens.be/notes/javascript-encoding>\n\t\t * @memberOf punycode\n\t\t * @type Object\n\t\t */\n\t\t'ucs2': {\n\t\t\t'decode': ucs2decode,\n\t\t\t'encode': ucs2encode\n\t\t},\n\t\t'decode': decode,\n\t\t'encode': encode,\n\t\t'toASCII': toASCII,\n\t\t'toUnicode': toUnicode\n\t};\n\n/** Expose `punycode` */\n\t// Some AMD build optimizers, like r.js, check for specific condition patterns\n\t// like the following:\n\tif (\n\t\ttypeof define ==

'function' &&\n\t\ttypeof define.amd == 'object' &&\n\t\tdefine.amd\n\t) {\n\t\tdefine('punycode', function() {\n\t\t\treturn punycode;\n\t\t});\n\t} else if (freeExports && freeModule) {\n\t\tif (module.exports == freeExports) { // in Node.js or RingoJS v0.8.0+\n\t\t\tfreeModule.exports = punycode;\n\t\t} else { // in Narwhal or RingoJS v0.7.0-\n\t\t\tfor (key in punycode) {\n\t\t\t\tpunycode.hasOwnProperty(key) && (freeExports[key] = punycode[key]);\n\t\t\t}\n\t\t}\n\t} else { // in Rhino or a web browser\n\t\troot.punycode = punycode;\n\t}\n\n}(this));\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the\n// following conditions:\n//\n// The above copyright notice and this permission notice shall be included\n// in all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\nvar punycode = require('punycode');\nvar util = require('./util');\n\nexports.parse = urlParse;\nexports.resolve = urlResolve;\nexports.resolveObject = urlResolveObject;\nexports.format = urlFormat;\n\nexports.Url = Url;\n\nfunction Url() {\n this.protocol = null;\n this.slashes = null;\n this.auth = null;\n this.host = null;\n this.port = null;\n this.hostname = null;\n this.hash = null;\n this.search = null;\n this.query = null;\n this.pathname = null;\n this.path = null;\n this.href = null;\n}\n\n// Reference: RFC 3986, RFC 1808, RFC 2396\n\n// define these here so at least they only have to be\n// compiled once on the first module load.\nvar protocolPattern = /^([a-z0-9.+-]+:)/i,\n   portPattern = /:[0-9]*$/,\n\n   // Special case for a simple path URL\n   simplePathPattern = /^(\\/\\/?(?!\\/)[^\\?\\s]*)(\\?[^\\s]*)?$/,\n\n   // RFC 2396: characters reserved for delimiting URLs.\n   // We actually just auto-escape these.\n   delims = ['<', '>', '\'', '`', ' ', '\\r', '\\n', '\\t'],\n\n    // RFC 2396: characters not allowed for various reasons.\n    unwise = ['{', '}', '|', '\\\\', '^', '`'].concat(delims),\n\n   // Allowed by RFCs, but cause of XSS attacks. Always escape these.\n   autoEscape = ['\\'].concat(unwise),\n   // Characters that are never ever allowed in a hostname.\n   // Note that any invalid chars are also handled, but these\n // are the ones that are *expected* to be seen, so we fast-path\n   // them.\n   nonHostChars = ['%', '/', '?', ';', '#'].concat(autoEscape),\n   hostEndingChars = ['/', '?', '#'],\n   hostnameMaxLen = 255,\n   hostnamePartPattern = /^[+a-z0-9A-Z_-]{0,63}$/,\n   hostnamePartStart = /^([+a-z0-9A-Z_-]{0,63})(.*)$/,\n   // protocols that can allow \"unsafe\" and \"unwise\" chars.\n   unsafeProtocol = {\n   'javascript': true,\n   'javascript:': true\n   },\n   // protocols that never have a hostname.\n   hostlessProtocol = {\n   'javascript': true,\n   'javascript:': true\n   },\n   // protocols that always contain a // bit.\n   slashedProtocol = {\n   'http': true,\n   'https': true,\n   'ftp': true,\n   'gopher': true,\n   'file': true,\n   'http:': true,\n   'https:': true,\n   'ftp:': true,\n   'gopher:': true,\n   'file:': true\n   },\n   querystring = require('querystring');\n\nfunction urlParse(url, parseQueryString, slashesDenoteHost) {\n if (url && util.isObject(url) && url instanceof Url) return url;\n\n var u = new Url;\n u.parse(url, parseQueryString, slashesDenoteHost);\n return u;\n}\n\nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost) {\n if (!util.isString(url)) {\n   throw new TypeError(\"Parameter 'url' must be a string, not \" + typeof url);\n }\n\n // Copy chrome, IE, opera backslash-handling behavior.\n // Back slashes before the query string get converted to forward slashes\n // See: https://code.google.com/p/chromium/issues/detail?id=25916\n var queryIndex = url.indexOf('?'),\n   splitter =\n   (queryIndex !== -1 && queryIndex < url.indexOf('#')) ? '?' : '#',\n   uSplit = url.split(splitter),\n   slashRegex = /\\\\/g;\n uSplit[0] = uSplit[0].replace(slashRegex, '/');\n url = uSplit.join(splitter);\n\n var rest = url;\n\n // trim before proceeding.\n // This is to support parse stuff like \" http://foo.com \\n\"\n rest = rest.trim();\n\n if (!slashesDenoteHost && url.split('#').length === 1) {\n   // Try fast path regexp\n   var simplePath = simplePathPattern.exec(rest);\n   if (simplePath) {\n   this.path = rest;\n   this.href = rest;\n   this.pathname = simplePath[1];\n   if (simplePath[2]) {\n   this.search = simplePath[2];\n

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  if (parseQueryString) {\n        this.query = querystring.parse(this.search.substr(1));\n      } else {\n
this.query = this.search.substr(1);\n      }\n    } else if (parseQueryString) {\n      this.search = '';\n      this.query
= {};\n    }\n    return this;\n  }\n }\n\n var proto = protocolPattern.exec(rest);\n  if (proto) {\n   proto =
proto[0];\n   var lowerProto = proto.toLowerCase();\n   this.protocol = lowerProto;\n   rest =
rest.substr(proto.length);\n  }\n\n  // figure out if it's got a host\n  // user@server is *always* interpreted as a
hostname, and url\n  // resolution will treat //foo/bar as host=foo,path=bar because that's\n  // how the browser
resolves relative URLs.\n  if (slashesDenoteHost || proto || rest.match(/^\\/\\/[^@\\/]+@[^@\\/]+/)) {\n   var slashes =
rest.substr(0, 2) === '//';\n   if (slashes && !(proto && hostlessProtocol[proto])) {\n    rest = rest.substr(2);\n
this.slashes = true;\n   }\n  }\n\n  if (!hostlessProtocol[proto] &&\n    (slashes || (proto &&
!slashedProtocol[proto]))) {\n\n   // there's a hostname.\n   // the first instance of /, ?, ;, or # ends the host.\n   //\n
// If there is an @ in the hostname, then non-host chars *are* allowed\n   // to the left of the last @ sign, unless
some host-ending character\n   // comes *before* the @-sign.\n   // URLs are obnoxious.\n   //\n   // ex:\n   //
http://a@b@c/ => user:a@b host:c\n   // http://a@b?@c => user:a host:c path:/?@c\n\n   // v0.12 TODO(isaacs):
This is not quite how Chrome does things.\n   // Review our test case against browsers more comprehensively.\n\n
// find the first instance of any hostEndingChars\n   var hostEnd = -1;\n   for (var i = 0; i < hostEndingChars.length;
i++) {\n    var hec = rest.indexOf(hostEndingChars[i]);\n    if (hec !== -1 && (hostEnd === -1 || hec <
hostEnd))\n      hostEnd = hec;\n   }\n\n   // at this point, either we have an explicit point where the\n   // auth
portion cannot go past, or the last @ char is the decider.\n   var auth, atSign;\n   if (hostEnd === -1) {\n    // atSign
can be anywhere.\n    atSign = rest.lastIndexOf('@');\n   } else {\n    // atSign must be in auth portion.\n    //
http://a@b/c@d => host:b auth:a path:/c@d\n    atSign = rest.lastIndexOf('@', hostEnd);\n   }\n\n   // Now we
have a portion which is definitely the auth.\n   // Pull that off.\n   if (atSign !== -1) {\n    auth = rest.slice(0,
atSign);\n    rest = rest.slice(atSign + 1);\n    this.auth = decodeURIComponent(auth);\n   }\n\n   // the host is the
remaining to the left of the first non-host char\n   hostEnd = -1;\n   for (var i = 0; i < nonHostChars.length; i++) {\n
  var hec = rest.indexOf(nonHostChars[i]);\n    if (hec !== -1 && (hostEnd === -1 || hec < hostEnd))\n
hostEnd = hec;\n   }\n   // if we still have not hit it, then the entire thing is a host.\n   if (hostEnd === -1)\n
hostEnd = rest.length;\n\n   this.host = rest.slice(0, hostEnd);\n   rest = rest.slice(hostEnd);\n\n   // pull out port.\n
this.parseHost();\n\n   // we've indicated that there is a hostname,\n   // so even if it's empty, it has to be present.\n
this.hostname = this.hostname || '';\n\n   // if hostname begins with [ and ends with ]\n   // assume that it's an IPv6
address.\n   var ipv6Hostname = this.hostname[0] === '[' &&\n      this.hostname[this.hostname.length - 1] ===
']';\n\n   // validate a little.\n   if (!ipv6Hostname) {\n    var hostparts = this.hostname.split(/\\./);\n    for (var i = 0,
l = hostparts.length; i < l; i++) {\n      var part = hostparts[i];\n      if (!part) continue;\n      if
(!part.match(hostnamePartPattern)) {\n        var newpart = '';\n        for (var j = 0, k = part.length; j < k; j++) {\n
    if (part.charCodeAt(j) > 127) {\n          // we replace non-ASCII char with a temporary placeholder\n          //
we need this to make sure size of hostname is not\n          // broken by replacing non-ASCII by nothing\n
newpart += 'x';\n          } else {\n          newpart += part[j];\n          }\n        }\n        // we test again with
ASCII char only\n        if (!newpart.match(hostnamePartPattern)) {\n          var validParts = hostparts.slice(0, i);\n
        var notHost = hostparts.slice(i + 1);\n          var bit = part.match(hostnamePartStart);\n          if (bit) {\n
  validParts.push(bit[1]);\n          notHost.unshift(bit[2]);\n          }\n          if (notHost.length) {\n          rest =
'/' + notHost.join('.') + rest;\n          }\n          this.hostname = validParts.join('.');\n          break;\n        }\n      }\n
    }\n   }\n\n   if (this.hostname.length > hostnameMaxLen) {\n    this.hostname = '';\n   } else {\n    // hostnames
are always lower case.\n    this.hostname = this.hostname.toLowerCase();\n   }\n\n   if (!ipv6Hostname) {\n    //
IDNA Support: Returns a punycoded representation of \"domain\".\n    // It only converts parts of the domain name
that\n    // have non-ASCII characters, i.e. it doesn't matter if\n    // you call it with a domain that already is
ASCII-only.\n    this.hostname = punycode.toASCII(this.hostname);\n   }\n\n   var p = this.port ? ':' + this.port :
'';\n   var h = this.hostname || '';\n   this.host = h + p;\n   this.href += this.host;\n\n   // strip [ and ] from the
hostname\n   // the host field still retains them, though\n   if (ipv6Hostname) {\n    this.hostname =
this.hostname.substr(1, this.hostname.length - 2);\n    if (rest[0] !== '/') {\n      rest = '/' + rest;\n    }\n   }\n  }\n\n
// now rest is set to the post-host stuff.\n  // chop off any delim chars.\n  if (!unsafeProtocol[lowerProto]) {\n\n   //
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First, make 100% sure that any \"autoEscape\" chars get\n    // escaped, even if encodeURIComponent doesn't think
they\n    // need to be.\n    for (var i = 0, l = autoEscape.length; i < l; i++) {\n      var ae = autoEscape[i];\n      if
(rest.indexOf(ae) === -1)\n        continue;\n      var esc = encodeURIComponent(ae);\n      if (esc === ae) {\n
esc = escape(ae);\n      }\n      rest = rest.split(ae).join(esc);\n    }\n  }\n\n\n  // chop off from the tail first.\n  var hash
= rest.indexOf('#');\n  if (hash !== -1) {\n    // got a fragment string.\n    this.hash = rest.substr(hash);\n    rest =
rest.slice(0, hash);\n  }\n  var qm = rest.indexOf('?');\n  if (qm !== -1) {\n    this.search = rest.substr(qm);\n
this.query = rest.substr(qm + 1);\n    if (parseQueryString) {\n      this.query = querystring.parse(this.query);\n    }\n
rest = rest.slice(0, qm);\n  } else if (parseQueryString) {\n    // no query string, but parseQueryString still requested\n
  this.search = '';\n    this.query = {};\n  }\n  if (rest) this.pathname = rest;\n  if (slashedProtocol[lowerProto] &&\n
this.hostname && !this.pathname) {\n    this.pathname = '/';\n  }\n\n  //to support http.request\n  if (this.pathname ||
this.search) {\n    var p = this.pathname || '';\n    var s = this.search || '';\n    this.path = p + s;\n  }\n\n  // finally,
reconstruct the href based on what has been validated.\n  this.href = this.format();\n  return this;\n};\n\n// format a
parsed object into a url string\nfunction urlFormat(obj) {\n  // ensure it's an object, and not a string url.\n  // If it's an
obj, this is a no-op.\n  // this way, you can call url_format() on strings\n  // to clean up potentially wonky urls.\n  if
(util.isString(obj)) obj = urlParse(obj);\n  if (!(obj instanceof Url)) return Url.prototype.format.call(obj);\n  return
obj.format();\n}\n\nUrl.prototype.format = function() {\n  var auth = this.auth || '';\n  if (auth) {\n    auth =
encodeURIComponent(auth);\n    auth = auth.replace(/%3A/i, ':');\n    auth += '@';\n  }\n\n  var protocol =
this.protocol || '',\n      pathname = this.pathname || '',\n      hash = this.hash || '',\n      host = false,\n      query = '';\n\n
if (this.host) {\n    host = auth + this.host;\n  } else if (this.hostname) {\n    host = auth + (this.hostname.indexOf(':')
=== -1 ?\n        this.hostname :\n        '[' + this.hostname + ']');\n    if (this.port) {\n      host += ':' + this.port;\n    }\n
}\n\n  if (this.query &&\n      util.isObject(this.query) &&\n      Object.keys(this.query).length) {\n    query =
querystring.stringify(this.query);\n  }\n\n  var search = this.search || (query && ('?' + query)) || '';\n\n  if (protocol
&& protocol.substr(-1) !== ':') protocol += ':';\n\n  // only the slashedProtocols get the //.  Not mailto:, xmpp:, etc.\n
// unless they had them to begin with.\n  if (this.slashes ||\n      (!protocol || slashedProtocol[protocol]) && host !==
false) {\n    host = '//' + (host || '');\n    if (pathname && pathname.charAt(0) !== '/') pathname = '/' + pathname;\n  }
else if (!host) {\n    host = '';\n  }\n\n  if (hash && hash.charAt(0) !== '#') hash = '#' + hash;\n  if (search &&
search.charAt(0) !== '?') search = '?' + search;\n\n  pathname = pathname.replace(/[?#]/g, function(match) {\n
return encodeURIComponent(match);\n  });\n  search = search.replace('#', '%23');\n\n  return protocol + host +
pathname + search + hash;\n};\n\nfunction urlResolve(source, relative) {\n  return urlParse(source, false,
true).resolve(relative);\n}\n\nUrl.prototype.resolve = function(relative) {\n  return
this.resolveObject(urlParse(relative, false, true)).format();\n};\n\nfunction urlResolveObject(source, relative) {\n  if
(!source) return relative;\n  return urlParse(source, false,
true).resolveObject(relative);\n}\n\nUrl.prototype.resolveObject = function(relative) {\n  if (util.isString(relative))
{\n    var rel = new Url();\n    rel.parse(relative, false, true);\n    relative = rel;\n  }\n\n  var result = new Url();\n  var
tkeys = Object.keys(this);\n  for (var tk = 0; tk < tkeys.length; tk++) {\n    var tkey = tkeys[tk];\n    result[tkey] =
this[tkey];\n  }\n\n  // hash is always overridden, no matter what.\n  // even href=\"\" will remove it.\n  result.hash =
relative.hash;\n\n  // if the relative url is empty, then there's nothing left to do here.\n  if (relative.href === '') {\n
result.href = result.format();\n    return result;\n  }\n\n  // hrefs like //foo/bar always cut to the protocol.\n  if
(relative.slashes && !relative.protocol) {\n    // take everything except the protocol from relative\n    var rkeys =
Object.keys(relative);\n    for (var rk = 0; rk < rkeys.length; rk++) {\n      var rkey = rkeys[rk];\n      if (rkey !==
'protocol')\n        result[rkey] = relative[rkey];\n    }\n\n    //urlParse appends trailing / to urls like
http://www.example.com\n    if (slashedProtocol[result.protocol] &&\n        result.hostname && !result.pathname)
{\n      result.path = result.pathname = '/';\n    }\n\n    result.href = result.format();\n    return result;\n  }\n\n  if
(relative.protocol && relative.protocol !== result.protocol) {\n    // if it's a known url protocol, then changing\n    //
the protocol does weird things\n    // first, if it's not file:, then we MUST have a host,\n    // and if there was a path\n
// to begin with, then we MUST have a path.\n    // if it is file:, then the host is dropped,\n    // because that's known
to be hostless.\n    // anything else is assumed to be absolute.\n    if (!slashedProtocol[relative.protocol]) {\n      var
keys = Object.keys(relative);\n      for (var v = 0; v < keys.length; v++) {\n        var k = keys[v];\n        result[k] =
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relative[k];\n      }\n      result.href = result.format();\n      return result;\n    }\n\n    result.protocol =
relative.protocol;\n    if (!relative.host && !hostlessProtocol[relative.protocol]) {\n      var relPath =
(relative.pathname || '').split('/');\n      while (relPath.length && !(relative.host = relPath.shift()));\n      if
(!relative.host) relative.host = '';\n      if (!relative.hostname) relative.hostname = '';\n      if (relPath[0] !== '')
relPath.unshift('');\n      if (relPath.length < 2) relPath.unshift('');\n      result.pathname = relPath.join('/');\n    } else
{\n      result.pathname = relative.pathname;\n    }\n    result.search = relative.search;\n    result.query =
relative.query;\n    result.host = relative.host || '';\n    result.auth = relative.auth;\n    result.hostname =
relative.hostname || relative.host;\n    result.port = relative.port;\n    // to support http.request\n    if (result.pathname ||
result.search) {\n      var p = result.pathname || '';\n      var s = result.search || '';\n      result.path = p + s;\n    }\n
result.slashes = result.slashes || relative.slashes;\n    result.href = result.format();\n    return result;\n  }\n\n  var
isSourceAbs = (result.pathname && result.pathname.charAt(0) === '/'),\n      isRelAbs = (\n          relative.host ||\n
    relative.pathname && relative.pathname.charAt(0) === '/'\n      ),\n      mustEndAbs = (isRelAbs || isSourceAbs
||\n                    (result.host && relative.pathname)),\n      removeAllDots = mustEndAbs,\n      srcPath =
result.pathname && result.pathname.split('/') || [],\n      relPath = relative.pathname && relative.pathname.split('/') ||
[],\n      psychotic = result.protocol && !slashedProtocol[result.protocol];\n\n  // if the url is a non-slashed url, then
relative\n  // links like ../.. should be able\n  // to crawl up to the hostname, as well.  This is strange.\n  //
result.protocol has already been set by now.\n  // Later on, put the first path part into the host field.\n  if (psychotic)
{\n    result.hostname = '';\n    result.port = null;\n    if (result.host) {\n      if (srcPath[0] === '') srcPath[0] =
result.host;\n      else srcPath.unshift(result.host);\n    }\n    result.host = '';\n    if (relative.protocol) {\n
relative.hostname = null;\n      relative.port = null;\n      if (relative.host) {\n        if (relPath[0] === '') relPath[0] =
relative.host;\n        else relPath.unshift(relative.host);\n      }\n      relative.host = null;\n    }\n    mustEndAbs =
mustEndAbs && (relPath[0] === '' || srcPath[0] === '');\n  }\n\n  if (isRelAbs) {\n    // it's absolute.\n    result.host =
(relative.host || relative.host === '') ?\n                    relative.host : result.host;\n    result.hostname = (relative.hostname
|| relative.hostname === '') ?\n                    relative.hostname : result.hostname;\n    result.search = relative.search;\n
  result.query = relative.query;\n    srcPath = relPath;\n    // fall through to the dot-handling below.\n  } else if
(relPath.length) {\n    // it's relative\n    // throw away the existing file, and take the new path instead.\n    if
(!srcPath) srcPath = [];\n    srcPath.pop();\n    srcPath = srcPath.concat(relPath);\n    result.search = relative.search;\n
  result.query = relative.query;\n  } else if (!util.isNullOrUndefined(relative.search)) {\n    // just pull out the
search.\n    // like href='?foo'.\n    // Put this after the other two cases because it simplifies the booleans\n    if
(psychotic) {\n      result.hostname = result.host = srcPath.shift();\n      //occationaly the auth can get stuck only in
host\n      //this especially happens in cases like\n      //url.resolveObject('mailto:local1@domain1',
'local2@domain2')\n      var authInHost = result.host && result.host.indexOf('@') > 0 ?\n
result.host.split('@') : false;\n      if (authInHost) {\n        result.auth = authInHost.shift();\n        result.host =
result.hostname = authInHost.shift();\n      }\n    }\n    result.search = relative.search;\n    result.query =
relative.query;\n    //to support http.request\n    if (!util.isNull(result.pathname) || !util.isNull(result.search)) {\n
result.path = (result.pathname ? result.pathname : '') +\n                    (result.search ? result.search : '');\n    }\n
result.href = result.format();\n    return result;\n  }\n\n  if (!srcPath.length) {\n    // no path at all.  easy.\n    // we've
already handled the other stuff above.\n    result.pathname = null;\n    //to support http.request\n    if (result.search)
{\n      result.path = '/' + result.search;\n    } else {\n      result.path = null;\n    }\n    result.href = result.format();\n
return result;\n  }\n\n  // if a url ENDs in . or .., then it must get a trailing slash.\n  // however, if it ends in anything
else non-slashy,\n  // then it must NOT get a trailing slash.\n  var last = srcPath.slice(-1)[0];\n  var hasTrailingSlash
= (\n      (result.host || relative.host || srcPath.length > 1) &&\n      (last === '.' || last === '..') || last === '');\n\n  // strip
single dots, resolve double dots to parent dir\n  // if the path tries to go above the root, `up` ends up > 0\n  var up =
0;\n  for (var i = srcPath.length; i >= 0; i--) {\n    last = srcPath[i];\n    if (last === '.') {\n      srcPath.splice(i, 1);\n    }
else if (last === '..') {\n      srcPath.splice(i, 1);\n      up++;\n    } else if (up) {\n      srcPath.splice(i, 1);\n      up--;\n
}\n  }\n\n  // if the path is allowed to go above the root, restore leading ..s\n  if (!mustEndAbs && !removeAllDots)
{\n    for (; up--; up) {\n      srcPath.unshift('..');\n    }\n  }\n\n  if (mustEndAbs && srcPath[0] !== '' &&\n
(!srcPath[0] || srcPath[0].charAt(0) !== '/')) {\n    srcPath.unshift('');\n  }\n\n  if (hasTrailingSlash &&
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(srcPath.join('/').substr(-1) !== '/')) {\n srcPath.push('');\n }\n\n var isAbsolute = srcPath[0] === '' ||\n
(srcPath[0] && srcPath[0].charAt(0) === '/');\n\n // put the host back\n if (psychotic) {\n result.hostname =
result.host = isAbsolute ? '' :\n srcPath.length ? srcPath.shift() : '';\n //occationaly the auth
can get stuck only in host\n //this especially happens in cases like\n //url.resolveObject('mailto:local1@domain1',
'local2@domain2')\n var authInHost = result.host && result.host.indexOf('@') > 0 ?\n
result.host.split('@') : false;\n if (authInHost) {\n result.auth = authInHost.shift();\n result.host =
result.hostname = authInHost.shift();\n }\n }\n\n mustEndAbs = mustEndAbs || (result.host &&
srcPath.length);\n\n if (mustEndAbs && !isAbsolute) {\n srcPath.unshift('');\n }\n\n if (!srcPath.length) {\n
result.pathname = null;\n result.path = null;\n } else {\n result.pathname = srcPath.join('/');\n }\n\n //to support
request.http\n if (!util.isNull(result.pathname) || !util.isNull(result.search)) {\n result.path = (result.pathname ?
result.pathname : '') +\n (result.search ? result.search : '');\n }\n result.auth = relative.auth || result.auth;\n
result.slashes = result.slashes || relative.slashes;\n result.href = result.format();\n return
result;\n};\n\nUrl.prototype.parseHost = function() {\n var host = this.host;\n var port = portPattern.exec(host);\n if
(port) {\n port = port[0];\n if (port !== ':') {\n this.port = port.substr(1);\n }\n host = host.substr(0,
host.length - port.length);\n }\n if (host) this.hostname = host;\n};\n","'use strict';\n\nmodule.exports = {\n
isString: function(arg) {\n return typeof(arg) === 'string';\n },\n isObject: function(arg) {\n return typeof(arg)
=== 'object' && arg !== null;\n },\n isNull: function(arg) {\n return arg === null;\n },\n isNullOrUndefined:
function(arg) {\n return arg == null;\n }\n};\n","/*!\n * vanilla-picker v2.4.2\n * https://vanilla-picker.js.org\n *\n
* Copyright 2017-2018 Andreas Borgen (https://github.com/Sphinxxxx), Adam Brooks
(https://github.com/dissimulate)\n * Released under the ISC license.\n */\n(function (global, factory) {\n typeof
exports === 'object' && typeof module !== 'undefined' ? module.exports = factory() :\n typeof define ===
'function' && define.amd ? define(factory) :\n (global.Picker = factory());\n}(this, (function () { 'use strict';\n\n var
classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new
TypeError(\"Cannot call a class as a function\");\n }\n };\n\n var createClass = function () {\n function
defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n
descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in
descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n
}\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps)
defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor,
staticProps);\n return Constructor;\n };\n }();\n\n var slicedToArray = function () {\n function
sliceIterator(arr, i) {\n var _arr = [];\n var _n = true;\n var _d = false;\n var _e = undefined;\n\n try
{\n for (var _i = arr[Symbol.iterator](), _s; !(_n = (_s = _i.next()).done); _n = true) {\n
_arr.push(_s.value);\n\n if (i && _arr.length === i) break;\n }\n } catch (err) {\n _d = true;\n
_e = err;\n } finally {\n try {\n if (!_n && _i[\"return\"]) _i[\"return\"]();\n } finally {\n if
(_d) throw _e;\n }\n }\n\n return _arr;\n }\n\n return function (arr, i) {\n if (Array.isArray(arr)) {\n
return arr;\n } else if (Symbol.iterator in Object(arr)) {\n return sliceIterator(arr, i);\n } else {\n
throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n }\n };\n }();\n\n
String.prototype.startsWith = String.prototype.startsWith || function (needle) {\n \treturn this.indexOf(needle) ===
0;\n };\n String.prototype.padStart = String.prototype.padStart || function (len, pad) {\n \tvar str = this;while
(str.length < len) {\n \t\tstr = pad + str;\n \t}return str;\n };\n\n var colorNames =
'735AACA770//Xub218Pj/mo5+uvX6mdAP//gtpf//Ur258P//q1d9fXcxop/+TEq9zAAAAqfg/+vN6m1AAD/ngoiiviq
t6pSoqzyo3riHxvdX56grk1f/8Aax10mkeqts/39QxbtZJXttkb//jcyxm3BQ86rmAP//wl5AACLwqqAIuL3y8uIYLwv1
qampniqAGQAns5vbdrmohiwCLw5uVWsvsdd/4wAsegmTLMqagiwAAsqi6ZZ6uz6j7yPxtzSD2Lxk3L09PudbAM
7RwsolADT0kz/xSTfuhAL//vfhaWlpyuxHpD/43rsiIiwn9//rw39uIosi9bp/wD/6w73Nzc9s5+Pj/6v8/9cA3b42qUg6v
xgICArmaAIAAtdfrf8vf9n8P/wek3/2m0xnczVxc3bvSwCCsdt///wrvp8OaMs5i5ub6iyk//D1e8ifPwAoui//rNpyxrdjm
w9c8ICAq4i4P//mx9+vrSq8t09PTx1ukO6Qqlv/7bBuuy/6B690uILKqpfdh876sd9d4iZnehsMTe0dv///g71lAP8A4n
mMs0ys9u+vDmg9d/wD/4pmgAAAcurZs2qzllAADN4lkulXT6txk3Db66qPLNxozre2juokuAPqalj3SNHMgdkxx
WF60pGRlwxfl9f/6hr5/+Thx6q/+S1m85/96tutd/fXmszxgIAAe4ma44j8rl/6UAmu0/0UA8so2nDWji87uiqumqmPu

Y9xbr+7u4rs23CTsb8/+/V95a/9q577xzYU/78z/8DL7b53aDdsu1sODmb11gACAy5nZjOZ1so/wAAlvevI+Pn09Q
Wnhm7ui0UT94q+oBy7ei9KRg5aqLotXad5oFItasmwMDAaihh87r9fdalrN9p9cICQ7gz//r6k5uAP9/4qhRoK01te0r
SM7cwAICA91x2L/Yclr/2NHcw1QODQd6w7oLuua09d6zudh////t359fX1enn//8Ao0ims0y';\n var
colorNamesDeser = void 0;\n\n var Color = function () {\n \tfunction Color(r, g, b, a) {\n \t\tclassCallCheck(this,
Color);\n\n\n \t\tvar that = this;\n \t\tfunction parseString(input) {\n\n \t\t\tif (input.startsWith('hsl')) {\n \t\t\t\tvar
_input$match$map = input.match(/([\\-\\d\\.e]+)/g).map(Number),\n \t\t\t\t _input$match$map2 =
slicedToArray(_input$match$map, 4),\n \t\t\t\t h = _input$match$map2[0],\n \t\t\t\t s =
_input$match$map2[1],\n \t\t\t\t l = _input$match$map2[2],\n \t\t\t\t _a = _input$match$map2[3];\n\n \t\t\t\tif
(_a === undefined) {\n \t\t\t\t\t_a = 1;\n \t\t\t\t}\n\n \t\t\t\th /= 360;\n \t\t\t\ts /= 100;\n \t\t\t\tl /= 100;\n
\t\t\t\tthat.hsla = [h, s, l, _a];\n \t\t\t}\n\n \t\t\telse if (input.startsWith('rgb')) {\n \t\t\t\tvar _input$match$map3 =
input.match(/([\\-\\d\\.e]+)/g).map(Number),\n \t\t\t\t _input$match$map4 = slicedToArray(_input$match$map3,
4),\n \t\t\t\t _r = _input$match$map4[0],\n \t\t\t\t _g = _input$match$map4[1],\n \t\t\t\t _b =
_input$match$map4[2],\n \t\t\t\t _a2 = _input$match$map4[3];\n\n \t\t\t\tif (_a2 === undefined) {\n
\t\t\t\t\t_a2 = 1;\n \t\t\t\t}\n\n \t\t\t\tthat.rgba = [_r, _g, _b, _a2];\n \t\t\t}\n\n \t\t\telse {\n \t\t\t\tif
(input.startsWith('#')) {\n \t\t\t\t\tthat.rgba = Color.hexToRgb(input);\n \t\t\t\t} else {\n \t\t\t\t\tthat.rgba =
Color.nameToRgb(input) || Color.hexToRgb(input);\n \t\t\t\t}\n \t\t\t}\n \t}\n\n \tif (r === undefined)
;\n\n\n \telse if (Array.isArray(r)) {\n \t\t\tthis.rgba = r;\n \t\t}\n\n \telse if (b === undefined) {\n \t\t\tvar
color = r && ('' + r).trim();\n \t\t\tif (color) {\n \t\t\t\tparseString(color.toLowerCase());\n \t\t\t}\n \t\t}
else {\n \t\t\tthis.rgba = [r, g, b, a === undefined ? 1 : a];\n \t\t}\n \t}\n\n\n \tcreateClass(Color, [{\n \tkey:
'rgba',\n \tget: function get$$1() {\n \t\tif (this._rgba) {\n \t\t\treturn this._rgba;\n \t\t}\n \t\tif (!this._hsla)
{\n \t\t\tthrow new Error('No color is set');\n \t\t}\n\n \t\treturn this._rgba = Color.hslToRgb(this._hsla);\n
\t\t},\n \tset: function set$$1(rgb) {\n \t\tif (rgb.length === 3) {\n \t\t\trgb[3] = 1;\n \t\t}\n\n \t\tthis._rgba =
rgb;\n \t\tthis._hsla = null;\n \t}\n\n\n \t}, {\n \tkey: 'rgbString',\n \tget: function get$$1() {\n \treturn
'rgb(' + this.rgba.slice(0, 3) + ')';\n \t}\n \t}, {\n \tkey: 'rgbaString',\n \tget: function get$$1() {\n \treturn
'rgba(' + this.rgba + ')';\n \t}\n \t}, {\n \tkey: 'hsla',\n \tget: function get$$1() {\n \tif (this._hsla) {\n
\t\t\treturn this._hsla;\n \t}\n \tif (!this._rgba) {\n \t\t\tthrow new Error('No color is set');\n \t}\n\n
\t\treturn this._hsla = Color.rgbToHsl(this._rgba);\n \t},\n \tset: function set$$1(hsl) {\n \tif (hsl.length ===
3) {\n \t\t\thsl[3] = 1;\n \t}\n\n \tthis._hsla = hsl;\n \tthis._rgba = null;\n \t}\n\n\n \t}, {\n \tkey:
'hslString',\n \tget: function get$$1() {\n \t\tvar c = this.hsla;\n \t\treturn 'hsl(' + c[0] * 360 + ',' + c[1] * 100 +
'%,' + c[2] * 100 + '%)';\n \t}\n \t}, {\n \tkey: 'hslaString',\n \tget: function get$$1() {\n \t\tvar c =
this.hsla;\n \t\treturn 'hsla(' + c[0] * 360 + ',' + c[1] * 100 + '%,' + c[2] * 100 + '%,' + c[3] + ')';\n \t}\n \t}, {\n
\tkey: 'hex',\n \tget: function get$$1() {\n \t\tvar rgb = this.rgba,\n \t\t hex = rgb.map(function (x, i) {\n
\t\t\treturn i < 3 ? x.toString(16) : Math.round(x * 255).toString(16);\n \t}});\n\n \treturn '#' +
hex.map(function (x) {\n \t\t\treturn x.padStart(2, '0');\n \t}).join('');\n \t},\n \tset: function set$$1(hex) {\n
\tthis.rgba = Color.hexToRgb(hex);\n \t}\n\n\n \t}], [{\n \tkey: 'hexToRgb',\n \tvalue: function
hexToRgb(input) {\n \tvar hex = (input.startsWith('#') ? input.slice(1) : input).replace(/^(\\w{3})$/, '$1F') \n
\t\t.replace(/^(\\w)(\\w)(\\w)(\\w)$/, '$1$1$2$2$3$3$4$4') \n \t\t.replace(/^(\\w{6})$/, '$1FF'); \n\n \tif
(!hex.match(/^([0-9a-fA-F]{8})$/)) {\n \t\t\tthrow new Error('Unknown hex color; ' + input);\n \t}\n\n \tvar
rgba = hex.match(/^(\\w\\w)(\\w\\w)(\\w\\w)(\\w\\w)$/).slice(1) \n \t\t.map(function (x) {\n \t\t\treturn parseInt(x,
16);\n \t}); \n\n \trgba[3] = rgba[3] / 255;\n \treturn rgba;\n \t}\n\n\n \t}, {\n \tkey: 'nameToRgb',\n
\tvalue: function nameToRgb(input) {\n\n \tif (!colorNamesDeser) {\n \t\t\tcolorNamesDeser = {};\n
\t\t\tcolorNames.match(/.{7}/g).forEach(function (x) {\n \t\t\t\treturn colorNamesDeser[x.slice(0, 3)] =
atob(x.slice(-4)).split('').map(function (b) {\n \t\t\t\t\treturn b.charCodeAt(0);\n \t\t\t\t}});\n \t\t\t}});\n \t}\n
\tvar hash = [].reduce.call(input.replace('ey', 'ay'), function (h, c) {\n \t\t\treturn (h << 2) + c.charCodeAt(0);\n
\t}, 0).toString(36).slice(-3);\n\n \treturn colorNamesDeser[hash];\n \t}\n\n\n \t}, {\n \tkey: 'rgbToHsl',\n
\tvalue: function rgbToHsl(_ref) {\n \tvar _ref2 = slicedToArray(_ref, 4),\n \t\t r = _ref2[0],\n \t\t g =
_ref2[1],\n \t\t b = _ref2[2],\n \t\t a = _ref2[3];\n\n \tr /= 255;\n \tg /= 255;\n \tb /= 255;\n\n
\tvar max = Math.max(r, g, b),\n \t\t min = Math.min(r, g, b);\n \tvar h = void 0,\n \t\t s = void 0,\n

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\t\t\t    l = (max + min) / 2;\n\n  \t\t\tif (max === min) {\n  \t\t\t\th = s = 0; \n  \t\t\t} else {\n  \t\t\t\tvar d = max -
min;\n  \t\t\t\ts = l > 0.5 ? d / (2 - max - min) : d / (max + min);\n  \t\t\t\tswitch (max) {\n  \t\t\t\t\tcase r:\n  \t\t\t\t\t\th
= (g - b) / d + (g < b ? 6 : 0);break;\n  \t\t\t\t\tcase g:\n  \t\t\t\t\t\th = (b - r) / d + 2;break;\n  \t\t\t\t\tcase b:\n  \t\t\t\t\t\th
= (r - g) / d + 4;break;\n  \t\t\t\t}\n\n  \t\t\t\th /= 6;\n  \t\t\t}\n\n  \t\t\treturn [h, s, l, a];\n  \t\t}\n\n\n  \t}, {\n  \t\tkey:
'hslToRgb',\n  \t\tvalue: function hslToRgb(_ref3) {\n  \t\t\tvar _ref4 = slicedToArray(_ref3, 4),\n  \t\t\t    h =
_ref4[0],\n  \t\t\t    s = _ref4[1],\n  \t\t\t    l = _ref4[2],\n  \t\t\t    a = _ref4[3];\n\n  \t\t\tvar r = void 0,\n  \t\t\t    g =
void 0,\n  \t\t\t    b = void 0;\n\n  \t\t\tif (s === 0) {\n  \t\t\t\tr = g = b = l; \n  \t\t\t} else {\n  \t\t\t\tvar hue2rgb =
function hue2rgb(p, q, t) {\n  \t\t\t\t\tif (t < 0) t += 1;\n  \t\t\t\t\tif (t > 1) t -= 1;\n  \t\t\t\t\tif (t < 1 / 6) return p + (q - p)
* 6 * t;\n  \t\t\t\t\tif (t < 1 / 2) return q;\n  \t\t\t\t\tif (t < 2 / 3) return p + (q - p) * (2 / 3 - t) * 6;\n  \t\t\t\t\treturn p;\n
\t\t\t\t};\n\n  \t\t\t\tvar q = l < 0.5 ? l * (1 + s) : l + s - l * s,\n  \t\t\t\t    p = 2 * l - q;\n\n  \t\t\t\tr = hue2rgb(p, q, h + 1 /
3);\n  \t\t\t\tg = hue2rgb(p, q, h);\n  \t\t\t\tb = hue2rgb(p, q, h - 1 / 3);\n  \t\t\t}\n\n  \t\t\tvar rgba = [r * 255, g * 255, b
* 255].map(Math.round);\n  \t\t\trgba[3] = a;\n\n  \t\t\treturn rgba;\n  \t\t}\n  \t}]);\n  \treturn Color;\n  }();\n\n  var
root = window;\n\n  function dragTracker(options) {\n\n\n      var ep = Element.prototype;\n      if (!ep.matches)
ep.matches = ep.msMatchesSelector || ep.webkitMatchesSelector;\n      if (!ep.closest) ep.closest = function (s) {\n
    var node = this;\n          do {\n              if (node.matches(s)) return node;\n              node = node.tagName === 'svg'
? node.parentNode : node.parentElement;\n          } while (node);\n\n          return null;\n      };\n\n      options =
options || {};\n      var container = options.container || document.documentElement,\n          selector =
options.selector,\n          callback = options.callback || console.log,\n          callbackStart =
options.callbackDragStart,\n          callbackEnd = options.callbackDragEnd,\n\n      callbackClick =
options.callbackClick,\n          propagate = options.propagateEvents,\n          roundCoords = options.roundCoords
!== false,\n          dragOutside = options.dragOutside !== false,\n\n      handleOffset = options.handleOffset ||
options.handleOffset !== false;\n      var offsetToCenter = null;\n      switch (handleOffset) {\n          case 'center':\n
          offsetToCenter = true;break;\n          case 'topleft':\n          case 'top-left':\n              offsetToCenter =
false;break;\n      }\n\n      var dragState = void 0;\n\n      function getMousePos(e, elm, offset, stayWithin) {\n
var x = e.clientX,\n              y = e.clientY;\n\n          function respectBounds(value, min, max) {\n              return
Math.max(min, Math.min(value, max));\n          }\n\n          if (elm) {\n              var bounds =
elm.getBoundingClientRect();\n              x -= bounds.left;\n              y -= bounds.top;\n\n              if (offset) {\n
      x -= offset[0];\n                  y -= offset[1];\n              }\n              if (stayWithin) {\n                  x =
respectBounds(x, 0, bounds.width);\n                  y = respectBounds(y, 0, bounds.height);\n              }\n\n              if
(elm !== container) {\n                  var center = offsetToCenter !== null ? offsetToCenter\n                  :
elm.nodeName === 'circle' || elm.nodeName === 'ellipse';\n\n                  if (center) {\n                  x -=
bounds.width / 2;\n                  y -= bounds.height / 2;\n              }\n              }\n          }\n          return
roundCoords ? [Math.round(x), Math.round(y)] : [x, y];\n      }\n\n      function stopEvent(e) {\n
e.preventDefault();\n          if (!propagate) {\n              e.stopPropagation();\n          }\n      }\n\n      function
onDown(e) {\n          var target = void 0;\n          if (selector) {\n              target = selector instanceof Element ?
selector.contains(e.target) ? selector : null : e.target.closest(selector);\n          } else {\n              target = {};\n
}\n\n          if (target) {\n              stopEvent(e);\n\n              var mouseOffset = selector && handleOffset ?
getMousePos(e, target) : [0, 0],\n                  startPos = getMousePos(e, container, mouseOffset);\n              dragState
= {\n                  target: target,\n                  mouseOffset: mouseOffset,\n                  startPos: startPos,\n
actually Dragged: false\n              };\n\n              if (callbackStart) {\n                  callbackStart(target, startPos);\n
    }\n          }\n      }\n\n      function onMove(e) {\n          if (!dragState) {\n              return;\n          }\n
stopEvent(e);\n\n          var start = dragState.startPos,\n              pos = getMousePos(e, container,
dragState.mouseOffset, !dragOutside);\n\n          dragState.actually Dragged = dragState.actually Dragged || start[0]
!== pos[0] || start[1] !== pos[1];\n\n          callback(dragState.target, pos, start);\n      }\n\n      function onEnd(e,
cancelled) {\n          if (!dragState) {\n              return;\n          }\n\n          if (callbackEnd || callbackClick) {\n
var isClick = !dragState.actually Dragged,\n                  pos = isClick ? dragState.startPos : getMousePos(e, container,
dragState.mouseOffset, !dragOutside);\n\n              if (callbackClick && isClick && !cancelled) {\n
callbackClick(dragState.target, pos);\n              }\n              if (callbackEnd) {\n
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callbackEnd(dragState.target, pos, dragState.startPos, cancelled || isClick && callbackClick);\n            }\n        }\n
    dragState = null;\n    }\n\n\n    addEvent(container, 'mousedown', function (e) {\n        if (isLeftButton(e))
{\n            onDown(e);\n        } else {\n            onEnd(e, true);\n        }\n    });\n    addEvent(container,
'touchstart', function (e) {\n        return relayTouch(e, onDown);\n    });\n\n    addEvent(root, 'mousemove',
function (e) {\n        if (!dragState) {\n            return;\n        }\n\n        if (isLeftButton(e)) {\n
onMove(e);\n        }\n        else {\n            onEnd(e);\n            }\n    });\n    addEvent(root, 'touchmove',
function (e) {\n        return relayTouch(e, onMove);\n    });\n\n    addEvent(container, 'mouseup', function (e) {\n
    if (dragState && !isLeftButton(e)) {\n            onEnd(e);\n        }\n    });\n    function onTouchEnd(e,
cancelled) {\n        onEnd(tweakTouch(e), cancelled);\n    }\n    addEvent(container, 'touchend', function (e) {\n
    return onTouchEnd(e);\n    });\n    addEvent(container, 'touchcancel', function (e) {\n        return
onTouchEnd(e, true);\n    });\n\n    function addEvent(target, type, handler) {\n
target.addEventListener(type, handler);\n    }\n    function isLeftButton(e) {\n        return e.buttons !== undefined
? e.buttons === 1 :\n        e.which === 1;\n    }\n    function relayTouch(e, handler) {\n        if (e.touches.length
!== 1) {\n            onEnd(e, true);return;\n        }\n\n        handler(tweakTouch(e));\n    }\n    function
tweakTouch(e) {\n        var touch = e.targetTouches[0];\n        if (!touch) {\n            touch =
e.changedTouches[0];\n        }\n\n        touch.preventDefault = e.preventDefault.bind(e);\n
touch.stopPropagation = e.stopPropagation.bind(e);\n        return touch;\n    }\n  }\n\n\n  function
parseHTML(htmlString) {\n    var div = document.createElement('div');\n    div.innerHTML = htmlString;\n
return div.firstElementChild;\n  }\n\n  function addEvent(target, type, handler) {\n    target.addEventListener(type,
handler, false);\n  }\n\n  var BG_TRANSP = 'url(\"data:image/svg+xml,%3Csvg
xmlns=\\'http://www.w3.org/2000/svg\\' width=\\'2\\' height=\\'2\\'%3E%3Cpath d=\\'M1,0H0V1H2V2H1\\'
fill=\\'lightgrey\\'/%3E%3C/svg%3E\")';\n  var HUES = 360;\n\n  document.documentElement.firstElementChild \n
.appendChild(document.createElement('style')).textContent = '.picker_wrapper.no_alpha
.picker_alpha,.picker_wrapper.no_editor
.picker_editor{display:none}.layout_default.picker_wrapper{display:flex;flex-flow:row wrap;justify-content:space-
between;align-items:stretch;font-size:10px;width:25em;padding:.5em}.layout_default.picker_wrapper
input,.layout_default.picker_wrapper button{font-
size:1rem}.layout_default.picker_wrapper>*{margin:.5em}.layout_default.picker_wrapper::before{content:\\'\\';dis
play:block;width:100%;height:0;order:1}.layout_default .picker_slider,.layout_default
.picker_selector{padding:1em}.layout_default .picker_hue{width:100%}.layout_default .picker_sl{flex:1 1
auto}.layout_default .picker_sl::before{content:\\'\\';display:block;padding-bottom:100%}.layout_default
.picker_editor{order:1;width:6rem}.layout_default .picker_editor input{width:calc(100% + 2px);height:calc(100%
+ 2px)}.layout_default .picker_sample{order:1;flex:1 1 auto}.layout_default
.picker_done{order:1}.picker_wrapper{box-sizing:border-box;background:#f2f2f2;cursor:default;font-family:sans-
serif;pointer-events:auto}.picker_wrapper button,.picker_wrapper input{margin:-
1px}.picker_selector{position:absolute;z-index:1;display:block;transform:translate(-50%, -50%);border:2px solid
white;border-radius:100%;box-shadow:0 0 3px 1px #67b9ff;background:currentColor;cursor:pointer}.picker_slider
.picker_selector{border-radius:2px}.picker_hue{position:relative;background-image:linear-gradient(90deg, red,
yellow, lime, cyan, blue, magenta, red);box-shadow:0 0 0 1px silver}.picker_sl{position:relative;box-shadow:0 0 0
1px silver;background-image:linear-gradient(180deg, white, rgba(255,255,255,0) 50%),linear-gradient(0deg, black,
rgba(0,0,0,0) 50%),linear-gradient(90deg, gray,
rgba(128,128,128,0))}.picker_alpha,.picker_sample{position:relative;background:url(\"data:image/svg+xml,%3Csv
g xmlns=\\'http://www.w3.org/2000/svg\\' width=\\'2\\' height=\\'2\\'%3E%3Cpath d=\\'M1,0H0V1H2V2H1\\'
fill=\\'lightgrey\\'/%3E%3C/svg%3E\") left top/contain white;box-shadow:0 0 0 1px silver}.picker_alpha
.picker_selector,.picker_sample .picker_selector{background:none}.picker_editor input{box-sizing:border-box;font-
family:monospace;padding:.1em
.2em}.picker_sample::before{content:\\'\\';position:absolute;display:block;width:100%;height:100%;background:cur
rentColor}.picker_done button{box-sizing:border-box;padding:.2em
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.5em;cursor:pointer}.picker_arrow{position:absolute;z-index:-1}.picker_wrapper.popup{position:absolute;z-index:2;margin:1.5em}.picker_wrapper.popup,.picker_wrapper.popup .picker_arrow::before,.picker_wrapper.popup .picker_arrow::after{background:#f2f2f2;box-shadow:0 0 10px 1px rgba(0,0,0,0.4)}.picker_wrapper.popup .picker_arrow{width:3em;height:3em;margin:0}.picker_wrapper.popup .picker_arrow::before,.picker_wrapper.popup .picker_arrow::after{content:\"\";display:block;position:absolute;top:0;left:0;z-index:-99}.picker_wrapper.popup .picker_arrow::before{width:100%;height:100%;transform:skew(45deg);transform-origin:0 100%}.picker_wrapper.popup .picker_arrow::after{width:150%;height:150%;box-shadow:none}.popup.popup_top{bottom:100%;left:0}.popup.popup_top .picker_arrow{bottom:0;left:0;transform:rotate(-90deg)}.popup.popup_bottom{top:100%;left:0}.popup.popup_bottom .picker_arrow{top:0;left:0;transform:rotate(90deg) scale(1, -1)}.popup.popup_left{top:0;right:100%}.popup.popup_left .picker_arrow{top:0;right:0;transform:scale(-1, 1)}.popup.popup_right{top:0;left:100%}.popup.popup_right .picker_arrow{top:0;left:0}';\n\n var Picker = function () {\n\n\n function Picker(options) {\n var _this = this;\n\n classCallCheck(this, Picker);\n\n\n this.settings = {\n popup: 'right',\n layout: 'default',\n alpha: true,\n editor: true\n };\n\n this._openProxy = function (e) {\n return _this.openHandler(e);\n };\n\n this.onChange = null;\n this.onDone = null;\n this.onOpen = null;\n this.onClose = null;\n\n this.setOptions(options);\n }\n\n\n\n createClass(Picker, [{\n key: 'setOptions',\n value: function setOptions(options) {\n if (!options) {\n return;\n }\n var settings = this.settings;\n\n function transfer(source, target, skipKeys) {\n for (var key in source) {\n if (skipKeys && skipKeys.indexOf(key) >= 0) {\n continue;\n }\n\n target[key] = source[key];\n }\n }\n\n if (options instanceof HTMLElement) {\n settings.parent = options;\n } else {\n\n if (settings.parent && options.parent && settings.parent !== options.parent) {\n settings.parent.removeEventListener('click', this._openProxy, false);\n this._popupInited = false;\n }\n\n transfer(options, settings);\n }\n\n if (options.onChange) {\n this.onChange = options.onChange;\n }\n if (options.onDone) {\n this.onDone = options.onDone;\n }\n if (options.onOpen) {\n this.onOpen = options.onOpen;\n }\n if (options.onClose) {\n this.onClose = options.onClose;\n }\n\n var col = options.color || options.colour;\n if (col) {\n this._setColor(col);\n }\n\n if (settings.parent && settings.popup && !this._popupInited) {\n\n addEvent(settings.parent, 'click', this._openProxy);\n\n\n this._popupInited = true;\n } else if (options.parent && !settings.popup) {\n this.show();\n }\n }\n\n\n }, {\n key: 'openHandler',\n value: function openHandler(e) {\n if (this.show()) {\n this.settings.parent.style.pointerEvents = 'none';\n\n if (this.onOpen) {\n this.onOpen(this.colour);\n }\n }\n }\n\n\n }, {\n key: 'closeHandler',\n value: function closeHandler(e) {\n var doHide = false;\n\n if (!e) {\n doHide = true;\n }\n else if (e.type === 'mousedown') {\n if (!this.domElement.contains(e.target)) {\n doHide = true;\n }\n }\n else {\n e.preventDefault();\n e.stopPropagation();\n\n doHide = true;\n }\n\n if (doHide && this.hide()) {\n this.settings.parent.style.pointerEvents = '';\n\n if (this.onClose) {\n this.onClose(this.colour);\n }\n }\n }\n\n\n }, {\n key: 'movePopup',\n value: function movePopup(options, open) {\n this.closeHandler();\n\n this.setOptions(options);\n if (open) {\n this.openHandler();\n }\n }\n\n\n }, {\n key: 'setColor',\n value: function setColor(color, silent) {\n this._setColor(color, { silent: silent });\n }\n }, {\n key: '_setColor',\n value: function _setColor(color, flags) {\n var c = new Color(color);\n if (!this.settings.alpha) {\n var hsla = c.hsla;\n hsla[3] = 1;\n c.hsla = hsla;\n }\n this.colour = this.color = c;\n this._setHSLA(null, null, null, null, flags);\n }\n\n }, {\n

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    key: 'setColour',\n        value: function setColour(colour, silent) {\n            this.setColor(colour, silent);\n
}\n\n\n      }, {\n        key: 'show',\n        value: function show() {\n            var parent = this.settings.parent;\n
    if (!parent) {\n                return false;\n            }\n\n            if (this.domElement) {\n                var toggled =
this._toggleDOM(true);\n\n                this._setPosition();\n\n                return toggled;\n            }\n\n            var
html = this.settings.template || '<div class=\"picker_wrapper\"><div class=\"picker_arrow\"></div><div
class=\"picker_hue picker_slider\"><div class=\"picker_selector\"></div></div><div class=\"picker_sl\"><div
class=\"picker_selector\"></div></div><div class=\"picker_alpha picker_slider\"><div
class=\"picker_selector\"></div></div><div class=\"picker_editor\"><input/></div><div
class=\"picker_sample\"></div><div class=\"picker_done\"><button>Ok</button></div></div>';\n            var
wrapper = parseHTML(html);\n\n            this.domElement = wrapper;\n            this._domH =
wrapper.querySelector('.picker_hue');\n            this._domSL = wrapper.querySelector('.picker_sl');\n
this._domA = wrapper.querySelector('.picker_alpha');\n            this._domEdit =
wrapper.querySelector('.picker_editor input');\n            this._domSample =
wrapper.querySelector('.picker_sample');\n            this._domOkay = wrapper.querySelector('.picker_done
button');\n\n            wrapper.classList.add('layout_' + this.settings.layout);\n            if (!this.settings.alpha) {\n
        wrapper.classList.add('no_alpha');\n            }\n            if (!this.settings.editor) {\n
wrapper.classList.add('no_editor');\n            }\n            this._ifPopup(function () {\n                return
wrapper.classList.add('popup');\n            });\n\n            this._setPosition();\n\n            if (this.colour) {\n
 this._updateUI();\n            } else {\n                this._setColor('#0cf');\n            }\n            this._bindEvents();\n\n
            return true;\n        }\n\n\n      }, {\n        key: 'hide',\n        value: function hide() {\n            return
this._toggleDOM(false);\n        }\n\n\n      }, {\n        key: '_bindEvents',\n        value: function _bindEvents() {\n
        var _this2 = this;\n\n            var that = this;\n\n\n            function createDragConfig(container,
callbackRelative) {\n\n                function relayDrag(_, pos) {\n                    var relX = pos[0] /
container.clientWidth,\n                        relY = pos[1] / container.clientHeight;\n
callbackRelative(relX, relY);\n                }\n\n                var config = {\n                    container: container,\n
        dragOutside: false,\n                    callback: relayDrag,\n                    callbackClick: relayDrag,\n
 callbackDragStart: relayDrag,\n                    propagateEvents: true\n                };\n                return config;\n
    }\n\n            dragTracker(createDragConfig(this._domH, function (x, y) {\n                return
that._setHSLA(x);\n            }));\n\n            dragTracker(createDragConfig(this._domSL, function (x, y) {\n
    return that._setHSLA(null, x, 1 - y);\n            }));\n\n            if (this.settings.alpha) {\n
dragTracker(createDragConfig(this._domA, function (x, y) {\n                    return that._setHSLA(null, null, null, 1
- y);\n                }));\n            }\n\n\n            if (this.settings.editor) {\n                addEvent(this._domEdit, 'input',
function (e) {\n                    var color = this.value;\n                    try {\n                        new Color(this.value);\n\n
                    that._setColor(color, { fromEditor: true });\n                    } catch (ex) {}\n                });\n
}\n\n\n            addEvent(window, 'mousedown', function (e) {\n                return _this2._ifPopup(function () {\n
            return _this2.closeHandler(e);\n                });\n            });\n\n            addEvent(this._domOkay, 'click',
function (e) {\n                _this2._ifPopup(function () {\n                    return _this2.closeHandler(e);\n
});\n\n                if (_this2.onDone) {\n                    _this2.onDone(_this2.colour);\n                }\n            });\n
    }\n\n\n      }, {\n        key: '_setPosition',\n        value: function _setPosition() {\n            var parent =
this.settings.parent,\n                elm = this.domElement;\n\n            if (parent !== elm.parentNode) {\n
parent.appendChild(elm);\n            }\n\n            this._ifPopup(function (popup) {\n\n                if
(getComputedStyle(parent).position === 'static') {\n                    parent.style.position = 'relative';\n                }\n\n
            var cssClass = popup === true ? 'popup_right' : 'popup_' + popup;\n\n                ['popup_top',
'popup_bottom', 'popup_left', 'popup_right'].forEach(function (c) {\n                    if (c === cssClass) {\n
    elm.classList.add(c);\n                    } else {\n                        elm.classList.remove(c);\n                    }\n
    });\n\n                elm.classList.add(cssClass);\n            });\n        }\n\n\n      }, {\n        key: '_setHSLA',\n
value: function _setHSLA(h, s, l, a, flags) {\n            flags = flags || {};\n\n            var col = this.colour,\n
 hsla = col.hsla;\n\n            [h, s, l, a].forEach(function (x, i) {\n                if (x || x === 0) {\n                    hsla[i]
```

= x;\n }\n });\n col.hsla = hsla;\n\n this._updateUI(flags);\n\n if (this.onChange && !flags.silent) {\n this.onChange(col);\n }\n }\n }, {\n key: '_updateUI',\n value: function _updateUI(flags) {\n if (!this.domElement) {\n return;\n }\n flags = flags || {};\n\n var col = this.colour,\n hsl = col.hsla,\n cssHue = 'hsl(' + hsl[0] * HUES + ', 100%, 50%)',\n cssHSL = col.hslString,\n cssHSLA = col.hslaString;\n\n var uiH = this._domH,\n uiSL = this._domSL,\n uiA = this._domA;\n\n function posX(parent, child, relX) {\n child.style.left = relX * 100 + '%'; \n }\n function posY(parent, child, relY) {\n child.style.top = relY * 100 + '%'; \n }\n\n\n posX(uiH, uiH.firstElementChild, hsl[0]);\n\n this._domSL.style.backgroundColor = this._domH.style.color = cssHue;\n\n\n posX(uiSL, uiSL.firstElementChild, hsl[1]);\n posY(uiSL, uiSL.firstElementChild, 1 - hsl[2]);\n\n uiSL.style.color = cssHSL;\n\n\n posY(uiA, uiA.firstElementChild, 1 - hsl[3]);\n\n var opaque = cssHSL,\n transp = opaque.replace('hsl', 'hsla').replace(')', ', 0)'),\n bg = 'linear-gradient(' + [opaque, transp] + ')';\n\n this._domA.style.backgroundImage = bg + ', ' + BG_TRANSP;\n\n\n if (!flags.fromEditor) {\n var hex = col.hex;\n this._domEdit.value = this.settings.alpha ? hex : hex.substr(0, 7);\n }\n\n\n this._domSample.style.color = cssHSLA;\n }\n }, {\n key: '_ifPopup',\n value: function _ifPopup(actionIf, actionElse) {\n if (this.settings.parent && this.settings.popup) {\n actionIf && actionIf(this.settings.popup);\n } else {\n actionElse && actionElse();\n }\n }\n }, {\n key: '_toggleDOM',\n value: function _toggleDOM(toVisible) {\n var dom = this.domElement;\n if (!dom) {\n return false;\n }\n\n var displayStyle = toVisible ? '' : 'none',\n toggle = dom.style.display !== displayStyle;\n\n if (toggle) {\n dom.style.display = displayStyle;\n }\n return toggle;\n }\n\n\n }]);\n return Picker;\n }();\n\n return Picker;\n\n})));\n","module.exports = function() {\n\tthrow new Error(\"define cannot be used indirect\");\n};\n","module.exports = function(module) {\n\tif (!module.webpackPolyfill) {\n\t\tmodule.deprecate = function() {};\n\t\tmodule.paths = [];\n\t\t// module.parent = undefined by default\n\t\tif (!module.children) module.children = [];\n\t\tObject.defineProperty(module, \"loaded\", {\n\t\t\tenumerable: true,\n\t\t\tget: function() {\n\t\t\t\treturn module.l;\n\t\t\t}\n\t\t});\n\t\tObject.defineProperty(module, \"id\", {\n\t\t\tenumerable: true,\n\t\t\tget: function() {\n\t\t\t\treturn module.i;\n\t\t\t}\n\t\t});\n\t\tmodule.webpackPolyfill = 1;\n\t}\n\treturn module;\n};\n"],"sourceRoot":""}

Found in path(s):
* /opt/cola/permits/1329885207_1652907858.2800329/0/ngx-material-drawer-2-0-2-zip/ngx-material-drawer-2.0.2/dist/AngularMaterialDrawer/vendor.js.map
No license file was found, but licenses were detected in source scan.

```
/**
* @license
* Copyright Google Inc. All Rights Reserved.
*
* Use of this source code is governed by an MIT-style license that can be
* found in the LICENSE file at https://angular.io/license
*/
```

Found in path(s):
* /opt/cola/permits/1329885207_1652907858.2800329/0/ngx-material-drawer-2-0-2-zip/ngx-material-drawer-2.0.2/dist/AngularMaterialDrawer/polyfills.js

1.13 ionic-native-firebase-x 1.1.0

1.13.1 Available under license :

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

```
/*!
* Copyright 2014 Drifty Co.
* http://drifty.com/
*
* Ionic, v1.1.1
* A powerful HTML5 mobile app framework.
* http://ionicframework.com/
*
* By @maxlynch, @benjsperry, @adamdbradley <3
*
* Licensed under the MIT license. Please see LICENSE for more information.
*
*/
/*
AngularJS v1.4.3
(c) 2010-2015 Google, Inc. http://angularjs.org
License: MIT
*/
/**
* State-based routing for AngularJS
* @version v0.2.13
* @link http://angular-ui.github.com/
* @license MIT License, http://www.opensource.org/licenses/MIT
*/
```

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/ionic.bundle.min.js

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

```
/**
* @license AngularJS v1.4.3
* (c) 2010-2015 Google, Inc. http://angularjs.org
* License: MIT
*/
```

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/angular/angular-resource.js
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/angular/angular-animate.js

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

<!--
#
Licensed to the Apache Software Foundation (ASF) under one
or more contributor license agreements. See the NOTICE file
distributed with this work for additional information
regarding copyright ownership. The ASF licenses this file
to you under the Apache License, Version 2.0 (the
"License"); you may not use this file except in compliance
with the License. You may obtain a copy of the License at
#
http://www.apache.org/licenses/LICENSE-2.0
#
Unless required by applicable law or agreed to in writing,
software distributed under the License is distributed on an
"AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY
KIND, either express or implied. See the License for the
specific language governing permissions and limitations
under the License.
#
-->
Cordova Hooks

This directory may contain scripts used to customize cordova commands. This directory used to exist at `.cordova/hooks`, but has now been moved to the project root. Any scripts you add to these directories will be executed before and after the commands corresponding to the directory name. Useful for integrating your own build systems or integrating with version control systems.

__Remember__: Make your scripts executable.

Hook Directories
The following subdirectories will be used for hooks:

```
after_build/
after_compile/
after_docs/
after_emulate/
after_platform_add/
after_platform_rm/
after_platform_ls/
after_plugin_add/
after_plugin_ls/
after_plugin_rm/
after_plugin_search/
after_prepare/
after_run/
```

after_serve/
before_build/
before_compile/
before_docs/
before_emulate/
before_platform_add/
before_platform_rm/
before_platform_ls/
before_plugin_add/
before_plugin_ls/
before_plugin_rm/
before_plugin_search/
before_prepare/
before_run/
before_serve/
pre_package/ <-- Windows 8 and Windows Phone only.

Script Interface

All scripts are run from the project's root directory and have the root directory passes as the first argument. All other options are passed to the script using environment variables:

* CORDOVA_VERSION - The version of the Cordova-CLI.
* CORDOVA_PLATFORMS - Comma separated list of platforms that the command applies to (e.g.: android, ios).
* CORDOVA_PLUGINS - Comma separated list of plugin IDs that the command applies to (e.g.: org.apache.cordova.file, org.apache.cordova.file-transfer)
* CORDOVA_HOOK - Path to the hook that is being executed.
* CORDOVA_CMDLINE - The exact command-line arguments passed to cordova (e.g.: cordova run ios --emulate)

If a script returns a non-zero exit code, then the parent cordova command will be aborted.

Writing hooks

We highly recommend writting your hooks using Node.js so that they are
cross-platform. Some good examples are shown here:

http://devgirl.org/2013/11/12/three-hooks-your-cordovaphonegap-project-needs/

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/hooks/README.md
No license file was found, but licenses were detected in source scan.

@charset "UTF-8";
@import "ionicons-variables";
/*!

```
 Ionicons, v2.0.1
 Created by Ben Sperry for the Ionic Framework, http://ionicons.com/
 https://twitter.com/benjsperry  https://twitter.com/ionicframework
 MIT License: https://github.com/driftyco/ionicons

 Android-style icons originally built by Google's
 Material Design Icons: https://github.com/google/material-design-icons
 used under CC BY http://creativecommons.org/licenses/by/4.0/
 Modified icons to fit ionicon's grid from original.
*/

@import "ionicons-font";
@import "ionicons-icons";
```

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/scss/ionicons/ionicons.scss
No license file was found, but licenses were detected in source scan.

```
/*!
* Copyright 2014 Drifty Co.
* http://drifty.com/
*
* Ionic, v1.1.1
* A powerful HTML5 mobile app framework.
* http://ionicframework.com/
*
* By @maxlynch, @benjsperry, @adamdbradley <3
*
* Licensed under the MIT license. Please see LICENSE for more information.
*
*/
/**
  * Various utilities used throughout Ionic
  *
  * Some of these are adopted from underscore.js and backbone.js, both also MIT licensed.
  */
/*
* Scroller
* http://github.com/zynga/scroller
*
* Copyright 2011, Zynga Inc.
* Licensed under the MIT License.
* https://raw.github.com/zynga/scroller/master/MIT-LICENSE.txt
*
* Based on the work of: Unify Project (unify-project.org)
* http://unify-project.org
* Copyright 2011, Deutsche Telekom AG
```

```
* License: MIT + Apache (V2)
*/
// Easing Equations (c) 2003 Robert Penner, all rights reserved.
// Open source under the BSD License.
/*
* Adapted from Swipe.js 2.0
*
* Brad Birdsall
* Copyright 2013, MIT License
*
*/
/**
* @ngdoc service
* @name $sce
* @kind function
*
* @description
*
* `$sce` is a service that provides Strict Contextual Escaping services to AngularJS.
*
* # Strict Contextual Escaping
*
* Strict Contextual Escaping (SCE) is a mode in which AngularJS requires bindings in certain
* contexts to result in a value that is marked as safe to use for that context.  One example of
* such a context is binding arbitrary html controlled by the user via `ng-bind-html`.  We refer
* to these contexts as privileged or SCE contexts.
*
* As of version 1.2, Angular ships with SCE enabled by default.
*
* Note:  When enabled (the default), IE<11 in quirks mode is not supported.  In this mode, IE<11 allow
* one to execute arbitrary javascript by the use of the expression() syntax.  Refer
* <http://blogs.msdn.com/b/ie/archive/2008/10/16/ending-expressions.aspx> to learn more about them.
* You can ensure your document is in standards mode and not quirks mode by adding `<!doctype html>`
* to the top of your HTML document.
*
* SCE assists in writing code in way that (a) is secure by default and (b) makes auditing for
* security vulnerabilities such as XSS, clickjacking, etc. a lot easier.
*
* Here's an example of a binding in a privileged context:
*
* ```
* <input ng-model="userHtml" aria-label="User input">
* <div ng-bind-html="userHtml"></div>
* ```
*
* Notice that `ng-bind-html` is bound to `userHtml` controlled by the user.  With SCE
* disabled, this application allows the user to render arbitrary HTML into the DIV.
* In a more realistic example, one may be rendering user comments, blog articles, etc. via
```

```
* bindings.  (HTML is just one example of a context where rendering user controlled input creates
* security vulnerabilities.)
*
* For the case of HTML, you might use a library, either on the client side, or on the server side,
* to sanitize unsafe HTML before binding to the value and rendering it in the document.
*
* How would you ensure that every place that used these types of bindings was bound to a value that
* was sanitized by your library (or returned as safe for rendering by your server?)  How can you
* ensure that you didn't accidentally delete the line that sanitized the value, or renamed some
* properties/fields and forgot to update the binding to the sanitized value?
*
* To be secure by default, you want to ensure that any such bindings are disallowed unless you can
* determine that something explicitly says it's safe to use a value for binding in that
* context.  You can then audit your code (a simple grep would do) to ensure that this is only done
* for those values that you can easily tell are safe - because they were received from your server,
* sanitized by your library, etc.  You can organize your codebase to help with this - perhaps
* allowing only the files in a specific directory to do this.  Ensuring that the internal API
* exposed by that code doesn't markup arbitrary values as safe then becomes a more manageable task.
*
* In the case of AngularJS' SCE service, one uses {@link ng.$sce#trustAs $sce.trustAs}
* (and shorthand methods such as {@link ng.$sce#trustAsHtml $sce.trustAsHtml}, etc.) to
* obtain values that will be accepted by SCE / privileged contexts.
*
*
* ## How does it work?
*
* In privileged contexts, directives and code will bind to the result of {@link ng.$sce#getTrusted
* $sce.getTrusted(context, value)} rather than to the value directly.  Directives use {@link
* ng.$sce#parseAs $sce.parseAs} rather than `$parse` to watch attribute bindings, which performs the
* {@link ng.$sce#getTrusted $sce.getTrusted} behind the scenes on non-constant literals.
*
* As an example, {@link ng.directive:ngBindHtml ngBindHtml} uses {@link
* ng.$sce#parseAsHtml $sce.parseAsHtml(binding expression)}.  Here's the actual code (slightly
* simplified):
*
* ```
* var ngBindHtmlDirective = ['$sce', function($sce) {
*   return function(scope, element, attr) {
*     scope.$watch($sce.parseAsHtml(attr.ngBindHtml), function(value) {
*       element.html(value || '');
*     });
*   };
* }];
* ```
*
* ## Impact on loading templates
*
* This applies both to the {@link ng.directive:ngInclude `ng-include`} directive as well as
```

* `templateUrl`'s specified by {@link guide/directive directives}.
*
* By default, Angular only loads templates from the same domain and protocol as the application
* document. This is done by calling {@link ng.$sce#getTrustedResourceUrl
* $sce.getTrustedResourceUrl} on the template URL. To load templates from other domains and/or
* protocols, you may either either {@link ng.$sceDelegateProvider#resourceUrlWhitelist whitelist
* them} or {@link ng.$sce#trustAsResourceUrl wrap it} into a trusted value.
*
* *Please note*:
* The browser's
* [Same Origin Policy](https://code.google.com/p/browsersec/wiki/Part2#Same-origin_policy_for_XMLHttpRequest)
* and [Cross-Origin Resource Sharing (CORS)](http://www.w3.org/TR/cors/)
* policy apply in addition to this and may further restrict whether the template is successfully
* loaded. This means that without the right CORS policy, loading templates from a different domain
* won't work on all browsers. Also, loading templates from `file://` URL does not work on some
* browsers.
*
* ## This feels like too much overhead
*
* It's important to remember that SCE only applies to interpolation expressions.
*
* If your expressions are constant literals, they're automatically trusted and you don't need to
* call `$sce.trustAs` on them (remember to include the `ngSanitize` module) (e.g.
* `<div ng-bind-html="'<b>implicitly trusted</b>'"></div>`) just works.
*
* Additionally, `a[href]` and `img[src]` automatically sanitize their URLs and do not pass them
* through {@link ng.$sce#getTrusted $sce.getTrusted}. SCE doesn't play a role here.
*
* The included {@link ng.$sceDelegate $sceDelegate} comes with sane defaults to allow you to load
* templates in `ng-include` from your application's domain without having to even know about SCE.
* It blocks loading templates from other domains or loading templates over http from an https
* served document. You can change these by setting your own custom {@link
* ng.$sceDelegateProvider#resourceUrlWhitelist whitelists} and {@link
* ng.$sceDelegateProvider#resourceUrlBlacklist blacklists} for matching such URLs.
*
* This significantly reduces the overhead. It is far easier to pay the small overhead and have an
* application that's secure and can be audited to verify that with much more ease than bolting
* security onto an application later.
*
*
* ## What trusted context types are supported?
*
* | Context | Notes |
* |---|---|
* | `$sce.HTML` | For HTML that's safe to source into the application. The {@link ng.directive:ngBindHtml ngBindHtml} directive uses this context for bindings. If an unsafe value is encountered and the {@link ngSanitize $sanitize} module is present this will sanitize the value instead of throwing an error. |

* | `$sce.CSS` | For CSS that's safe to source into the application. Currently unused. Feel free to use it in your own directives. |
* | `$sce.URL` | For URLs that are safe to follow as links. Currently unused (`<a href=` and `<img src=` sanitize their urls and don't constitute an SCE context. |
* | `$sce.RESOURCE_URL` | For URLs that are not only safe to follow as links, but whose contents are also safe to include in your application. Examples include `ng-include`, `src` / `ngSrc` bindings for tags other than `IMG` (e.g. `IFRAME`, `OBJECT`, etc.)

Note that `$sce.RESOURCE_URL` makes a stronger statement about the URL than `$sce.URL` does and therefore contexts requiring values trusted for `$sce.RESOURCE_URL` can be used anywhere that values trusted for `$sce.URL` are required. |
* | `$sce.JS` | For JavaScript that is safe to execute in your application's context. Currently unused. Feel free to use it in your own directives. |
*
* ## Format of items in {@link ng.$sceDelegateProvider#resourceUrlWhitelist resourceUrlWhitelist}/{@link ng.$sceDelegateProvider#resourceUrlBlacklist Blacklist}
*
* Each element in these arrays must be one of the following:
*
* - **'self'**
*   - The special **string**, `'self'`, can be used to match against all URLs of the **same
*   domain** as the application document using the **same protocol**.
* - **String** (except the special value `'self'`)
*   - The string is matched against the full *normalized / absolute URL* of the resource
*   being tested (substring matches are not good enough.)
*   - There are exactly **two wildcard sequences** - `*` and `**`. All other characters
*   match themselves.
*   - `*`: matches zero or more occurrences of any character other than one of the following 6
*   characters: '`:`', '`/`', '`.`', '`?`', '`&`' and ';'. It's a useful wildcard for use
*   in a whitelist.
*   - `**`: matches zero or more occurrences of *any* character. As such, it's not
*   not appropriate to use in for a scheme, domain, etc. as it would match too much. (e.g.
*   http://**.example.com/ would match http://evil.com/?ignore=.example.com/ and that might
*   not have been the intention.) Its usage at the very end of the path is ok. (e.g.
*   http://foo.example.com/templates/**).
* - **RegExp** (*see caveat below*)
*   - *Caveat*: While regular expressions are powerful and offer great flexibility, their syntax
*   (and all the inevitable escaping) makes them *harder to maintain*. It's easy to
*   accidentally introduce a bug when one updates a complex expression (imho, all regexes should
*   have good test coverage.). For instance, the use of `.` in the regex is correct only in a
*   small number of cases. A `.` character in the regex used when matching the scheme or a
*   subdomain could be matched against a `:` or literal `.` that was likely not intended.   It
*   is highly recommended to use the string patterns and only fall back to regular expressions
*   if they as a last resort.
*   - The regular expression must be an instance of RegExp (i.e. not a string.) It is
*   matched against the **entire** *normalized / absolute URL* of the resource being tested
*   (even when the RegExp did not have the `^` and `$` codes.) In addition, any flags
*   present on the RegExp (such as multiline, global, ignoreCase) are ignored.
*   - If you are generating your JavaScript from some other templating engine (not
*   recommended, e.g. in issue [#4006](https://github.com/angular/angular.js/issues/4006)),

```
*     remember to escape your regular expression (and be aware that you might need more than
*     one level of escaping depending on your templating engine and the way you interpolated
*     the value.)  Do make use of your platform's escaping mechanism as it might be good
*     enough before coding your own.  e.g. Ruby has
*     [Regexp.escape(str)](http://www.ruby-doc.org/core-2.0.0/Regexp.html#method-c-escape)
*     and Python has [re.escape](http://docs.python.org/library/re.html#re.escape).
*     Javascript lacks a similar built in function for escaping.  Take a look at Google
*     Closure library's [goog.string.regExpEscape(s)](
*     http://docs.closure-library.googlecode.com/git/closure_goog_string_string.js.source.html#line962).
*
* Refer {@link ng.$sceDelegateProvider $sceDelegateProvider} for an example.
*
* ## Show me an example using SCE.
*
* <example module="mySceApp" deps="angular-sanitize.js">
* <file name="index.html">
*   <div ng-controller="AppController as myCtrl">
*     <i ng-bind-html="myCtrl.explicitlyTrustedHtml" id="explicitlyTrustedHtml"></i><br><br>
*     <b>User comments</b><br>
*     By default, HTML that isn't explicitly trusted (e.g. Alice's comment) is sanitized when
*     $sanitize is available.  If $sanitize isn't available, this results in an error instead of an
*     exploit.
*     <div class="well">
*       <div ng-repeat="userComment in myCtrl.userComments">
*         <b>{{userComment.name}}</b>:
*         <span ng-bind-html="userComment.htmlComment" class="htmlComment"></span>
*         <br>
*       </div>
*     </div>
*   </div>
* </file>
*
* <file name="script.js">
*   angular.module('mySceApp', ['ngSanitize'])
*     .controller('AppController', ['$http', '$templateCache', '$sce',
*       function($http, $templateCache, $sce) {
*         var self = this;
*         $http.get("test_data.json", {cache: $templateCache}).success(function(userComments) {
*           self.userComments = userComments;
*         });
*         self.explicitlyTrustedHtml = $sce.trustAsHtml(
*             '<span onmouseover="this.textContent=&quot;Explicitly trusted HTML bypasses ' +
*             'sanitization.&quot;">Hover over this text.</span>');
*       }]);
* </file>
*
* <file name="test_data.json">
* [
```

```
*   { "name": "Alice",
*     "htmlComment":
*         "<span onmouseover='this.textContent=\"PWN3D!\"'>Is <i>anyone</i> reading this?</span>"
*   },
*   { "name": "Bob",
*     "htmlComment": "<i>Yes!</i>  Am I the only other one?"
*   }
* ]
* </file>
*
* <file name="protractor.js" type="protractor">
*   describe('SCE doc demo', function() {
*     it('should sanitize untrusted values', function() {
*       expect(element.all(by.css('.htmlComment')).first().getInnerHtml())
*           .toBe('<span>Is <i>anyone</i> reading this?</span>');
*     });
*
*     it('should NOT sanitize explicitly trusted values', function() {
*       expect(element(by.id('explicitlyTrustedHtml')).getInnerHtml()).toBe(
*           '<span onmouseover="this.textContent=&quot;Explicitly trusted HTML bypasses ' +
*           'sanitization.&quot;">Hover over this text.</span>');
*     });
*   });
* </file>
* </example>
*
*
*
* ## Can I disable SCE completely?
*
* Yes, you can.  However, this is strongly discouraged.  SCE gives you a lot of security benefits
* for little coding overhead.  It will be much harder to take an SCE disabled application and
* either secure it on your own or enable SCE at a later stage.  It might make sense to disable SCE
* for cases where you have a lot of existing code that was written before SCE was introduced and
* you're migrating them a module at a time.
*
* That said, here's how you can completely disable SCE:
*
* ```
* angular.module('myAppWithSceDisabledmyApp', []).config(function($sceProvider) {
*   // Completely disable SCE.  For demonstration purposes only!
*   // Do not use in new projects.
*   $sceProvider.enabled(false);
* });
* ```
*
*/
/*
```

```
* HTML Parser By Misko Hevery (misko@hevery.com)
* based on:  HTML Parser By John Resig (ejohn.org)
* Original code by Erik Arvidsson, Mozilla Public License
* http://erik.eae.net/simplehtmlparser/simplehtmlparser.js
*
* // Use like so:
* htmlParser(htmlString, {
*     start: function(tag, attrs, unary) {},
*     end: function(tag) {},
*     chars: function(text) {},
*     comment: function(text) {}
* });
*
*/
/**
* State-based routing for AngularJS
* @version v0.2.13
* @link http://angular-ui.github.com/
* @license MIT License, http://www.opensource.org/licenses/MIT
*/
```

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/ionic.bundle.js
No license file was found, but licenses were detected in source scan.

```
/**
* @license AngularJS v1.4.3
* (c) 2010-2015 Google, Inc. http://angularjs.org
* License: MIT
*/
/*
* HTML Parser By Misko Hevery (misko@hevery.com)
* based on:  HTML Parser By John Resig (ejohn.org)
* Original code by Erik Arvidsson, Mozilla Public License
* http://erik.eae.net/simplehtmlparser/simplehtmlparser.js
*
* // Use like so:
* htmlParser(htmlString, {
*     start: function(tag, attrs, unary) {},
*     end: function(tag) {},
*     chars: function(text) {},
*     comment: function(text) {}
* });
*
*/
```

Found in path(s):

* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/angular/angular-sanitize.js
No license file was found, but licenses were detected in source scan.

```
/**
* State-based routing for AngularJS
* @version v0.2.13
* @link http://angular-ui.github.com/
* @license MIT License, http://www.opensource.org/licenses/MIT
*/
```

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/angular-ui/angular-ui-router.min.js
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/angular-ui/angular-ui-router.js
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```
/**
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* (c) 2010-2015 Google, Inc. http://angularjs.org
* License: MIT
*/
/**
* @ngdoc service
* @name $sce
* @kind function
*
* @description
*
* `$sce` is a service that provides Strict Contextual Escaping services to AngularJS.
*
* # Strict Contextual Escaping
*
* Strict Contextual Escaping (SCE) is a mode in which AngularJS requires bindings in certain
* contexts to result in a value that is marked as safe to use for that context.  One example of
* such a context is binding arbitrary html controlled by the user via `ng-bind-html`.  We refer
* to these contexts as privileged or SCE contexts.
*
* As of version 1.2, Angular ships with SCE enabled by default.
*
* Note:  When enabled (the default), IE<11 in quirks mode is not supported.  In this mode, IE<11 allow
* one to execute arbitrary javascript by the use of the expression() syntax.  Refer
* <http://blogs.msdn.com/b/ie/archive/2008/10/16/ending-expressions.aspx> to learn more about them.
* You can ensure your document is in standards mode and not quirks mode by adding `<!doctype html>`
* to the top of your HTML document.
*
* SCE assists in writing code in way that (a) is secure by default and (b) makes auditing for
```

```
* security vulnerabilities such as XSS, clickjacking, etc. a lot easier.
*
* Here's an example of a binding in a privileged context:
*
* ```
* <input ng-model="userHtml" aria-label="User input">
* <div ng-bind-html="userHtml"></div>
* ```
*
* Notice that `ng-bind-html` is bound to `userHtml` controlled by the user.  With SCE
* disabled, this application allows the user to render arbitrary HTML into the DIV.
* In a more realistic example, one may be rendering user comments, blog articles, etc. via
* bindings.  (HTML is just one example of a context where rendering user controlled input creates
* security vulnerabilities.)
*
* For the case of HTML, you might use a library, either on the client side, or on the server side,
* to sanitize unsafe HTML before binding to the value and rendering it in the document.
*
* How would you ensure that every place that used these types of bindings was bound to a value that
* was sanitized by your library (or returned as safe for rendering by your server?)  How can you
* ensure that you didn't accidentally delete the line that sanitized the value, or renamed some
* properties/fields and forgot to update the binding to the sanitized value?
*
* To be secure by default, you want to ensure that any such bindings are disallowed unless you can
* determine that something explicitly says it's safe to use a value for binding in that
* context.  You can then audit your code (a simple grep would do) to ensure that this is only done
* for those values that you can easily tell are safe - because they were received from your server,
* sanitized by your library, etc.  You can organize your codebase to help with this - perhaps
* allowing only the files in a specific directory to do this.  Ensuring that the internal API
* exposed by that code doesn't markup arbitrary values as safe then becomes a more manageable task.
*
* In the case of AngularJS' SCE service, one uses {@link ng.$sce#trustAs $sce.trustAs}
* (and shorthand methods such as {@link ng.$sce#trustAsHtml $sce.trustAsHtml}, etc.) to
* obtain values that will be accepted by SCE / privileged contexts.
*
*
* ## How does it work?
*
* In privileged contexts, directives and code will bind to the result of {@link ng.$sce#getTrusted
* $sce.getTrusted(context, value)} rather than to the value directly.  Directives use {@link
* ng.$sce#parseAs $sce.parseAs} rather than `$parse` to watch attribute bindings, which performs the
* {@link ng.$sce#getTrusted $sce.getTrusted} behind the scenes on non-constant literals.
*
* As an example, {@link ng.directive:ngBindHtml ngBindHtml} uses {@link
* ng.$sce#parseAsHtml $sce.parseAsHtml(binding expression)}.  Here's the actual code (slightly
* simplified):
*
* ```
```

```
* var ngBindHtmlDirective = ['$sce', function($sce) {
*   return function(scope, element, attr) {
*     scope.$watch($sce.parseAsHtml(attr.ngBindHtml), function(value) {
*       element.html(value || '');
*     });
*   };
* }];
* ```
*
* ## Impact on loading templates
*
* This applies both to the {@link ng.directive:ngInclude `ng-include`} directive as well as
* `templateUrl`'s specified by {@link guide/directive directives}.
*
* By default, Angular only loads templates from the same domain and protocol as the application
* document.  This is done by calling {@link ng.$sce#getTrustedResourceUrl
* $sce.getTrustedResourceUrl} on the template URL.  To load templates from other domains and/or
* protocols, you may either either {@link ng.$sceDelegateProvider#resourceUrlWhitelist whitelist
* them} or {@link ng.$sce#trustAsResourceUrl wrap it} into a trusted value.
*
* *Please note*:
* The browser's
* [Same Origin Policy](https://code.google.com/p/browsersec/wiki/Part2#Same-
origin_policy_for_XMLHttpRequest)
* and [Cross-Origin Resource Sharing (CORS)](http://www.w3.org/TR/cors/)
* policy apply in addition to this and may further restrict whether the template is successfully
* loaded.  This means that without the right CORS policy, loading templates from a different domain
* won't work on all browsers.  Also, loading templates from `file://` URL does not work on some
* browsers.
*
* ## This feels like too much overhead
*
* It's important to remember that SCE only applies to interpolation expressions.
*
* If your expressions are constant literals, they're automatically trusted and you don't need to
* call `$sce.trustAs` on them (remember to include the `ngSanitize` module) (e.g.
* `<div ng-bind-html="'<b>implicitly trusted</b>'"></div>`) just works.
*
* Additionally, `a[href]` and `img[src]` automatically sanitize their URLs and do not pass them
* through {@link ng.$sce#getTrusted $sce.getTrusted}.  SCE doesn't play a role here.
*
* The included {@link ng.$sceDelegate $sceDelegate} comes with sane defaults to allow you to load
* templates in `ng-include` from your application's domain without having to even know about SCE.
* It blocks loading templates from other domains or loading templates over http from an https
* served document.  You can change these by setting your own custom {@link
* ng.$sceDelegateProvider#resourceUrlWhitelist whitelists} and {@link
* ng.$sceDelegateProvider#resourceUrlBlacklist blacklists} for matching such URLs.
*
```

```
* This significantly reduces the overhead.  It is far easier to pay the small overhead and have an
* application that's secure and can be audited to verify that with much more ease than bolting
* security onto an application later.
*
* <a name="contexts"></a>
* ## What trusted context types are supported?
*
* | Context            | Notes          |
* |---------------------|----------------|
* | `$sce.HTML`         | For HTML that's safe to source into the application.  The {@link ng.directive:ngBindHtml
ngBindHtml} directive uses this context for bindings. If an unsafe value is encountered and the {@link ngSanitize
$sanitize} module is present this will sanitize the value instead of throwing an error. |
* | `$sce.CSS`          | For CSS that's safe to source into the application.  Currently unused.  Feel free to use it in your
own directives. |
* | `$sce.URL`          | For URLs that are safe to follow as links.  Currently unused (`<a href=` and `<img src=`
sanitize their urls and don't constitute an SCE context. |
* | `$sce.RESOURCE_URL` | For URLs that are not only safe to follow as links, but whose contents are also safe to
include in your application.  Examples include `ng-include`, `src` / `ngSrc` bindings for tags other than `IMG` (e.g.
`IFRAME`, `OBJECT`, etc.)  <br><br>Note that `$sce.RESOURCE_URL` makes a stronger statement about the
URL than `$sce.URL` does and therefore contexts requiring values trusted for `$sce.RESOURCE_URL` can be
used anywhere that values trusted for `$sce.URL` are required. |
* | `$sce.JS`           | For JavaScript that is safe to execute in your application's context.  Currently unused.  Feel free
to use it in your own directives. |
*
* ## Format of items in {@link ng.$sceDelegateProvider#resourceUrlWhitelist resourceUrlWhitelist}/{@link
ng.$sceDelegateProvider#resourceUrlBlacklist Blacklist} <a name="resourceUrlPatternItem"></a>
*
*  Each element in these arrays must be one of the following:
*
*  - **'self'**
*    - The special **string**, `'self'`, can be used to match against all URLs of the **same
*      domain** as the application document using the **same protocol**.
*  - **String** (except the special value `'self'`)
*    - The string is matched against the full *normalized / absolute URL* of the resource
*      being tested (substring matches are not good enough.)
*    - There are exactly **two wildcard sequences** - `*` and `**`.  All other characters
*      match themselves.
*    - `*`: matches zero or more occurrences of any character other than one of the following 6
*      characters: '`:`', '`/`', '`.`', '`?`', '`&`' and ';'.  It's a useful wildcard for use
*      in a whitelist.
*    - `**`: matches zero or more occurrences of *any* character.  As such, it's not
*      not appropriate to use in for a scheme, domain, etc. as it would match too much.  (e.g.
*      http://**.example.com/ would match http://evil.com/?ignore=.example.com/ and that might
*      not have been the intention.)  Its usage at the very end of the path is ok.  (e.g.
*      http://foo.example.com/templates/**).
*  - **RegExp** (*see caveat below*)
*    - *Caveat*:  While regular expressions are powerful and offer great flexibility,  their syntax
*      (and all the inevitable escaping) makes them *harder to maintain*.  It's easy to
```

```
*     accidentally introduce a bug when one updates a complex expression (imho, all regexes should
*     have good test coverage.).  For instance, the use of `.` in the regex is correct only in a
*     small number of cases.  A `.` character in the regex used when matching the scheme or a
*     subdomain could be matched against a `:` or literal `.` that was likely not intended.   It
*     is highly recommended to use the string patterns and only fall back to regular expressions
*     if they as a last resort.
*    - The regular expression must be an instance of RegExp (i.e. not a string.)  It is
*     matched against the **entire** *normalized / absolute URL* of the resource being tested
*     (even when the RegExp did not have the `^` and `$` codes.)  In addition, any flags
*     present on the RegExp (such as multiline, global, ignoreCase) are ignored.
*    - If you are generating your JavaScript from some other templating engine (not
*     recommended, e.g. in issue [#4006](https://github.com/angular/angular.js/issues/4006)),
*     remember to escape your regular expression (and be aware that you might need more than
*     one level of escaping depending on your templating engine and the way you interpolated
*     the value.)  Do make use of your platform's escaping mechanism as it might be good
*     enough before coding your own.  e.g. Ruby has
*     [Regexp.escape(str)](http://www.ruby-doc.org/core-2.0.0/Regexp.html#method-c-escape)
*     and Python has [re.escape](http://docs.python.org/library/re.html#re.escape).
*     Javascript lacks a similar built in function for escaping.  Take a look at Google
*     Closure library's [goog.string.regExpEscape(s)](
*     http://docs.closure-library.googlecode.com/git/closure_goog_string_string.js.source.html#line962).
*
* Refer {@link ng.$sceDelegateProvider $sceDelegateProvider} for an example.
*
* ## Show me an example using SCE.
*
* <example module="mySceApp" deps="angular-sanitize.js">
* <file name="index.html">
*   <div ng-controller="AppController as myCtrl">
*     <i ng-bind-html="myCtrl.explicitlyTrustedHtml" id="explicitlyTrustedHtml"></i><br><br>
*     <b>User comments</b><br>
*     By default, HTML that isn't explicitly trusted (e.g. Alice's comment) is sanitized when
*     $sanitize is available.  If $sanitize isn't available, this results in an error instead of an
*     exploit.
*     <div class="well">
*       <div ng-repeat="userComment in myCtrl.userComments">
*         <b>{{userComment.name}}</b>:
*         <span ng-bind-html="userComment.htmlComment" class="htmlComment"></span>
*         <br>
*       </div>
*     </div>
*   </div>
* </file>
*
* <file name="script.js">
*   angular.module('mySceApp', ['ngSanitize'])
*     .controller('AppController', ['$http', '$templateCache', '$sce',
*       function($http, $templateCache, $sce) {
```

```
*        var self = this;
*        $http.get("test_data.json", {cache: $templateCache}).success(function(userComments) {
*          self.userComments = userComments;
*        });
*        self.explicitlyTrustedHtml = $sce.trustAsHtml(
*            '<span onmouseover="this.textContent=&quot;Explicitly trusted HTML bypasses ' +
*            'sanitization.&quot;">Hover over this text.</span>');
*      }]);
* </file>
*
* <file name="test_data.json">
* [
*   { "name": "Alice",
*     "htmlComment":
*         "<span onmouseover='this.textContent=\"PWN3D!\"'>Is <i>anyone</i> reading this?</span>"
*   },
*   { "name": "Bob",
*     "htmlComment": "<i>Yes!</i>  Am I the only other one?"
*   }
* ]
* </file>
*
* <file name="protractor.js" type="protractor">
*   describe('SCE doc demo', function() {
*     it('should sanitize untrusted values', function() {
*       expect(element.all(by.css('.htmlComment')).first().getInnerHtml())
*           .toBe('<span>Is <i>anyone</i> reading this?</span>');
*     });
*
*     it('should NOT sanitize explicitly trusted values', function() {
*       expect(element(by.id('explicitlyTrustedHtml')).getInnerHtml()).toBe(
*           '<span onmouseover="this.textContent=&quot;Explicitly trusted HTML bypasses ' +
*           'sanitization.&quot;">Hover over this text.</span>');
*     });
*   });
* </file>
* </example>
*
*
*
* ## Can I disable SCE completely?
*
* Yes, you can.  However, this is strongly discouraged.  SCE gives you a lot of security benefits
* for little coding overhead.  It will be much harder to take an SCE disabled application and
* either secure it on your own or enable SCE at a later stage.  It might make sense to disable SCE
* for cases where you have a lot of existing code that was written before SCE was introduced and
* you're migrating them a module at a time.
*
```

```
* That said, here's how you can completely disable SCE:
*
* ```
* angular.module('myAppWithSceDisabledmyApp', []).config(function($sceProvider) {
*   // Completely disable SCE.  For demonstration purposes only!
*   // Do not use in new projects.
*   $sceProvider.enabled(false);
* });
* ```
*
*/
```

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/angular/angular.js
No license file was found, but licenses were detected in source scan.

```
/*!
* Copyright 2014 Drifty Co.
* http://drifty.com/
*
* Ionic, v1.1.1
* A powerful HTML5 mobile app framework.
* http://ionicframework.com/
*
* By @maxlynch, @benjsperry, @adamdbradley <3
*
* Licensed under the MIT license. Please see LICENSE for more information.
*
*/
/*!
 Ionicons, v2.0.1
 Created by Ben Sperry for the Ionic Framework, http://ionicons.com/
 https://twitter.com/benjsperry  https://twitter.com/ionicframework
 MIT License: https://github.com/driftyco/ionicons

 Android-style icons originally built by Google’s
 Material Design Icons: https://github.com/google/material-design-icons
 used under CC BY http://creativecommons.org/licenses/by/4.0/
 Modified icons to fit ionicon’s grid from original.
*/
```

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/css/ionic.min.css
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```
/*
```

AngularJS v1.4.3
(c) 2010-2015 Google, Inc. http://angularjs.org
License: MIT
*/

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* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/angular/angular-resource.min.js
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* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/angular/angular-sanitize.min.js
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* Ionic, v1.1.1
* A powerful HTML5 mobile app framework.
* http://ionicframework.com/
*
* By @maxlynch, @benjsperry, @adamdbradley <3
*
* Licensed under the MIT license. Please see LICENSE for more information.
*
*/
/**
  * Various utilities used throughout Ionic
  *
  * Some of these are adopted from underscore.js and backbone.js, both also MIT licensed.
  */
/*
* Scroller
* http://github.com/zynga/scroller
*
* Copyright 2011, Zynga Inc.
* Licensed under the MIT License.
* https://raw.github.com/zynga/scroller/master/MIT-LICENSE.txt
*
* Based on the work of: Unify Project (unify-project.org)
* http://unify-project.org
* Copyright 2011, Deutsche Telekom AG
* License: MIT + Apache (V2)
*/
// Easing Equations (c) 2003 Robert Penner, all rights reserved.

// Open source under the BSD License.
/*
* Adapted from Swipe.js 2.0
*
* Brad Birdsall
* Copyright 2013, MIT License
*
*/

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/ionic.js
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/**
* Resets
* ----------
* Adapted from normalize.css and some reset.css. We don't care even one
* bit about old IE, so we don't need any hacks for that in here.
*
* There are probably other things we could remove here, as well.
*
* normalize.css v2.1.2 | MIT License | git.io/normalize

* Eric Meyer's Reset CSS v2.0 (http://meyerweb.com/eric/tools/css/reset/)
* http://cssreset.com
*/

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/scss/_reset.scss
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*
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*
* Licensed under the MIT license. Please see LICENSE for more information.
*
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 Ionicons, v2.0.1

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https://twitter.com/benjsperry https://twitter.com/ionicframework
MIT License: https://github.com/driftyco/ionicons

Android-style icons originally built by Google's
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Modified icons to fit ionicon's grid from original.
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* bit about old IE, so we don't need any hacks for that in here.
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* There are probably other things we could remove here, as well.
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* normalize.css v2.1.2 | MIT License | git.io/normalize

* Eric Meyer's Reset CSS v2.0 (http://meyerweb.com/eric/tools/css/reset/)
* http://cssreset.com
*/

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* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/ionic.min.js

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* http://ionicframework.com/
*
* By @maxlynch, @benjsperry, @adamdbradley <3
*
* Licensed under the MIT license. Please see LICENSE for more information.
*
*/
/**
* ==================  angular-ios9-uiwebview.patch.js v1.1.1 ==================
*
* This patch works around iOS9 UIWebView regression that causes infinite digest
* errors in Angular.
*
* The patch can be applied to Angular 1.2.0 – 1.4.5. Newer versions of Angular
* have the workaround baked in.
*
* To apply this patch load/bundle this file with your application and add a
* dependency on the "ngIOS9UIWebViewPatch" module to your main app module.
*
* For example:
*
* ```
* angular.module('myApp', ['ngRoute'])`
* ```
*
* becomes
*
* ```
* angular.module('myApp', ['ngRoute', 'ngIOS9UIWebViewPatch'])
* ```
*
*
* More info:
* - https://openradar.appspot.com/22186109
* - https://github.com/angular/angular.js/issues/12241
* - https://github.com/driftyco/ionic/issues/4082
*
*
* @license AngularJS
* (c) 2010-2015 Google, Inc. http://angularjs.org
```

* License: MIT
*/

Found in path(s):
* /opt/cola/permits/1330518129_1659004273.9170203/0/awesome-cordova-plugins-1-1-0-zip/awesome-cordova-plugins-1.1.0/ng1demo/www/lib/ionic/js/ionic-angular.js

1.14 org.iilab.openmentoring 1018

1.14.1 Available under license :

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